100% UNOFFICIAL NINTENDO GAMECUBE PRODUCT
132 PAGES

CUBE™

NO.19

THE UK'S BEST GAMECUBE MA

CUBE ISSUE 19 ■ ZELDA: THE WIND WAKER ■ F-ZERO GC ■ SOUL CALIBUR II

FULL PAL REVIEW

ZELDA THE WIND WAKER

Link's most magical adventure yet?

EXCLUSIVE IN-DEPTH

F-ZERO GC

Speed is what we need! Nintendo's ultimate thrill ride exposed

MASSIVE FIRST REVIEW

SOUL CALIBUR II

The 3D beat-'em-up reaches its zenith





FEATURING



R THE ATRIX

PLAYTEST The movie of the year hits GameCube



BURNOUT 2

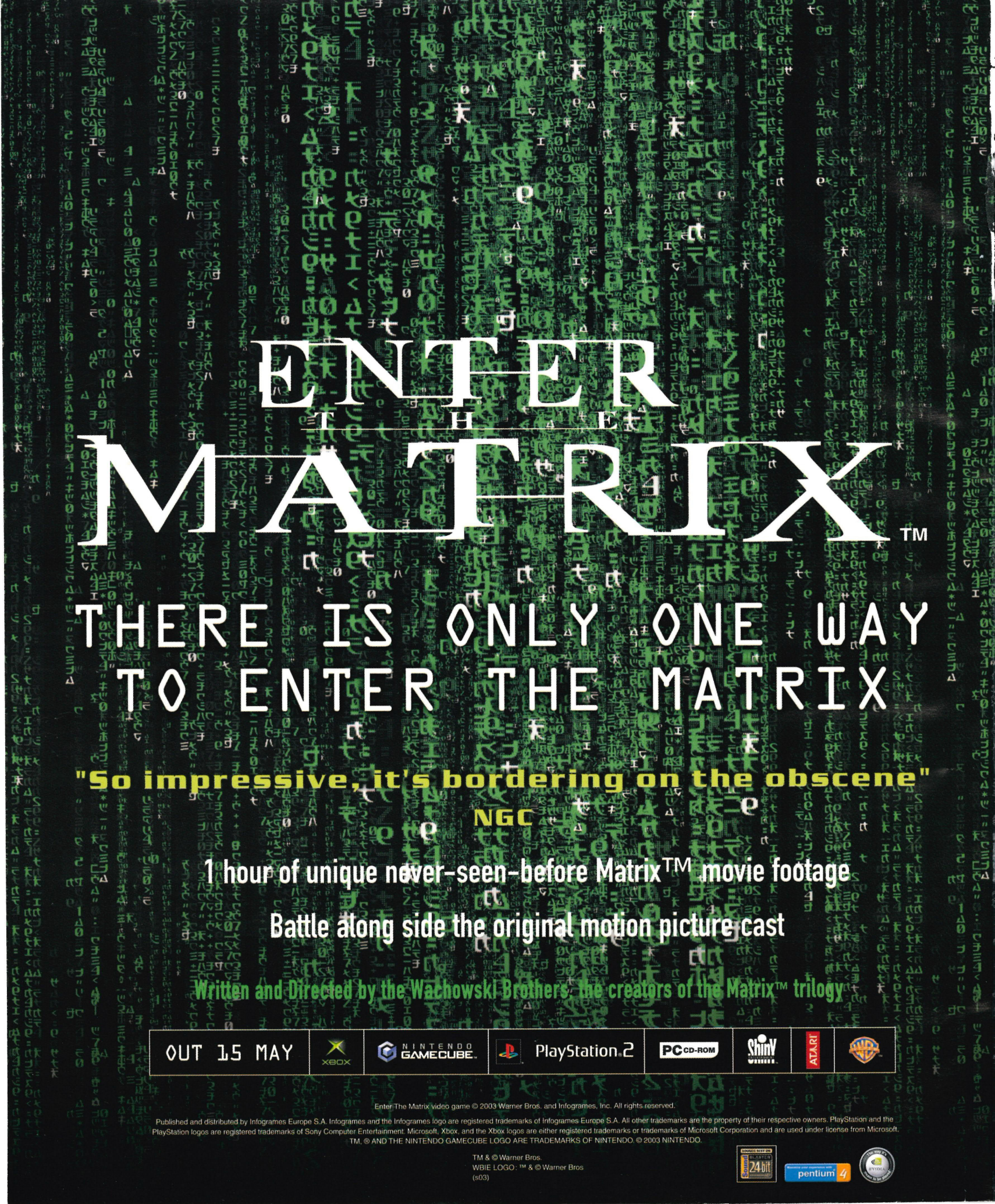
REVIEWED The best racer on any system anywhere

£5 GAMES VOUCHER INSIDE!

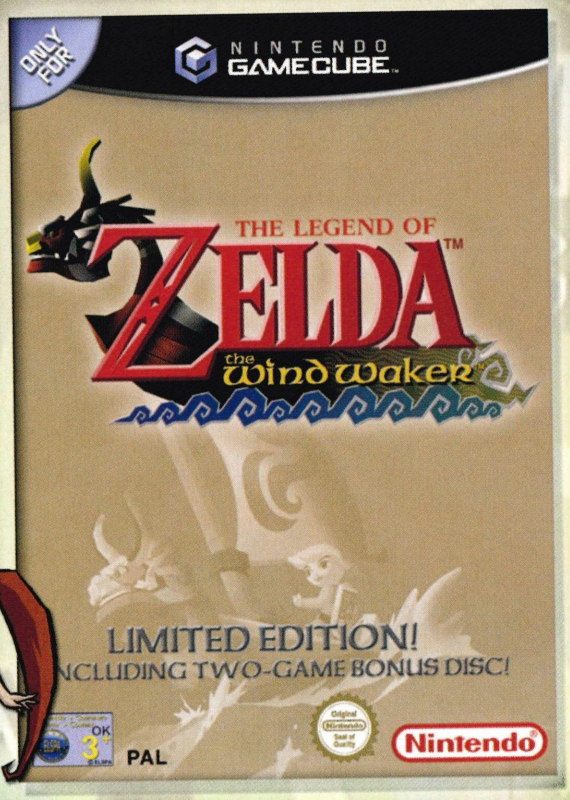
ALSO INSIDE

- DEF JAM VENDETTA
- SPLINTER CELL
- BURNOUT 2
- VIEWTIFUL JOE
- RED FACTION 2
- OUTLAW GOLF

£3.50
"excite, enthuse and inform"
9 771475 139014 19
PARAGON PUBLISHING


ENTER THE MATRIX™
THERE IS ONLY ONE WAY TO ENTER THE MATRIX
"So impressive, it's bordering on the obscene"
NGC
1 hour of unique never-seen-before Matrix™ movie footage
Battle along side the original motion picture cast
Written and Directed by the Wachowski Brothers, the creators of the Matrix™ trilogy
OUT 15 MAY
XBOX
NINTENDO GAMECUBE
PlayStation 2
PC CD-ROM
Shiny
ATARI
Enter The Matrix video game © 2003 Warner Bros. and Infogrames, Inc. All rights reserved.
Published and distributed by Infogrames Europe S.A. Infogrames and the Infogrames logo are registered trademarks of Infogrames Europe S.A. All other trademarks are the property of their respective owners. PlayStation and the PlayStation logos are registered trademarks of Sony Computer Entertainment. Microsoft, Xbox, and the Xbox logos are either registered trademarks or trademarks of Microsoft Corporation and are used under license from Microsoft. TM, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2003 NINTENDO.
TM & © Warner Bros.
WBIE LOGO: ™ & © Warner Bros
(s03)
Sound Blaster 24bit
pentium 4


www.thematrix.com
www.enterthematrixgame.com



VOUCHER VALID UNTIL 05.06.03. PRICES ARE CORRECT AT THE TIME OF GOING TO PRESS. ALL OFFERS ARE SUBJECT TO AVAILABILITY, WHILE STOCKS LAST. ONE VOUCHER PER CUSTOMER. THESE OFFERS MAY BE WITHDRAWN WITHOUT NOTICE. THIS OFFER EXCLUDES ALL OTHER OFFERS AND PROMOTIONS. THIS DOES NOT AFFECT YOUR STATUTORY RIGHTS.

gamestation

BUY

THE LEGEND OF ZELDA the Wind Waker

FOR ONLY £37.99

AND GET ONE OF THE FOLLOWING GAMES FREE:

CELL DAMAGE, F1 2002, SSX TRICKY, WRESTLEMANIA, & 2002 FIFA WORLD CUP.

PLEASE TAKE THIS VOUCHER TO YOUR NEAREST STORE...

MAIL ORDER CUSTOMERS PLEASE QUOTE REF: GC 19



ONE OF THESE FIVE TITLES FREE WHEN YOU BUY ZELDA ON THE GAMECUBE

CALL

MAIL ORDER
0845 345 0335
When ordering please
QUOTE REF NO: GC 19

CLICK

www.gamestation.co.uk

VISIT

85+ STORES NATIONWIDE...
(for your nearest store: 0870 112 1111)

gamestation

MAIL ORDER OPENING HOURS
MONDAY - FRIDAY: 9:00am-8:00pm,
SATURDAY: 9:00am-5:00pm
CUSTOMER SERVICE NO 0870 876 1444

CASH AND TRADE PRICES ARE SUBJECT TO INSPECTION OF THE GAME(S) AND WILL BE DETERMINED BY THE CONDITION OFTHE GAME BOX AND INSTRUCTIONS. PACKSHOTS ARE FOR ILLUSTRATION PURPOSES ONLY. PRICES ARE CORRECT AT THE TME OF GOING TO PRESS. ALL OFFERS ARE SUBJECT TO AVAILABILITY, WHILE STOCKS LAST. THESE OFFERS MAY BE WITHDRAWN WITHOUT NOTICE. FOR FULL TERMS AND CONDITIONS APPLY TO: GAMESTATION PO BOX 47 YORK Y030 4YF. THIS OFFER EXCLUDES ALL OTHER OFFERS AND PROMOTIONS. THIS DOES NOT AFFECT YOUR STATUTORY RIGHTS.GAMESTATION IN-HOUSE DESIGNER MICHELLE MCDONOGH





WELCOME



SO OUR PERSEVERANCE over the last few months is finally paying off. We've regurgitated all that stuff about how things are going to get better so many times, so thank god the happy days are here again and we can drop the over-bearing optimism for self-satisfied smugness that everything did in fact turn out alright.

Where to start? We've got the PAL version of *The Wind Waker*. It was a measure of the game that it was utterly compelling even when we couldn't understand a thing. To play it while the enchanting tale unravels completes an experience you'll always remember. Next up, *Soul Calibur II* is the picture perfect beat-'em-up that proves Namco is still king of the 3D fighting genre. A couple of pages further on you'll find a four-page review of *Splinter Cell* which might just be the best tactical military stealth game out there, and that includes *Metal Gear Solid 2*, although Miyamoto-san's involvement in the next *Metal Gear* game means there could yet be another twist in that particular tale. Bringing up the rear we've got *Burnout 2* and *PN03*, neither of which needs any introduction. *Burnout 2* is quite simply the most breathtakingly fast racer you'll see this side of Christmas, and probably some way beyond. It's especially impressive given the amount of polygons it's pushing around the screen. *PN03*, the first of Capcom's so-called 'big five' isn't the deepest game you'll play this year (a tough call when you're going up against the likes of *Wind Waker* and *Metroid Prime*), but it more than makes up for it with style, grace and good, old-fashioned full-on action gameplay.

Elsewhere we look forward to E3 which will establish exactly how and where Nintendo are planning to position the GameCube over the coming months and indeed years, and by the time you read this we'll be on our way to LA to blow the lid on everything that happens. Be assured, you won't miss out on a thing.

We also have news of a free gift coming your way next month which we're quite confident will blow everything else out there out of the water. I won't give too much away here, but read the magazine and you'll find out more. Let's put it this way – you've never seen the **CUBE** team so excited. In the meantime alls we can say is... let's rock!

Miles Guttery
Editor

Miles

AT A GLANCE

Blood Rayne	74
Burnout 2	84
Def Jam Vendetta	80
Enter the Matrix	30
Final Fantasy: Crystal Chronicles	08
F-Zero GC	44
Hulk	40
Legend of Zelda: The Wind Waker	60
Outlaw Golf	66
Pitfall Harry	38
PN03	88
Red Faction 2	32
Resident Evil 2	82
Resident Evil: Nemsis	83
Soul Calibur II	68
Sphinx	41
Splinter Cell	76
Starcraft Ghost	42
Tales of Symphonia	10
Tube Slider	34
Viewtiful Joe	52
XIII	36

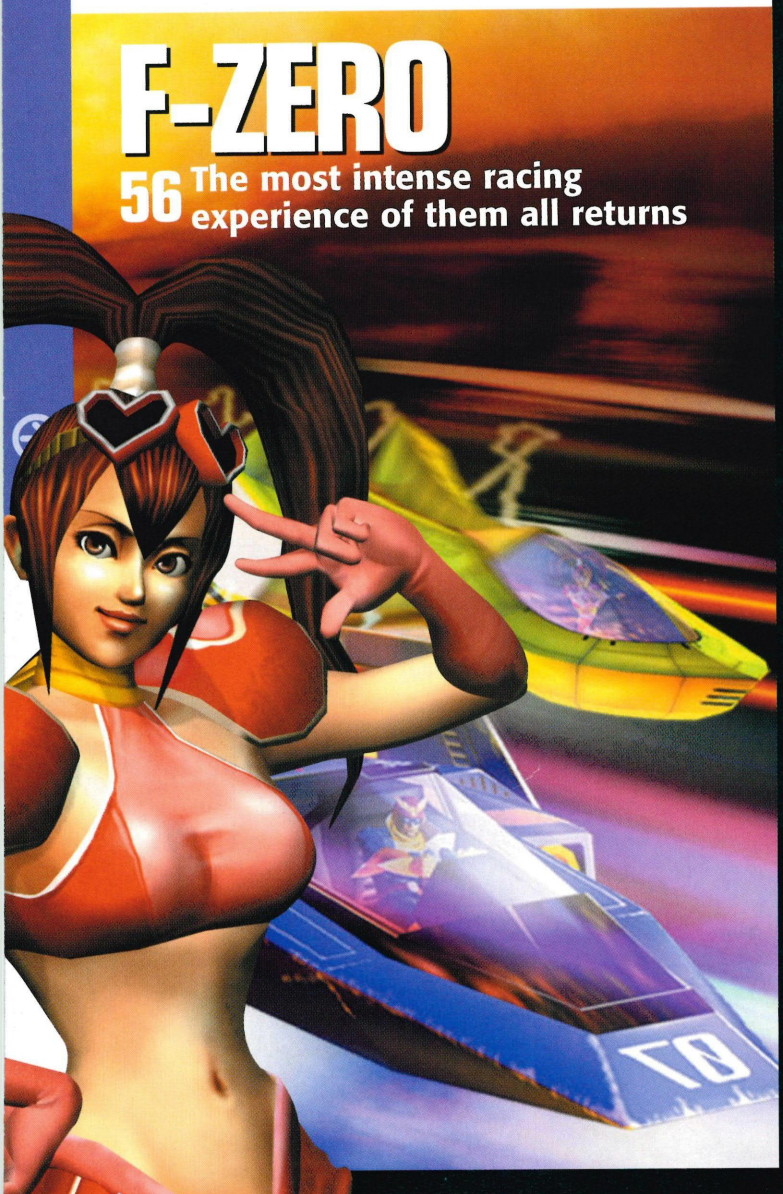
CUBE

ISSUE NINETEEN

ALL-NEW FASCIAS ★★★★★ PAGE 114 ★★★

CONTENTS

The only magazine for people serious about Nintendo gaming. 100% unofficial, 0% jive



F-ZERO

56 The most intense racing experience of them all returns

UP FRONT

and in your face

Whenever new details of the big titles slip out, here's where you'll find them first. We cut out the veg and go straight to the meat!

Final Fantasy: Crystal Chronicles 08
Tales of Symphonia 10

GCN

action news

CUBE's newshounds are on the case 24 hours a day to bring you all the latest developments in the world of GameCube

12

PREVIEWS

you ain't seen these, right?

Check out the games you'll be playing a couple of months from now. *Enter the Matrix* is shaping up rather nicely as it goes.

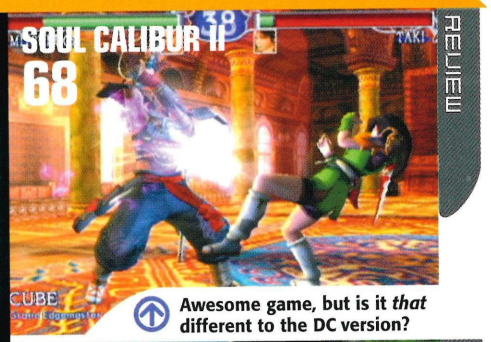
Enter the Matrix 30
Red Faction 2 32
Tube Sliders 34
XIII 36
Pitfall Harry 38
Hulk 40
Sphinx 41
Starcraft Ghost 42

IN-DEPTH

the biggest games blown apart

This month we've dedicated a massive eight pages to the wonderful-looking *F-Zero*. Racing will never be the same again

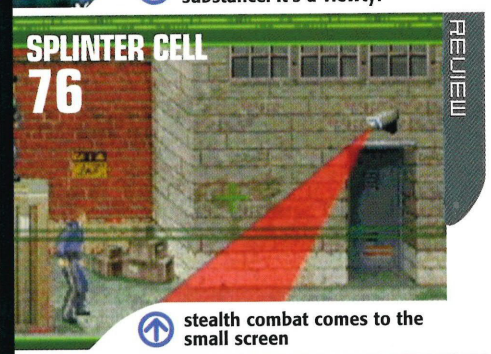
F-Zero GC 44
Viewtiful Joe 52



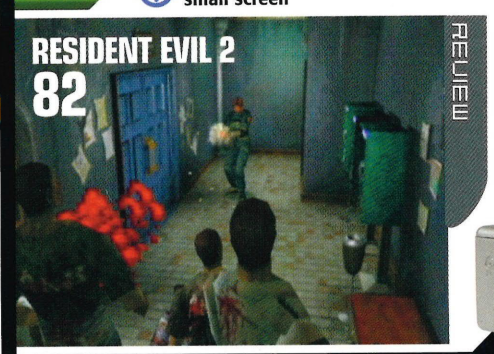
Awesome game, but is it *that* different to the DC version?



A victory for style and substance. It's a viewty!



stealth combat comes to the small screen



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

REVIEWS

get 'em while they're hot

What can we say? This month's reviews read like a who's who of must-have games for the year. However will we choose?

Zelda: The Wind Waker	60
Outlaw Golf	66
Soul Calibur II	68
Blood Rayne	74
Splinter Cell	76
Def Jam Vendetta	80
Resident Evil 2	82
Resident Evil: Nemesis	83
Burnout 2	84
P.N.03	88

NETWORK CUBE

get with the program

All the cheats and tips you could want plus your opportunity to get yourself in the magazine

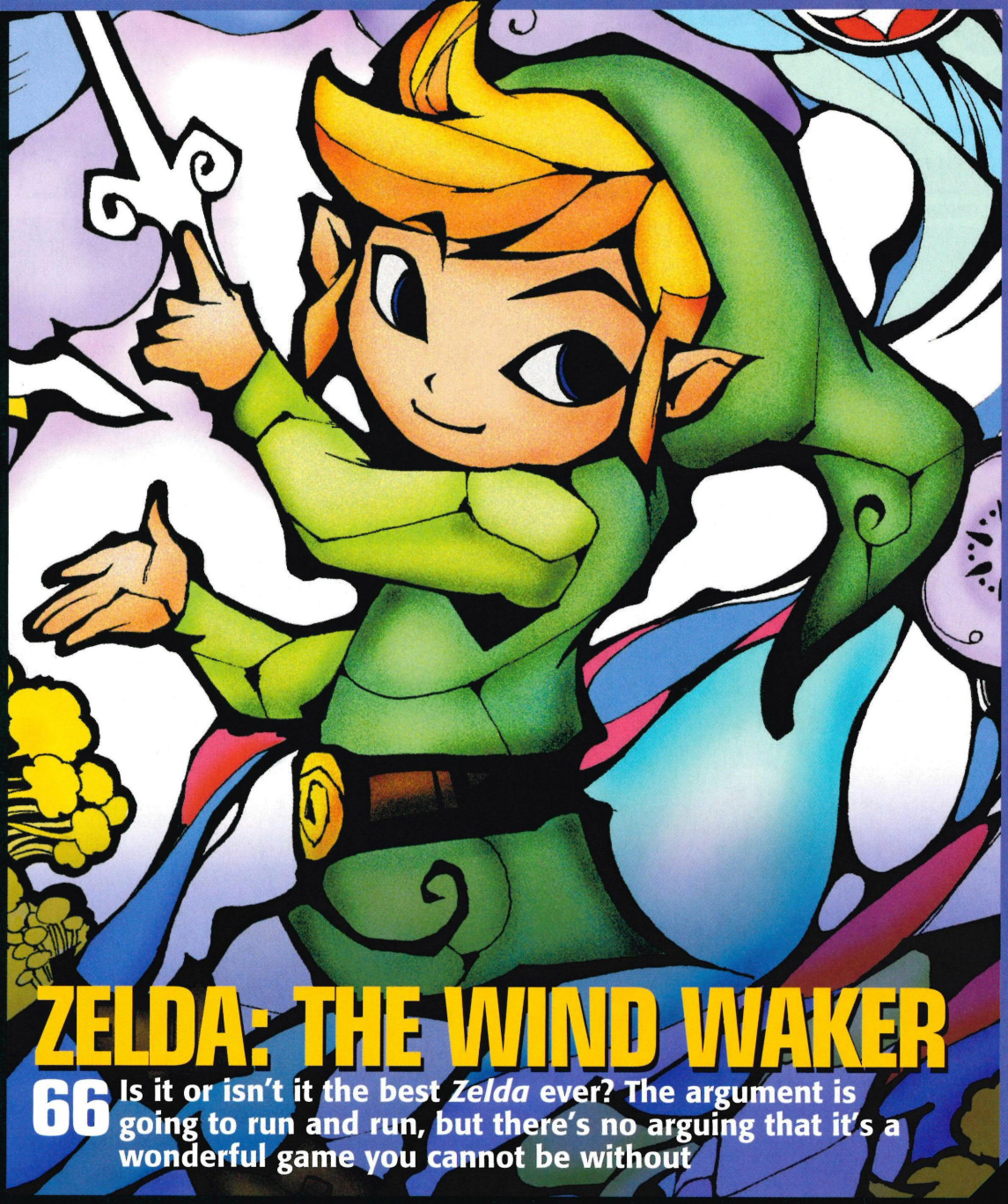
Viewpoint	94
Forum Frenzy	96
Reader Reviews	97
Beat the Team	98
Cheating Monkeys	100
Action Replay	102
Solution: The Sims	104
Q&A	110
Fascias	114
Directory	118
Horizon	122
Back Issues	126
Subscriptions	128
I Love Nintendo	130

ADVANCE

little screen, big thrills

From the cuddly to the rock-hard, this month's GBA titles are from opposite ends of the spectrum

Kirby's Dreamland	112
Splinter Cell	113

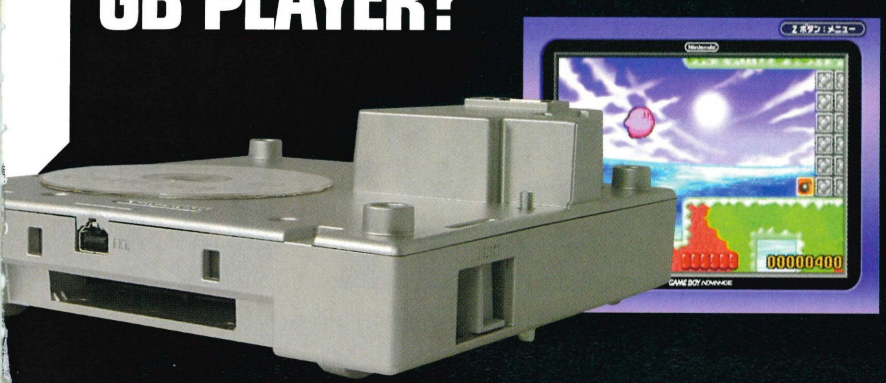


ZELDA: THE WIND WAKER

66 **Is it or isn't it the best *Zelda* ever? The argument is going to run and run, but there's no arguing that it's a wonderful game you cannot be without**

FEATURE
GB PLAYER?

Imagine playing your GBA games on a full-size telly! It's just like owning a SNES all over again, only better. **CUBE** get's cosy with this nifty piece of kit 28





UP FRONT

If you loved the SNES Final Fantasys then this will be the game for you...

CUBE

INFORMATION

FINAL FANTASY: CC	
PUBLISHER:	NINTENDO
DEVELOPER:	GAME DESIGNERS' STUDIOS
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

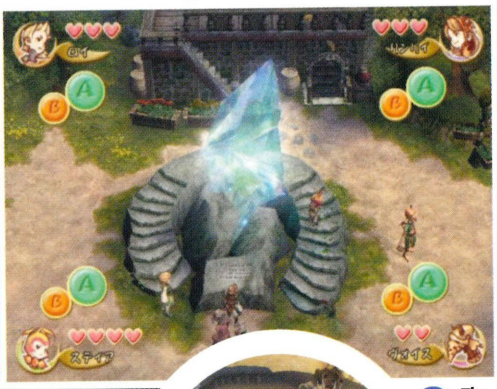
- MULTIPLAYER RPG
- UNIQUE SPELL SYSTEM
- GBA-GC LINKUP
- BEAUTIFUL VISUALS
- REAL-TIME BATTLES

TOTAL GAMES.net MOVIES ☑ PICTURES ☑

Q4 '03 | 18 JUL '03 | Q4 '03



In typical FF fashion there are some very weird enemies







The entire village gathers round to say farewell to the group of travellers



The village elder sends you on a quest



WE'VE ALWAYS LOVED *Final Fantasy*. Sure, some entries in the series are undeniably weak, but the better ones are pretty much spot-on. Just ask anybody who's travelled with Cain through *FFIV*, overthrown Midgar in *FFVII* and helped Celes in *VI*. A good RPG needs a fine balance of elements – a story worth telling, believable characters and a sense of adventure. Few RPGs make you feel as if you've been on a gruelling journey by the time the end screen rolls around, but this is where Square games generally excel. Whether this will be the case with *Crystal Chronicles* remains to be seen because we simply don't know enough about it yet, but it should live up to its billing. After all, it's very *Secret Of Mana* in looks and style, and *Secret Of Mana* is one of the finest games Square has released to date.

We've gone on about *Crystal*

FINAL FANTASY: CR

"THE VISUALS ARE THE MAIN STANDOUT POINT AT THE MOMENT, THEY'RE SO LUSH AND INVITING"





The only boss we've seen so far is this massive crab









The first dungeon is full of these horned lizards

Chronicles for a few issues now, but we just had to show you these new screenshots. As we see more and more of the game the similarities to the *Secret Of Mana* series become even more obvious.

The first dungeon you enter is just what you'd expect from a Square RPG. Misty, murky and suffocated by a rolling fog, there will be a lot of simple fights to ease you in, and plenty of treasure! After all, you're going to need some currency to get stuck into the adventure properly aren't you?

There's the prerequisite Dragon boss for you to slay as the conclusion of the dungeon, and speaking of bosses, you've no doubt noticed the giant crab that seems to be lurking in a field in front of a gorgeous looking waterfall in the screenshots. We're not sure what you're going to have to do to get rid of this beast, but that claw certainly looks fearsome.

The visuals are the main standout point at the moment though, they're so lush and inviting. The world map looks as if its been painted across your screen and the textures are bold and colourful. What's interesting about the world map though is that, from what we've seen, when you enter a new area you're treated to a real-time cut-scene that shows your characters hoisting up their cart and carrying it through the grass. We're not quite sure as to the relevance of this, or indeed if it happens every time you enter a new area. Maybe it sets you up for a battle, or for finding treasure? *Crystal Chronicles* will be playable at E3 (mere weeks from now), so we'll be able to fill you in on every little detail in the very near future. Until then, these screens will have to do.

CUBE



The maps are gorgeous, easily the best in the series so far

YSTAL CHRONICLES



The battle system is neither real-time nor turn-based





CUBE

INFORMATION

TALES OF SYMPHONIA	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

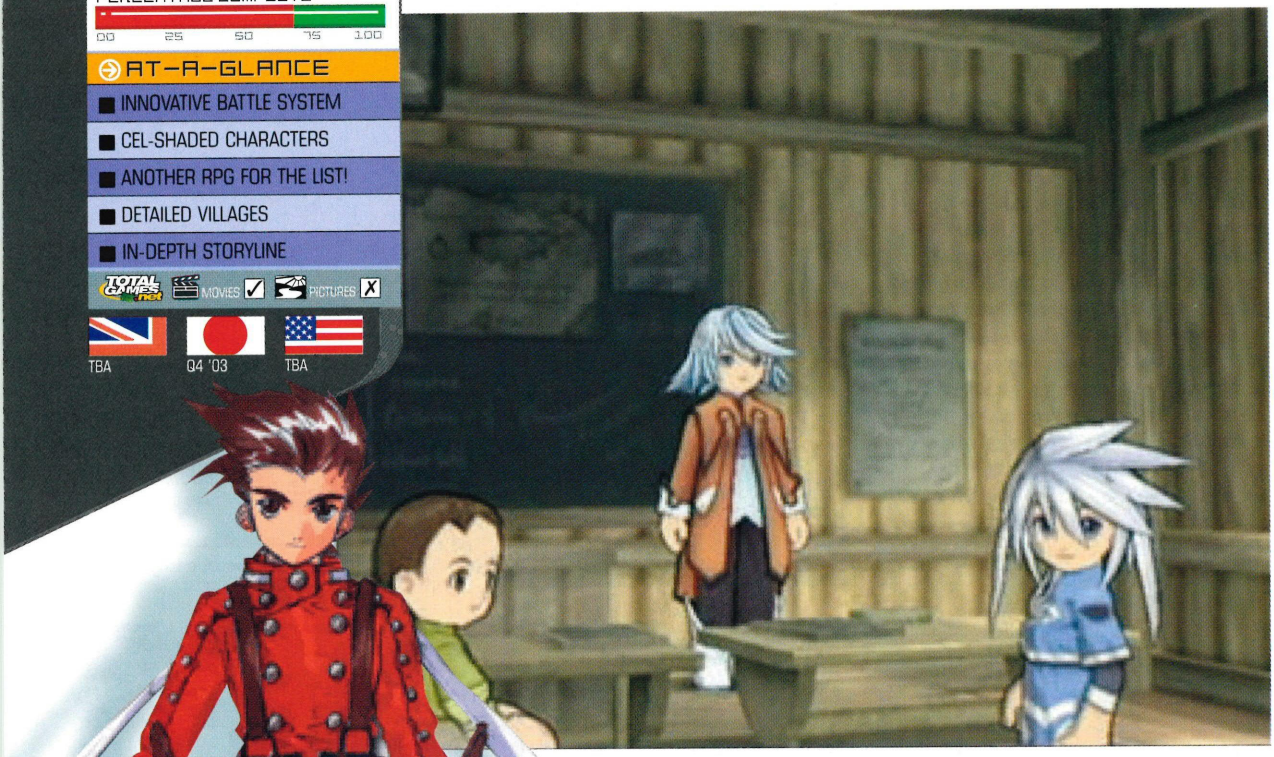
- INNOVATIVE BATTLE SYSTEM
- CEL-SHADED CHARACTERS
- ANOTHER RPG FOR THE LIST!
- DETAILED VILLAGES
- IN-DEPTH STORYLINE

TOTAL GAMES NETWORK MOVIES ✓ PICTURES ✗

TBA Q4 '03 TBA

TALES OF SY

This looks symphony amazing



Early shots have the emphasis on this classroom, where Lloyd, Collet and Genius all learn together. Why Namco is showing us this is a mystery

AS GAMECUBE OWNERS, we may be starved of decent RPGs to get our teeth stuck into, but for Japanese GameCube owners, this situation is about to change. *Tales Of Symphonia* hails from Namco, its legacy including the *Tales Of Phantasia* and *Tales Of Destiny* titles – games that are held in extremely high regard in their native land. For many gamers, this title has been a long time coming, but it looks as if the wait is almost over.

Tales Of Symphonia certainly looks the part, mixing cel-shaded characters with a fully polygon world to good effect as seen in past games such as *Wild Arms 3* on the PS2. The character design is taken care of by Kosuke Fujishima, a famous manga artist responsible for the likes of *Oh! My Goddess*, among many other famous titles. He has been involved with the *Tales* series before, so their distinctive style is set to live on with *Symphonia*.

Aesthetical issues aside, the famous real-time 'Linear Motion Battle' system will make the jump to full 3D, which should please fans of the older games. Before, when faced with a battle, you were taken to a 2D side-scrolling *Street Fighter*-style game. But now, in full 3D, there will be a lot more scope for

"TALES OF SYMPHONIA MIXES CEL-SHADED CHARACTERS WITH A POLYGONAL WORLD"





Lloyd Irving is 17 years old and the leader of the party. They start 'em young in these parts

Nope, we have absolutely no idea what he's saying either. Any uggestions on a postcard please.



MPHONIA



The villages are beautifully detailed, and the cel-shaded style works surprisingly well. It's a shame we have to wait so long for it...

different tactics and magic that take advantage of this additional dimension.

On the storyline front, things get a little more generic. Revolving around the lives of a bunch of teenagers, it tells the tale of Silvaland and Teseiala, two worlds that complement each other in parallel existence. The set up is that when one world grows and is successful, the other withers and suffers. This Ying/Yang has been thrown out of the window by some destructive force, so Lloyd Irving, (a laid-back 17-year-old orphan brought up by a clan of dwarfs) Collet Brunel (a friend of Lloyd, she is also a descendant of the mysterious Mana tribe of old) and Genius Sage (a 12-year-old kid with the maturity of somebody twice his age – again, a friend of Lloyd's) all set out to restore this fragile balance. Maybe Collet's powers hold the key to achieving this task... who knows? We'll take a guess and suggest that anybody who's ever played a Japanese RPG will have a pretty good idea straight away, but this won't detract from what will undoubtedly be an extremely enjoyable game. With *Tales* not even due to hit Japanese stores until this Christmas at the earliest, it's going to be some time before we see anything more, but mark it in your diary.



Collet Brunel is a 16-year-old who gets forced into growing up a little more quickly than she might like. Whatever happened to innocence, eh?

It's going to be tough playing through this in Japanese, but the game isn't due out in the US until April '04. So how bad do you want it?





GCN GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

POCKET ROCKET

The GBA SP arrives in the UK, and with it comes an all-new marketing approach for Nintendo.



PAGE 012-13

PARTY PEOPLE

Third-party love, LAN gaming and demo discs. What more could you want? How about a new *Sonic Team* title?



PAGE 014-15

BIG FEET FIRST!

Small but perfectly formed, the hobbits are taking over a GameCube near you. We speak to the team.



PAGE 016

STORY CITY

Samus gets all subliminal, Kirby strikes again, and Midway takes over the world Jedi-style



PAGE 018

DEVELOPER DIARY

Part seven of our monthly HotHead feature introduces the main character as well as a third-person view.



PAGE 020-21

CHARTS/RELEASE LIST

Everything you need to know about what's selling, what's not and what's coming on the horizon. A treasure chest of info.



PAGE 022-23



How about you put that SP in this pocket just here... thanks very much... RUN!!

Pretty ladies and technology – Nintendo gets in on the stereotype



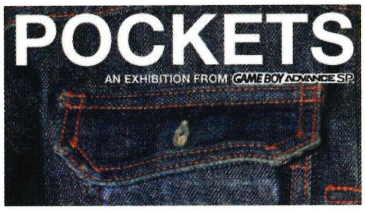
POCKET R

Nintendo launches the SP and Microsoft retaliates by dropping the cost of an Xbox

ON 27 MARCH CUBE witnessed the launch of the ultra sleek, highly desirable and genuinely pocket-sized GBA SP. In celebration of the SP's debut, Nintendo held an exhibition of the history of the pocket in London's West End, in conjunction with a DJ set by Norman Jay and, of course, a chance for guests to get their hands on Nintendo's little pocket rocket. The exhibition itself was attended by Read Or Dead founder Wayne Hemmingway and featured the representation of the humble carrying pouch through film, music and literature. Among the high profile guests attending the event, and receiving a free silver SP and carry case to boot, were Ralf Little of *The Royle Family*, the model Catalina, Danny Goffey of Supergrass and even that cheeky chappie from *Banzai* that barks "Place your bets now!"

Such an event is something of a departure for Nintendo and seems to be aping, in advertising terms at least, Sony's approach to marketing. The Cube Clubs in the US tried to achieve something similar, mixing nightclub venues with DJs and a gaggle of celebrities. Such events, along with the

A POTTED HISTORY OF THE POCKET



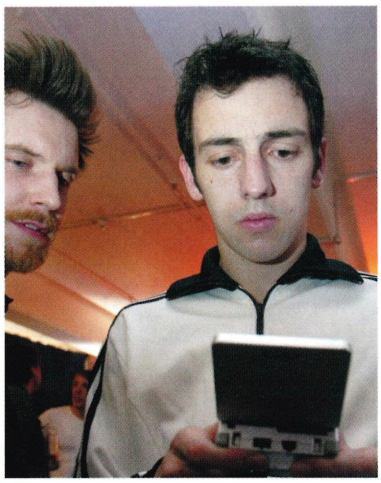
OR, HOW A POUCH MADE US HAPPY...

The kangaroo first invented the pocket, prompting Man, who previously kept his belongings tucked away in his armpit, to follow suit... and er, make a suit, pockets and all. Anyhow, Man soon discovered that by cupping his now uncluttered armpit with his hand and making a flapping motion with his elbow, he could produce – on demand – the sound of a fart. Consequently someone laughed and hence 'Fun' was born. Nintendo then cashed in on this newly discovered Fun by crafting the pocket-sized SP, loads of entertaining games and selling a truckload of 'em. That was history, this is fact – get used to it.



DJ Norman J tries to sample sounds from Fusion – quality

"NINTENDO NEEDS TO DROP THE PRICE OF THE GAMECUBE - NOW!"



Ralph Little is amazed that he can actually see what's going on



POCKET

advertising posters now appearing across the UK, illustrate that Nintendo wants a piece of the lifestyle market. It wants hip consumers to buy into its goods and, given the dashingly neat looks and svelte design of the SP, it's certainly got the right bit of kit to gain some credibility.

But for gamers not concerned with the associated 'coolness' that may or may not come from owning an SP, one of the biggest reasons for getting one of these miniature beauties is the money off voucher you get. The first 400,000 SPs grant the buyer a £30 discount off a GameCube. Clever, eh? Not only should Nintendo entice a whole new set of consumers with its SP but it also highlights the neatness of GBA to GC connectivity and gives consumers a money off incentive to go get a GameCube as well.

However, as we've been saying since Christmas last year, Nintendo needs to drop the price of the GC, and now more so than ever. Why? Well, because gamers can currently buy an Xbox for £130 – still the GameCube's official RRP! Microsoft realises that consumers respond to price cuts, indeed this point is made all the more obvious by the sales surge witnessed, and of course touted, by Nintendo when Argos and Currys slashed the cost of the GameCube back in March. Yet now, with the Xbox and GameCube retailing for exactly the same price, the general consumer is likely to plump for the more 'powerful' machine that comes with a DVD player. Ironically enough, Nintendo may only change its mind on this issue when it finds that a lack of action hits them where it hurts most – in its pocket. We wrote that ourselves... CUBE

IN THE CUBE WITH...



SHELLEY FRIEND

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

CUBE: In the launch of SP, does the inclusion of the fashion designer Wayne Hemingway and a guest list of celebrity stars indicate that, with this handheld, Nintendo is aiming at a trendier adult crowd?

SF: Whilst GBA SP will appeal to all console and handheld gamers, due to its stylish design, compactness and integrated front screen light, we believe GBA SP will particularly appeal to the older, style conscious, gadget-minded games player.

CUBE: The GBA SP has sold phenomenally well. Similarly, the GC has also had a considerable hike in sales, perhaps because of the money off voucher that accompanies a purchase of the SP. Yet after the launch of *Zelda* in May, what upcoming incentives will gamers have to buy a GameCube?

SF: We will continue to introduce promotions for GameCube throughout the year but we have not yet announced any further plans.

CUBE: In response to recent and significant discounting of the GameCube and its software by retailers such as Dixons and Argos, and the attendant soaring sales, is Nintendo now considering an imminent price cut?

SF: Nintendo has no plans to reduce the price of the Nintendo GameCube and we remain confident that it offers gamers of all ages the best value home console on the market. Currently in store we have the *Metroid* Pak which contains both GameCube hardware and *Metroid Prime* software and retails at around 199 Euros (£130). We will then have *The Legend Of Zelda: The Wind Waker* Limited Edition Pak, launching on 3 May, containing a Nintendo GameCube, the critically acclaimed *The Legend Of Zelda: The Wind Waker* game and a bonus disc with two additional Nintendo GameCube games, which will also retail at around 199 Euros. With over 130 games currently available, along with a further 80 anticipated for launch in 2003, the Nintendo GameCube offers gamers an outstanding gaming experience at an affordable price.

CUBE: You've gone on record as stating that there will be no first-party online games at this year's E3. Is this still, to the best of your knowledge, correct?

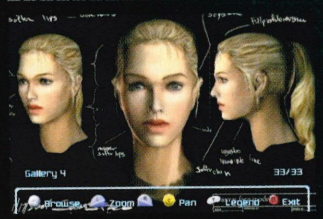
SF: Yes, this is correct. Nintendo will not be showing any first-party Nintendo online games at E3; the focus of the show is connectivity between GameCube and Game Boy Advance and there will be a number of exciting new playable games which demonstrate this.

CUBE: Given that Broadband adaptors are currently available in the UK and that Iwata-San has recently confirmed Nintendo's LAN intentions, could you tell us Nintendo's European plans for LAN gaming?

SF: Nintendo has not announced any plans for LAN gaming.

CUBITES

NINTENDO NEWS THAT'S BIG ENOUGH TO READ YET SMALL ENOUGH TO REMEMBER...

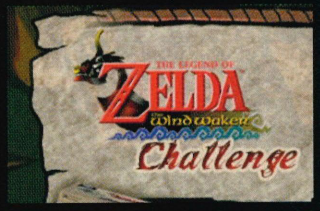


2D METROID 2?

Nintendo is giving you the chance to vote on what you want to see in Metroid Prime 2. *By visiting www.Nintendo.com and typing 'Metroid' into the search engine you can then vote on multiplayer modes, GC to GBA connectivity and a reversion to 2D!*

BUNCH OF ART

Recreate anything from the Zelda *universe in any medium, send it to Nintendo and you could bag yourself a platinum GC, a copy of* The Wind Waker, *and a T-Shirt signed by Miyamoto! Go to Nintendo-Europe.com to find out more.*



CAPCOM'S SURPRISE

Capcom is due to showcase a previously unannounced title at this year's E3. The game is not by Production Studio 4 but is an in-house Japanese developed title. We suspect it's been in development for a while. Interesting, very interesting...



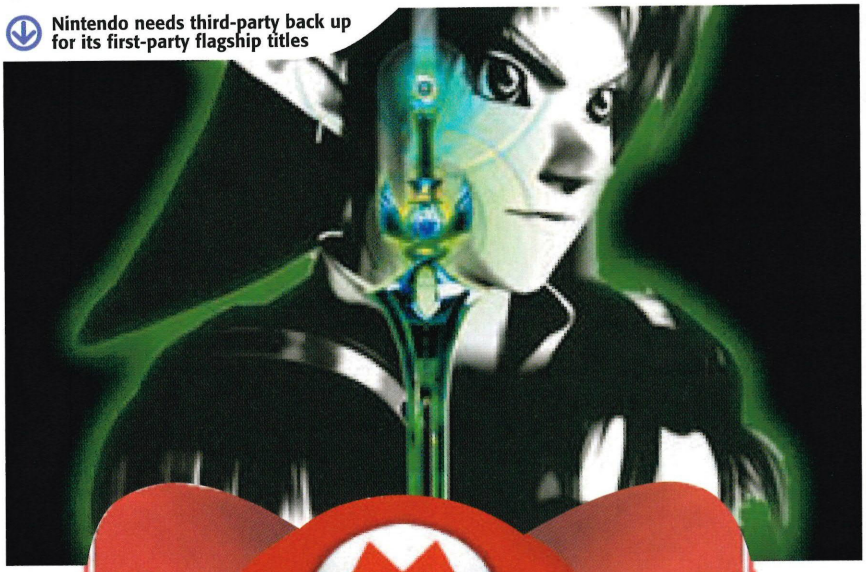
BATTERIES NOT INCLUDED

Nintendo Of Japan is set to release a higher capacity rechargeable battery for the GBA SP. It will offer nearly twice the performance, allowing over 17 continuous hours of play with the backlight on. No confirmation of a UK release yet though.

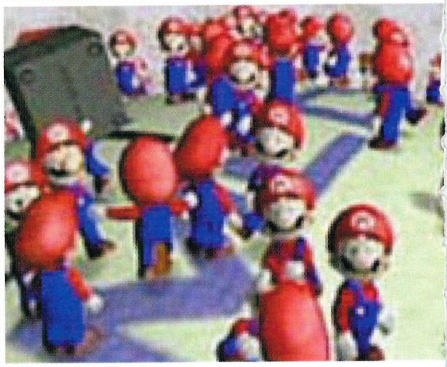


More third-party games, demo discs, LAN, Mario 128 and a new game from Sonic Team...

Nintendo needs third-party back up for its first-party flagship titles









PAR

HOT ON THE HEELS of last month's news that Nintendo was forging much stronger relations with EA are further revelations about Nintendo's handling of third-parties. Speaking to news agency Reuters last month, George Harrison, the senior vice president of marketing at NOA, stated that: "The biggest games of last year were games like *GTA*, and they came from an independent publisher. We need to make sure that we have good relations with all the independent publishers, because you never know where the next big hit game is going to come from."

So, with this in mind Nintendo has made it cheaper for publishers to make GameCube software by cutting its royalty fees – the flat fee sum that publishers pay Nintendo on each game they sell. Quite obviously, the intention of this royalty cut is to encourage more third party support. In fact, Nintendo's out of character concession that it really needs games developers other than just itself, was further elaborated on by



Aaargh, they're everywhere. Quick, someone call the AA!

TY PEOPLE

Harrison in talking about E3, where he spoke of the emphasis on third party support in Los Angeles, "Games from Namco, SEGA and Capcom... we think are going to be just as important in helping to sell our hardware system this year as much as our own games".

Noticeably, however, many developers and publishers will already be well into production on titles and will not yet be able to take advantage of this change in pricing. Accordingly, the real effects of this enticement to make games for the GC will become more evident next year. Still, it's heartening to see that the once stubborn and uncompromising Nintendo seems to be actively courting others who matter.

It's not just the makers and publishers of games that Nintendo is trying to woo, but gamers too. Both Microsoft and Sony support demo discs and now, in the US at least, Nintendo is going to release demo discs too. As ever, such a development is unconfirmed for Europe but the precedent so far has been that what happens across the pond is replicated over here a few months later.

Returning to the subject of E3, and as you will read in this issue's interview with Shelley Friend, Nintendo will not be showing first-party online games at the world's largest entertainment expo. With this confirmed, and bearing in mind that *Mario Kart* is already complete, it's almost unavoidable to assume that, seeing as an intention was expressed by the games designers to make the title online compatible, and seeing as it's not going to feature this option, LAN gaming will be unveiled. Accordingly, the driving plumber will be the flagship title to launch the hardware. (See LA, LAN over there to the right.)

Finally, in a month scattered with different pieces of news all related in some way to E3, come two more interesting snippets. Firstly, Shigeru Miyamoto, responding to criticism of a lack of innovation in *Mario Sunshine*, has stated that *Mario 128* will be a genuine sequel to *Mario 64* and will be out in Japan by the end of the year. Secondly, SEGA has announced a brand-new GC platformer. Developed by Sonic Team under the direction of Yuji Naka, the game is called *Billy Hatcher And The Giant Egg*. Described as a lightning-fast 3D platformer, it sees players hatching magical creatures and exploring carnival-esque environments, defeating enemies and solving puzzles. According to SEGA it's a GC exclusive and will launch in America by the end of the year. Next issue we'll lift the lid on E3 and all your queries should be answered.

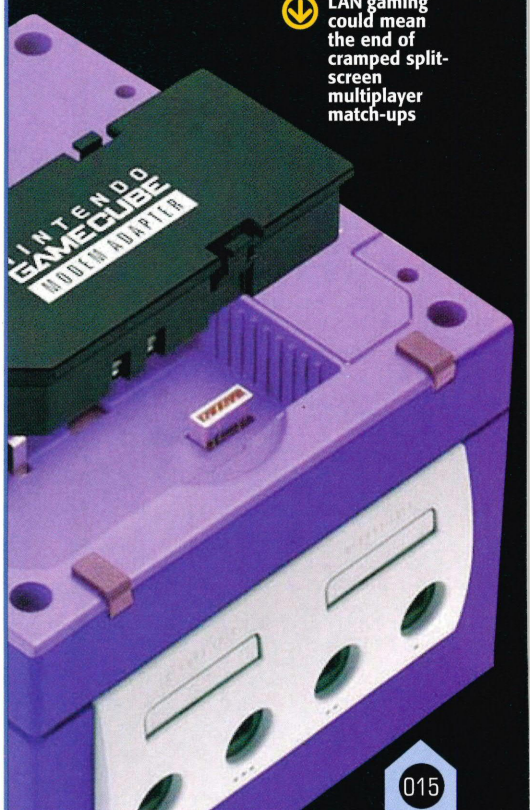
CUBE

NINTENDO GAMECUBE

LA, LAN

SO HOW MIGHT IT WORK?

LAN stands for local area network. Essentially a LAN supplies a networking capability to computers in close proximity to each other. What this means for you as a GameCube owner is that you'll be able to play co-operatively or competitively against your friends using two separate televisions or more. As a minimum requirement for networking games, you'll need at least two GameCubes in order for one to work as the dedicated server, whilst each of the other consoles (we suspect you'll be able to link up to four) connect to this master using an Ethernet Hub, ie a cable. Importantly, each GameCube you want to network will need its own Broadband adapter. The exact specifics of link-up are unconfirmed (there may even be a wireless version, in keeping with WaveBird), but it's certain that, seeing as *Mario Kart* has been in development for so long, that there are many more upcoming titles (third-party games included) that'll take advantage of this facility. At the moment our money is on there being a LAN compatible showing not just of *Mario Kart* but also *Mario Tennis* and *Mario Golf* at, of course, E3. Clearly the place to be.



LAN gaming could mean the end of cramped split-screen multiplayer match-ups

IN THE CUBE WITH...



TROY SKINNER

NAME: TROY SKINNER
POSITION: PRODUCER
COMPANY: SIERRA ENTERTAINMENT

CUBE: How did you first get into the videogame industry?
TS: Lots of game companies hire extra testers around the end of July to handle the enormous number of games that ship before Christmas. That's the one time of the year when it is relatively easy to get into the industry... as a tester. I saw an advert in the paper, answered it with a resumé, and got an interview. At the interview they were most interested in finding out if I could write (I can), and if I had good analytical skills (they are a bit dodgy). The big question was to write a one-page essay on how to build a soda vending machine! They wanted to see that you could think through a process that you probably didn't have any familiarity with. I must have done well enough as I got the job and then survived the inevitable post-Christmas lay-offs.

CUBE: What are your top three videogames of all time?
TS: It's hard to pick just three – there have been so many games released lately that I've really enjoyed. I'd have to say, though, that my top three are games that defined each new generation of gaming – *Zelda 64* on Nintendo 64, *Metal Gear Solid* on PlayStation, and *Grand Theft Auto 3* on PlayStation2. I'd have to say that *Legend Of Zelda: The Wind Waker* and *Dark Cloud 2* are quickly rising to the top of the recent crop, though!

CUBE: How closely will *The Hobbit* follow the story and events of the book?
TS: Playing the game is like living the book. You get to play through all of the greatest parts of Bilbo's adventure from his hobbit hole in The Shire all the way through to Smaug's Lair. In addition, we've been given some freedom to embellish upon parts of the book that are only briefly mentioned in writing, so you'll see some things expanded into full environments that were only touched on in JRR Tolkien's story.

CUBE: What aspect of the game are you most proud of so far?
TS: It's hard to pick out one thing that I'm most proud of! There are so many things that I love about the game – it's been a real labour of love for everyone at Sierra and Inevitable. From the fun gameplay, to the imaginative environments, to the storybook style of the game, I love it all.

CUBE: How have you found working with GameCube hardware?
TS: Working on GameCube and with Nintendo has been great. The hardware allows us to do some pretty awesome things, both graphically and in other ways. It doesn't get in the way of making the game, so instead of fighting to see who's boss, the developer can concentrate on making an incredible game.



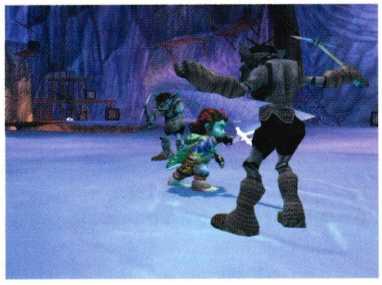
The Hobbit and the characters, events, items and places therein are trademarks of The Saul Zaentz Company dba Tolkien Enterprises and are used, under licence, by Sierra Entertainment, Inc.

BIG FEET FIRST!



The resurgent popularity of Tolkien should give *The Hobbit* a kickstart in terms of sales. Cunning, eh

The cartoon-style is in contrast to the gritty visual look of EA's *The Lord Of The Rings* movie tie-ins



Small but perfectly formed...

WHAT WITH THE astounding worldwide adoration for both Harry Potter and *The Lord Of The Rings*, it seems that just about everyone is a closet, or otherwise, fan of fantasy and magic. Such an interest would – only about a year or so ago – have been more commonly associated with the preserve of 12-sided dice-loving 'weirdy' and – age permitting – 'beardy' geeks, but now it seems, given the ludicrous global success of Hogwarts and hobbits, that the geek really will inherit the earth.

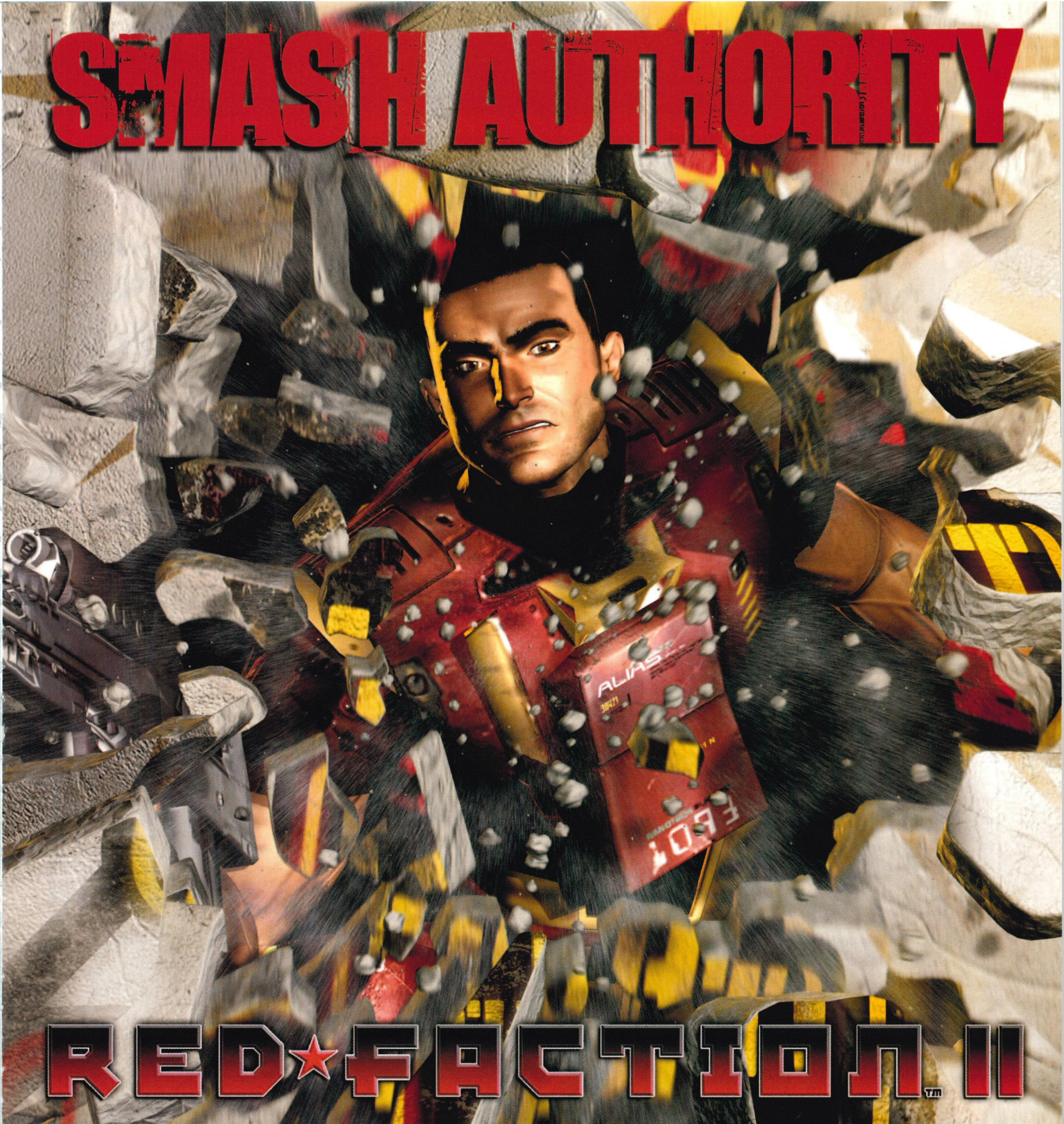
So then, what better time than now to make a game around probably one the most loved books of all time – *The Hobbit*. But, suspend your cynicism for a moment – we all know that popular culture tie-ins tend to be pretty dismal, but *The Hobbit* may be different.

First up, the perennial problem of shoddy voice-acting seems to have been taken care of. Genuine actors have been commissioned to play the roles of characters from the book and help fuel the game's narrative. On a similar note, an orchestra has recorded a Celtic-themed soundtrack.

Gameplay wise, as reported last month, *The Hobbit* mechanics are similar to recent *Zelda* games and will contain the bona fide mix for a mainstream hit: combat, puzzle solving and stealth.

The stealth elements will feature Bilbo (your character) wearing The Ring and hence becoming invisible – yet, much like the book, the ring is likely to drop off your finger or be unusable at inconvenient times.

Also in keeping with the book is a climactic chapter featuring the Battle of Five Armies that should no doubt appeal to all Tolkien fans regardless of their ability to grow unnecessary facial hair.



RED FACTION 2 BLASTS ITS WAY ONTO GAMECUBE
WITH REVOLUTIONARY GEO-MOD™ TECHNOLOGY

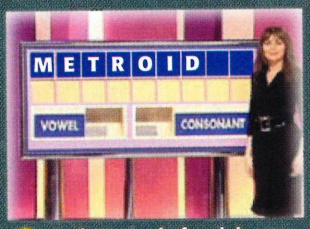
volition

NINTENDO GAMECUBE

www.redfaction2.com

© 2003 THQ Inc. Red Faction, Geo-mod™ Technology, Volition, THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved.

THQ



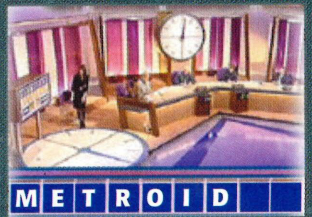
Is that a wad of cash in your pocket Carol?

SUBLIMINAL ADVERTISING

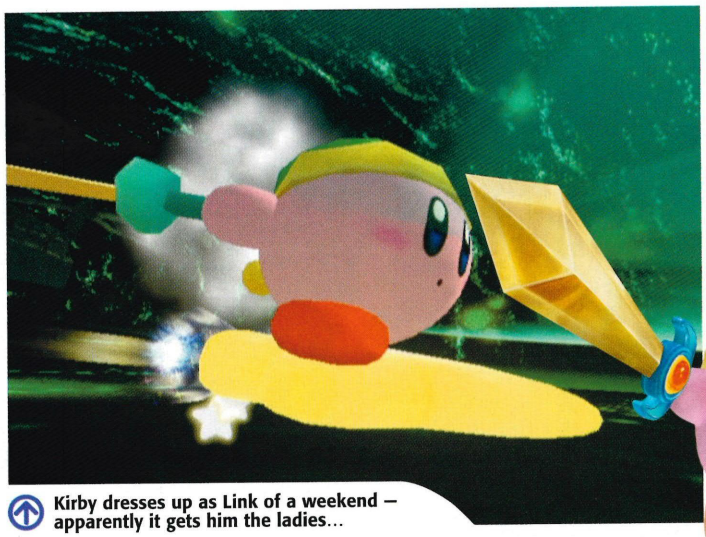
PRIME TIME TV

The SP launch may have been designed to persuade 20-something gamers who'd never normally be seen dead sporting videogame merchandise – other than perhaps a retro game t-shirt – to buy Nintendo products, but it also seems there's a more cunning type of marketing at work. Relaxing at home of an afternoon watching the elderly, student and incontinent quiz show of choice, *Countdown*, and supposedly free from thoughts about videogames, just after the UK launch of *Metroid Prime*, one of our news hounds was shocked to see what can only be described as a stunt too improbable to be anything other than brainwashing. As Carol laid out the consonants and vowels, just one word became starkly clear: 'Metroid'. Our correspondent failed to remember the subsequent hour after this event but tells us his next definite memory was finding himself outside GAME clutching a receipt and a copy of *Metroid Prime*.

Rumours that Mrs Vorderman is due to play Samus in the upcoming movie are as yet unconfirmed.



What are the chances of that, eh? Pretty slim, we'd say



Kirby dresses up as Link of a weekend – apparently it gets him the ladies...

It may not be up to much graphically, but it'll be good fun

HAL has so obviously been inspired by *Back To The Future*



NEW KID ON THE BLOB

Suck 'em and see...



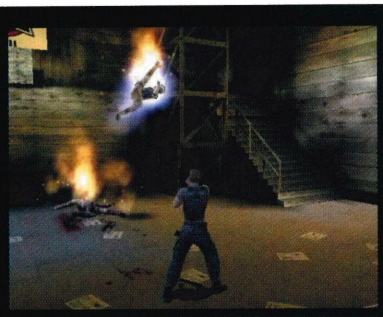
THAT PINK SLAB of cannibalistic jelly is back. Having originally been in development for the N64, HAL is still at the helm of this title with *Kirby's Air Ride* now increasingly close to completion. The only footage we've seen of this game was when we met Shigeru Miyamoto back in February. The video we saw showed Kirby soaring around franchise-themed tracks from games such as *Zelda* and *F-Zero* at a speed more akin to the *Mario Kart* games than the blistering velocity more commonly associated with Nintendo's premier racer. As ever, Kirby will be able to consume other characters and take on their abilities. So, *Kirby's Air Ride* seems like something of a *Mario Kart* clone with an added element of eat-'em-up gameplay. All of which, with memories of the top draw SNES battle modes of *Mario Kart* kicking round our heads as we look at these multiplayer screens, means that when we get to E3 we certainly won't be overlooking Kirby. CUBE

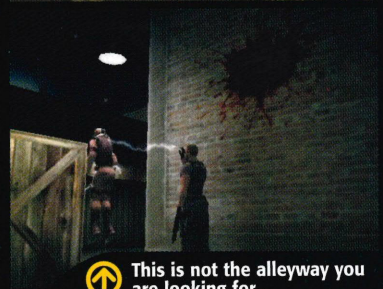
MIND GAMES

Seen it all before? Think again...

Innovation is rare in games these days, but *ESPionage* boasts some original-sounding ideas. As you may well have guessed, the ESP stands for 'extra sensory perception'. Playing as Nick Geller, an American PSI-Operative, it's your job to overthrow a terrorist army and its psychic agents. Although, just how you're going to outwit a psychic – surely they'd know you were coming – is currently unclear. But we guess it's got something to do with your own special powers. Playing as Geller you have abilities such as telekinesis, allowing you to lift and move objects and people, Pyrokenisis, the ability to launch fire, Mind Control which grants the use of enemy bodies and Remote Viewing, which gives you an overview of the areas you're about to infiltrate.

Midway tells us that your PSI powers allow for an open-ended approach to mission completion, and that whilst ESP elements are important, there's also a range of traditional weapons to be used and an emphasis on action mixed with elements of stealth. There may even be some spoon bending to be had. Preview next month.



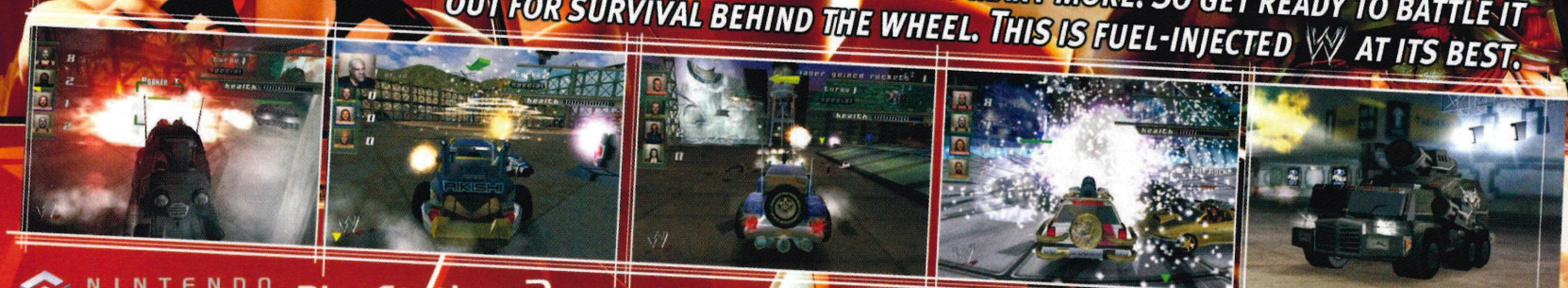


This is not the alleyway you are looking for...

CRUISIN' FOR A BRUISIN'!

WWE CRUSH HOUR™

GET READY FOR A NO HOLDS BARRED BATTLE WHERE THE WWE SUPERSTARS TRADE IN THEIR MUSCLES FOR CARS. ALL YOUR FAVOURITE WWE MATCHES ARE HERE; INCLUDING CAGE AND HARDCORE PLUS MANY MORE. SO GET READY TO BATTLE IT OUT FOR SURVIVAL BEHIND THE WHEEL. THIS IS FUEL-INJECTED WWE AT ITS BEST.



NINTENDO GAMECUBE™ PlayStation®2

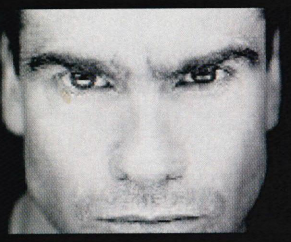
The names of all World Wrestling Entertainment televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment logos are trademarks and the exclusive property of World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2003 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by Pacific Coast Power & Light Company. Uses Havok.com™. © Copyright 1999-2000 Telekinesys Research Limited. Portions of this software are Copyright 1998-2000 Criterion Software Ltd. and its Licensors. THQ, Pacific Coast Power & Light Company, and their respective logos are registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.

JAKKS Pacific

THQ

CUBITES

NINTENDO NEWS THAT'S BIG ENOUGH TO READ YET SMALL ENOUGH TO REMEMBER..

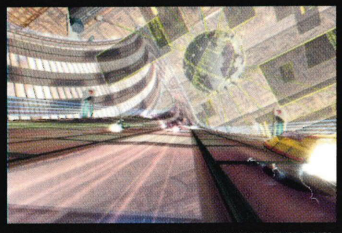


PUNK ISN'T DEAD

Vivendi Universal has announced that, for its upcoming game Mace Griffin Bounty Hunter, *the lead character will be voiced by Henry Rollins. Rollins was previously the front man of seminal punk band Black Flag.*

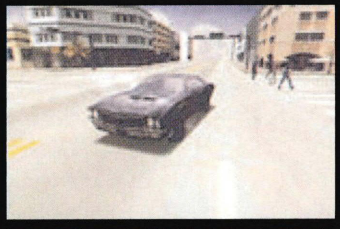
GUTTED: F-ZERO SLIPS

Disappointing news has reached us from Japan that the GC version of the futuristic racer has been delayed. Previously due to launch in May, the racer will now launch in the Far East on 25 July.



DRIVER 3 STALLS

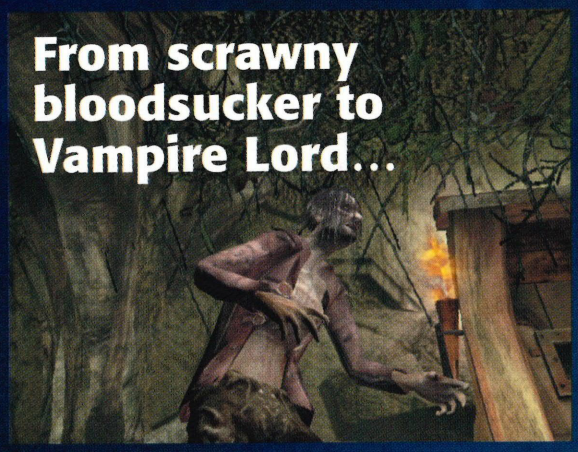
Infogrames has announced that the much-anticipated Driver 3 *has been delayed. Originally pencilled in for a launch date later this year, the game is now scheduled for a Spring 2004 release.*



DUTY CALLS

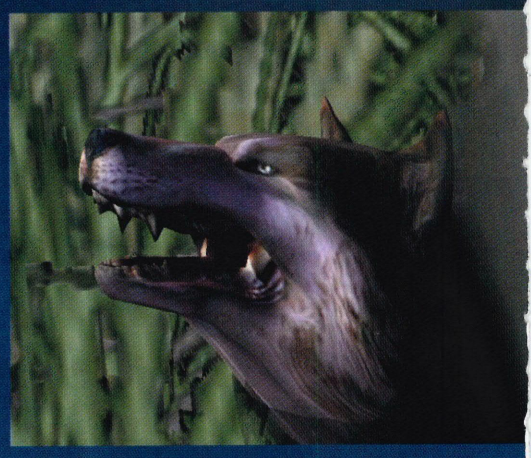
Activison has announced a new franchise, Call Of Duty, *which is effectively its answer to EA's* Medal Of Honor *series. You'll play as a US paratrooper, a British commando and a Russian infantryman.*





At the start of the game Mallat is weak, drained and void of any abilities

At this time he's extremely prone to attacks with hungry Wolves on the prowl...

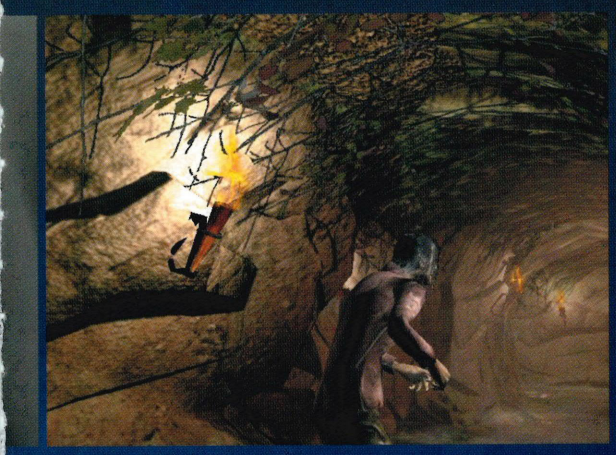


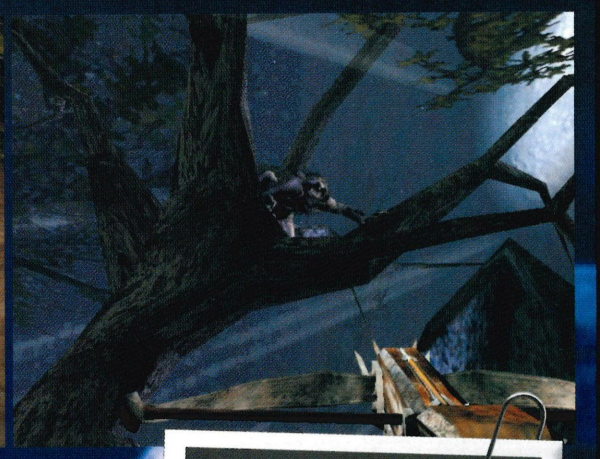
DEVELOPER DIARY... PART SEVEN

Every issue we'll be speaking to HotHead Studios, and following the development of its up-and-coming horror-adventure game, Shadow Of The Sun

ONE OF THE main reasons we do this Developer Diary is to give you an insight into how the development process works and, as shown this month, things can turn around very quickly. The style of the game has changed considerably inside four weeks (as Tony will tell you in his letter), and is nearing something that the entire team is happy with. You you never know... we might have something very special on it for you next month...









HotHead Studios

Dear CUBE,

Shadow Of The Sun has undertaken a major transition this month, and is now a mixture of third and first-person action. The reason for the change came about in one of our weekly design meetings. After a long period of play testing we realised that to develop the game and take it to the places we wanted it to go, we were going to have to put the playable character on the screen. Third-person makes a lot more sense in certain sections of the game, especially in the hand-to-hand combat sections. First-person works exceptionally well when using projectile weapons (like the crossbow) but when it comes to using swords and fists it falls flat on its face. It's better to make the change now so we can get the character to look and feel right, rather than realising half way through the project and rushing to put a character in, making it feel like it's been tacked on.

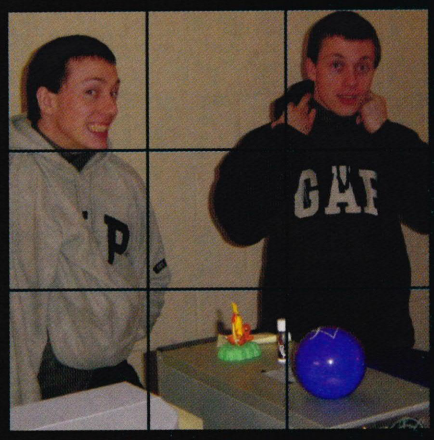
The player will have a choice to switch between first and third-person perspectives throughout the game, but when using projectile weapons such as the crossbow the view will automatically change to first-person for ease of use in targeting. The third-person view will also be forced when using melee weapons (such as the swords) for the same reasons.

Mallat (the playable character) is such a cool and exciting character and it would have been a real shame if the player couldn't see him in action. Throughout the game Mallat goes through various transformations, going from a weak and pitiful creature to a strong and unstoppable force. Again, it would have been a real shame if the player couldn't see this happening on the screen. It's cool to see him developing from a dried up rickety old vampire into a really hard looking b*****d ready to take on anything that gets in his way. We also feel that showing the character will give a greater sense of connectivity between the player and the character and a far greater marketable value for publishers.

Anyhow, that's it for this month. I'm going to go home now, eat some pies and drink copious amounts of alcohol (bought some cheap stuff yesterday that'll probably make me go blind).

Cheers,
Tony ;-)
Executive Producer, HotHead Studios

IN THE CUBE WITH...



JONATHAN & GAVIN COLE

POSITION: TEXTURE ARTISTS
COMPANY: HOTHEAD STUDIOS

CUBE: How did you get into the videogames industry?
COLE BROS: We've been in the industry for just over two years. Before that we worked as graphic artists designing Web-sites. We landed the job through chance really. An opportunity came by and we jumped at it.

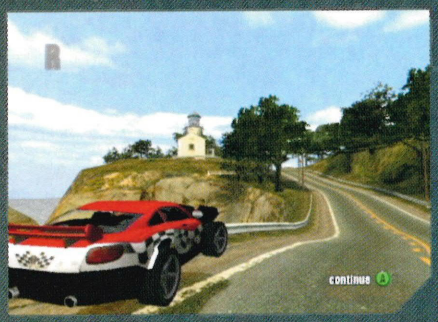
CUBE: Top three videogames of all time?
COLE BROS: We are avid gamers and we hate these types of questions because we have a massive list of games that we love... damn this is tough! Ok... here goes...
GAVIN: Super *StreetFighter II* (SNES), *Secret Of Mana* (SNES) and *Total Annihilation* (PC).
JONATHAN: *StreetFighter* series, *Quake* series and *Total Annihilation*.
CUBE: Mmmm... *StreetFighter* and *Secret Of Mana*... drool...

CUBE: The textures in *Shadow Of The Sun* look fantastic – where do you get all your reference materials?
COLE BROS: We have a large resource of textures made available to us at HotHead, but a large amount of reference photos come from outings with the company's digital camera. Games now look more photographic than they ever did, so we use photos to help create a more realistic look.

CUBE: You are also responsible for creating HotHead's Web-site are you not? Where did you draw your inspiration?
COLE BROS: We wanted to make a site that was both visually unique and at the same time user-friendly. Most Web-sites are cluttered, and hard to navigate. We wanted to create something that looked fantastic, but at the same time was intuitive for the visitors. The desktop style should be something that most computer users will be more than familiar with.

CUBE MOST PLAYED

THE GAMES WE PLAY SO MUCH WE GET THREATENED WITH THE SACK...



BURNOUT 2

Without question this is the GameCube's best racer and in fact one of the very best driving games in years. Needless to say, your game collection is incomplete without this masterpiece.



PN 03

Although it can be completed from start to finish in a few hours if you're good at it, this is a really enjoyable old skool shooter. It's a bit of a Marmite game though – you'll either love it or hate it.



ZELDA: THE WIND WAKER

None of the **CUBE** team could resist having a good mess around with this when we got the Japanese version, but now we've got the English language version, what was already a wonderful game just went off the scale



Zelda: The Wind Waker



PN03



Hulk



Soul Calibur II

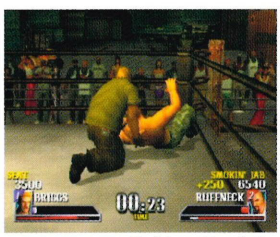
UK RELEASE LIST

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

GAME	GENRE	PUBLISHER	RELEASE DATE	ANTICIPATION
The Legend Of Zelda: The Wind Waker	Adventure	Nintendo	3/5/2003	★★★★★
NBA Street Vol 2	Sports	EA	9/5/2003	★★★
Tom Clancy's Splinter Cell	Stealth-'em-up	Ubi Soft	Spring 2003	★★★★★
TransWorld Surf: Next Wave	Sports	Infogrames	Spring 2003	★★
Def Jam Vendetta	Beat-'em-up	EA	16/5/2003	★★★★★
Lost Kingdoms II	Adventure	Activision	16/5/2003	★★★
Black & Bruised	Sports	Vivendi	May 2003	★★★
Conflict: Desert Storm	Action Adventure	SCi	May 2003	★★★★
Dragon's Lair 3D	Platform	THQ	May 2003	★★
Enter The Matrix	Action Adventure	Infogrames	May 2003	★★★
F1 Career Challenge	Racing	EA	May 2003	★★★
Gladius	Beat-'em-up	LucasArts	May 2003	★★★
International Superstar Soccer 3	Sports	Konami	May 2003	★★★★
Shrek Super Party	Platform	TDK	May 2003	★★
Hulk	Beat-'em-up	Vivendi	June 2003	★
V-Rally 3	Racing	Infogrames	June 2003	★★★
Wario World	Platform	Nintendo	June 2003	★★★★
Tom Clancy's Rainbow Six: Raven Shield	Action Adventure	Ubi Soft	Q3 2003	★★★
XIII	FPS	Ubi Soft	Q3 2003	★★★★
Pikmin 2	Puzzle Adventure	Nintendo	2003	★★★★★
Pillage	Action Adventure	Zed Two	2003	★★★★
Soul Calibur II	Beat-'em-up	Nintendo	2003	★★★★★
Starcraft: Ghost	Action Adventure	Vivendi	2003	★★★
The Hobbit	Action Adventure	Vivendi	2003	★★
True Crime: Streets Of LA	Beat-'em-up	Activision	2003	★★★
Worms 3	Puzzle	Activision	2003	★★★
1080: Avalanche	Sports	Nintendo	2nd half 2003	★★★★★
F-Zero	Racing	Nintendo	2nd half 2003	★★★★★
Mario Golf	Sports	Nintendo	2nd half 2003	★★★★★
Mario Kart	Racing	Nintendo	2nd half 2003	★★★★★
NBA Jam 2004	Sports	Acclaim	2nd half 2003	★★★★
XGRA	Acclaim	Racing	2nd half 2003	★★★★

JAPAN & US

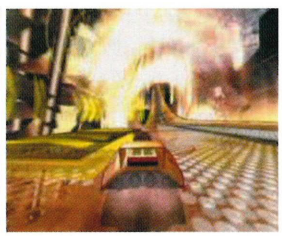
Jap	F-Zero GC	SEGA	Racing	July	★★★★★
Jap	Pikmin 2	Simulation	Nintendo	Q2 '03	★★★★★
Jap	Final Fantasy Crystal Chronicles	RPG	Square	18 July 2003	★★★★★
Jap	Mario Party Online	Party Puzzler	Nintendo	Q2 '03	★★★★★
Jap	Mario Kart Online	Racing	Nintendo	Q2 '03	★★★★★
Jap	Animal Forest Online	Adventure	Nintendo	Q2 '03	★★★★★
Jap	GameCube Wars	Strategy	Nintendo	Q2 '03	★★★★★
Jap	Killer 7	Shoot-'em-up	Capcom	Q3 '03	★★★★★
Jap	Dead Phoenix	Shoot-'em-up	Capcom	Q4 '03	★★★★★
Jap	Resident Evil 4	Survival Horror	Capcom	2004	★★★★★



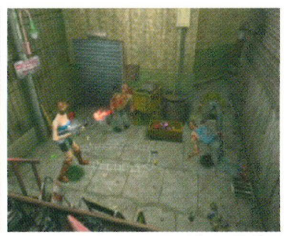
Def Jam Vendetta



Enter The Matrix



F-Zero



Resident Evil 4

cube.totalgames.net

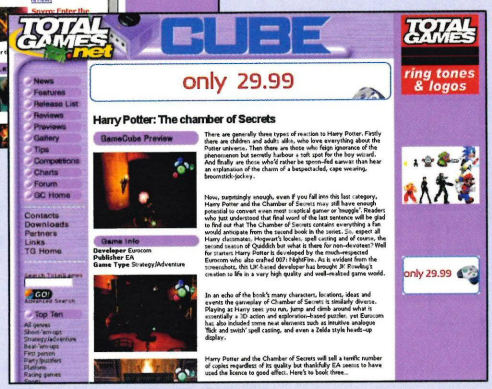
The place: The Net, The Time: Whenever, The Mission: Unfettered GameCube news, reviews, tips and gossip!

WHAT DO YOU want to know? How about why the abbreviation 'www' actually takes longer to say than 'world wide web'? You never know, you could find the answer right here...



UP-TO-THE-MINUTE NEWS

Every day of the week our rabid news hound updates the GameCube stories that matter.



CUBE, WITHOUT THE PAPER

Read back issues of **CUBE** without even having to go and buy them! Frankly, we're too good to you...



THE HOTTEST CHEATS IN TOWN

Our sister magazine CUBE Solutions is perpetually updating this page just for you. Yes, YOU!



NEW FRIENDS AT THE TOUCH OF A BUTTON

The **CUBE** forum is one of the most subscribed and lively GC discussion salons in the country. Register, spill your brain, ask questions, get addicted. It's all good.

GAMECUBE CHARTS

WEEK ENDING 15 FEBRUARY '03

At last the monkeys are being recognised! *Super Monkey Ball 2* rolls in at number one with some old speedy blue classics also making an appearance, although they're pipped into third place by those pesky zombies.

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

UK CHART

ChartTrack

POS	LAST	TITLE	PUBLISHER	SCORE
1	NEW	METROID	NINTENDO	9.6
2	NEW	THE SIMS	EA	8.6
3	1	SUPER MONKEY BALL 2	INFOGRAMES	9.1
4	2	RESIDENT EVIL 0	CAPCOM	9.0
5	3	SONIC MEGA COLLECTION	INFOGRAMES	8.0
6	4	SUPER MARIO SUNSHINE	NINTENDO	9.4
7	5	TOTR: THE TWO TOWERS	EA	7.7
8	NEW	STAR WARS: ROGUE LEADER	LUCASARTS	9.1
9	NEW	SUPER SMASH BROS MELEE	NINTENDO	8.1
10	6	PSO EP I & II	INFOGRAMES	7.5

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	SOUL CALIBUR 2	NAMCO
2	NEW	SHAMAN KING: SOUL FIGHT	BANDAI
3	NEW	PN03	CAPCOM
4	1	ROCKMAN EXE TRANSMISSION	CAPCOM
5	6	THE BASEBALL 2003: BATTLE BALL PARK	KONAMI
6	4	LEGEND OF ZELDA: THE WIND WAKER	NINTENDO
7	3	NINTENDO PUZZLE COLLECTION	NINTENDO
8	5	MARIO PARTY	NINTENDO
9	8	BIOHAZARD ZERO	CAPCOM
10	9	WINNING ELEVEN 6	KONAMI

US CHART

1	1	LEGEND OF ZELDA: THE WIND WAKER	NINTENDO
2	3	METROID PRIME	NINTENDO
3	NEW	SUPER MARIO SUNSHINE	NINTENDO
4	2	SUPER SMASH BROS MELEE	NINTENDO
5	NEW	STAR WARS: ROGUE LEADER	ACTIVISION
6	4	ANIMAL CROSSING	NINTENDO
7	5	MARIO PARTY 4	NINTENDO
8	6	LOTR: THE TWO TOWERS	EA
9	9	SKIES OF ARCADIA LEGENDS	SEGA
10	8	JAMES BOND 007: NIGHTFIRE	EA

WORLD OF NIN

A glance at the globe through a cube-shaped lens...

Stateside Sell Out (US)

Nintendo recently claimed the accolade of having the best-selling console game, the best-selling portable games and the best-selling hardware system in America. At a notoriously slow time of year for sales, *The Wind Waker*, *Pokémon* and the GameCube itself obviously proved just too tempting for US gamers.

The UK's Greatest Gamer (UK)

On Saturday 10 May there's another chance to catch *Game Stars*, an hour long celebration of gaming on ITV1. *Game Stars* features the largest ever poll of the nation's favourite games and also reveals from a nationwide tour, the UK's greatest gamer. The show features celeb guests such as Tara Palmer-Tomkinson, Johnny Vegas, Nell McAndrew and a performance from indie pop act, Ash.





TENDO

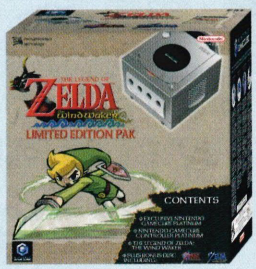
Capcom port GC exclusives to the PS2 (JAP)



Reports from the Japanese newspaper *Nikkei Business Daily* confirm the rumours that four of Capcom's GC exclusives will no longer be published solely on Nintendo's machine. *PN03*, *Dead Phoenix*, *Killer 7* and *Viewtiful Joe* will all now be ported to the PS2. Capcom failed to sell as many copies as expected of *Resident Evil Zero* in Japan and hence, to maximise revenue, needs to publish games for other platforms. *Resident Evil 4*, however, will remain exclusive to the GameCube.

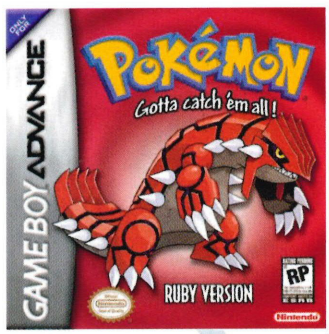
The Third Place (UK)

After the spike in GameCube hardware sales prompted by widespread discounting by retailers and the launch of *Metroid Prime*, the GC has slipped back to third place. At its peak Nintendo was selling 14,000 units a week but at the time of writing, this figure had dropped to around 3500 consoles a week. Still, as the GameCube begins to seem ever more like a hit driven console, we're expecting yet more gamers to succumb the charms of a Platinum GC, irresistible thanks to the launch of the *Legend Of Zelda: The Wind Waker* pak.



Top Dog (JAP)

Nintendo, despite close competition from Konami and the *Winning Eleven* series, is still Japan's number one software maker, mainly thanks to *Pokémon* games *Ruby* and *Sapphire*. Damn that Pikachu!



Big Down Under (AUS)

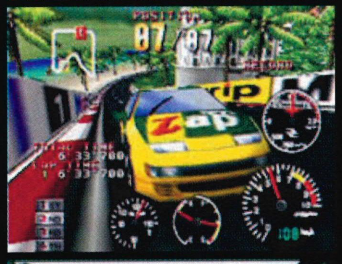
Although the GameCube has not sold well in Australia, on its first four days on sale the GBA SP sold a staggering amount. In the first 92 hours at retail, Nintendo estimated that every two minutes, someone bought one of its svelte and brand spanking new gadgets!



RUMOUR MILL

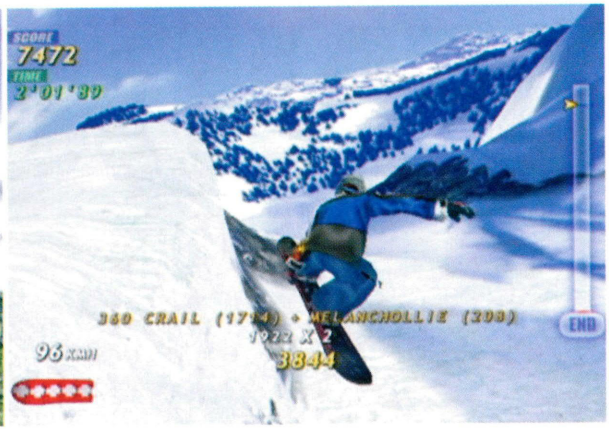
CUBE PUTS ITS COLLECTIVE EAR TO THE GROUND AND HEARS SOME VERY LOOSE TALK...

You may remember an ill-fated N64 game developed by Seta called *Rev Limit*. If you don't recall this title then simply think of it as a promising racer in the mould of *Ridge Racer*. *Rev Limit* was actually first shown way back in1996 at Spaceworld and was last heard of as being converted to the N64 DD, Nintendo's Japan only disc drive add on for the N64. Interestingly, the N64 DD had online capabilities. *Rev Limit* was due to take advantage of this functionality and feature networked games over the 64DD Randnet as well as downloadable content such as new cars and tracks. Now, if Nintendo is looking to offer online gaming then *Rev Limit* is obviously just the ticket. As ever, if this relatively simple port to the GC has been undertaken, we shall no doubt see it at E3.







LATENT GENIUS

GameCube prepares to steal the show... AGAIN!



IT SEEMS LIKE mere weeks since the E3 Expo 2002, but it really was a whole year ago that Nintendo hogged the limelight with titles such as *Eternal Darkness*, *StarFox Adventures*, *Metroid Prime* and *Super Mario Sunshine*. As you read this, the **CUBE** team is on its way to the Los Angeles Convention Centre, an enormous venue where the greatest videogames convention in the world is held every May. While we can predict almost exactly what will be shown, Nintendo especially is known for its last minute shock announcements, and with (traditionally) the largest stand at the show there's always an awful lot of Nintendo goodness.

As far as first/second-party titles are concerned, Nintendo will definitely be showing playable versions of *F-Zero GC*, *Final Fantasy: CC*, *Wario World*, *1080° Avalanche*, *Mother 3*, *Pikmin 2*, *Kirby's Air Ride*, *Mario Kart* and *Mario Golf*. With the exception of *1080°* and *Mother 3*, all these titles are due for release within months of the show and will most likely be near-complete versions. Other titles are in the works, but Nintendo will no doubt choose to show these in looping video form. These will include the likes of *StarFox Armada*, *Animal Crossing 2*, *Mario Tennis* and *Mario 128*. We had hoped that Silicon Knights would have something playable, but the latest word from company president Dennis Dyack indicates that it and *Too Human* will only be shown on video.

Aside from these there are three other 'secret' titles that **CUBE** expects to be playable: *Donkey Kong*, *Game Zero* and *Rev Limit*.





"WE'VE HEARD RUMBLINGS OF A NAMCO-NINTENDO SMASH BROS-STYLE LAN COLLABORATION"

DONKEY KONG
Miyamoto-san himself has admitted that a *Donkey Kong* game is in the works at EAD, and though it isn't likely to publicly admit it, Nintendo is surely desperate to prove to Western gamers that it doesn't need Rare to make a good game starring the big ape.

GAME ZERO
Martin Hollis' (ex-Rare) studio Zoonami is working on a game for Nintendo by the name of *Game Zero*. We still don't know what the relationship between these two companies is, but all will be revealed in a few weeks. From what we know the game is a third-person action adventure that takes place on a fictional planet.

REV LIMIT
This rumour has been going around for a long time, but too many people in the industry have mentioned it for there not to be some truth in it. See the Rumour Mill for more info.

Lastly, Nintendo is expected to blow the top on its LAN plans, with *Mario Kart* most likely being the game to demonstrate the technology. Saying that, we've heard rumblings of a Namco-Nintendo *Smash Bros*-style LAN collaboration...

As for the third-parties, the following will almost certainly be playable: *Rogue Leader III*, *Virtua Fighter Quest*, *Ridge Racer VI*, *Dead Phoenix* and *Killer 7*. Sadly, we predict that *Biohazard 4* and *Metal Gear* will only appear as videos.



Will Starfox Armada turn out to be the classic we all hope for?

All that remains now is to wait a few weeks and find out for sure. For those of you who are too impatient to wait until issue 20, try logging onto www.totalgames.net, where we'll be updating you live from the show. CUBE





Leon Kennedy gets his turn in the hot seat as Star of Resident Evil 4. The tech demo looks amazing

GCN
GAMECUBE NEWS

FINAL THOUGHT...

FOR YEARS NOW Nintendo has stolen the show at E3 and who can doubt that, given what we're expecting in Los Angeles, this year will be any different? Here at **CUBE** we think the GameCube has simply the very best and most varied line-up of any of the consoles.

For us, going to E3 in May is like Christmas coming early, but it's the public who ultimately decide what's most desirable.

Nintendo may well impress at the world's biggest videogame show but what happens afterwards?

Well, the promising signs of change from the Japanese giant suggest that it won't be resting on its laurels. In fact, the 'Nintendo Difference' now seems to be a reference just as much to how Nintendo is altering its outlook as it is a description of its games. PAL conversions are significantly sooner than previously and, surprisingly, they've also included enhancements. The supposedly 'kiddy' image of the GameCube is being replaced with desirable Platinum consoles and super sleek GBA SPs and, just as importantly, third parties are actively being persuaded to develop for the machine, hence the royalty cut.

Now – and we're sick of pointing this out – if only Nintendo would drop the cost of its console then, given its line-up of software, it would be unstoppable.



PUT THE WORLD TO RIGHTS WITH MORE LOVELY CUBE EXPLANATIONS OF WHAT'S WHAT AND WHY

YOU WHAT?!

THIS MONTH... GBA PLAYER



Gadget lovers, see how snugly it fits beneath the GameCube

Right, let's get something straight. The Game Boy Advance is supposed to be a handheld games machine, right? The whole point is that it's designed to be mobile, and Nintendo has spent years moulding it into the most mobile-friendly unit possible (let's forget the fact that you couldn't see anything on the standard GBA screen – we have the SP now). Why, then, does the GBA Player exist?

Some might say the GB Player is missing the point somewhat





THE FACT THAT the GBA Player exists, and that it has sold in such vast quantities in Japan, is testament to the quality of the games on offer. Being able to play GBA games on your TV is pretty much the same as plugging your SNES back in, and this appeals to an awful lot of people. Even if you didn't have a SNES, some of the games on the GBA are just too good to not enjoy on a big screen. Nintendo already had the technology to do this as far back as the first time the GBA was shown. The Wide Boy allowed publishers to demo their games on big screens, and the hi-res pictures offered on the GBA screen translated to a more than acceptable picture quality on a standard TV.

At around 4cm high, the finished GBA Player is a flat unit that sits flush underneath your GameCube and connects to it via the Hi-Speed port. Conveniently, all power is supplied through the GameCube, so there are no cables involved. What you do need is a boot-up disc, which is provided with the player. With the unit set up you can choose to either go straight to the game, or to the

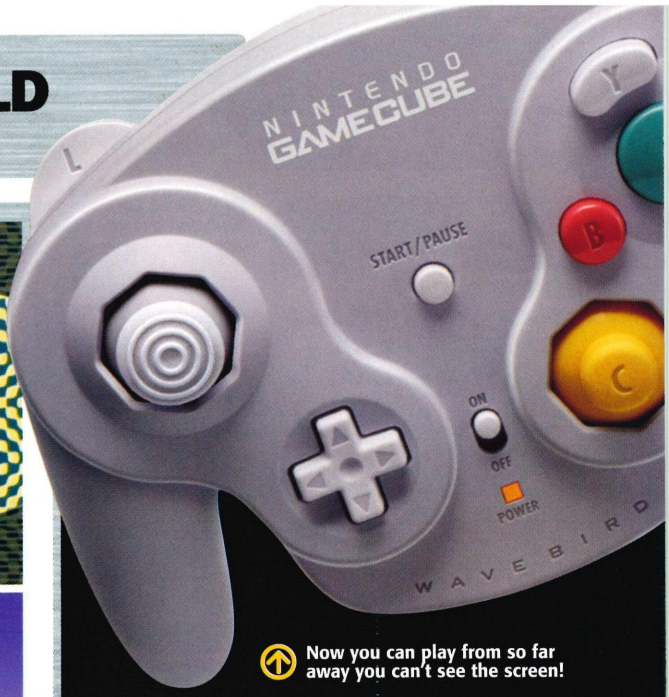
GBA PLAYER? MAYBE WE SHOULD JUST DUST OFF THE OLD SNES



We were sceptical, but the GBA translation of Splinter Cell turned out rather well

GBA Player Options screen by pressing Z. Here you can mess around with options such as controller set up, timer (we're a little confused about this one – perhaps it's there to help you boil eggs or something) and screen colour. As standard the screen is presented as a giant GBA, ie a widescreen picture with an indigo GBA fascia surrounding it. You can change the colour, the pattern and the size of the actual viewing area. Once you're happy you can exit the options and get straight on with the game. Whether the experience that follows is a good one depends entirely on the game. Some games (such as most Nintendo titles, Crawfish titles and games like *Splinter Cell*) are a dream to play, and the music quality is emphasised on a good TV. The same goes for graphics. The bad games, however, get shown up for what they are, but then that's exactly what they deserve. The GBA Player: judge and jury for GBA developers all over the world!





Now you can play from so far away you can't see the screen!

PADDED UP

OOOH, IT'S JUST LIKE THE OLD DAYS

The newly released Hori pad was designed with two things in mind – beat-'em-ups and the GBA Player. The pad mimics the SNES pad's design, with the only difference being the action button set up, which instead mimics the GameCube pad. This basically means that you get all the benefits of the digital GameCube pad with the added bonus of a fantastic D-pad. It's the perfect way to play games such as *Soul Calibur II* and *Capcom vs SNK* (after all, these games don't need analogue control), and the perfect way to play GBA games. It makes sense, then, that if you buy a GBA Player you really should invest in a Hori pad to get the most out of it.



We're going retro-crazy, with the Hori pad making no bones about where it's inspiration came from.





CUBE INFORMATION

ENTER THE MATRIX	
PUBLISHER:	INFOGRAMES
DEVELOPER:	SHINY ENT
ORIGIN:	US
GENRE:	BEAT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- TWO DIFFERENT CHARACTERS
- VARIED ENEMIES, INC AGENTS
- PLOT MIRRORS NEXT MOVIE
- USE OF BULLET-TIME
- NO NEO THOUGH...

TOTAL GAMES NET MOVIES X PICTURES X

MAY '03 TBA MAY '03



Bullet-time kung-fu gives you a distinct edge



FACT

MEET MR SMITH...

Fans of *The Matrix* will be familiar with Agent Smith. He's back after his disastrous confrontation with Neo and can now replicate himself a hundred-fold... nasty!

PREVIOUS

FROM THE MAKERS OF...

MDK

On PSOne, this innovative sci-fi adventure took gamers by storm, with ultra-fast shoot-'em-up action and some nifty puzzle solving.



TOTALGAMES.NET RATING: 90%

Big weapons, stylish clothes and dark glasses. Who bad?



Now which pill were we supposed to take again...

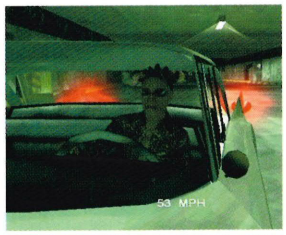


Don't worry, none of it's real, you know!





ENTER THE MATRIX





Tackle the forces of evil in a virtual world where machines rule!

IF THERE'S ONE game which had an awful lot to live up to long before even the first screenshots had escaped onto Internet fansites, then it's *Enter The Matrix*. From veteran developer Shiny Entertainment, set in the universe we were introduced to in the runaway sci-fi hit movie *The Matrix*, it was inevitable that there would be high hopes for this game, and a suitably ridiculous amount of hype to accompany it.

Publisher Infogrames has already billed *Enter The Matrix* as 'the game of the year', and being released at the same time as the first of two sequels to the original movie, *The Matrix: Reloaded* (the third being *Matrix: Revolutions*, as if you didn't already know), it's fair to say that this is one game that's going to sell bucket-loads, even if it turns out to be the videogame equivalent of quadriplegic tortoise racing.

You may be relieved, therefore, to hear that Shiny hasn't just taken the cash and churned out a run-of-the-mill 3D platformer featuring characters from *The Matrix*. No, what you've got here is a game that's every bit as important to the Wachowski brothers (the brains behind the first *Matrix* movie) as the two new films are – which is the reason that advance code for the game, and indeed information of any sort, has been a closely monitored resource, offering games journalists about as much access as the average Soviet spy gets to the really secret files in M15...

As the release date of the next movie approaches though, the security cordons are coming down down atg last and gradually more is being revealed, which is how we found ourselves finally getting a proper hands-on with the game code. We came, we saw, we played – and now we're writing about it...

CUBE

"SHINY HASN'T JUST SIMPLY TAKEN THE CASH AND CHURNED OUT A RUN-OF-THE-MILL 3D PLATFORMER"



The impressive gunplay of the movies is recreated remarkably faithfully



Get ready for some eye-watering combat sequences



The first rule of one-on-one combat – look cool!

WHAT, NO SIGN OF NEO?

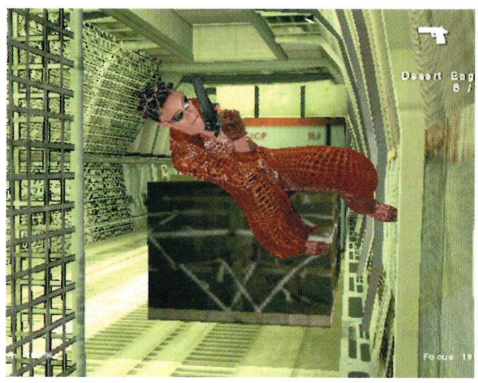
KEANU FANS ARE GONNA BE GUTTED!

One of the big surprises about *Enter The Matrix* is that you don't get to play as Neo, the Keanu Reeves character central to *The Matrix* and the next two movies. This is apparently because, following his epiphany that he is 'The One', Neo is now much too powerful and his presence would've resulted in a very one-sided game. So instead, the plot to *Enter The Matrix* focuses on the adventures of two other human rebels, Ghost and Niobe, and rather than directly following the story of either of the next two films, the plot of the game instead runs parallel to them, which means you can expect to visit some of the locations from the movies and interact with some of the same characters, but the whole thing is an original story in itself. They may not be Neo, but you'll be glad to hear that both Ghost and Niobe do have the ability to slip into 'bullet-time', which allows for awesome acrobatics and some nifty firearms stunts.



Around 3000 moves and combos will be available to you

Using bullet-time you can run up and flip off the walls, just like in the film



CHOOSE YOUR PATH



THE MATRIX SEEMS TO BE ALL ABOUT CHOICES...

Depending on which of the two characters you choose to play as, you'll get a different gaming experience. In addition to having separate abilities and so handling in their own way, each one also has their own missions. There is some crossover in that you'll often find yourself in a location with one character that you visited with the other, but the structure of the mission is always different. Occasionally you'll even find the two characters working together, but the gameplay still changes depending on which one you're controlling. Take the driving sections, for example – if you're playing as Niobe then you take the wheel and must concentrate on keeping the vehicle on the road during some very *Driver*-esque motoring sequences – not surprising really, as a couple of guys from Reflections handled the car physics! Play as Ghost though, and the driving is on autopilot with you handling the shooting.

The distinct differences between each characters' missions mean that even if you finish the game completely with one of them there'll still be lots of it that you haven't seen.

CUBE SAYS...

FIRST IMPRESSION

■ First impressions of *Enter The Matrix* are mixed. On the one hand the two lead characters have got a range of impressive moves that really start to make you feel that you're 'in' *The Matrix*. On the other, there's a danger of the gameplay becoming something of a style over substance affair, and fans of the first movie will be gutted that you don't get to play as Neo.

DID YOU KNOW... THE MAIN CHARACTER IS VOICED BY LANCE HENRIKSEN FROM ALIENS

CUBE

INFORMATION

RED FACTION 2	
PUBLISHER:	THQ
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	FPS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- 14 DIFFERENT WEAPONS
- VEHICULAR COMBAT
- FOUR-PLAYER DEATHMATCHES
- MULTIPLE ENDINGS
- GEOMOD TECHNOLOGY

TOTAL GAMES.NET MOVIES X PICTURES ✓

JUNE '03 TBA OUT NOW

Command and conquer

RED FACTION 2



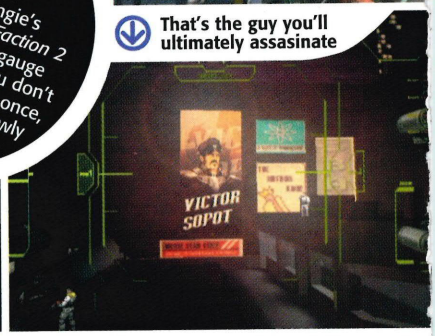
You can actually get inside this mech suit and use it!



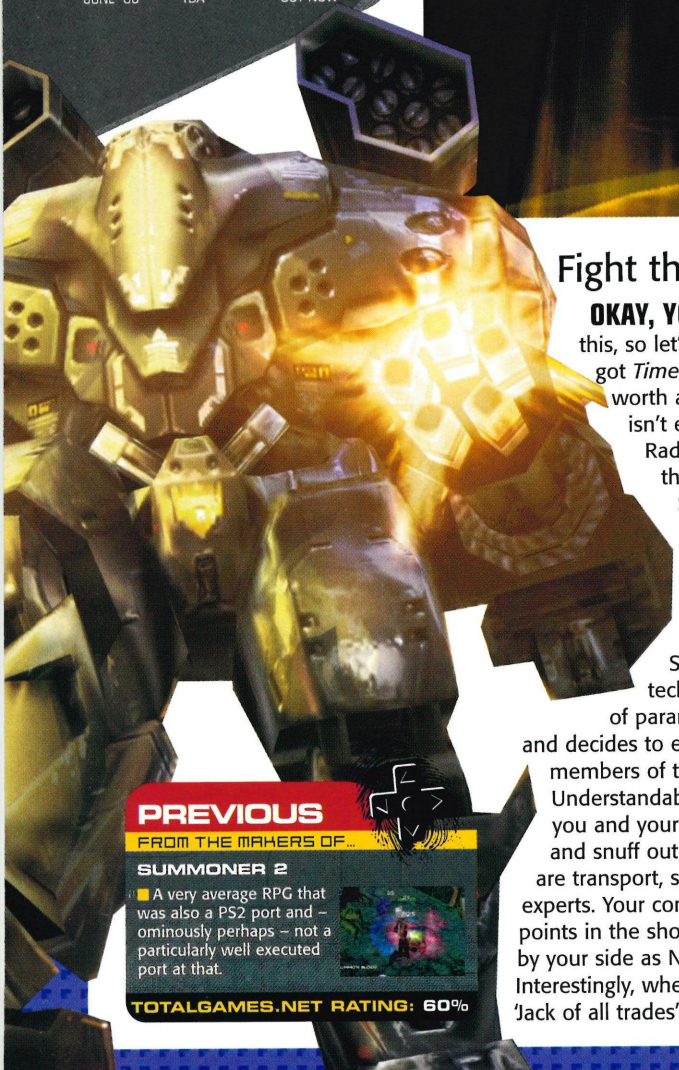
FACT

HELLO HALO

Much like Bungie's masterpiece, *Red Faction 2* features a health gauge which, so long as you don't get shot to bits all at once, replenishes itself slowly over time.



That's the guy you'll ultimately assasinate



Fight the power...

OKAY, YOU'VE PROBABLY already thought this, so let's cut to the chase – if you've already got *TimeSplitters 2* then is *Red Faction 2* worth a look? Well, actually *Red Faction 2* isn't even that comparable to Free Radical's cartoon-styled shooter. Firstly, the visuals are realistic, secondly the Solo mode is squad-based and thirdly... well, this could go on, so let's just say they're both very different games.

Red Faction 2 is set in the future where a tyrannical dictator named Sopot, having previously built a nano technology super army, undergoes a fit of paranoia surrounding his super soldiers and decides to exterminate the lot. Only four members of this army survive – yourself included. Understandably miffed at your near extinction, you and your quartet have no choice but to revolt and snuff out the despot. Included in your group are transport, stealth, sniper and heavy weapons experts. Your comrades not only pop up at scripted points in the shooter's 11 levels, but they also fight by your side as NPCs, utilising their skills accordingly. Interestingly, whereas normally the main character is a 'Jack of all trades' type, here you're the demolitions guy, which brings us nicely to one of *Red Faction*'s most interesting novelties – the Geomod system.

Even in some of today's best FPSs there are bizarrely indestructible aspects to environments. For example, wooden doors that are impervious to flamethrowers, grenades or pretty much any ballistic you throw at them. *Red Faction*, though, has got these problems sorted. Instead of a rocket launcher leaving flimsy partitions unscathed, firing an explosive or incendiary in *Red Faction* produces just the sort of devastation you'd expect. Indeed, many of its levels are specifically designed to encourage the blowing up of walls, ceilings, or basically whatever gets in your way. Think *Changing Rooms* only with dynamite instead of lovingly placed candles.

Further novelties are apparent in weapon usage and the range of useable vehicles at your disposal. Beginning with the guns; if, say, you're holding two handguns, the left and right trigger buttons actually fire them accordingly. Meaning that if you run out of ammo on the left side, you can still fire the remaining loaded gun on the right as you reload the other (although don't go asking how you reload with just one hand – you just can, it's the future). Add to this an array of four controllable vehicles ranging from a gunship to a mech suit and you're looking at a pretty tasty arsenal of ordnance at your disposal.

We haven't even mentioned the four multiplayer modes, the customisable bots, or even the GameCube-specific enhancements and already *Red Faction 2* sounds promising. So, even if you've got *TimeSplitters 2*, take another look at this shooter next issue when we'll have a full review for ya.

CUBE

PREVIOUS

FROM THE MAKERS OF...

SUMMONER 2

■ A very average RPG that was also a PS2 port and – ominously perhaps – not a particularly well executed port at that.

TOTALGAMES.NET RATING: 60%



See those pink blobs? That's flying bits of flesh, that is



INSPECT A GADGET

NIGHT TO SEE YOU, TO SEE YOU...

It's not only blowing holes in walls that gets you where you're going. You also need to crawl through tunnels and air vents, only these confined spaces are completely dark. It's not a problem though – a simple tap of the D-pad and on flicks your night vision.









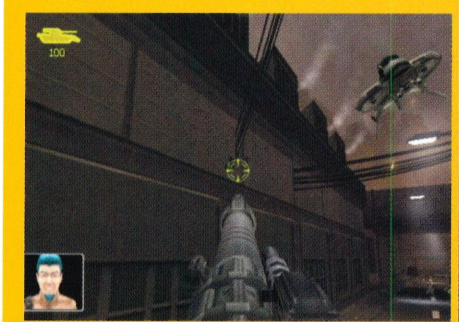




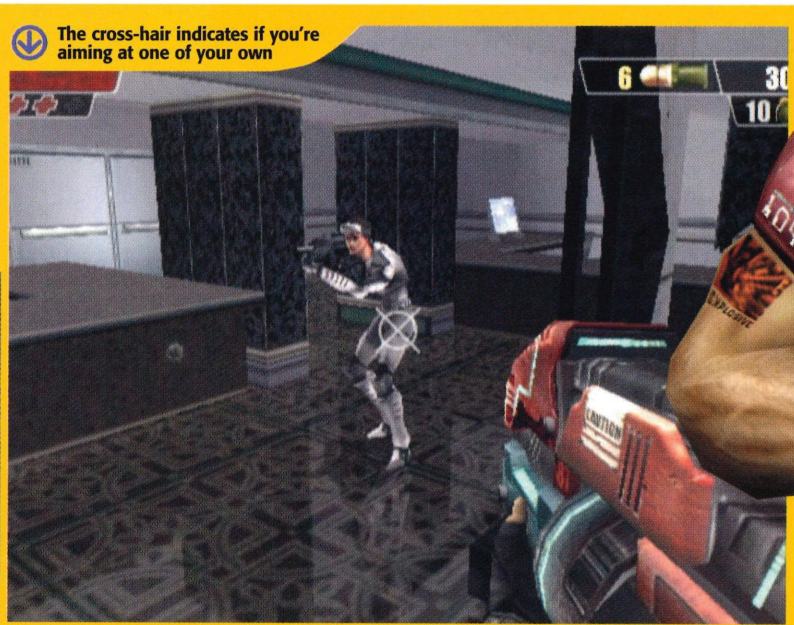
FRIENDS REUNITED

I'LL GET BY WITH A LITTLE HELP FROM MY FRIENDS

As the demolitions expert you're not the leader of your squad so you can't go issuing orders. Instead your team mates appear at scripted moments to provide sniper cover or to crack the codes on sealed doors. Other than that they don't get in the way too much.



Shooting at the wall in a panic tends not to be too effective against airborne threats



The cross-hair indicates if you're aiming at one of your own



CUBE SAYS...

FIRST IMPRESSION

■ This game was very well received by the PlayStation2 crowd, and on paper at least, *Red Faction 2* has a lot going for it. In fact, playing the GC code showed a game that has delivered on its promises, but in the competitive FPS market, will a six-month-old port of a PS2 game be good enough? We shall see...

CUBE

"FIRING AN EXPLOSIVE OR INCENDIARY IN RED FACTION PRODUCES JUST THE SORT OF DEVASTATION YOU'D EXPECT"

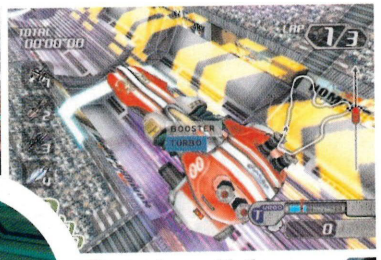
Slide away...

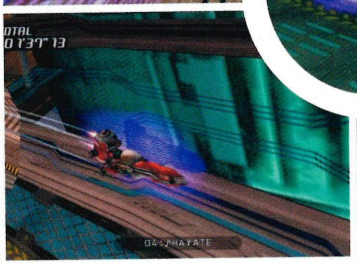


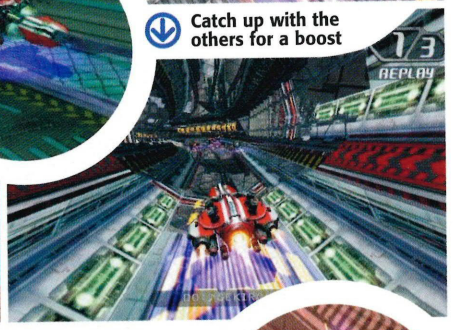
Follow the yellow-arrowed wall if you want to stay on the track



Banking on the corners will get you round them faster







Catch up with the others for a boost

TUBE SLIDER



CUBE

INFORMATION

TUBE SLIDER	
PUBLISHER:	NEC INTERCHANNEL
DEVELOPER:	NDCUBE
ORIGIN:	JAPAN
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

TBA OUT NOW TBA



There will be loads of different ships to tinker with

Who's going down the tubes?

F-ZERO ISN'T FAR off, *XGRA* is on the horizon, and *Xtreme G3* is already out, so where does this young upstart fit in? Well, *Tube Slider* comes from the stable of NDCube, the outfit behind GBA *F-Zero*. With this experience under its belt, we're confident that *Tube Slider* will deliver a great slice of gaming. It may look like every other futuristic racer, but the fact that each course takes place in a giant tube shows that it's at least trying to be a little different. This might not sound like a massive gameplay twist, but the ability to drive your hovercraft along any angle of the tube makes for frantic tactical play, especially when you take into account your ability to 'steal' other players' boosts by trailing behind them at high speed.

The tactical play occurs because of each course's tubular nature. Each one has been designed to take advantage of its shape, and throughout the race arrows on the floor will prompt you as to the best angle to approach oncoming corners. So not only are you concentrating on your fellow racers, but you also have to keep an eye on possible gaps or jumps in the track. If you miss a corner and take a nose-dive into a gap then it's game over.

We've not had a chance to play *Tube Slider* yet, but we have high hopes that after we do, we'll be able to report back with many positive adjectives. CUBE

"IF YOU MISS A CORNER AND TAKE A NOSE-DIVE INTO A GAP THEN IT'S GAME OVER"



Snazzy replay camera angles capture spectacular moments from the race in style

Anti-grav racing is undergoing something of a resurgence right now



POLE POSITION

RACING FOR THE TOP

Odd isn't it, the amount of futuristic racers being released or already out on the GameCube. Although many developers have tried to topple the king, *Tube Slider* is going to have to do something special if it wants to capture the limelight that *F-Zero* is sure to hog. If you didn't already know, *F-Zero* is a joint project between SEGA nd Nintendo, working with a franchise that dates back to 1990, when it first arrived on the Super Famicom in Japan. Not only that, but Acclaims XGRA is looking pretty hot too. Let battle commence.

© 1994, 2003 NINTENDO. TM & ® ARE TRADEMARKS OF NINTENDO. © 2003 NINTENDO.

Nintendo®
GAMING 24:7.

WarioWare, Inc.™

MINIGAME MANIA

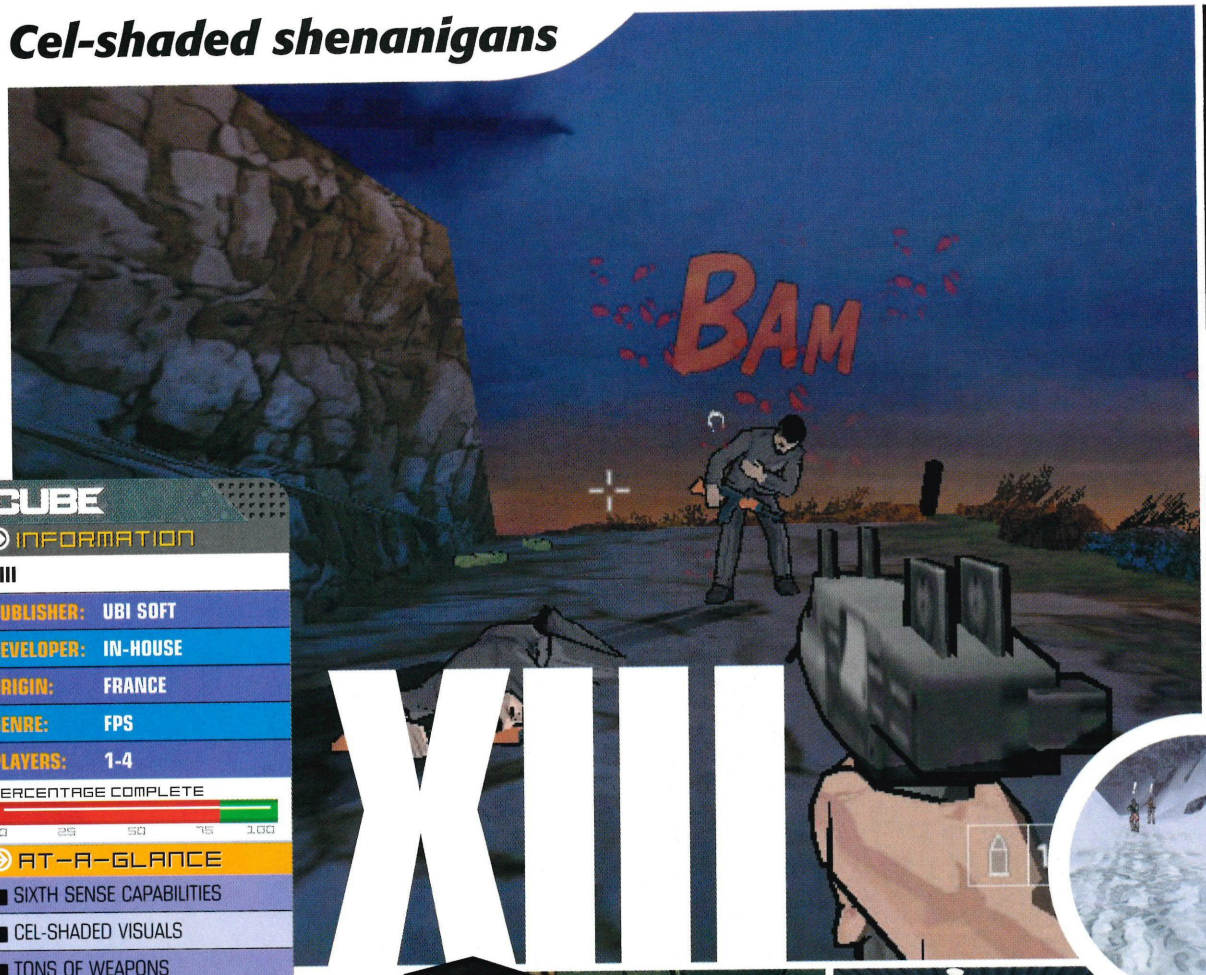


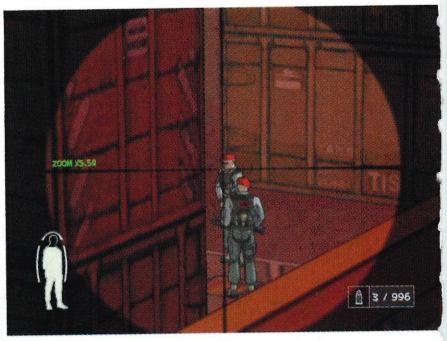
More than 200 turbo-charged mini games.
Out 23rd May

GAME BOY ADVANCE™

http://warioware.nintendo-europe.com

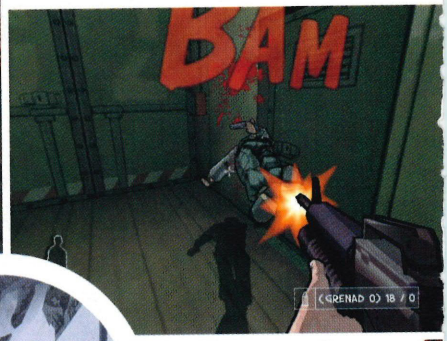
Cel-shaded shenanigans





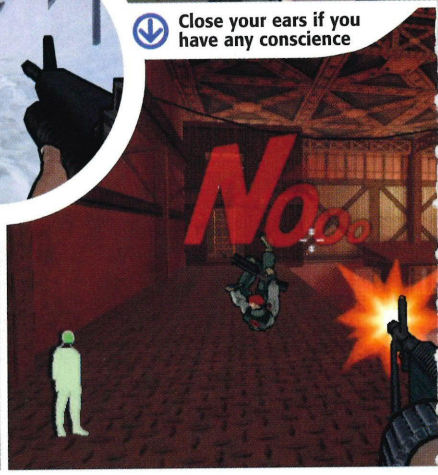
Eeny-meeny-miney-mo, catch a minnow by it's toe... tag, you're it

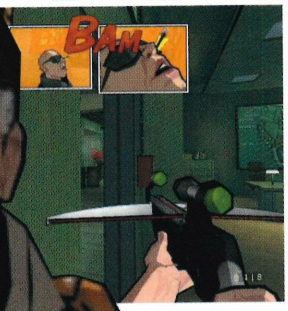
Blasting at close range gets rather messy. Lucky the walls clean themselves!





Close your ears if you have any conscience







CUBE INFORMATION

XIII

PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	FRANCE
GENRE:	FPS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

AT-A-GLANCE

- SIXTH SENSE CAPABILITIES
- CEL-SHADED VISUALS
- TONS OF WEAPONS
- MIX OF GAMEPLAY STYLES
- BASED ON A BELGIAN COMIC!?

TOTAL GAMES .net MOVIES ✗ PICTURES ✓

Q2 2003	TBA	Q2 2003

PREVIOUS

FROM THE MAKERS OF...

RAYMAN 3

Cracking little platformer from the French outfit that surpassed many people's expectations. Well worth a look if you're into the genre.



TOTALGAMES.NET RATING: 81%

First-person shooting, French-style!

UNLIKE THE PS2 and Xbox, the GameCube lacks a decent number of first-person shooters. The only game that really springs to mind is *TimeSplitters 2*. There is *Metroid Prime*, but it's in an entirely different style to the likes of *Halo* for example. Come the summer though we may be singing a different tune. Ubi Soft's *XIII* is set for a multiplatform release and it's looking extremely good.

The storyline is fairly typical stuff. You wake up with no memory of who you are or what you're doing with 'XIII' tattooed on your shoulder. Obviously, you're out to find out who you are, but on the way expect all kinds of government conspiracies to reveal themselves.

Ubi Soft is trying to blend lots of different genre styles together in one package. The main part of the game is obviously the first-person shooter aspect, but sneaking around, puzzle solving and stealth attacks all play a part in the overall experience. Riding on the success of *Splinter Cell*, they

I SEE DEAD PEOPLE

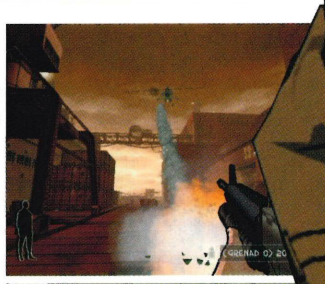
CALLING BRUCE WILLIS

One of the touted features of *XIII* is the sixth sense posessed by your character. If there's an enemy hiding behind a corner, you'll be able to 'detect' them from their breathing or footsteps, for instance. On-screen prompts and footsteps visualised through text is how this is achieved. We've not played enough to see how well the system works in practice, but it's an original idea nevertheless.

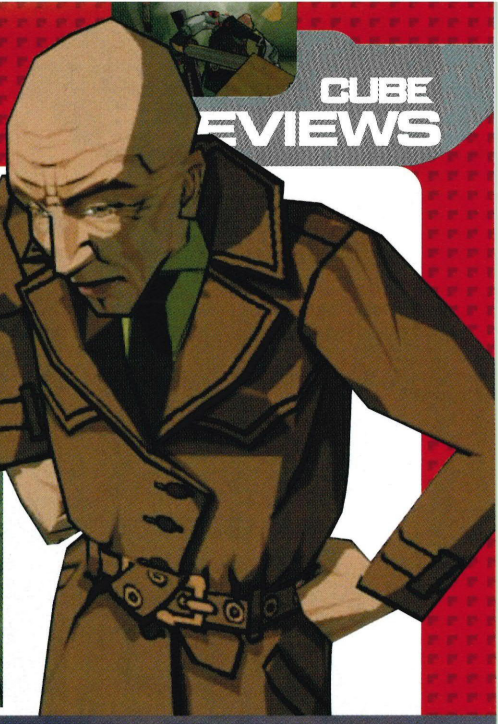




Listen out for the tap-tapping, there's somebody there!





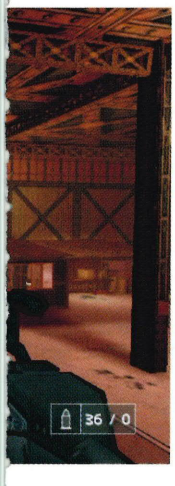


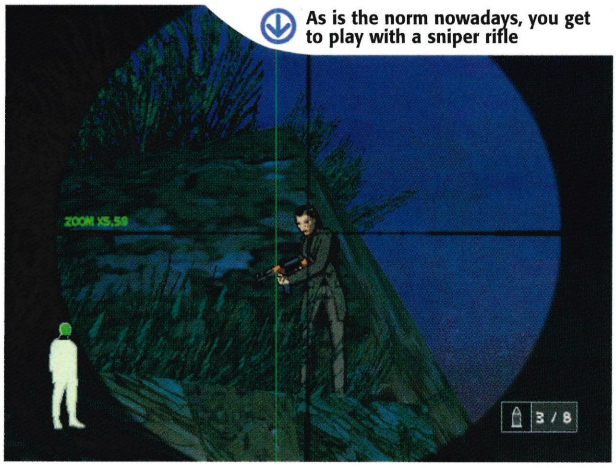
FACT

PARDON MONSIEUR?

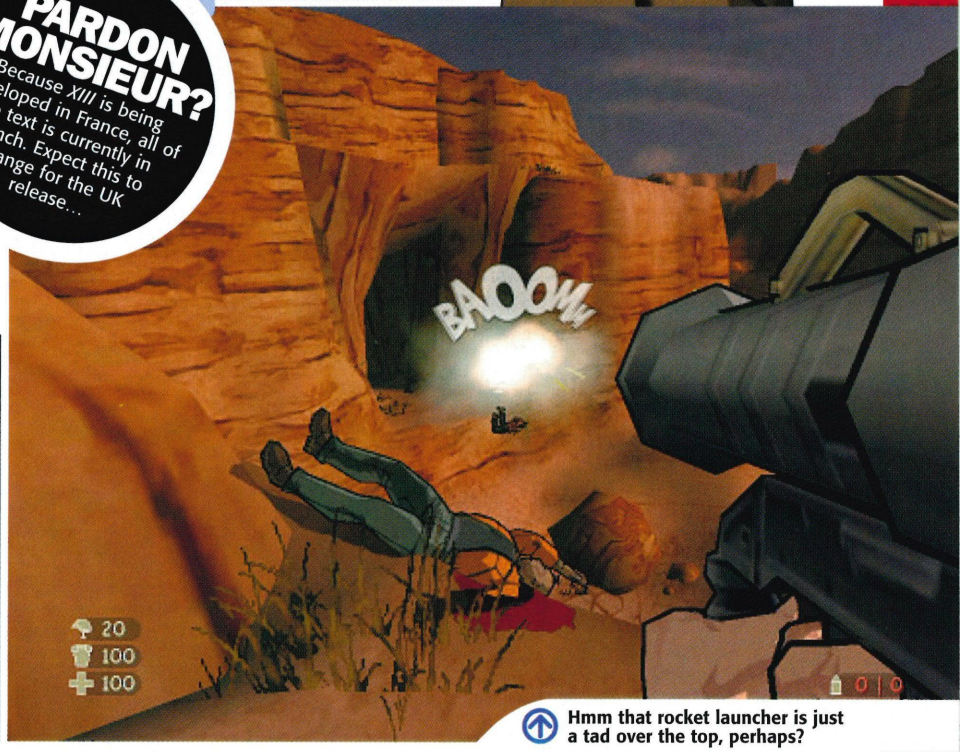
Because *XIII* is being developed in France, all of the text is currently in French. Expect this to change for the UK release...

"SNEAKING AROUND, PUZZLE SOLVING AND STEALTH ATTACKS ALL PLAY A PART IN THE OVERALL EXPERIENCE"





As is the norm nowadays, you get to play with a sniper rifle



Hmm that rocket launcher is just a tad over the top, perhaps?

certainly have a decent track record in this department.

What's most striking about *XIII* when you first see it are the snappy visuals. The cel-shaded graphics aren't there simply because of the recent trend in this direction. Rather, the game is based on a Belgian comic series, and at an early stage of development it was decided that cel-shading would perfectly capture the style that was required. Not only are they cel-shaded, but a certain degree of campness has managed to mince its way into the game too. When you kill somebody, balloon-lettered POWs, KABBAMs and CRRRUSHs will accompany your actions, much like the Sixties *Batman* TV series. If you take somebody out from a distance without them knowing, a comic strip will appear at the top of the screen, showing their bloody demise, box by box. It's all very stylish and distinctive.

With a recent back catalogue including the likes of not only *Splinter Cell* but also the other Tom Clancy games (*Rainbow Six*, *Ghost Recon* etc) Ubi Soft has managed to use past experience in developing the weapons for *XIII* to come up with some really special stuff. The harpoon gun is a particular highlight, and some of the machine guns look downright nasty. As well as including some kickback for the weapons that will raise your vision upwards during rapid fire, the size of your weapon also relates directly to your speed. Carry a pistol and you can run like the wind. Shoulder a rocket launcher and you'll slow to a crawl. You'll also be able to pick up shards of glass or bricks from the ground and hurl them at enemies, use dead or unconscious people as shields and throw knives that have been dropped, and it's touches like these that show when a developer has put of time and care into its product.

CUBE

CUBE SAYS...

FIRST IMPRESSION

■ Shooting and stealth are two very familiar gameplay elements these days, but it takes some skill to marry them successfully into one product. Judging by Ubi Soft's recent output though, our hopes for this one are high. Take Arnold Schwarzenegger and James Bond, stuff them into a comic strip, add a pinch of *The X-Files* and a slight hint of *Batman* and you'll get an idea of what's going on here. CUBE

CUBE INFORMATION

PITFALL HARRY	
PUBLISHER:	ACTIVISION
DEVELOPER:	EDGE OF REALITY
ORIGIN:	US
GENRE:	ACTION ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

Q4 '03 TBA Q4 '03

Jungle boogie

PITFALL HARRY



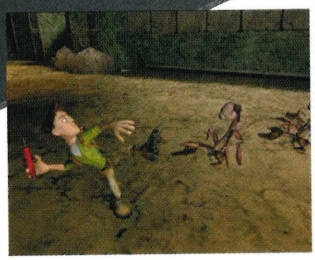
Thank the Lord for those crocodile-grip boots eh?



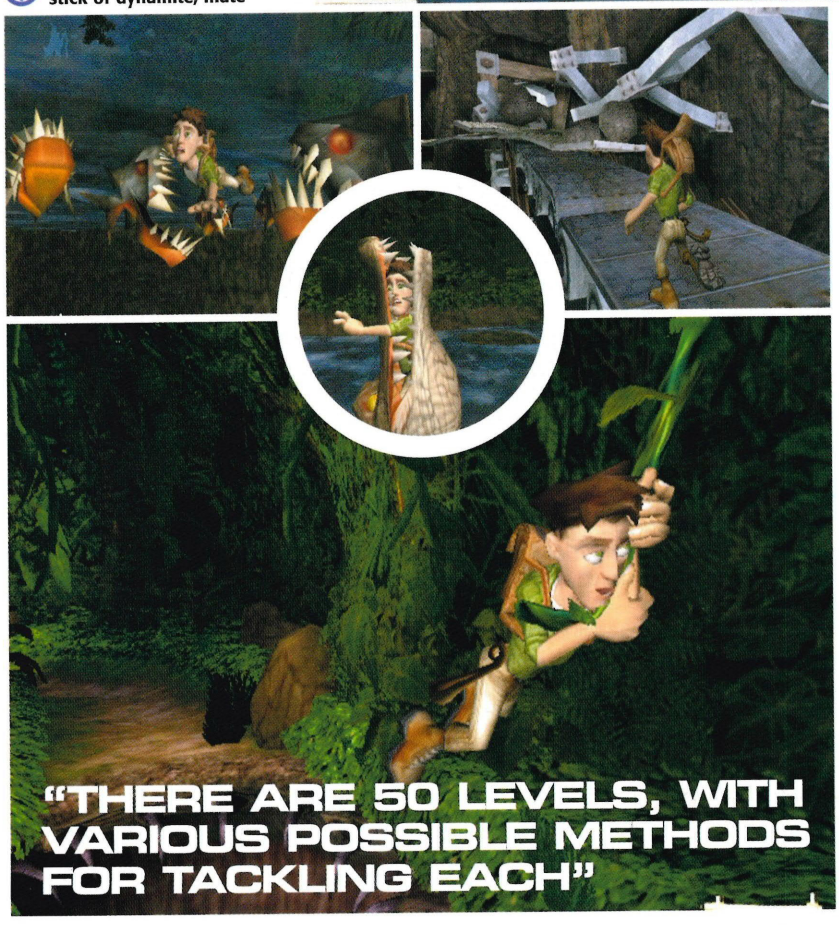
Let's face it – if you get into a situation like this you'll probably end up stinking of fish, right?

Vicious animals are the least of your worries when hordes of crazy tribesman are about...





Scorpion trouble? You need a stick of dynamite, mate



"THERE ARE 50 LEVELS, WITH VARIOUS POSSIBLE METHODS FOR TACKLING EACH"

The king of the swingers?

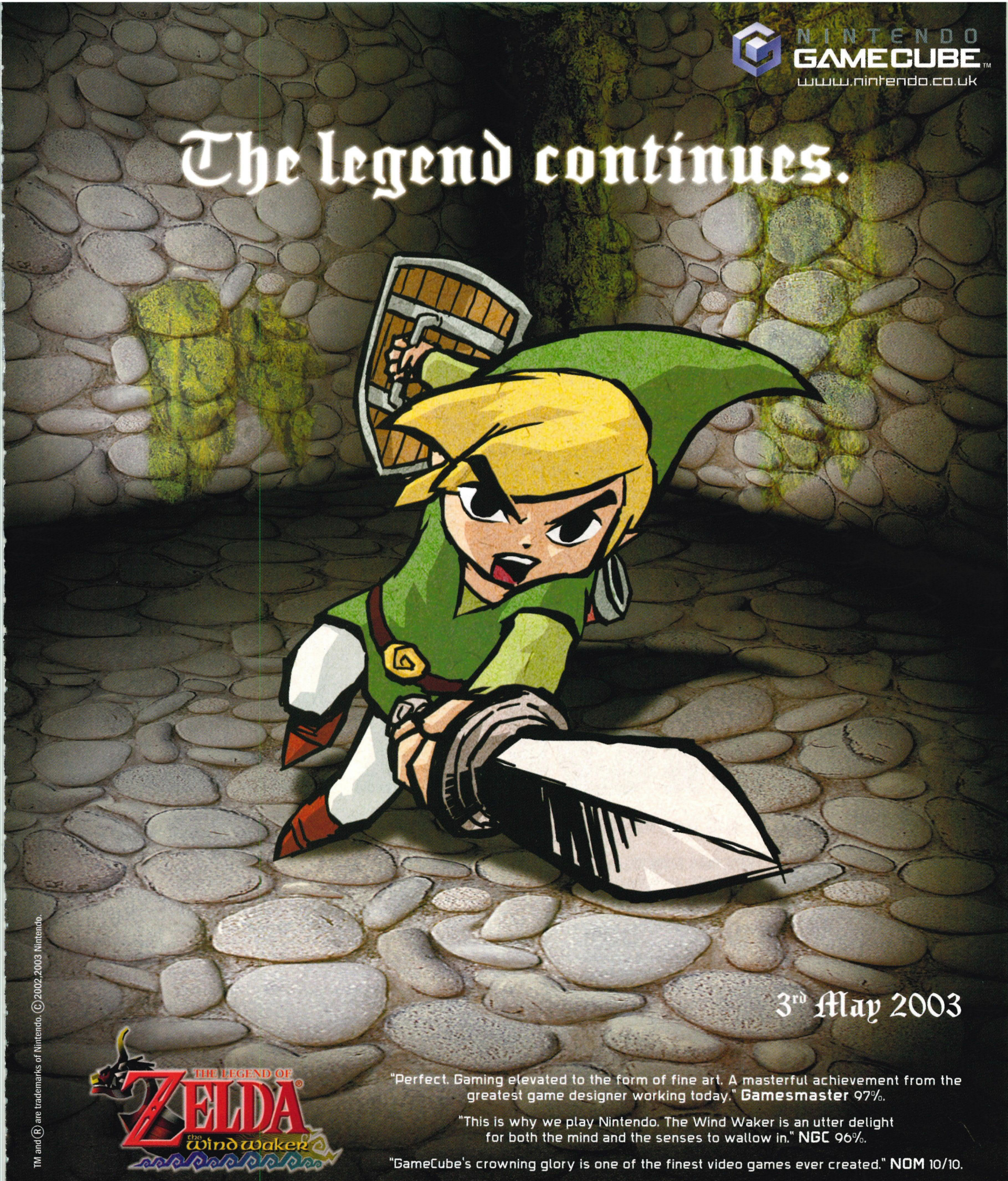
THE VERY FIRST *Pitfall* game was coded for the antique Atari 2600 and since then it's appeared on loads of formats such as the NES, SNES, MegaDrive and PlayStation. Yet with every incarnation the series has been made to look increasingly stale and tired, with each new update coming across as merely a cynical exercise in nostalgia publishing.

So, when we heard that *Pitfall* was getting a GameCube update, bearing in mind its track record for other consoles and the conversions of similar retro games such as *Defender*, we yawned, then we sighed, and then we forgot it was ever coming out.

Okay, so we're still pretty undecided about this latest *Pitfall*, but there are some promising signs. The control system for instance, shows some intriguing evidence of innovation. Developer Edge Of Reality has made good use of the GC's twin analogue sticks. Harry's right hand correlates with the right analogue stick; moving the right analogue allows you to manipulate whatever the titular hero is holding. Say you have a torch in your right hand, you can use the C-Stick to point it in any direction, hence illuminating your surroundings. Exactly the same method will also control items such as your ice pick or the paddles of an inflatable raft.

Pitfall Harry is set to include around 50 levels, with various possible methods for tackling each affording, we're told, a degree of non-linearity. Moreover, while much of the action will be based in the jungle, incorporating an array of piranhas, monkeys, natives and, of course, crocodiles, there will also be caves, ruins, marshes and snow-laden environments.

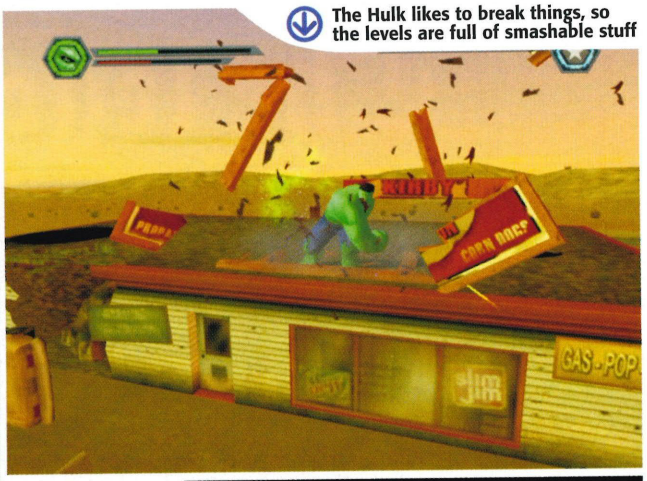
While *Pitfall Harry* is obviously aimed at the younger gamer, its range of moves, variety of approaches and er... other stuff, means it may be one to watch after all. Perhaps. CUBE


NINTENDO
GAMECUBE™
www.nintendo.co.uk
The legend continues.
3rd May 2003
THE LEGEND OF ZELDA
the Wind Waker
"Perfect. Gaming elevated to the form of fine art. A masterful achievement from the greatest game designer working today." Gamesmaster 97%.
"This is why we play Nintendo. The Wind Waker is an utter delight for both the mind and the senses to wallow in." NGC 96%.
"GameCube's crowning glory is one of the finest video games ever created." NOM 10/10.
TM and ® are trademarks of Nintendo. © 2002, 2003 Nintendo.

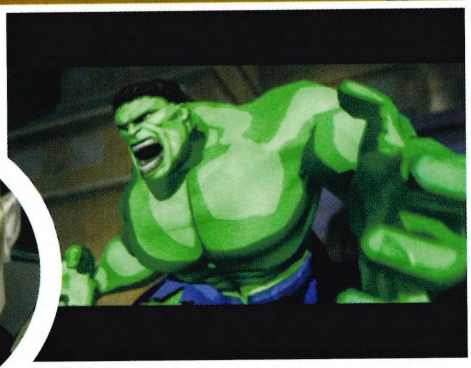
Don't make me angry...



"BREAKING SKULLS, USING TRUCKS AS PROJECTILES AND LOBBING ENEMIES THROUGH WALLS!"



The Hulk likes to break things, so the levels are full of smashable stuff



Henchman hold no fear for our emerald-skinned hero. Fools...







CUBE INFORMATION

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

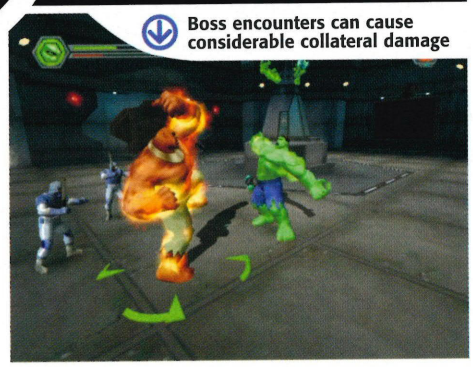
PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.NET MOVIES ✗ PICTURES ✓

13 JUNE '03 | TBA | JUNE '03

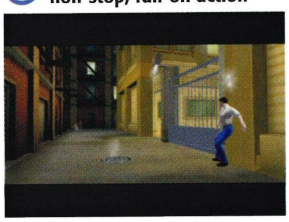
HULK



Boss encounters can cause considerable collateral damage



Heaps of baddies promise non-stop, full-on action



...You wouldn't like me when I'm angry

THERE WAS ALWAYS something unexplainable about the Hulk. It wasn't so much his predilection for morphing into a snot green slab of angry – I mean, that's just science, right? No, instead there was something odd about his clothes. In the transformation to his alter ego, David Banner always tore his threads to shreds in a fit of rage. Yet whenever he reverted back to human form he'd invariably reappear fully decked out in a brand-new set of clothes. But where the hell did he get his new attire? If anyone's got the answer then post it on a dwarf to the usual address.

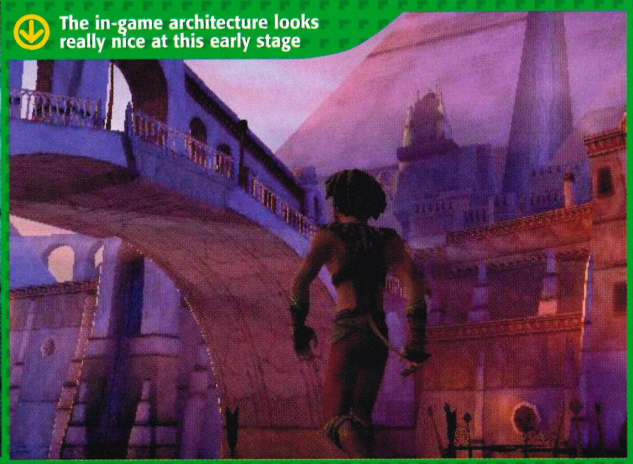
Anyway, sartorial mysteries aside, how's *Hulk* shaping up? Well, pretty nicely actually. There are 30 environments, both new and taken from the upcoming movie, all of which are littered with interactive furniture that can be manipulated, lobbed and destroyed. In fact, whilst there are some stealth elements in there, the majority of the game revolves around dishing out over 25 gamma-induced attacks, breaking skulls, using trucks as projectiles and lobbing enemies through walls!

The locations themselves are varied and range from San Francisco to Alcatraz, providing the backdrop to a story that sees cameos from the Hulk's comic book adversaries Flux, Rampage and Half-Life. The main bulk of the narrative is, however, a battle against a villain called the Leader who's intent on unleashing an army of gamma creatures on the world. Which, of course, provides as good an excuse as is needed for the Hulk to break stuff, go berserk and generally get his freak on.

We had assumed a couple of months ago that *Hulk* was using the *Dark Angel* engine since it's being developed by Radical, but Vivendi has assured us it has its very own bespoke mechanics which bodes well for a title that aims to make other publishers green with envy. CUBE



A Sphinxter says... what?



The in-game architecture looks really nice at this early stage

SPHINX

Adventure with the most ancient civilization of them all

CUBE INFORMATION

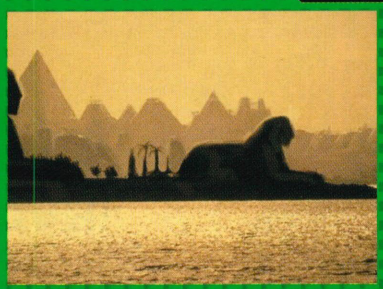
SPHINX	
PUBLISHER:	THQ
DEVELOPER:	EUROCOM
ORIGIN:	UK
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

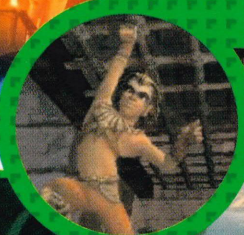
00 25 50 75 100

TOTAL GAMES.net MOVIES ✓ PICTURES ✗

Q3 '03	TBA	Q3 '03





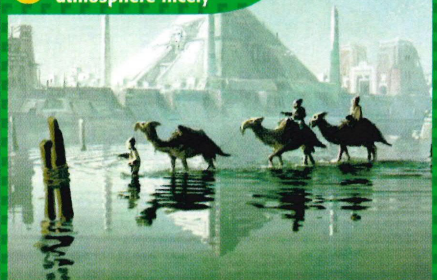






We know it's a small blade, but it's what you do with it that counts, right?

The cut-scenes set the atmosphere nicely



"AN EGYPTIAN-FLAVOURED ADVENTURE THAT PROMISES TO CAPTURE THAT EPIC FEELING THAT'S MISSING FROM SO MANY GAMES THESE DAYS"

GAMECUBE FANS ARE certainly not starved in the adventure genre, what with *Eternal Darkness*, *Metroid Prime* and *Zelda: The Wind Waker* doing great things, but it never hurts to have even more choice. From British studio Eurocom comes *Sphinx*, an Egyptian-flavoured adventure that promises to capture that epic feeling that's missing from so many games these days. This is primarily due to the setting, with seven locations to explore, each one vast and demanding. You'll get to control two different characters, each one oblivious to the other. Firstly there's Sphinx, a young demi-God who can play around with his sword and shield to good effect as well as perform moves akin to Lara Croft. Jumping, swimming, hanging and dangling are all easily done and essential to progression. On the other hand you have Mummy, who can't fight or move much at all. You'll have to put your thinking cap on with this one and brush up on your sneaking skills. The clever bit about this though is the fact that the Mummy is already dead. Oh, the possibilities...

The storyline line for *Sphinx* is pretty much what you'd expect from an RPG. There are seven worlds all linked up by portals, each one different in their way. However, in recent times things have started to go a bit awry. Villagers are fighting, and legends are becoming reality. What's going on? Well, you'll have to wait and see... CUBE

Ghost in the GC shell

CUBE INFORMATION

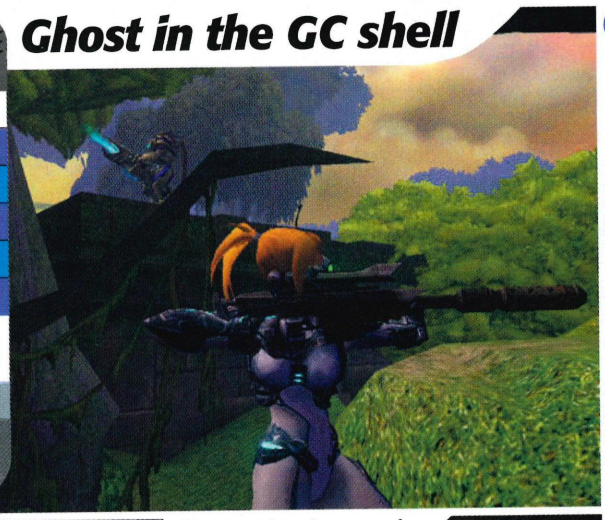
STARCRAFT: GHOST	
PUBLISHER:	BLIZZARD
DEVELOPER:	VIVENDI
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.NET MOVIES ✗ PICTURES ☑

Q4 2003 Q4 2003 Q4 2003



There's something uniquely satisfying in taking out enemies with the sniper rifle







Crouching helps to steady your aim, helping to make every shot count



The colours and enemy design are very remeniscent of *Halo*

Fancy hanging around here with Nova?



"EVEN AT SUCH AN EARLY STAGE STARCRAFT: GHOST IS LOOKING EXTREMELY SWEET"

STARCRAFT: GHOST



The level of detail is looking fantastic. We can't wait to explore the alien planet and take in the sights.

Stealth-based gameplay from Blizzard?

ANY PC GAMERS worth their salt will know straight away that a game with the Blizzard name attached to it should not be ignored. *Starcraft*, *Warcraft* and *Diablo* have thrilled online PC gamers the world over, and so we're very happy to see *Starcraft: Ghost* arrive on home consoles. The game is a departure from the normal Blizzard style, in that the viewpoint and control of your character Nova is very similar to *Metal Gear Solid*, offering a close-up view of the *Starcraft* universe and its workings. You'll be asked to go through over 30 story-led missions, calling on all of your powers to aid you. These include the ability to become invisible and stealth your way around, move at super-speeds and snipe enemies from afar.

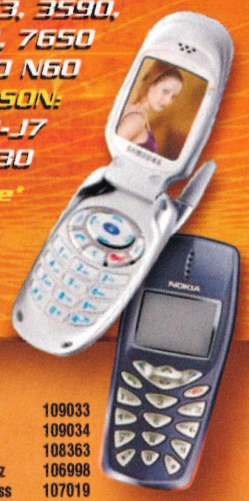
On another note, Blizzard seems to be very confident about its enemy AI. Apparently, each grunt will know the terrain well enough to react to an attack by scooting up to the best vantage points in order to pick you off from afar. This should make for some intense fire fights, which is one of the main selling points of the celebrated *Halo*.

Aside from this, even at such an early stage *Starcraft: Ghost* is looking extremely sweet. The visuals have a dark, sophisticated sci-fi quality to them, and the interface looks to be very stripped-down and easy to use. This may be a different style of game from what we're used to with Blizzard, but with the company's proven track record and the already great looking mix of high-tech weaponry, advanced AI and different play styles, this could turn out to be great. It's a long way off, but we're already counting down the days. CUBE

EZTONE

for the coolest POLYPHONIC ringtones and mobile games

WORKS WITH:
NOKIA: 3510, 3583, 3590, 6610, 7210, 7650
SAMSUNG: T100 N60
SONY ERICSSON: CMD-Z7 CMD-J7
MOTOROLA: C330
and many more*



UK order hot line 0907 787 6600

ROI 1580 908 386

Orange users please use a landline

UKs Largest Selection

TOP 20

MOST POPULAR 20 TONES ORDERED

ORDER	TITLE	ARTIST
112589	Make Luv	Room 5 feat Oliver Cheatham
111137	Spirit in the Sky	Gareth Gates feat The Kumars
110626	Move Your Feet	Junior Senior
112795	Love Doesn't Have To Hurt	Atomic Kitten
111140	In Da Club	50 Cent
111685	Scandalous	Mis-Teeq
112793	Im With You	Avril Lavigne
111138	All I Have	Jennifer Lopez feat LL Cool J
112590	Tonight	Westlife
111139	Born to Try	Delta Goodrem
111686	Being Nobody	Liberty X feat Richard X
111687	Sunrise	Simply Red
112592	Weekend	Scooter
111683	U Make Me Wanna	Blue
107845	Beautiful	Christina Aguilera
111689	Bump Bump Bump	B2K feat P Diddy
112591	Clocks	Coldplay
112736	Just A Friend	Mario
111684	Mesmerize	Ja Rule feat Ashanti
107864	Satisfaction	Eve

DANCE

TITLE	ARTIST	ORDER CODE
2 months off	underworld	108262
4 my people	missy elliot	108233
666	devil	110852
9pm	atb	109861
A little less conversation	elvis presley vs jxl	107034
Addicted to bass	puretone	108248
Addictive	truth hurts	108212
All that she wants	ace of base	110860
Alone	lasgo	108249
Around the world	daft punk	108430
At night	shakedown	108360
Be cool	paffendorf	107037
Because the night	jan wayne	107859
Blow your mind	jamiroquai	110389
Cafe del mar	energy 52	107852
Cantaloop	us3	109354
Castles in the sky	ian van dahl	108250
Children	robert miles	108251
Clint eastwood	gorillaz	107759
Come into my world	kylie minogue	107863
Dem girlz	oxide & neutrino	108758
Do you see the light	snap	108218
Don't call me baby	madison avenue	107748
Don't give up	chicane feat bryan adams	110395
Driving	mtv	109028
Electro shock	mtv	109029
Encore un fois	sash	107145
Equador	sash	109789
Everybody dance now	prince	108915
Extreme ways	moby	108253
Familiar feeling	moloko	110507
Fascinated raiven	maize	108272
Forever	n trance	108327
Formulae	jj72	109050
Get over you	sophie ellis bextor	108220
Ghosts dirty	vegas	108201
Gimme the light	sean paul	110429
Gotta get through this	daniel bedingfield	107018
Groovy thang	mtv	109030
Helicopter	mtv	109032
Helicopter2	mtv	109033
Hit and run	mtv	109034
In this world	moby	108363
Infected	barthez	106998
Insomnia	faithless	107019
It just won't do	tim deluxe	108345
Its my life	dr alban	110403
James dean	daniel bedingfield	108224
Land of the living	milk inc	107819
I begin to wonder	dannii minogue	110973

INDIE

TITLE	ARTIST	ORDER CODE
Deadweight	beck	115491
Can you dig it	the mock turtles	110977
Clocks	coldplay	112591
Dancing in the moonlight	toploader	110888
Devil's haircut	beck	110890
How soon is now	the smiths	112305
If I had a million dollars	barenaked ladies	110907
Loser	beck	110920
Nice weather for ducks	lemon jelly	110263
Should I stay or go	the clash	112342
Song 2	blur	113765
Songbird	oasis	110430
Step on	happy mondays	115516
Thats entertainment	the jam	111534

90's

TITLE	ARTIST	ORDER CODE
1979	smashing pumpkins	107775
A girl like you	edwyn collins	110380
A million love songs	take that	110382
Aint no stoppin us now	luther vandross	110384
All I wanna do	sheryl crow	109350
All that I need	boyzone	110859
Always	erasure	108517
Angel	paul van dyke	110864
Bitter sweet symphony	the verve	108440
Black coffee	all saints	107746
Black or white	michael jackson	108429
Can't help falling in love	UB40	109844
Champagne supanova	oasis	108338
Cornflake girl	tori amos	110886
Country house	blur	109870
Cream	prince	109730
Creep	radiohead	108602
Deeper underground	jamiroquai	107795

OTHERS

TITLE	ARTIST	ORDER CODE
19-2000	gorillaz	110381
A gas car	funny tune	108639
A little peace	traditional	108721
Ani boom	korean favorites	108727
Aranjuez	robert michaels	108850
Arirang	korean traditional	108612
Automatic	less than jake	108838
Autumn leaves	yves montand	108679
Aux champs elysees	daniele vidal	108613
Because the night	jan wayne	108835
Cha cha cha	de las secretarias humo	108732
Comment te dire adieu	francoise hardy	108632
Cool change	little river band	108900
Danger high voltage	electric six	110067
Dueling banjos	charlie daniels band	108886
Endless rain	x japan	108611
Eple	royksopp	110622
Gengis kahn	gengis kahn	108677
Hot summer nights	miami sound machine	108907
Kabhie	kabhi khushi	109072

POLYPHONIC RINGTONES

TITLE	ARTIST	ORDER CODE
Charlie Brown	TV Theme	107142
Design For Life	Manic Street Preachers	107744
Staying Alive	Bee Gees	107799
Champagne Supanova	Oasis	108338
Baby One More Time	Britney Spears	107013
Sweet Child O' Mine	Guns N Roses	107012
Complicated	Avril Lavigne	107814
My Favourite Game	The Cardigans	109896
We Are The Champions	Queen	108288
Handbags And Gladrags	Stereophonics	108341
Coronation Street	TV Theme	107741
Angel	TV Theme	107832
Close To Me	The Cure	107742
Bare Necessities	Jungle Book	107028
Jumpin Jumpin	Destinys Child	107027
Never Gonna Give You Up	Rick Astley	108365
Englishman In New York	Sting	109877
I Turn To You	Melanie C	109888
Dawson's Creek	TV Theme	109873

to order your tone by text type PHONIC plus order code and Make/model of your phone to 81618

PHONIC
123456
NOKIA 3510

TOP 5 JAVA GAMES



B-MAN	107159
CHOPPER RESCUE	107730
TANK WARS	107152
XTREME BOXING	107729
FOOTRIX	107689

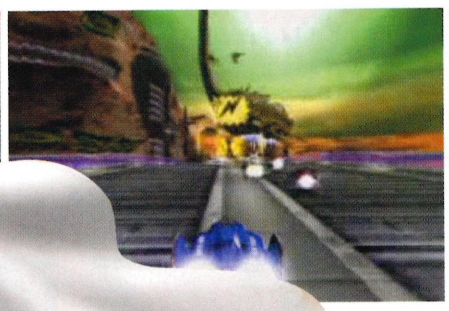
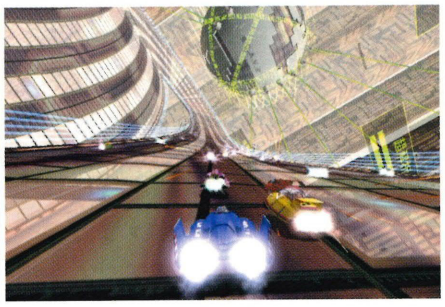
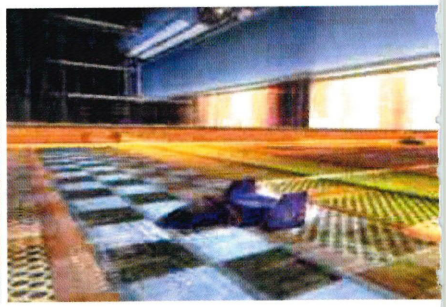
GAME
107152
NOKIA 3510

to order your game by text type GAME plus order code and Make/model of your phone to 81618

1000s more tones and games to choose from on our website

www.eztone.co.uk

www.eztone.co.uk Callers must be over 16. **Please ask permission from the person responsible for paying the phone bill before calling this service.** Customer care lines open from Mon-Fri, 9AM-5.30PM and Sat 9AM-2PM on 0871 872 5879. Mobile calls are charged at a higher rate. Calls to 0907 numbers charged at £1.50 per minute and should not exceed 3 mins (£4.50). EZTONE 211 Piccadilly London W1 9HF. *see website for compatibility

Nintendo rockets into the future

F-ZERO GC

CUBE

INFORMATION

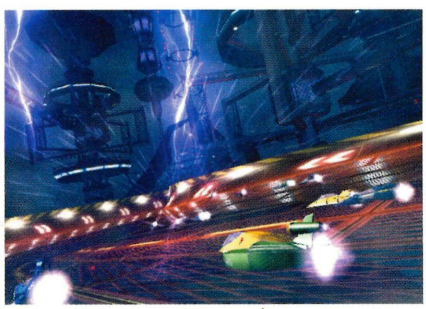
F-ZERO GC	
PUBLISHER:	NINTENDO
DEVELOPER:	AMUSEMENT VISION
ORIGIN:	JAPAN
GENRE:	RACING
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES NET MOVIES ☒ PICTURES ☑

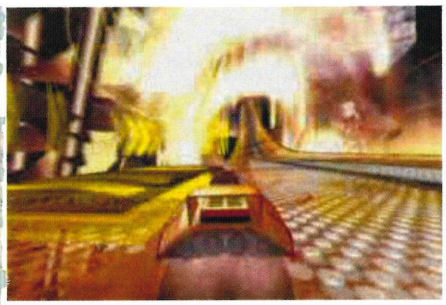
Q4 '03 | 25 JULY '03 | 25 AUG '03

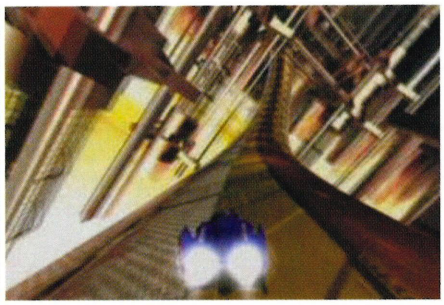



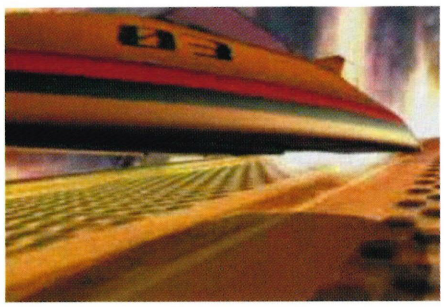
BY RIGHTS, AND in a world where justice prevailed, *F-Zero GC* would have been out by now. For a large number of reasons it's one of our most highly anticipated titles of the year, so you'll understand why we're just a little bit upset about the fact that it's been delayed until July in Japan. It's difficult to tell when a Nintendo game isn't finished – the Web-site went live a fair while ago and everything seemed to

"THE MAIN GAME IS FINISHED — THE EXTRA TWO MONTHS ARE BEING USED TO ADD EXTRA GAMEPLAY MODES AND BONUS ITEMS"









PREVIOUS

FROM THE MAKERS OF...

SUPER MONKEY BALL 2

■ Amusement Vision proves yet again that it knows exactly what makes a great game. Class stuff indeed.



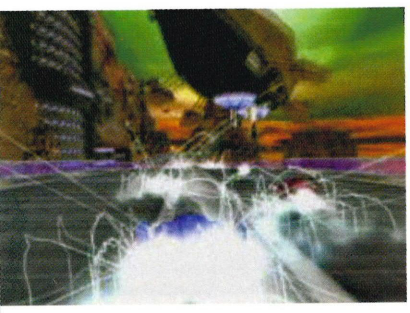
TOTALGAMES.NET RATING: 91%



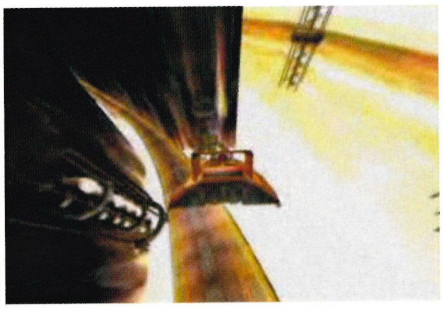
be coming along really well. From the version we played it would seem that the main game is finished, although those in the know are suggesting that the extra two months are being used to add extra gameplay modes and bonus items.

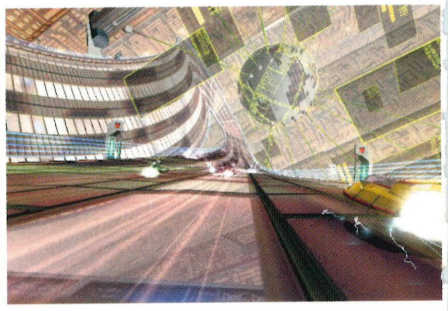
F-Zero GC is the fourth game in the series after *F-Zero* (SNES), *F-Zero X* (N64) and *F-Zero: High Velocity* (GBA). In what is becoming the norm in this generation, Nintendo has farmed out one of its most popular franchises to a third-party. Nintendo may well have done this because it simply can't spare the resources needed for a game of this magnitude, but it obviously feels that the chosen development team is far more suited to it as well. Amusement Vision is just one of SEGA's acclaimed dev teams, along with HitMaker, Sonic Team, AM2 etc. It's also the developer responsible for the Daytona series and one of the most experienced GameCube teams out there. *Super Monkey Ball* 1, 2 and *Virtua Striker 3* speak for themselves as far as we're concerned. AV already has a fantastic graphics engine in place. *F-Zero GC* uses a modified version of the *SMB2* engine, which may seem strange at first, but if you think about it some of the faster levels are very close to what *F-Zero* is all about, ie stupidly fast racing with futuristic backdrops and plenty of graphical effects.

Combine this graphics engine with a sprinkle of Daytona gameplay, Nintendo's character design and Miyamoto-san's all-seeing eye and, we think you'll agree, you're looking at something pretty special.









START YOUR ENGINES!

CLASSIC CHARACTERS RETURN

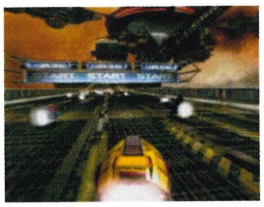
Nintendo has now released information for seven of the thirty racers mad enough to participate in the *F-Zero* championships. Four of them will be instantly recognisable to any *F-Zero* fan. Captain Falcon, Dr Stewart, Pico and Samurai Goroh have been around since the very beginning, and admittedly they're now starting to show their age. Still, the Fire Stingray remains the best ship for us: great shields and good grip mean that the aggressive racers found on higher difficulty levels won't kill you instantly. It may have rubbish acceleration, but if you're a pro you shouldn't be hitting the sides anyway…

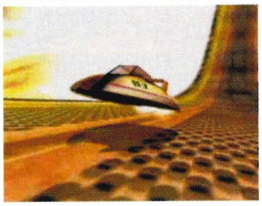
There are three new characters, in the form of Princia Ramode, Phoenix and QQQ. Princia is the Anakin Skywalker of the bunch – he's the youngest by far but supremely talented. Phoenix has grown up with Captain Falcon as his hero, and his ultimate dream is to stand on the podium alongside the infamous speed junkie. Everything he does is inspired by him, which comes through in his clothes and ship design. Hell, even his ship stats are very similar. QQQ is a robot hailing from Aeropolis – the robot city. His reactions are second to none, but his ship's slight build means that he will always come off worst in collisions.

DR STEWART

NAME:	DR STEWART
AGE:	42
SHIP NAME:	GOLDEN FOX
SHIP MASS:	1,420KG
SHIP BODY GRADE:	D
SHIP BOOST GRADE:	A
SHIP GRIP GRADE:	D



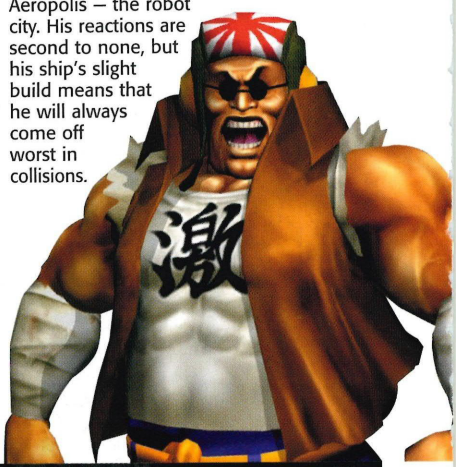






SAMURAI GOROH

NAME:	SAMURAI GOROH
AGE:	45
SHIP NAME:	FIRE STINGRAY
SHIP MASS:	1,960
SHIP BODY GRADE:	A
SHIP BOOST GRADE:	D
SHIP GRIP GRADE:	B







CAPTAIN FALCON

NAME:	CAPTAIN FALCON
AGE:	37
SHIP NAME:	BLUE FALCON
SHIP MASS:	1,260KG
SHIP BODY GRADE:	B
SHIP BOOST GRADE:	C
SHIP GRIP GRADE:	B

"PHOENIX HAS SPENT HIS ENTIRE LIFE LOOKING UP TO CAPTAIN FALCON. EVERYTHING HE DOES IS INSPIRED BY THE INFAMOUS SPEED JUNKIE"









PRINCIA

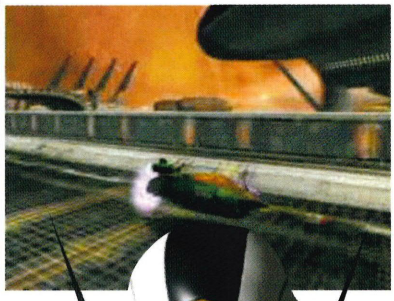
NAME:	PRINCIA RAMODE
AGE:	16
SHIP NAME:	SPARK MOON
SHIP MASS:	1,620KG
SHIP BODY GRADE:	B
SHIP BOOST GRADE:	C
SHIP GRIP GRADE:	C

PICO

NAME:	PICO
AGE:	124
SHIP NAME:	WILD GOOSE
SHIP MASS:	1,620KG
SHIP BODY GRADE:	B
SHIP BOOST GRADE:	B
SHIP GRIP GRADE:	C







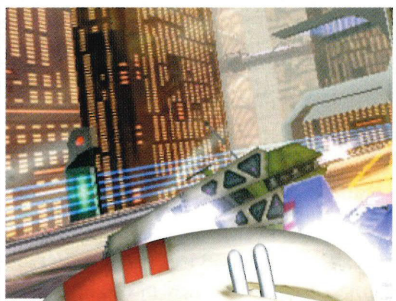
PHOENIX

NAME:	PHOENIX
AGE:	26
SHIP NAME:	RAINBOW PHOENIX
SHIP MASS:	1,080KG
SHIP BODY GRADE:	B
SHIP BOOST GRADE:	B
SHIP GRIP GRADE:	C





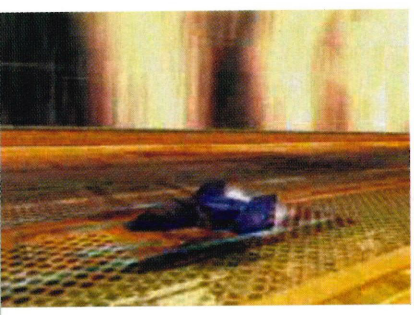
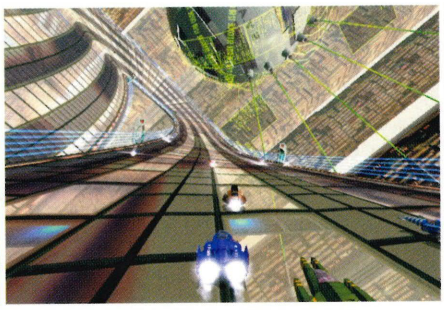
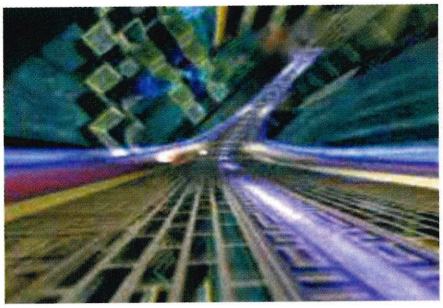
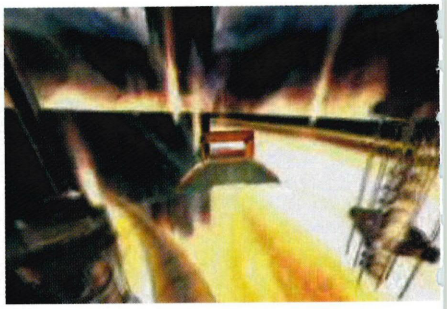


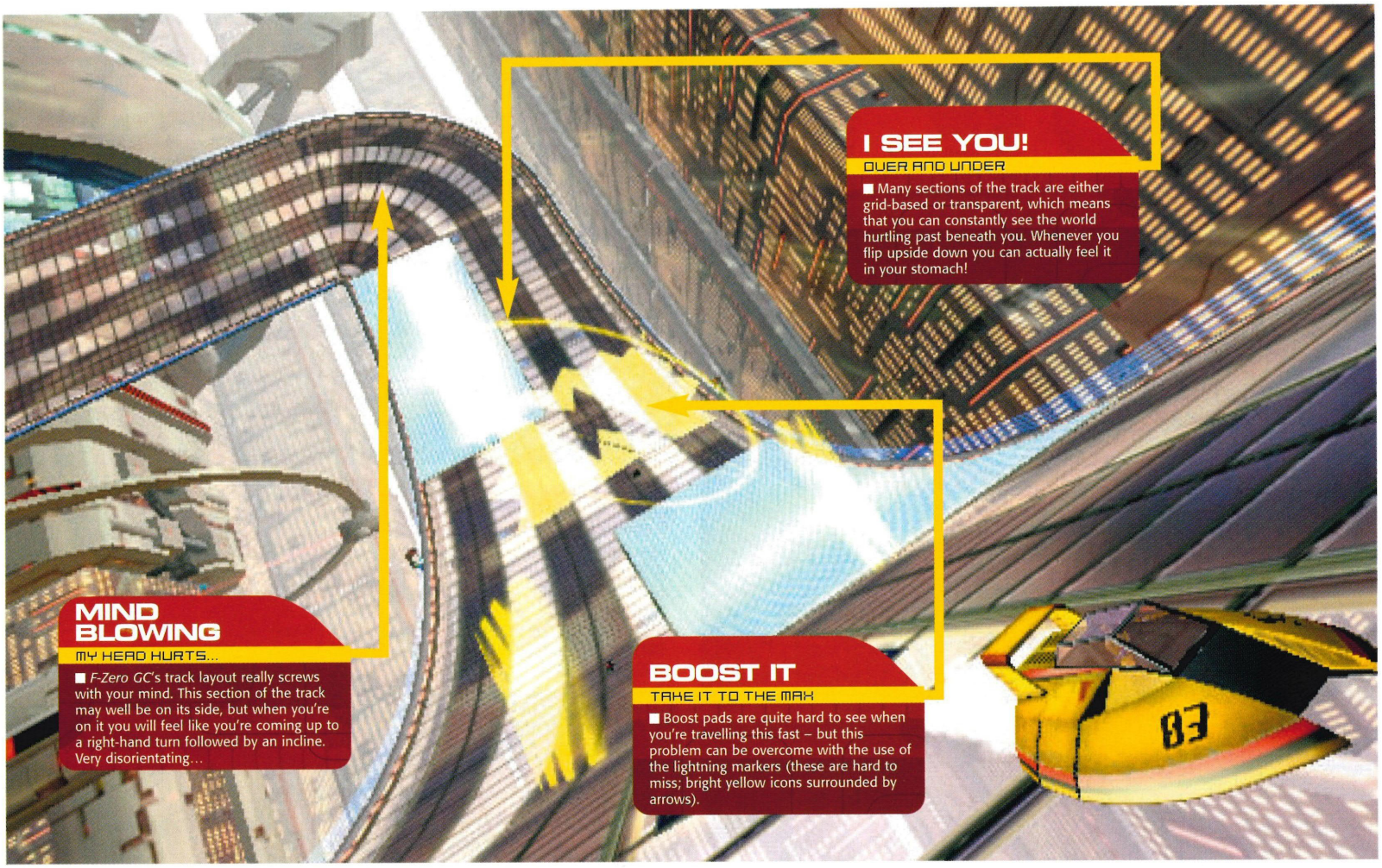


QQQ

NAME:	QQQ
AGE:	UNKNOWN
SHIP NAME:	ROLLING TURTLE
SHIP MASS:	999KG
SHIP BODY GRADE:	A
SHIP BOOST GRADE:	D
SHIP GRIP GRADE:	B





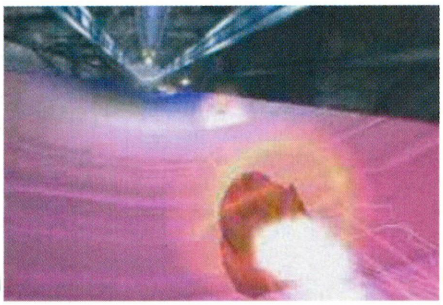
IF YOU'RE LUCKY enough to be able to download videos from the Internet we'd advise you to get on over to www.f-zero.jp, where you can take a look at this game in action. Alternatively, we may have something a little special for you in the next issue. Anyway, that's beside the point, and the point we're trying to make is that you simply can't appreciate this game from still screens. As we've said many times before, it's so hard to take good screenshots of *F-Zero GC* because it moves so fast. Nintendo's press shots show how beautiful the game really looks, but even they can't display the insane speeds at which it runs.

This version is even more extreme than the others – the technology has enabled AV to design tracks that wind around each other with vast jumps and drops that put Alton Towers' *Oblivion* to shame. You really will feel your stomach rising into your mouth as you tear over the edge at 1,000kph before taking a vertical dive. It's not just the tracks that are more extreme though – the speed too is constantly kept maxed out by way of multiple speed boosts. Very rarely will you find yourself going at 'normal' speeds. The boosts are quite hard to see from a distance as all they are is arrows on the track. To solve this AV has placed huge neon markers above the pads. The lightning icons are surrounded by three yellow arrows – you can see them from a mile off and alter your course accordingly. Wherever there's a dearth of boost pads you can be sure that a vertical drop or a slingshot corner will be in place to keep the adrenaline flowing.

Alternatively you can always use the Nitro Bursts that are awarded to you after each lap. These have the same effect as a Boost Pads, although their effects are longer lasting. Whenever you use a Boost Pad or a Nitro Burst your engine will go into overdrive, and the latter half of your ship will

"YOU REALLY WILL FEEL YOUR STOMACH RISE AS YOU PLUMMET OFF THE EDGE AT 1,000KPH - THIS ISN'T FOR THE FAINT-HEARTED"









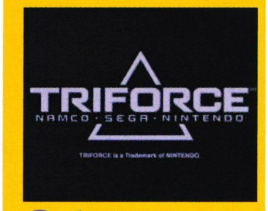


LICENCE TO THRILL

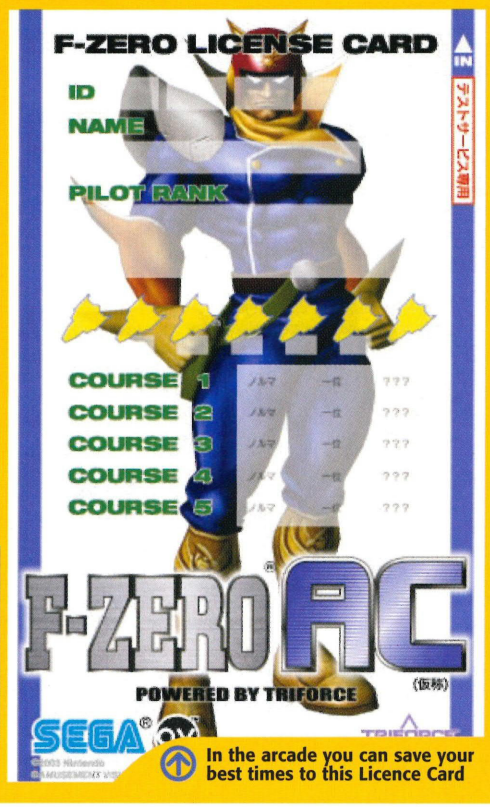
AC-GC INTERACTION

Back in issue 17 we revealed the Licence Card system, which allows you to save your best times and high scores from the arcade version of the game. You can also stick your GameCube Memory Card into the cabinet to download information. It turns out that one of the reasons for both versions' delay is that the team is working to make this a far more significant feature.

It may not translate so well in Europe where our arcades are dwindling a little, but in Japan it will certainly appeal to the masses.



The TRIFORCE games are slowly coming



In the arcade you can save your best times to this Licence Card

HOLD ON TIGHT!

Represented by yellow arrows on the track, these give you a temporary speed boost, which lasts for about three seconds.





I FEEL THE NEED

... THE NEED FOR SPEED!

There are several power-ups on the track designed solely to keep you racing at top speed at all times. The Boost Pads, Nitro Bursts and the Pit Stops will be familiar to many Nintendo gamers, and you'll be pleased to hear that they're back in full force.

ON THE EDGE

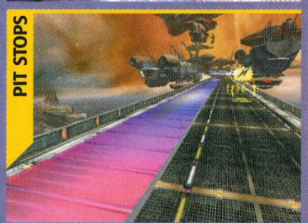
After each lap your ship will be topped up with one Nitro Burst. This has a similar effect to the Boost Pad, although it last for about five seconds.



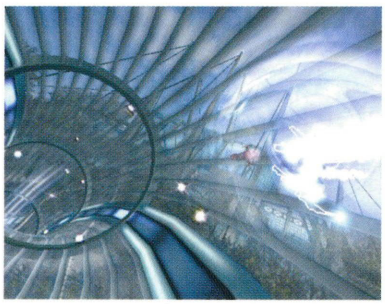


PRETTY IN PINK!

Strips of the track that replenish your shields. You can't miss 'em as they're bright pink and pulsate as the energy flows through them.





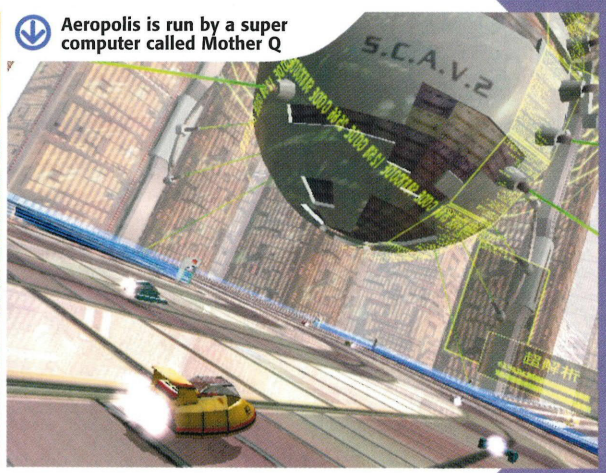


The Green Planet course is filled with transparent tubes that weave in and out of the main tarmac track

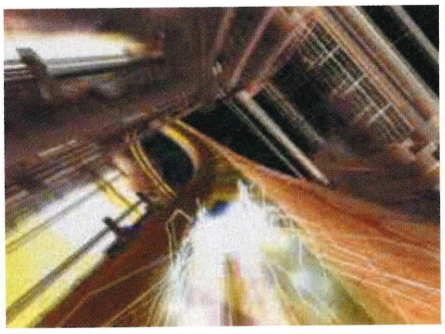


Port Town, on the other hand, is extremely industrial in nature and filled with dangerous ramps

Aeropolis is run by a super computer called Mother Q






TRACK 'EM UP

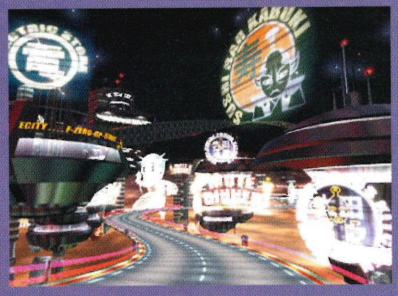
SLIP 'N' INTO OBLIVION

To date five worlds have been announced by Nintendo, with six tracks in total. We're expecting the number of worlds to total seven by the time the game is finished, with each world hosting three different tracks.

The processing power has enabled AV to design tracks that really immerse you in the experience. They twist and turn, dive down the sides of skyscrapers, scream through industrial worlds and tear through cityscapes full of neon signs and billboards. It's the graphical effects that really make the game though – blistering speeds are enhanced by a light speed-style effect, while the extreme weather effects immerse you in the world like never before. Here are some more detailed insights into all five worlds:

WORLD NAME: MUTE CITY
TRACK NAME: TWIST ROAD
CONDITIONS: NIGHT RACE
STYLE: UPPER ATMOSPHERE NEON CITYSCAPE

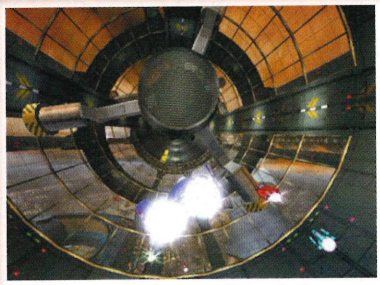
Info: Mute City is the classic F-Zero track. The older tracks have worn down over the years and a recent crash (which saw ships falling into the city below) has forced the sponsors to build a set of brand-new tracks. These are lined with forcefields to prevent similar accidents happening. Mute City is the biggest city in the Space Nations, and as such sponsorship and advertising is a massive business. Neon signs, adverts and enormous screens line the track, which flips upside down and doubles back at one point allowing you to see earlier parts of the track above you.



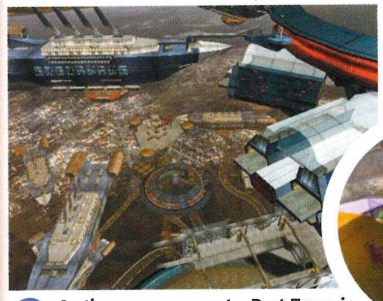
Mute City is Captain Falcon's home town – so he's expected to win here. Unless we're playing of course...

These intro shots show you just how twisty-turny the tracks really are. You'll be too busy racing to think about that though





The track takes you through the industrial sector of the port



As the name suggests, Port Town is based around a huge port

WORLD NAME: PORT TOWN
TRACK NAME: AERIAL DIVE, LONG PIPE
CONDITIONS: DUSK RACE
STYLE: LOWER ATMOSPHERE TUBES AND JUMPS

Info: Another old classic, Port Town takes place above the port itself. Aerial Dive consists of intense inclines, huge jumps and sudden drops. Long Pipe is basically just one long half-pipe/tube track that takes you through the heart of the port's reactor.

The half-pipe sections make for some interesting battles – you can ride up the side and pretty much take out an opponent if you time your descent just right. The tracks in general are made from the most advanced materials available, which end up giving the entire world an industrial feel.



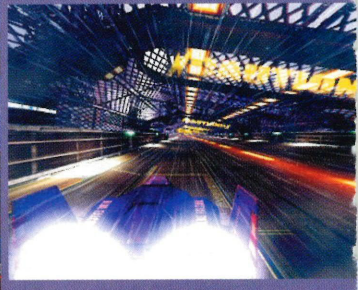
WORLD NAME: LIGHTNING
TRACK NAME: HALF PIPE
CONDITIONS: ELECTRICAL STORM
STYLE: UPPER ATMOSPHERE ENERGY PLANT

Info: This is easily the most impressive track so far. It runs through a series of energy plants are set in an unstable atmosphere. An electrical storm is constantly raging and there are lightning rods everywhere designed to dissipate the charges.

Along some of the sections are arrow chasers that show you which way to go. If you manage to actually overtake the arrows, you know you're a madman. There are also plenty of sections that take you away from the storm and into the heart of the energy plants via tubes and protective grids.



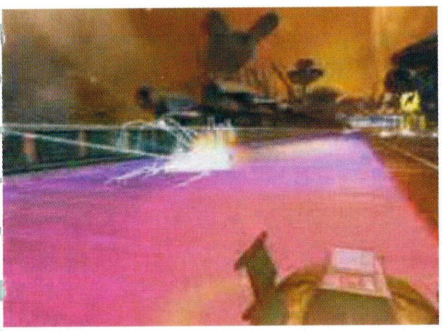
The lightning is used to run the factories



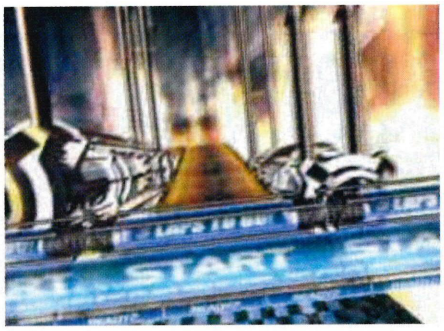
Doesn't this look absolutely stunning?

"IN TYPICAL F-ZERO STYLE YOUR SHIP'S SHIELDS CAN BE REPLENISHED BY DRIVING THROUGH THE PIT STOP"











WORLD NAME: GREEN PLANT
TRACK NAME: INTERSECTION
CONDITIONS: CLEAR BLUE SKIES
STYLE: GROUND-LEVEL TRANSPARENT PIPES



Info: This track takes place in and around a Green Plant, designed to produce carbon dioxide. Racers cruise through an ancient forest, the branches of which hang down over the track. On your way through the forest you'll notice little intersections where transparent tubes come through the track and arch back into it further down. These tubes are all part of the track and you'll be racing through them about 30 seconds later. Other sections take you right down to roots level where energy pods are in place to care for the trees. These are a valuable commodity, and at several key points there are high barriers to prevent racers flying off and trashing them.



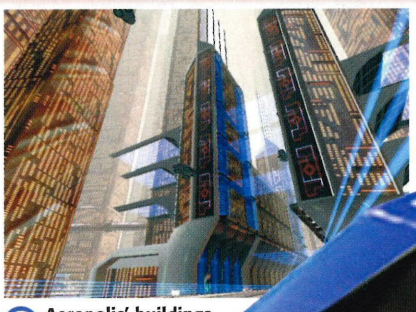
The trees are protected by forcefields, but we'll find a way of jumping out

WORLD NAME: AEROPOLIS
TRACK NAME: MULTIPLEX
CONDITIONS: NONE
STYLE: INNER-CITY INTERSECTIONS



Info: This skyscraper city is run by a highly advanced computer system known as the Mother Q. The track runs through the lower section of the city while the buildings themselves stretch off into the mist above. The main sections of track consist of long, twisting straights and sharp corners where it doubles back on itself.

Any spare space is taken up by holographic screens are used to advertise to the millions of inhabitants and show the highlights of the action.



Aeropolis' buildings reach way up into the smog. Impressive, don't you think?

become engulfed in a cloud of electrical energy. Anyone directly behind you will obviously be blinded by the glare.

The extended boost afforded to you by the Nitro Bursts does have a side effect – your ship's hull noticeably suffers from the immense chemical reaction that's taking place, so you'll have to keep an eye on that energy meter. In typical *F-Zero* style your ship's shields can be replenished by driving through the Pit Stop. This bright pink stretch of track is usually located near the starting line and is a different length depending on the intensity of the track. As well as the Nitro Bursts, there are three other ways you can lose energy:

- **Barrier Collisions**

Grating against the sides of the track, smashing into corners or landing on other ships will all see your shields suffering.

- **Mines etc**

Some of the later tracks have minefields, just to make the races that little bit more interesting. Hitting one of these will result in major damage.

- **Rival Attacks**

Once you get to the higher difficulty levels these are the most problematic causes of shield depletion. Every ship has an Energy Ram and an Energy Spin. You can attack your opponents to keep them at bay, but towards the end of the game they become very aggressive and all-too-often you'll be on the receiving end.

Something that hasn't been clarified yet is the progression system, however it's safe to assume that there will be a points-based Grand Prix mode. Winning the various difficulty settings will open up hidden ships, and hopefully this won't be handled in the same way as *F-Zero X*. In that particular version the final set of ships were no better than some of the initial ones, but AV's experience in designing well-balanced and rewarding racing games should ensure this doesn't happen.

With the Japanese launch of the game now pushed back to the end of July we're not expecting any new info to surface until E3 where a near-finished build will be playable. We'll bring you our impressions of the finished game next issue along with all the other highlights from the greatest show on Earth.

CUBE

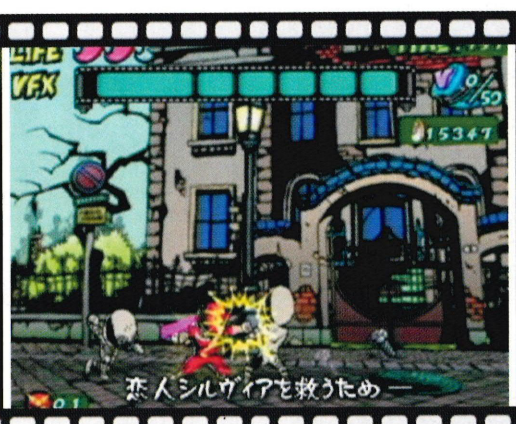
CUBE SAYS...

FIRST IMPRESSION

■ We already know that *F-Zero GC* plays well and that the single-player Championship game will be amazing. All we're waiting on now is the other the other modes, the multiplayer, the secrets and the extra ships. Let's face it though: Amusement Vision and Nintendo aren't likely to disappoint and this is going to be one thrill ride you won't want to miss!

CUBE









VIEWTIFUL JOE

View to a kill

CUBE INFORMATION

VIEWTIFUL JOE	
PUBLISHER:	CAPCOM
DEVELOPER:	PROD STUDIO 4
ORIGIN:	JAPAN
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE

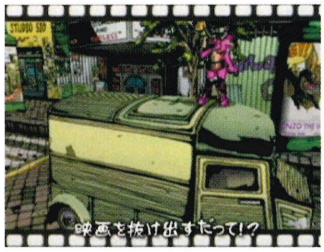
0% 25 50 75 100

TOTAL GAMES.net MOVIES X PICTURES ✓

Q4 JUNE '03 OCT '03



All aboard the Playbus! Which stop will it be?



"VIEWTIFUL JOE IS PURE ARCADE GOLD WITH COLOURFUL CHARACTERS AND A WONDERFULLY STYLISED WORLD TO EXPLORE"



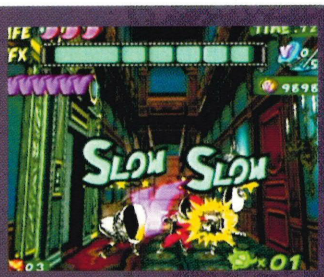
TWO GAMES couldn't be more different if they tried. Atsushi Inaba, producer of *Viewtiful Joe*, is also credited with creating the insane *Steel Battalion*, a futuristic Xbox tank simulator that foregoes convention to be as hyper-realistic as possible, as well as coming packaged with a custom-built 80+ button controller that lights up in the dark. *Viewtiful Joe* on the other hand is pure arcade gold with colourful characters and a wonderfully stylised world to explore as the super-fast/super-slow character himself.

If you've been sleeping underneath a seashell for the past six months then you might not know what we're dribbling about. Well, *Viewtiful Joe* is a Capcom-developed scrolling beat-'em-up that has you running around as a *Power Ranger*-suited Fred Durst look-alike, out to save your girlfriend Sylvia. To do this you have to leg it around a load of movie-themed levels, disposing of multiple bad guys and the occasional boss.

This isn't a simple case of a quick one-two jab to the jaw followed by a kick in the happy-sacks though, oh no. Instead you get to use all your secret powers that you've learned from the mystical mentor Dr Blue. As the whole game is based around the world of film – with locations based on famous scenes – you can control the 'reel' that records your actions in order to either slow things down or speed them up, depending on your situation. Slow down to dodge bullets or missiles, speed up if you need to clear an entire screen of evil-looking chumps.

The gameplay options of manipulating time don't just stop at the combat though. For instance, if you need to win on a one-armed bandit machine, then you can simply slow down time in order to get pinpoint accuracy.





BARREL JUMPING

ROLLING WOOD

Because *Viewtiful Joe* is based around an imganinary movie, there are several set pieces dotted around the levels that pay homage to some famous films. For instance, in this section you have to keep running down a corridor because a spiked barrel is chasing you.

PREVIOUS

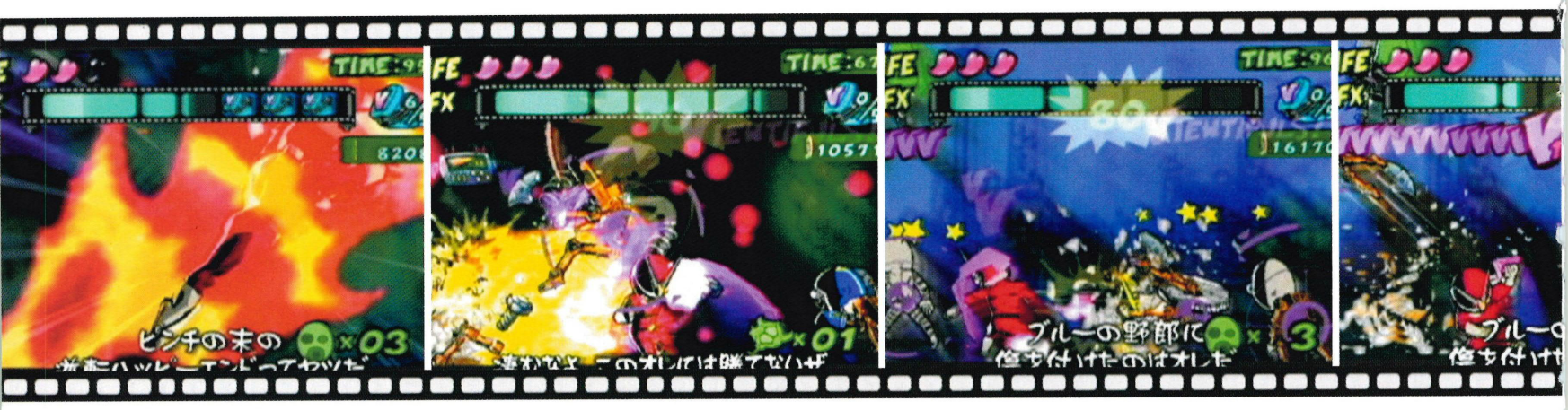
FROM THE MAKERS OF...

RESIDENT EVIL ZERO

■ Cracking *Resident Evil* Remake prequel with stunning looks, devious puzzles and an even sharper twist of terror.



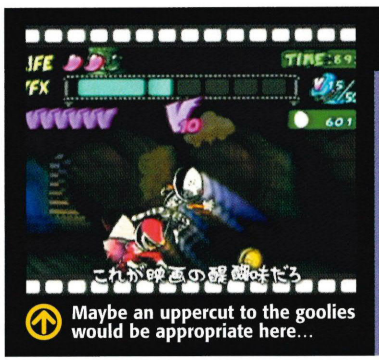
TOTALGAMES.NET RATING: 90%



AFTER PLAYING VIEWTIFUL Joe for a little while, you realise how impressive it is. It looks simple, and at first it plays in a very straightforward manner. But once you've met up with Captain Blue and your superhero powers become useable it turns into a whole different ball game. You still have to progress to the left of the screen, but you can now control your speed, so that if somebody fires a gun, for instance, you can slow down time and watch as the bullet approaches you. To avoid it doesn't require any input from you; Viewtiful Joe will automatically twist his body around to get out of the way so you can immediately start your offensive. You could either jump up and start pummelling the bad guy with your super-speed or, more interestingly, time a punch correctly and hit their bullets back at them. In fact some bosses can only be hurt by their own attacks! It might look like a simple game, but don't dive in expecting an easy ride.

Long gone are the days when gaming began and ended at scrolling beat-'em-ups like this. We're not expecting a huge revival of the genre, with Kate Thornton chatting away about how much she enjoyed them in the old days or anything, but hopefully *Viewtiful Joe* will be successful enough for other developers to start taking a look at their tired catalogues and thinking about injecting some good old-fashioned gameplay into them. We had a great time with *Viewtiful Joe* in the short time that we had with it, mostly down to the easy controls and the simple fact that fighting the enemies is such a joy. Hopefully the finished code will be even better. Viewtiful indeed!

CUBE



Maybe an uppercut to the goolies would be appropriate here...

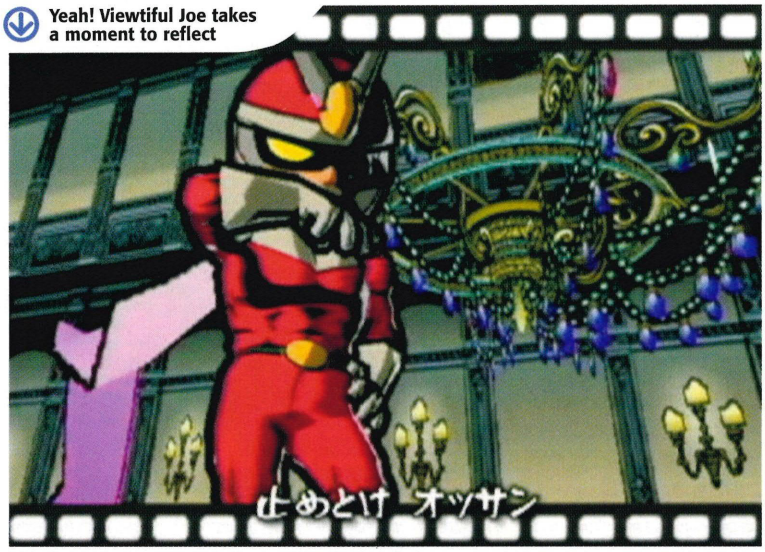
MAKE THE GRADE

TRIPLE A TITLE

You need to be as stylish as possible when playing *Viewtiful Joe*. As you play, the computer gauges how well you are doing, your hit rate etc, to judge your style. After you finish each level you get a grade ranging from A to D, although we don't know if there'll be any rewards for getting the higher grades just yet. As usual it's tough to get too much out of notoriously cagey Japanese developers. Still, so many features to look forward to – we can't wait!



Ahem. We're not quite sure about this screen. ROAR! Is that okay?

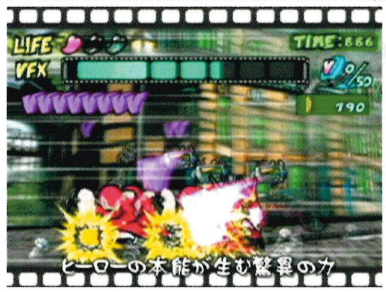


Yeah! Viewtiful Joe takes a moment to reflect

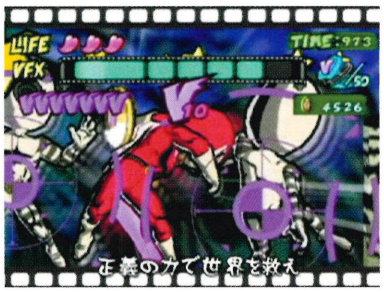
CAMERA... ACTION!

LIFE THRU A LENS

It's difficult to convey just how *Viewtiful Joe* looks on the screen with static shots. The colours might look as if they clash rather distastefully and that that everything looks too 'busy'. However, wait until you see it move. Everything flows extremely well and the odd 2.5D viewpoint is effectively done, although it can make you feel nauseous at times! A nice touch is the way the screen 'curves'. Jump high enough and as the camera pans up the view will distort slightly, as if looking through a lens. A small touch perhaps, but it shows the depth of thought that has gone into *Viewtiful Joe*'s development. When this kind of visual experience comes together with such simple but finely tuned gameplay, you're in for something special.







"YOU CAN CONTROL YOUR SPEED SO THAT IF SOMEBODY FIRES A GUN YOU CAN SLOW DOWN TIME AND WATCH AS THE BULLET APPROACHES"







This boss will drive you batty. Try not to get hit by his chums, fall off into the slime or run out of Viewtiful power

THAT'S BOSS, THAT IS

STOP BOSSIN' ME AROUND!

The bosses in *Viewtiful Joe* are an odd bunch. The first one you face is a helicopter, which swoops up and down dispensing sub-sonic missiles at you. You'll have to speed yourself up and punch them back! You'll also come across a giant bat on your travels, whose number one priority seems to be wiping you out of existence. This fiend will throw a multitude of little bats at you, and so multiple kicks and punches in the air are the order of the day. What else Capcom is cooking up behind its firmly locked doors is unknown at the moment, but if there's anything as tough as these relatively early bosses then we could all be in for a real hard time!



This helicopter can only be hurt by its own missiles. Time to get Viewtiful!



You'll need three of a kind to progress through the level

CUBE SAYS...

FIRST IMPRESSION

■ It's been a while since we've played a game like this, but we're pleased to report, none of the attraction has waned. *Viewtiful Joe* encapsulates what's best about this genre. Within a few moments of picking up the joypad you'll be flashing around the screen like it was what you were born to do. The combat is intuitive and looks cool, there are lots of original little twists that incorporate your speed-bending capabilities and, most importantly, it's good fun to play. We'll have the full lowdown soon. CUBE

GAMECUBE SOLVED!



ISSUE 7 OUT NOW

TIPS FOR ALL THESE GAMES INSIDE...

METROID PRIME, RESIDENT EVIL ZERO, SUPER MONKEY BALL 2, MORTAL KOMBAT AND MANY MORE...

THE UK'S ONLY DEDICATED GAMECUBE SOLUTIONS MAGAZINE



POLYPHONIC tones in HARMONY with your latest mobiles

ORDER HOT LINE:
0907 787 0039
ORANGE USERS: PLEASE CALL FROM A LAND-LINE PHONE
R.O.I: 1580 880 322

Hear your New Ring Tone Now! with Guitar, Drum, Bass, Piano and much MORE!

WORKS WITH > All Polyphonic compatible phones - see our website for full list



Choose your Polyphonic Tone! 100's more to see at: www.funforyourphone.com

Top 30 Ring Tones

106997 Three Lions - Baddiel & Skinner
107052 Simpsons
107810 Eminem - Lose Yourself
107142 Charlie Brown - Theme
109012 Theme - Pulp Fiction
110068 Sk8er Boi - Avril Lavigne
108932 Theme - Hallowe'en
109306 Stevie Wonder - Superstitious
108715 The Lord Of The Rings Love - Theme
110304 All The Things She Said - t.A.T.u.
107816 Lasgo - Pray
108621 The Good,The Bad And The Ugly
107896 Film Theme - Mission Impossible
109309 Michael Jackson - Beat It
108856 Theme - The Benny Hill Show
107019 Insomnia - Faithless
109298 Don Henley - Dirty Laundry
108645 Jaws - Jaws Theme
108975 Hot Chocolate - You Sexy Thing
108582 The Godfather - Speak Softly Love
107822 Love Inc - You're A Superstar
110626 Move Your Feet - Junior Senior
108572 Cartoon Theme - Inspector Gadget
111140 50 Cent - In Da Club
108310 Nelly & Kelly - Rowland Dilemma
108603 Bahamen - Who Let The Dogs Out
107004 Tubular bells - Mike Oldfield
108738 Celine Dion - My Heart Will Go On
108315 Theme - Only Fools And Horses
107023 James Bond - 007

Movie Polyphonic Tones

108874 007 - Golden Eye
108622 Romeo & Juliet
109213 Pocahontas
109146 Ghost
109139 Fly Me To The Moon
109219 Psycho
108195 Beverly Hills Cop - Axel F
109255 Terminator
107740 Can You Feel The Love Tonight
108523 Chariots Of Fire
109095 Beetlejuice
109083 Aladdin - Elton John
108299 Eye Of The Tiger - Rocky
110901 Goldeneye
109887 I Don't Wanna Miss A Thing
109171 Jaws
109173 JFK
109176 Jurassic Park
110879 Bright Eyes - Watership Down
108472 E.T
108281 Indiana Jones
108738 My Heart Will Go On
109198 Naked Gun
109012 Pulp Fiction
107026 Self Preservation Society
108316 Shaft
109224 Rainman
109174 Jumping Jack Flash
107799 Staying Alive
109274 The Bodyguard
108304 Top Gun
107896 Mission Impossible

R'N'B & Rap Polyphonic Tones

111138 All I Have - Jennifer Lopez & LL Cool J
107029 Always On Time - Ja Rule
109841 Baby Baby Baby - TLC
112593 Boy (I Need You)- Mariah Carey
108310 Dilemma - Nelly & Kelly Rowland
108311 Dynamitee - Ms Dynamite
108275 Foolish - Ashanti
107834 Girlfriend - Alicia Keys
107815 Happy - Ashanti
110262 Hidden Agenda - Craig David
108223 It Takes More - Ms Dynamite
107027 Jumpin Jumpin - Destiny's Child
111684 Mesmerize - Ja Rule feat Ashanti
109895 More Than A Woman - Aaliyah
107768 No Scrubs - TLC
107867 Put Him Out - Ms Dynamite
109843 Red Light Special - TLC
111685 Scandalous - Mis-Teeq
107862 Stole - Kelly Rowland
110419 Survivor - Destiny's Child
107858 Thug Lovin' - Ja Rule ft Bobby Brown
110963 U Got It Bad - Usher
107825 What's Your Flava - Craig David
111033 Work It - Nelly feat. Justin Timberlake
110260 03 Bonnie And Clyde - Jay-Z
107889 1000 Kisses - Will Smith
107882 21 Seconds - So Solid Crew
109794 Ain't Nothin' - Snoop Doggy Dogg
107015 Because I Got High - Afroman
109872 C U When You Get There - Coolio
109867 Can't Touch This - MC Hammer
108291 Cleaning Out My Closet - Eminem
109869 Come With Me - Puff Daddy
109871 Criminal - Eminem
108879 Everyday People - A Development
107756 Gangstas Paradise - Coolio
111142 Gossip Folks - Missy Elliott ft Ludacris
107883 Haters - So Solid Crew
109041 Hey Sexy Lady - Shaggy
108203 Hot In Herre - Nelly
108680 How Gee - Black Machine
108600 I'll Be Missing You - P Diddy
111140 In Da Club - 50 Cent
110915 Kim - Eminem
108255 Livin It Up - Ja Rule ft. Case
110407 Lollipop - Snoop Dogg
107895 The Real Slim Shady - Eminem
108331 Ugly Bubba - Sparxxx
108210 Way I Am - Eminem
107053 Without Me - Eminem
109057 Work It - Missy Elliott
109795 Zand Hust Laz - Snoop Doggy Dogg

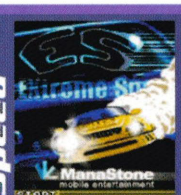
Rock & Pop Polyphonic Tones

109609 2 Minutes To Midnight - Iron Maiden
109406 Abbey Road - Beatles
109469 Action - Def Leppard
111514 Addicted To Love - Robert Palmer
110383 Aeroplane - Red Hot Chili Peppers
109740 All God's People - Queen
108790 All My Life - Foo Fighters
109407 All Together Now - Beatles
108337 By The Way - Red Hot Chili Peppers
109616 Can I Play With Madness - Iron Maiden
109776 Can't Be Seen - Rolling Stones
109299 Dream On - Aerosmith
109551 Dreams - Fleetwood Mac
109659 Drifter - Jimi Hendrix
109697 Echoes - Pink Floyd
109548 Edge Crusher - Fear Factory
109410 Eight Days A Week - Beatles
112300 Elected - Alice Cooper
109698 Embryo - Pink Floyd
109826 Eminence Front - The Who
108270 Envy - Ash
109544 Epic - Faith No More
108905 Escape - Metallica
108271 Everyday - Bon Jovi
109847 Everything About You - Ugly Kid Joe
109384 Falling In Love Is Hard - Aerosmith
109745 Fat Bottomed Girls - Queen
109618 Fear Of The Dark - Iron Maiden
109699 Fearless - Pink Floyd
109700 Final Cut - Pink Floyd
109656 Fire - Jimi Hendrix
109660 Fire - Jimi Hendrix
109591 Firth Of Fifth - Genesis
109619 Flash Of The Blade - Iron Maiden
109549 Flashpoint - Fear Factory
109592 Follow You Follow Me - Genesis
109366 For Those About To Rock We Salute - AC/DC
109620 Fortunes Of War - Iron Maiden
109657 Foxy Lady - Jimi Hendrix
109357 Free Falling - Tom Petty
109827 I Can See For Miles - The Who
109750 I Can't Live Without You - Queen
109554 I Don't Want To Know - Fleetwood Mac
109419 I Feel Fine - Beatles
109535 I Shot The Sherrif - Eric Clapton
109418 I Wanna Hold Your Hand - Beatles
109044 In My Place - Coldplay
109645 Killers - Iron Maiden
107146 Killing In Name Of - Rage Against
107871 Machine
109475 Little By Little - Oasis
109807 Love Bites - Def Leppard
111529 Love Struck - Stevie Ray
109707 Lovecats - The Cure
110462 Lucifer Sam - Pink Floyd
108323 2 Can Play That Game - Bobby Brown
112294 A Thousand Miles - Vanessa Carlton
107879 ABC - Jackson Five
108815 Alive - S Club
110855 All By Myself - Celine Dion
107024 All Hooked Up - All Saints
110304 All Rise - Blue
108819 All The Things She Said - t.A.T.u.
108359 Alone Again - Dave Marshall & The Mojo
108842 Angels - Robbie Williams
107044 Any Time You Need A Friend - Mariah Carey
110460 Anyone Of Us - Gareth Gates
108334 Automatic - Sarah Whatmore
110868 Automatic High - S Club Juniors
107013 Baby One More Time - Britney Spears
108641 Barbie Girl - Aqua
108529 Be With You - Atomic Kitten
107836 Be With You - Groove Brothers Edit
107845 Beautiful - Christina Aguilera
111686 Being Nobody - Liberty X feat Richard X
112642 Bette Davis Eyes - Kim Carnes
108631 Betty - Blink
110874 Bills Bills Bills - Destiny's Child
108542 Bittersweet - S Club 7
108596 Boom Boom Boom Boom - Vengaboys
108813 Boot Scootin' Boogie - Brooks & Dunn
110877 Bootie Call - All Saints
107005 Bop Bop Baby - Westlife
109682 Borderline - Madonna
111139 Born To Try - Delta Goodrem
109043 Boys - Britney Spears
110880 Bugaboo - Destiny's Child
107897 Can't Get You Out Of My Head - Kylie
108601 Can't Help Falling In Love - UB40
107006 DJ - H And Claire
108339 Do And Don't For Love - Kioki
109066 Don't Let Me Down You & I - Will Young
108217 Don't Let Me Get Me - Pink
107007 Don't Stop Movin - S Club 7
107749 Don't Tell Me - Madonna
107818 Feel - Robbie Williams
108593 Goodbye - Jessica
108756 I Love It When We Do - Ronan Keating
107842 I Love Rock'n'Roll - Britney Spears
108878 I Love The Nightlife - Alicia Bridges
107829 I Want You Back - Jackson Five
108222 If Tomorrow Never Comes - Ronan
111525 If You Don't Know Me By Now - Simply Red
112648 In The Air Tonight - Phil Collins
108981 In Your Eyes - Kylie
110975 Incredible - Darius
107823 Naughty Girl - Holly Valance
110928 Never Ever - All Saints
107806 One Love - Blue
112655 One More Night - Phil Collins
108745 Ooops I Did It Again - Britney Spears
108982 Paradise Of The Dashboard Lights - Meatloaf

Television Polyphonic Tones

107898 A Team
108213 Airwolf
108306 Bananaman
108215 Batman
109080 Beverly Hills 90210
107040 Big Brother
109107 Cagney & Lacey
110392 Chocolate Salty Balls
107741 Coronation Street
112298 Dallas
109127 Dr Who
108388 Eastenders
111694 Emmerdale
109069 End Theme
107753 Fawlty Towers
108235 Fraggle Rock
109142 Frasier
107760 Happy Days

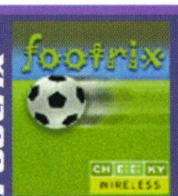
JAVA > GAMES



Ref-110206



Ref-107159



Ref-107689

0907 787 8266
Call now to order your Java games, for full games listings go to > www.funforyourmobile.com

www.funforyourphone.com Callers must be 18 years or Over. **Please ask permission from the person responsible for paying the phone bill before making a call to this service.** Customer care lines are open from Mon – Fri 9am – 5:30p,m and Sat from 9am – 2pm on 0871 872 9899 Ring from a landline as calls from Mobiles are charged at a higher rate. Calls to 0970 number are charged at £1.50 per min and should not exceed 3 mins maximum cost of call £4.50. CLS PO Box 144 Stockport SK4 3FT.

FOR JAVA GAMES AND OTHER MOBILE FUN GO TO OUR WEBSITE - WWW.FUNFORYOURPHONE.COM

CUBE REVIEWS

ISSUE NINETEEN

JUST A BIT LONGER

WE HATE TO say it yet again, but thank your lucky stars for FreeLoader. Without it you'd be waiting until the end of the year for the joys of *Soul Calibur II* and *PN03*. This month is fine as it is though, and even if you aren't capable of playing import games you've got plenty to be getting on with in the shape of *Zelda*, *Splinter Cell* and *Burnout 2*. Surely though there has to be some pain with all this pleasure? Well, yes and no. For PAL gamers things will slow down considerably over the summer. After *Skies Of Arcadia* and *Enter The Matrix* there's little to speak of until August, but there are two solutions to this problem.

1. Get into import gaming and enjoy the summer fruits of *Viewtiful Joe*, *Mario Golf*, *F-Zero* and *Final Fantasy*. Don't fret if you don't have a FreeLoader – next month's free gift may help you with that.

2. Console yourself with quality footage of our most anticipated titles of the year. Again, next month's gift is bound to help...

CHANDRA NAIR



At last 'toon-shaded Link sails his Dragon Boat into European waters, and he's welcomed with open arms. *Metroid* gave the market a shot in the arm, and Link will send it into orbit.

60

CUBISTS

E3, the greatest videogames show on the planet, kicks off in just a few days – what would you do if you had a week to spend in LA?

MILES GUTTERY



EDITOR, CUBE

WHEN IN LA: Do things with 'la' in their name
THIS MONTH: Tsch, any excuse. Miles reckons that in order to show respect to the mighty letters 'LA,' he must partake in LApdancing, LAger guzzling, LAying about, LActation and catching LAryngitis from the LAdies. Filthy man...

CHANDRA NAIR



DEPUTY EDITOR, CUBE

WHEN IN LA: Live like a rock star!
THIS MONTH: Chandra's band is massive in California, so when he goes there he parties like it's 2099. Garden parties? Don't think so – he owns half of Sunset Boulevard and Hollywood is his playground. Ah, the life of a rock star...

GARY ADAMS



STAFF WRITER, CUBE

WHEN IN LA: Do boring holidaymaker stuff
THIS MONTH: Gary is known for his bizarre comments in this section of the mag, but this time you'll be disappointed. He reckons he'll explore the city and meet people he otherwise wouldn't meet... on street corners probably.

BYRON WILKINSON



STAFF WRITER, CUBE

WHEN IN LA: Find the nearest pub
THIS MONTH: Byz is on a mission to sample the delights of the world watering holes, so a chance to corrupt the City of Angels is extremely tempting. He's even tempted to stay there and become one of the Downtown tramps. Nice.

ALISON FRITH



SUB EDITOR, CUBE

WHEN IN LA: Go sk8ing!
THIS MONTH: Just at the mere mention of a week in LA, Ali jumped up, put on her roller-blades and starting doing laps around the office. Apparently there are loads of hunks on the beach ripe for the picking. Pricking more like... pumped up airheads.

MARTIN MATHERS



DEPUTY EDITOR, GAMES™

WHEN IN LA: Get down wit'cha homies
THIS MONTH: Martin has been playing *Def Jam Vendetta* for weeks and is totally 'bling-bling whatchall sayin' 'bout me!?' so it makes sense that in LA he'll be trying his luck wiv da bitches. We've always said games are bad for you.

STEPHANIE PEAT



SENIOR DESIGNER, CUBE

WHEN IN LA: Terrorise the city
THIS MONTH: Not that we're trying to suggest that our beloved Steph is a psycho, but we know full well that she'd meet up with her crew, jump into a soft-top and tear through the city streets. We've seen it happen before... we know what she's capable of.

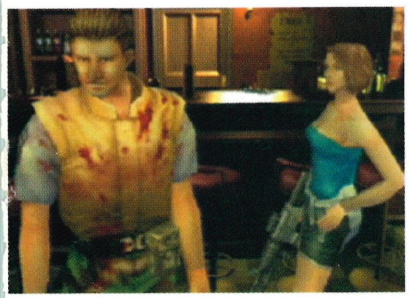
NICK TRENT



ART EDITOR, CUBE

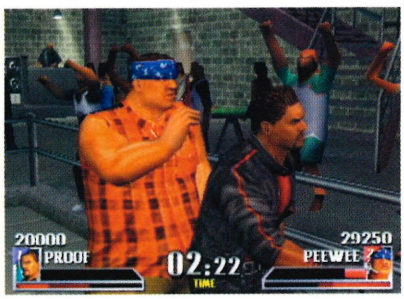
WHEN IN LA: Break into a film set
THIS MONTH: The CUBE team have had to take massive detours two years running due to parts of town being closed off for filming. This year we have Nick 'Splinter Cell' Fisher with us though, so expect to see us in *The Return Of The King*.

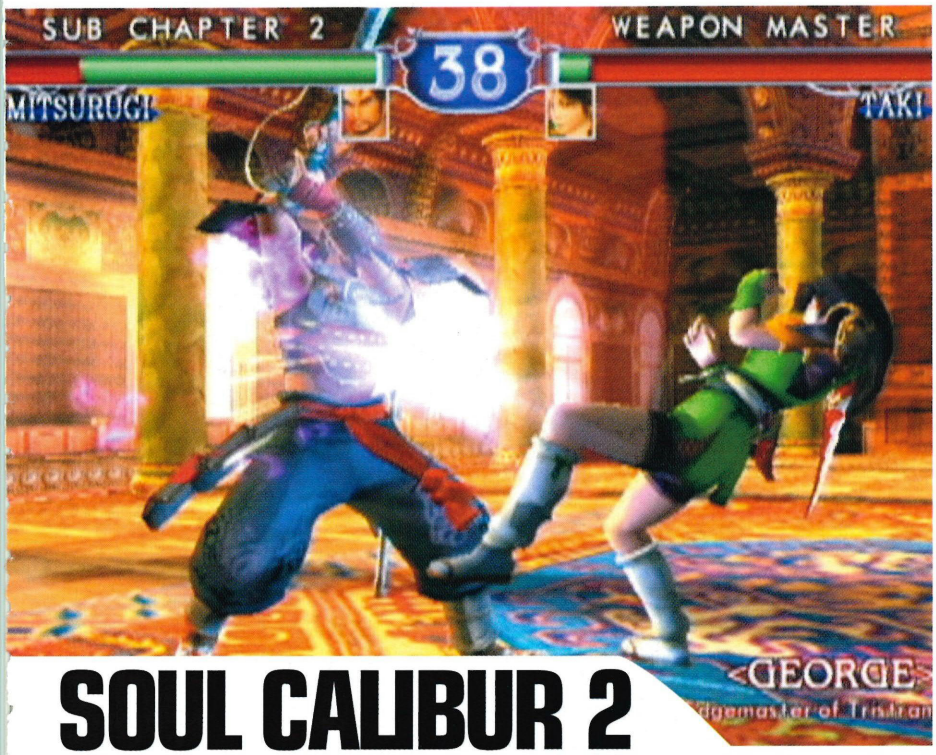
100% UNOFFICIAL 100% UNBIASED THE ONLY REVIEWS YOU CAN TRUST











SOUL CALIBUR 2

68 How exactly do you improve on a game that's regarded by many as near perfect? Well, you stick it on an amazing machine and get Nintendo to design your new character, of course!

OUTLAW GOLF

66 It's been an absolute age since this game turned up on the Xbox, and now it finally makes its way onto the GameCube. Mr Woods needn't worry, but there's plenty of fun to be had here.

BLOODRAYNE

74 We've never, ever, said that we were looking forward to this, and the finished product confirms our fears. Want a vampire game? Wait for *Shadow Of The Sun*.

SPLINTER CELL

76 So, is it better than *Metal Gear*? Ooooh, controversial! Ubi Soft's stealth-'em-up that they said could only be done on the Xbox arrives on GameCube with some great link-up features.

DEF JAM VENDETTA

80 Tut, if there's one thing Martin likes it's men in tights. *Def Jam* has both sexes in tights, so naturally he likes it even more. Get down to some serious bitch slapping with EA's fighter.

RESIDENT EVIL 2

82 Honestly, they could have at least tried to make it look a little better couldn't they? Still, if you're made of money then the game itself holds its own surprisingly well.

RESIDENT EVIL 3

83 There's just nothing better to us than a PSone port that somehow actually manages to slow down... Quality stuff. Apparently, the GameCube can't handle any games that are more than 200 polys per second...

BURNOUT 2

84 An arcade racer that's so close to perfection it hurts. If a better racer turns up on the GameCube anytime in the future we'll eat our pants, and then eat someone else's.

PN03

88 The first of Capcom's Production Studio 4 titles hits Japan and provides a perfect example of the delights we can expect from the rest of the line-up. Wicked arcade gameplay in a very sexy package.

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...



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.

2ND OPINIONS
If you're still not one hundred 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.

THE BREAKDOWN

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

RATING 90

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

RATING 75

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

RATING 50

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

RATING 25

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

RATING 00

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

Adventures of Link

CUBE

INFORMATION

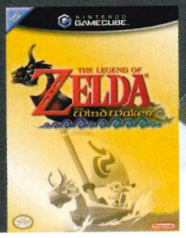
THE LEGEND OF ZELDA: TWW	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	12 BLOCKS

STATS

- AROUND 20 HOURS OF PLAY
- GBA LINK-UP MODE
- GORGEOUS CEL-SHADED VISUALS
- IT'S ZELDA, DAMN IT!

TOTAL GAMES.net MOVIES ☑ PICTURES ☑

18 APR '03 | OUT NOW | 22 APR '03



SEVEN SEAS

I CAN SEE A SEASHELL

Fans of *Link's Awakening* should recognise what's perched on top of this little island. Sniff. It's been a few years



THE LEGEND OF ZELDA the wind wa



CUBE STAR GAME

ker



BARGAIN HUNTER: Win at an auction on Windfall Island and Link will jump for joy! Don't get too carried away though, money doesn't grow on trees.

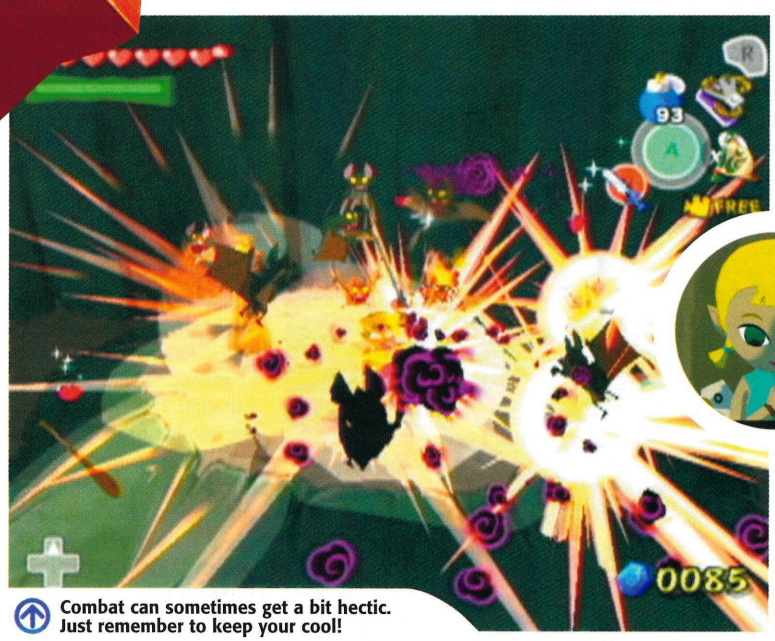


Activate your bombs on the ship to use this cannon

It's been a long time but Nintendo has finally decided to let us follow Link through yet another world-saving journey!

FOR MANY, this is the justification for buying a GameCube. The *Legend Of Zelda* series has always delivered – any gamer will tell you that. The blend of adventuring, action and discovery that has been painted onto a canvas of colourful, fantastical worlds filled with amusing characters and dusty lore is one of the most loved game series ever. This is the ninth version and, quite possibly, the finest so far. These are big words indeed, but to play is to believe, and although we have our criticisms it's impossible not to be thoroughly drawn into the world of the Wind Waker.

Some knock the new direction it has taken in terms of the graphics, but to see them moving will make your jaw drop. We won't go on about them though – the argument is getting old. We've gone through it in Japanese and we loved it, but with legible dialogue you soon realise that it's so much more than the sum of its parts. The graphics, sound and gameplay are wrapped up in one of the most stylish and well-designed worlds ever, and for *Zelda* fans there are some big surprises to discover on the way. If you never played a Zelda game before, now is the time!



Combat can sometimes get a bit hectic. Just remember to keep your cool!



Want to know what's on that island to the left? Just hoist your sail and you're on your way!

"THE OPEN DESIGN OF THE WIND WAKER GIVES A SENSE OF CONTINUITY TO THE WORLD"

CAUSE FOR COMBAT

A WINK TO THE PAST

Anybody who has played *The Ocarina Of Time* or *Majoras Mask* should be right at home with *The Wind Waker* when it comes to combat, as the engine is very similar. You hold down the left trigger to target a nearby enemy and then pressing B and a direction on the stick will give you certain attacks. Pressing A causes you to jump in with your sword, and A with a direction of the stick is dodge in that direction. The right trigger activates your shield. There is one change though – if you're playing defensively then the computer will randomly flash the A button icon. Pressing the button at this moment will cause Link to perform a special move that guarantees you a hit.



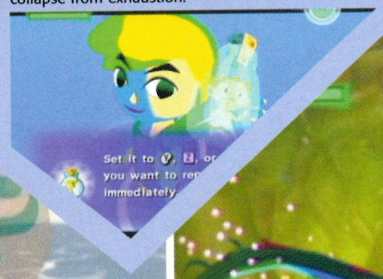


"THE CONFLICTS AND MOTIVATIONS IN THE CHARACTERS MAKE THE WORLD SEEM COMPLETE AND REAL"



Odd climates are common in the world of The Wind Waker

FAIR PLAY: Make sure you collect any fairies that you come across with your bottle. They'll revive you if you collapse from exhaustion.





Climbing to the top of a tower under a starry sky. Just one of the many moments that will make you smile

When the sun is low you'll want to find land quickly. Who knows what nasties prowl the seas at night!







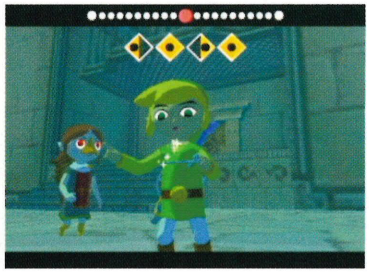
WHERE ALL the past *Zelda* games have been about pure gameplay, this offering is far more narrative-heavy. The storyline is partially based around the events of *The Ocarina Of Time*, and as well as one particular scene that we won't spoil for you, there are plenty of little nods to older games that will have long-time fans smiling. Because of the strong story, you'll find yourself empathising with the non-player-characters to a far greater extent that you did in, say, *A Link To The Past*. Despite the graphics being labelled 'childish' by some, and claims of this being *Zelda*-lite, the conflicts and motivations that you come across in the characters on your travels make the world seem complete and real, rather than a means of linking dungeons together. Locations are there for a reason, villages are built around the habits and lifestyles of their inhabitants, and people have their own agendas. You want Link to win, not so that you can say you've finished the game, but so that you can see how everything turns out for everybody else. This is more of a mature game than its predecessors, and a step forward for the series.

True to the *Zelda* spirit, the overworld is very large. To get from one end to the other without using warp points takes quite a few minutes, and in doing so you're bound to come across little islands that contain their own secrets; distractions from the main quest that are a joy to discover. Treasure hunting is also a lot more fun than before, as you're actually travelling around on a ship. When the sea stretches out around you into blue nothingness from every angle you get an acute taste of isolation, and if a storm kicks up, even though you know it won't effect Link or his boat, it will still put your heart in your mouth.

Despite the size, everything seems a lot tighter and more compact than before. Rather than the feeling of locations being built separately and then joined together with a simple path, the open design of *The Wind Waker* gives a sense of continuity to the world, adding to the illusion of actually being there. This is reflected in the dungeon design, too. There may be two less than there were in *The Ocarina Of Time*, but they're all perfect examples of the art of *Zelda* dungeons. They're as clever as ever,







WAKING THE WIND

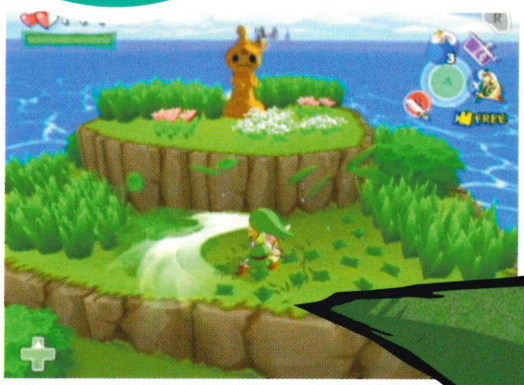
THE ANSWER MY FRIEND...

The game's sub-title comes from your ability to control the wind. This is done by waving your baton around in certain directions using the C-Stick, much like you did in *Ocarina*. Obviously this is useful for going around in your sailboat, but it also has its own uses once the puzzles and mini-games start becoming a little more complex and affected by outside influences. This isn't the end of the baton's talents though. Later on you'll learn other songs that will help you open passageways and, more prominently, let you control other entities such as statues and people.



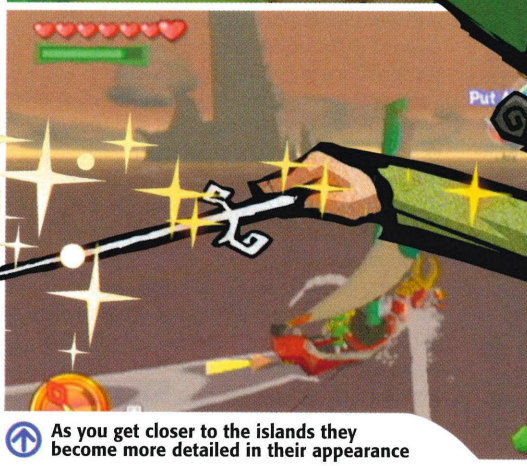
but this time they seem to sprawl outwards, shaped not by square blocks but with an organic hand, containing puzzles that are always logical and work within the rules of the game perfectly. There are no cheap tricks that only work once. To solve a puzzle you'll have to look at each item's abilities, and draw on your experiences of using them earlier in the game. The dungeons are also fun. Typically there have been one or two dungeons in other *Zelda* releases that led to groans when you had to play through again. The memories of hours spent in a single room bombing every conceivable area in a futile attempt to progress come rushing back in nauseating waves, but this time things are different. You'll have a blast making your way through the levels multiple times.

While there may be elements of *The Wind Waker* that draw on the series heavily – such as puzzles, enemies and items – hidden underneath the surface there are many subtle differences that may take a while to spot. For instance, while the dungeons still play an important part in the game, both in progressing the story and as the meat and

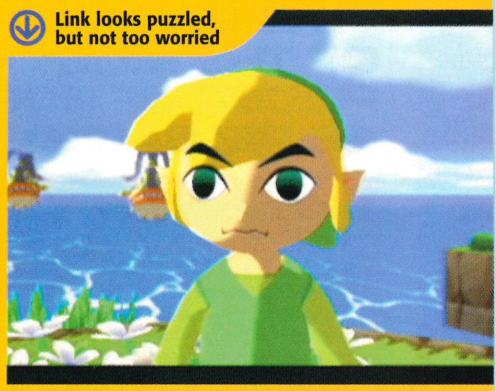


Get a tune right and then Link gets all excited, waving his wand about and stuff, the little mite

You should try chopping that grass down if you're searching for the odd rupee – or bomb!



As you get closer to the islands they become more detailed in their appearance



Link looks puzzled, but not too worried



EXPRESS YOUR DESIRE

FACE UP TO IT

One of the most talked about aspects of *The Wind Waker* is the way that Link's facial expressions reflect what's going on in the game. For instance, when faced with a boastful enemy he'll look angry, or if delighted his face will light up. Furthermore, when you see his eyes look in a direction and his head gradually follow, more often than not it's a wise idea to follow this cue and see what's so interesting. Of course, *Skies Of Arcadia* did this before, but not to such a great extent and looks quite wooden in comparison.



"THE WIND WAKER IS ONE OF THE MOST WELL-OILED PIECES OF SOFTWARE TO BE RELEASED, EVER"

TREASURE HUNTING

UNDER THE SEA

There are many useful items in *The Wind Waker*. Take the bait, for example. Not only can you use it to keep pesky rats at bay when you don't want any attention on yourself, or give it to a pig who'll then take this as a cue to start digging around for treasure, but if you give it to one of the flying fish that you come across in each square on the map grid, they'll fill in the information on the local area on your map for you as well as give you a general hint on secrets in the area. You can then use this information to scout out treasure marked on the map.

These treasure charts lead you to all kinds of cool stuff









LET IT GO

RETURN TO SENDER

If you see a letterbox shaking with the wind then open it up and check what's inside. People regularly write to you, and sometimes include gifts to help in your quest.



Sailing at night can be risky, but is sometimes essential to the game





CONTINUED

potatoes of the actual gameplay, they are no longer the sole gameplay element. You'll spend a lot more time chatting to people and collecting items, watching cut-scenes and completing sub-quests than ever before, which may put some people off. Because of this, a warning is in order – if you're expecting super-tough dungeons and demanding bosses then go back to *A Link To The Past*. Not only is this a reasonably easy game, but it's also sometimes easy to forget that a lot of players have over a decade of experience with the *Zelda* mechanics, and many features will be familiar to us all. Those who are experiencing *Zelda* for the first time with this outing will find it a lot more challenging.

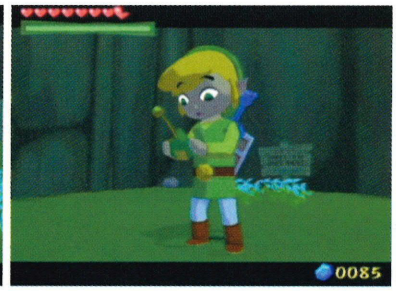
Going hand-in-hand with the super-slick graphics is the glossy presentation. Nintendo games have always benefited from the stringent tweaking that can go on for years during the debugging process of its games, but this is pushing it even further. There are a few moments of clipping and tearing, but overall this is one of the most solid-feeling games out there at the moment. Much like *Mario 64* was really the first 3D console game to get everything right with the engine, this just feels absolutely spot-on.

Because of the nature of the graphics, there are never any messy textures that repeat with nasty realignment marks, or cut and paste jobs that stand out a mile. Heavily draped in style, although the animation may one day appear choppy, the bold primary colours, heavy shadows and wonderful expressions will always remain charmingly simplistic. This doesn't look good because of the technical merits (although there are many, just wait until you see it move on your own TV), but because of the art direction. Obviously the style will have its detractors – some want realism and gritty shades, others are simply turned off by the big shapes and single-tone colours – but we love it. It reminds us of *Peter Pan*, with the heavy themes of growing up being so prevalent. Many of

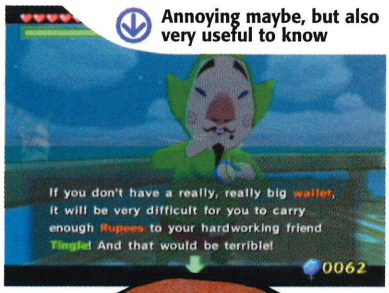
BARRELS OF FUN: Watch out for submarines poking out from underneath the water. Inside there may be goodies waiting to be found...







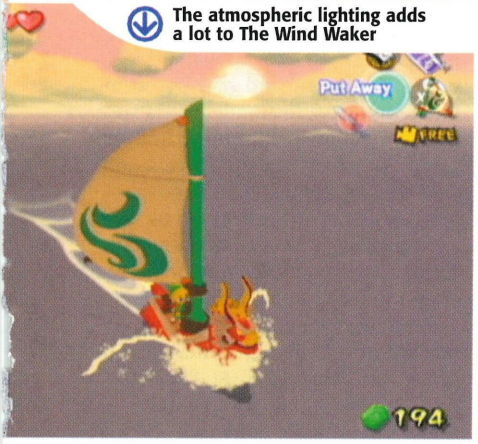
Annoying maybe, but also very useful to know



THAT TINGLY FEELING

GBA TRICKERY

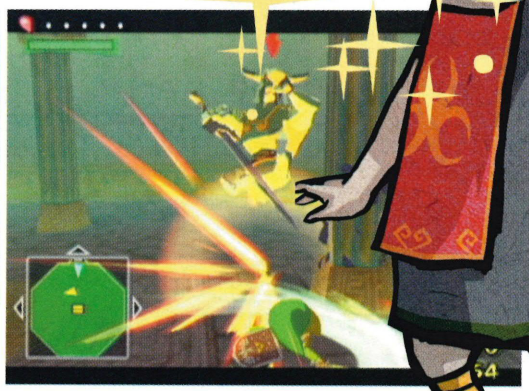
After disappointment with the GCN-GBA link-up cable, we've finally got our hands on a game that makes decent use of this advantage. Once you have found the GBA item in *The Wind Waker*, you can use it to 'call' a friend who's using the GBA. On the GBA screen your friend will have a bird's-eye view of Link's surroundings, and the ability to move a pointer around. Using the map you can get extra information on enemies (their weak points etc), find hints in dungeons and get Tingle to tell you the time, among many other things. You can also give Link items at a cheap price, such as a potion that allows him to walk on air for a few seconds, or a Tingle-bomb, a super-powered explosive that lets you find tons of secret areas. These features allow you to delve even further into *The Wind Waker* and provide a good incentive to explore everywhere. This is by far the most imaginative and useful way of linking the two consoles together – well done Nintendo!

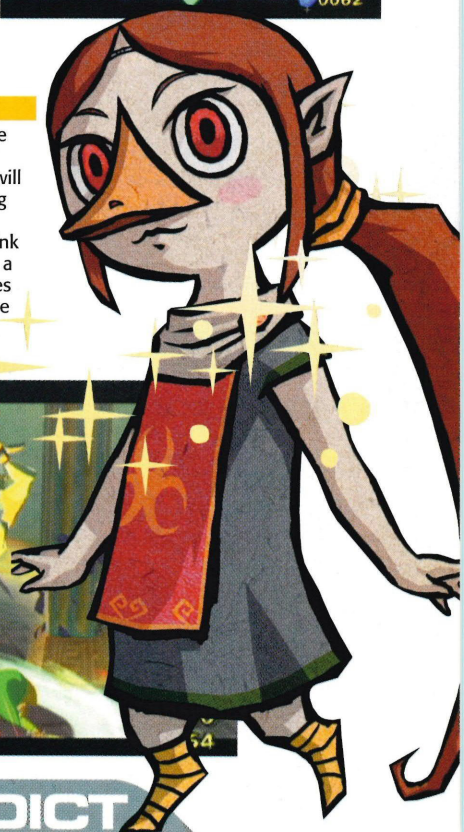


The atmospheric lighting adds a lot to The Wind Waker



This tower is known as the Tingle Tower and becomes very useful later on...





the villagers will be wary of talking to you, casting you off as a mere child. You want to shout at these characters, show them your sword and tell them of your mission. In effect, the game is telling you through dialogue never to judge a book by its cover.

It's easy to get carried away, and we apologise if this review sounds like a love letter. We're happy to see Link slashing away at Moblins in 3D, but there are negative points. The first is the most obvious; the game ends too soon. As people who spend a lot of time working we're happy to see Nintendo concentrating on shorter games – it means we get to play them all the way through! But even with this unreasonably biased attitude *The Wind Waker* would have benefited from going on for longer. This isn't a knock at the amount of dungeons or anything – it's just that the game has a lot more scope once you realise one of its secrets. You'll understand when you play it.

The other main point is the size of the islands. Exploration has always been a big part of *Zelda*. Slashing through ancient forests, or braving desert plains. With *The Wind Waker*, the size of the islands never goes beyond a point where you can't see everything at once. There are no huge landmasses to get lost in, streams carving their way through jungles for you to sail along or giant grass plains to stand in and watch the sun rise. Instead each island is tiny, sometimes containing only one secret or house. Granted, there are a lot of them, but it would have been nice to have at least one massive, chock-full-of-secrets island. As a result the game lacks some of that 'epic' quality you usually associate with *Zelda*. Aside from these points however, *The Wind Waker* is one of the most well-oiled pieces of software to be released, ever and can stand proud next to *A Link To The Past* and *Ocarina Of Time*. You'll be coming back to it again and again for many years to come.

GARY

CUBE VERDICT

THE WIND WAKER

SUBLIME ADVENTURE THAT WILL WARM YOUR HEART

VISUALS
Impossible to criticise. 'Seeing is believing' has never been so apt

AUDIO
Weaker than past *Zeldas*. This is the game's worst element

GAMEPLAY
What's there is perfectly tuned – very Nintendo. It's a bit easy though

LIFESPAN
Not as big as it could (should?) be, but full of secrets

ORIGINALITY
Zelda has been taken in a new direction, and we love it

ALTERNATIVE

Very pretty, but shallow in places. Worth checking out if you love adventure games.



STARFOX ADVENTURES
Reviewed: Issue 12 CUBE Rating: 9.4

2ND OPINION

STORMING! "Sumptuously well crafted, a truly enchanting experience from start to finish. Yet another GameCube title you simply can't do without "

BYRON

FINAL SCORE

9.5

A RARE, BEAUTIFUL GAME. WE WELCOME ZELDA BACK WITH OPEN ARMS

Tee time!

OUTLAW GOLF

The gentleman's game just got a lot less gentle...

IT USED to be that sports games just wanted to replicate reality – *Pong*, after all, was simply meant to be tennis. But from those pixellated blocky beginnings ultimately came an altogether different kind of sports game, something a bit more 'extreme'. *Speedball* introduced ultra violence, *NBA Jam* brought us outlandish and unrealistic moves and then *BMX XXX* went the whole bloody hog and gave us 'tits for tricks'. And now, featuring players such as hillbillies, a dominatrix and a caddy and golfer duo of lesbian lap dancers, comes *Outlaw Golf*. Gentlemen, the genre of 'putt and smut' is finally upon us.

Surprisingly however, despite coming dressed in leathers, *Outlaw Golf* actually plays more like a plus four-wearing veteran. As has become common practice in golf games, control of your swing is via the C-stick. Pull back to select power and knock forward to aim. A less than straight drawback and follow through results in a slice or hook. Also, in keeping with golfing game convention, there's the standard repertoire of hazards and cross winds and, to counter them, the ability to place all manner of spin on your ball.

In fact, there's much that's ordinary, or

CUBE

INFORMATION

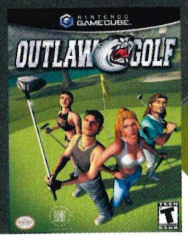
OUTLAW GOLF	
PUBLISHER:	TDK
DEVELOPER:	HYPNOTIX
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	2 BLOCKS

STATS

- TEN CHARACTERS
- THREE COURSES
- INNOVATIVE COMPOSURE METER
- CADDY BASHING!

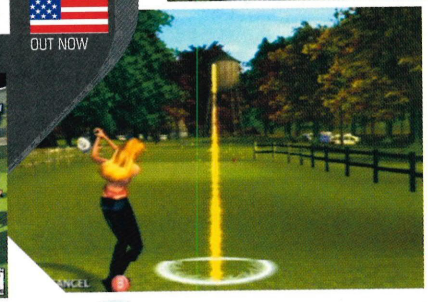
TOTAL GAMES.net MOVIES ✗ PICTURES ✓

OUT NOW | TBA | OUT NOW





Fade, draw, top spin and back spin – it's all available



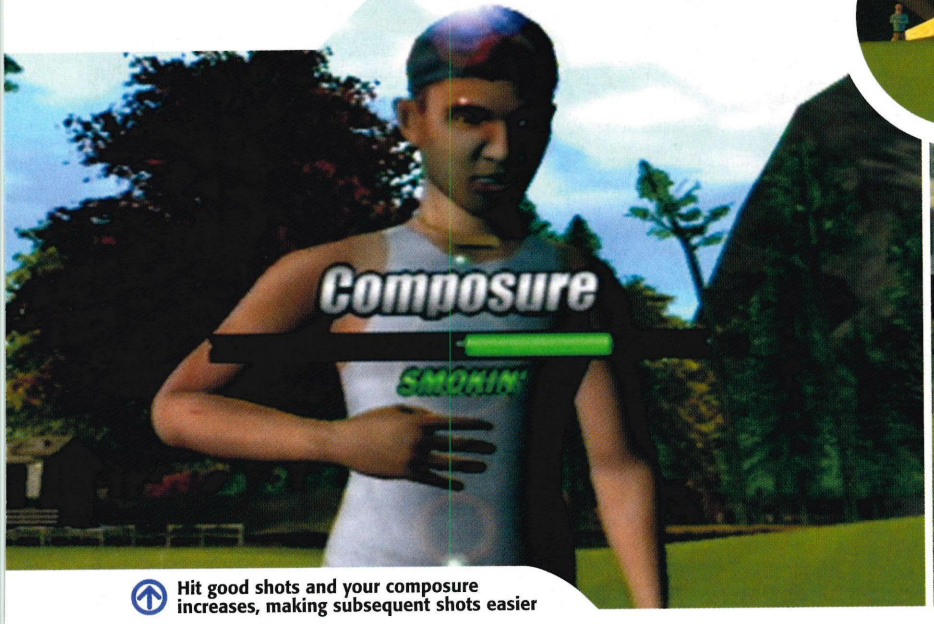
Hitting full power with a perfect aim tags a flash of colour to your shot. How nice

Camera problems are non existent. Wherever you want to look, you can





We liked Outlaw Golf a lot but it's a tad too similar to most other golf games



Hit good shots and your composure increases, making subsequent shots easier





rather typical, in the set up of *Outlaw Golf*, such as the three courses, a driving range, a putting mini-game, upgradeable clubs and unlockable characters. The in-game physics engine is similarly straightforward, affording an easy and intuitive understanding of shots, how they fly and how they're likely to land.

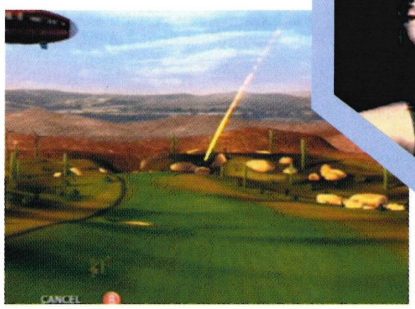
Where *Outlaw Golf* does break from convention is both in its putting system and in its novel use of a 'composure' bar. Finding yourself on the green you can, as you'd expect, pull up a 3D grid, but you also get three chances to view the path of your aim (indicated by a yellow bar on the grass) before sinking your ball. More interesting is the Composure bar. Say, for instance, that you've landed deep in the rough, then your composure will decrease and accordingly minor errors in the next few shots will be amplified. Play well however, and your confidence grows and your decent shots are even better. It's a clever idea because effectively you're rewarded for playing well and encouraged to stick to the fairways and lay up easy approach shots – just like real golf although, unlike real golf, you can regain your composure by smacking the crap out of your caddy! (See Caddy Smack, right.)

Despite its range of lewd caricatures, *Outlaw Golf* is actually less outrageous than we'd hoped for, but then again – that's golf. All in all it's a good simulation, packed with character, has some entertaining commentary and is an enjoyable alternative to the mass of challenges and collectables of *Ace Golf* and the supreme realism and polish of *Tiger Woods 2003*. A perfect rental for golf fans.

BYRON

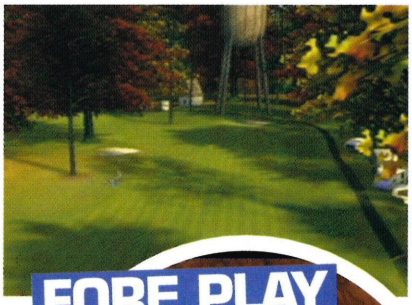
SMUTMONGER!: Having previously developed 'Panty Raider' for the PC, Hypnotix has continued its saucy slant with *Outlaw Golf*.





Outlaw Golf is actually a pretty straightforward sim. We'd have liked some 'Happy Gilmore'-style sprints towards the ball

As is par for the course with golf games, you get a fly-by of each hole before teeing off. You don't really need it, though



FORE PLAY

YOU DIVOT

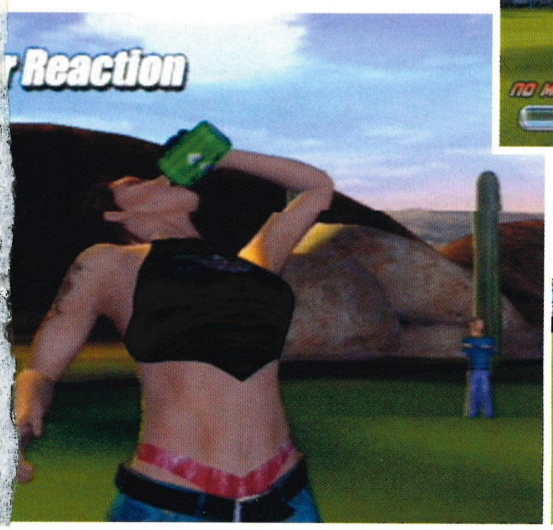
A multiplayer game of *Outlaw Golf* is the best way to enjoy a round, especially as the commentator never fails to mock opponents' bad shots.



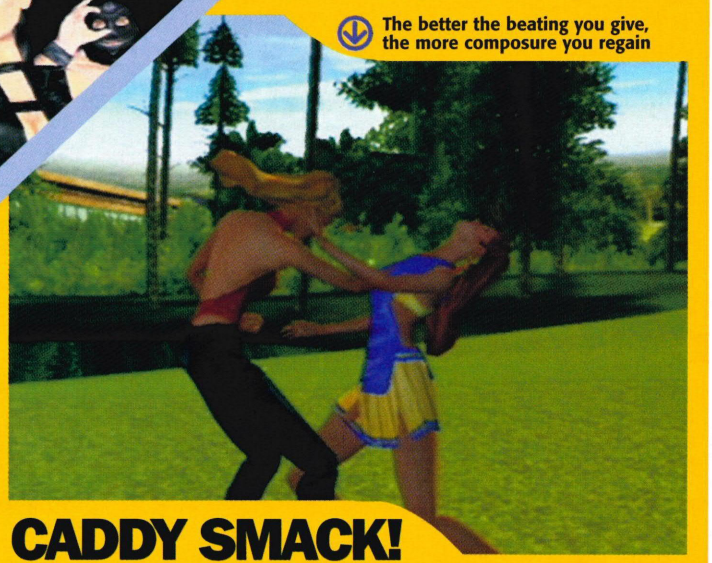
According to your performance your player performs cut-scenes

Press X to see a marker of how the green breaks to help your aiming





The better the beating you give, the more composure you regain



CADDY SMACK!

WHO SAID VIOLENCE NEVER SOLVED ANYTHING?

Hitting deep into the rough decreases your composure and makes subsequent shots tougher to make, whilst continually playing well increases how tasty you feel, making your shots more accurate. The only thing is that once you've started playing badly it's hard to get out of the rut of losing it... unless you give your caddy a spanking! Yep, by using a 'Beating Token' you'll be taken to a *Parappa The Rapper*-style test of your timing, where hitting the buttons at the right time delivers blows, smacks, and in the case of the girls Autumn and Summer, a tweak to the nipples! Ouch!

"DESPITE LEWD CARICATURES, THIS IS LESS OUTRAGEOUS THAN WE'D HOPED FOR"

CUBE VERDICT

OUTLAW GOLF

GOOD – NOT GREAT, BUT VERY ENJOYABLE

VISUALS
Solid looks, an un-fussy camera and generally very easy on the eye

AUDIO
Inoffensive tinkering in the background and good effects

GAMEPLAY
Perhaps too easy to master but the composure and putting is neat

LIFESPAN
Only three courses in total and they're all pretty straightforward

ORIGINALITY
Beating your caddy is big and clever, the rest is pretty familiar

2ND OPINION

GOLD! "Underneath its loud,brash exterior *Outlaw Golf* is surprisingly subtle. A few more courses wouldn't have gone amiss but it still offers hours of multiplayer golf heaven."

NICK

ALTERNATIVE

Like golf? Then buy Tiger Woods for its realism, options, courses and extras – it's real nice



TIGER WOODS

Reviewed: Issue 16 **CUBE Rating:** 9.0

FINAL SCORE

7.9

ON A PAR WITH ACE GOLF BUT BEATEN TO THE LEADERBOARD BY TIGER WOODS 2003.

CUBE

INFORMATION

SOUL CALIBUR II	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	5 BLOCKS

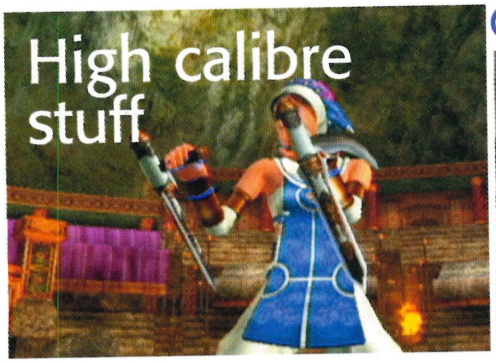
STATS

- 20 SELECTABLE CHARACTERS
- 10-CHAPTER WEAPON QUEST
- 200 WEAPONS TO COLLECT
- PLAY AS THE LEGENDARY LINK!

TOTAL GAMES.NET MOVIES ✗ PICTURES ✓

NOV '03 | OUT NOW | AUG '03





The GameCube version excels in the lighting department





SOUL CA

CUBE STAR GAME

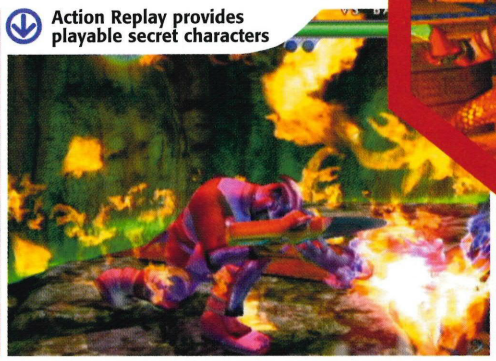
PRETTY!

FMV INTRO

Namco is well known for its impressive FMV, and *SCII* is no exception. The original Soul Blade intro sequence was one of the best over. *Soul Calibur*'s was crap but this is a return to form

"DUE TO THE FACT THAT THE DREAMCAST GAME LOOKED SO GOOD, IT'S HARD INITIALLY TO SEE ANY DIFFERENCE"





Action Replay provides playable secret characters

SINK OR SWIM: The classic challenges such as the larva moat and quicksand stages have returned with a vengeance.



Cassandra's stage is a sight to behold, water feature and all



Yeah, look at her burn! You can unlock the larva, quicksand and mine stages by playing Weapon Master

LIBUR II

A warrior needs a sword... a big one preferably!

IF THERE'S one game that always comes out of the cupboard at those times when proof of gameplaying superiority is required, it has to be *Soul Calibur* on the Dreamcast. There are few things as satisfying as playing against someone of similar *SC* ability – the parries, weapon clashes, counters and hi-low attacks made it the first 3D beat-'em-up that could hold a light up to the 2D perfection of the *StreetFighter* series. How the Dreamcast managed such astounding graphics is one of those mysteries that may never be solved, but one thing is for sure – if ever a sequel was made, Namco was going to have a hard time bettering it.

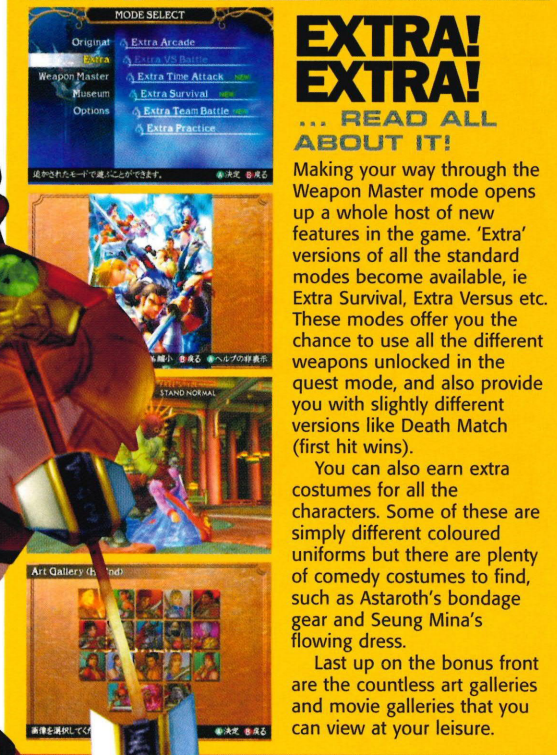
And so we come to the present day. *Soul Calibur II* is now available on all three next-gen systems courtesy of some impressive middleware, and sure enough, Namco has taken the 'if it ain't broke' approach. Anything else would have been too risky. *Soul Calibur II* is Namco's chance to make a lot of money and messing with perfection could be disastrous. So, the big question has to be: is it actually any different to the last one? Erm... maybe. Due to the fact the Dreamcast game looked so good (it still holds its own to this day) it's hard initially to see the difference. Obviously the characters are made up of more polys and the textures in general are far superior. There was little that Namco could do with the actual fighting platforms themselves. The style of the game doesn't particularly suit multi-tiered environments or obstacles: instead Namco has concentrated on making the backdrops as beautiful as possible. Gorgeous 3D environments with running water, rolling hills, lens flare, light-sourcing and pleasing architecture are the call of the day, and there can be no denying that the backgrounds look stunning. Still, none of this has any effect on the gameplay. One aspect the



No one can beat **CUBE** when it plays with Mitsurugi. Sorry, that's just the way it is...

The Character Profile lets you listen to 94 voices





EXTRA! EXTRA! ... READ ALL ABOUT IT!

Making your way through the Weapon Master mode opens up a whole host of new features in the game. 'Extra' versions of all the standard modes become available, ie Extra Survival, Extra Versus etc. These modes offer you the chance to use all the different weapons unlocked in the quest mode, and also provide you with slightly different versions like Death Match (first hit wins).

You can also earn extra costumes for all the characters. Some of these are simply different coloured uniforms but there are plenty of comedy costumes to find, such as Astaroth's bondage gear and Seung Mina's flowing dress.

Last up on the bonus front are the countless art galleries and movie galleries that you can view at your leisure.



Taki's third costume has to be earned in Weapon Master

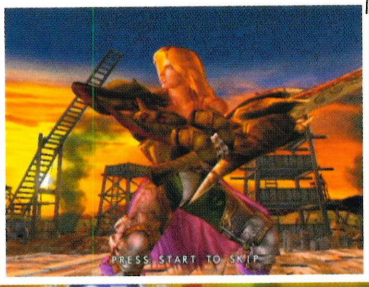
ALL AROUND THE WORLD

A QUEST WORTHY OF LINK HIMSELF

As with the previous game, *SCII* is about more than just Arcade and Versus. The real meat of the game lies within the Weapon Master mode. This sees you taking your chosen character through over 100 different challenges in order to find your way to the final confrontation with Inferno. Sometimes the challenges are just standard fights. Others include defeating a number of opponents in a row, fighting characters whose energy replenishes, fighting in low gravity and quicksand, fighting while poisoned, defeating characters in a certain way or making your way through a dungeon. The dungeons have to be the low point of the game; consisting of between five and 20 rooms, each one contains a character battle. One dungeon in particular makes you fight against the same character over 20 times, just to reach the one goal.

Weapon Master mode is the only way to unlock each character's ten different weapons.

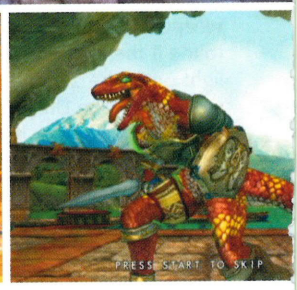






The detail on Raphael's carpet is amazing







Inferno provides some very fiery final boss entertainment. Burn sucker!

"THERE ARE NUMEROUS 'GLITCHES' IN SOUL CALIBUR II THAT HAVEN'T BEEN SORTED OUT"

CONTINUED

team has touched upon makes itself apparent with the walled stages. Slamming your opponent into a wall will see them pinned against it for half a second, enough time to pull off a move that you otherwise wouldn't get away with. Some of the bonus stages expand on this by including electric/booby-trapped fences, and these are the stages that the experts will no doubt default to.

Obviously the most important of the new additions comes in the form of the characters and their moves list. There are 20 characters in all (24 if you're sneaky, but we'll talk about that elsewhere), many of whom *Calibur* fans will be familiar with. New additions come in the form of Link, Necrid, Raphael, Charade, Cassandra and Talim. Somewhat surprising is the lack of new moves for the older characters. Take Mitsurugi for example. He still has pretty much all of his old moves. A few moves have been changed slightly and there are a small number of new ones, but aside from that any Mitsurugi fan could pick up and play immediately. This is both a good thing and a bad thing. You have to remember that in the grand scheme of things not many people got a chance to play *Soul Calibur*. Namco is basically giving a whole new audience the chance to play with some sublime fighters, and for veterans the challenge will come in mastering the new players and taking advantage of the tweaked Parry system.

When you parry someone (deflect their attack to the side) you have more of an advantage than you did before. Previously the parried player could in practice still come out of the situation on top, but this is less likely to happen now. You'll be pleased to hear that the entire fighting system works very well with the GameCube controller. Surprised? Yep, so were we. Coming straight from the Dreamcast pad (we were playing it a fair bit in preparation), the button layout is strange, but after a few hours the

FLAMING: The final boss, Inferno, has the ability to take on the form of whichever fighter he wishes, which can make things a bit tricky...



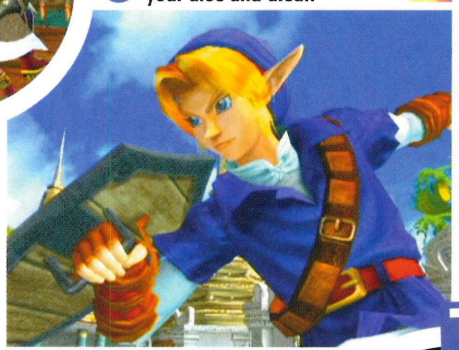


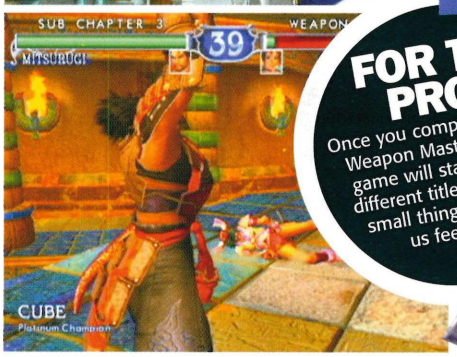
Quick, breathe out – it's going to be a painful landing. Me Astaroth!

The evil pirate Cervantes is back for vengeance – getting quite old now though



Wow, what crawled up your arse and died!?





GameCube pad becomes the only way to go. The D-pad works just fine, and we didn't once think "dammit, this is too small!" The analogue stick is okay, but suffers a little if you're using characters that have 'forward, forward, kick'-style moves. The action button layout is what really makes it though. If you get a GameCube pad in front of you it'll probably help. Standard button combinations in *SCII* are B+A, A+Y, A+X, Y+X and B+Y. With the exception of the last one, you can easily hit these combinations with your right thumb. This is something you can't do with the rival cross-shaped button layouts. As for B+Y, you can always assign that to Z.

Something that has changed from previous games is the way in which you unlock new features. Completing Arcade mode no longer earns you anything, except the ending for that particular character. In order to open up hidden



WELCOME BACK

MASTERS OF THE SC UNIVERSE

There are many familiar faces in the game's character line-up, but among the fighters are seven new additions: Link, Raphael, Necrid, Charade, Cassandra, Talim and Hong Yunsung. In truth, though, there are only four new characters as the latter three are similar to some *Soul Calibur* oldies.

Raphael and Necrid are common to all three versions of the game, and whereas Necrid is a bit rubbish, Raphael is a worthy addition. His fencing brings a fresh new style to the game, and one that fits perfectly into the mould. Link is exclusive to the GameCube version and ends up being one of the best characters in the game. He has three semi-projectile attacks in the form of the arrow, boomerang and bomb. Projectiles don't really have a place in *Soul Calibur* but Namco has balanced these attacks really well. They only have a limited range and are quite easy to dodge. If you think about it, many of the other characters have these long-range attacks: Ivy's whip, Taki's diving stab, Cervates' flying attack and Voldo's horizontal spin are all similar in range. Link also has some wicked sword attacks such as a spinning flame uppercut, and a throw that sees him jump on his opponent's back and ride them like a horse! Quality stuff.



Talim goes back to her belly dancing days

TOO GOOD FOR THE PROS

Once you complete the entire Weapon Master mode the game will start up with a different title screen. It's a small thing but it made us feel special.



All three versions are similar but there are differences in graphics and loading times

SPOT THE DIFFERENCE

A TASTY BUNCH

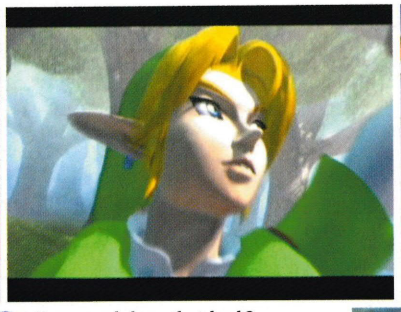
Soul Calibur II is a fantastic game on all three platforms, but there are those of you who own more than one console, and hopefully this section will help you decide which one to go for.

There is one aspect that really stands out, and that's the fact both the Xbox and GameCube versions are far richer and more vibrant when it comes to colour quality. The polygon count is identical for all three versions, but the PS2 version still looks ever so slightly inferior due to the texturing and shading techniques used.

Loading times are very fast across the board, but again the PS2 version takes the longest. The GameCube and Xbox versions are lightning fast with the latter just about having the edge. As far as exclusive content goes, the GameCube version comes out on top, as Link is easily one of the best characters in the game. Other differences include the Xbox version being slightly sharper and the GameCube version having nicer lighting. The differences are so small, though.







How good does that look? You know you want it





Blocks and weapon clashes provide satisfying sparks and sounds

CONTINUED characters, modes, weapons and art galleries you'll have to play through the Weapon Master mode. This consists of over 100 different challenges, the mastering of which will give you access to dozens of special features.

Despite all this it's hard to sum up *SCII*. There's no doubt that this is the finest 3D beat-'em-up on any system, but as massive fans of both *Soul Edge* and *Soul Calibur*, it's a little disappointing. Considering the amount of time between the titles we were hoping for something more revolutionary rather than evolutionary, and when it comes down to it *SCII* is just a prettier *Soul Calibur* with a few extra additions. There are several stages where you can see fully modelled

LAUGH IT OFF: Each character has a comedy weapon, which both looks and sounds ridiculous. Link has a butterfly net.

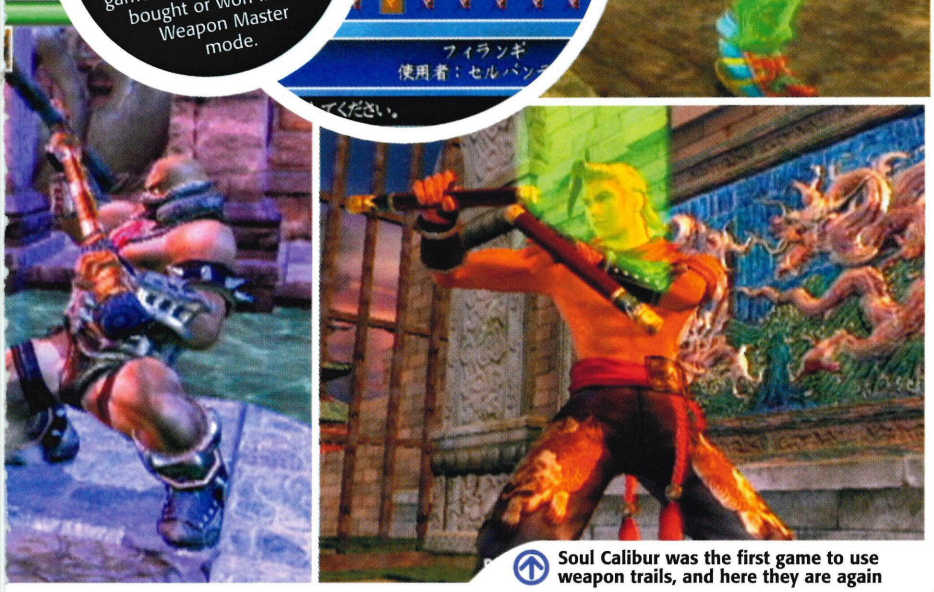


Yoshimitsu returns for some suicide action

ARSENAL

TONS OF WEAPONS

After unlocking the weapon gallery you can look at all 100 of the bonus weapons in the game. These can either be bought or won in the Weapon Master mode.

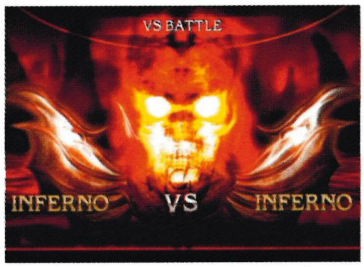


Soul Calibur was the first game to use weapon trails, and here they are again

areas beyond the limits of the stage. Why can't you break through Raphael's library doors and into the next room? So many other beat-'em-ups do this already – it wouldn't have detracted from the experience in any way. How about adding some new gameplay elements? Over ambitious weapon swings could get temporarily stuck in the ground or the wall. There are also numerous other 'glitches' in the game that for some reason haven't been sorted out. Weapons going through ponytails, hair going through the floor, bits of clothing animating unrealistically, characters lying flat even though half their body is hanging over the edge... these are all little things, but they really should have been sorted out given the power inherent in the GameCube.

Like we said earlier though, Namco has played it safe with this one. The result is a game that will be recognised across all systems as the definitive fighter. The fact that we still play *Soul Calibur* today proves that a slightly modified update is just what the doctor ordered. In an ideal world the team would have spent the last few years making significant changes to the physics system and the gameplay engine – considering that this is essentially an arcade game though, this was always unlikely. Buy FreeLoader (or just wait for issue 20) and buy this game. Despite our gripes, you need it and you'll love it.

CHANDRA





EXTRA SPECIAL SECRETS

WHAT? EVEN MORE CHARACTERS?!

The official character count comes to 20, but there are actually 24 characters in the game. Lizardman, Assassin, Inferno and Berserker are all characters you'll come across in the Weapon Master mode, but they don't ever appear as playable options. Rumour has it that they will be unlockable in the US and PAL versions, but for those of you who are importing the Jap version, there are already Action Replay codes that will do the job. Take note though: the Japanese game is not designed to do this, so using these codes may well crash the game intermittently. For example an Inferno Vs Inferno match would require far more processing power than the game is designed to handle, see?



Berserker is just Rock in disguise. Rock fans rejoice!

CUBE VERDICT

SOUL CALIBUR II

A 3D BEAT-'EM-UP OF THE HIGHEST CALIBRE

VISUALS Really nice across the board, especially some of the lighting

AUDIO Good voiceovers and quality orchestral themes

GAMEPLAY Spot on. The prequel was near perfect and this builds on it

LIFESPAN Plenty of modes and the Versus will entertain for years to come

ORIGINALITY *Soul Calibur* with knobs on, but we're not complaining... much

ALTERNATIVE

Very different in style to *Soul Calibur* but still plenty of fun. The finest *MK* since *MKII*.



MORTAL KOMBAT: DA

Reviewed: Issue 15 CUBE Rating: 8.6

2ND OPINION

SMASHING! "It may have been a long time coming, but the GameCube finally has a fighter to shout about. They really don't come much better than this"

LUKE

FINAL SCORE

9.2

A FINE SEQUEL TO WHAT WAS THE BEST BEAT-'EM-UP ON THE MARKET

Get your blood pumping

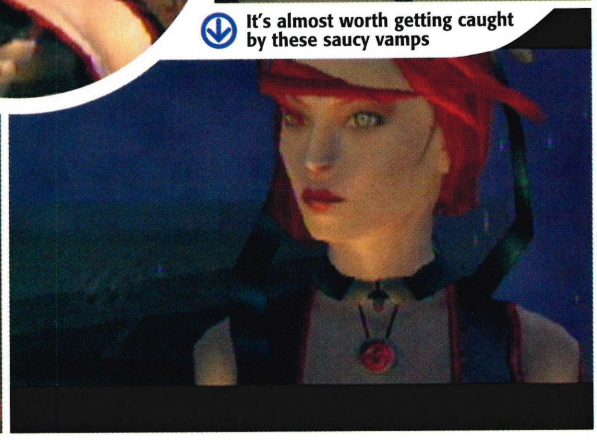


CHESTY MCBOOB

BOUNCY, BOUNCY

This is amusing. No, really – if a female character so much as blinks, her chest bounces like an over-sexed Jack Russell. 'Carry on GameCube'.



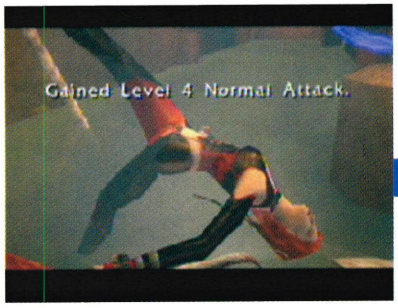


It's almost worth getting caught by these saucy vamps



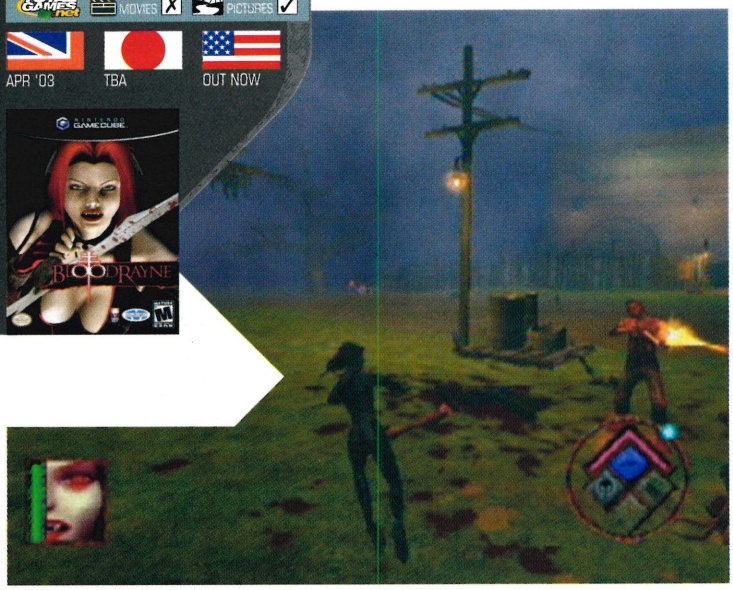


You have two main attacks – blades and guns. Early on, blades are the most effective



Defeating a tough boss rewards you with a spectacular new move to use whenever you want to!

Agent Rayne is fast – so you can dart around the zombies in earlier levels with ease



CUBE INFORMATION

BLOODRAYNE	
PUBLISHER:	VIVENDI
DEVELOPER:	TERMINAL REALITY
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	4 BLOCKS

STATS

- MATRIX-STYLE FIGHTING
- ULTRA-VIOLENT
- UPGRADE YOUR ATTACKS
- BUXOM VAMPIRES

TOTAL GAMES NET MOVIES ✗ PICTURES ✓

APR '03 | TBA | OUT NOW

Need to satisfy your bloodthirst?

THIS IS A nasty game. If you want to hear a grown man cry as you slice through his torso, or watch somebody's head explode into two separate pieces – all in glorious red-o-vision – then this is the game for you. You play as Agent Rayne (BloodRAYNE... see?) who has been given the job of uncovering and hindering a mysterious plot that involves Nazis, World War 2 and a hideous supernatural power.

To do this you have to run around various levels, slicing and dicing as many spiders/zombies/Nazis as you can, with the occasional huge boss thrown into the mix for kicks and giggles. This game makes no bones about puzzles and thinking or whatnot, it's about pure violence.

This is probably a good thing, because if the developer couldn't even get the camera, controls and level design right, then we dread to think what we'd have been presented with if this had required a little thought. Let's not beat around the bush here – *BloodRayne* is a bore. The game starts off with you running through a foggy, inconsistent mess – supposedly the swamps of Louisiana, but the total lack of detail in the environment means you could well be in the sewage system of Romford. After that the storyline begins in earnest, throwing you into the middle of a Nazi base where you have to... uh, run around doing nasty things to people and listening to your character spout expletives in a soft-core porn tone that must have had the voice-actor giggling as soon as the microphone was turned off.

The graphics are the first thing you notice, but this isn't a good thing. If they were a member of the opposite sex you certainly wouldn't take them home to meet your mum. Agent Rayne moonwalks across the levels seemingly without any kneecap joints, and her clumsy turning makes the characters of *Resident Evil* look fluid. The structures in the levels suffer a similar fate of semi-solidity. As a result, when faced with overwhelming odds, 'losing your head' isn't a phrase that comes to mind so much as a curious body deformity that occurs when you sink into all manner of apparently solid objects.

Due to the massive amount of bullets flying across the screen, your health is

BLOOD

COURSE BEFORE KILLING HER VICTIM!

HURT ME PLENTY: Get hurt enough and you can activate a mode where, for a limited time, you have more moves at your disposal, and a faster speed.



Your progress may be hampered by the weather

Shooting somebody with a pistol at close range results in a bloody mess. Mmm... blood!

Follow the glowing blue dot on your radar (bottom right) as it leads you to the next mission objective

constantly dwindling. To combat this you can raise it by feeding on blood. Simply run up to a hobbling zombie, hit the relevant button and agent Rayne will lurch towards the shuffling form, wrapping her legs around the zombie's shoulders and nuzzling into their neck with apparent gusto. This Succubus-like act coupled with the erratic movements of the female protagonists' suggests the half hope that this is an ironic stab at the likes of *Dead Or Alive* and *Tomb Raider*, and half dread that it's a genuine attempt at raising a few mothers' hackles. Draw your own conclusion. The drawn-out grunts and moans that accompany the act of blood-feeding further hint at this being the case.

It's hard not to become bored with it all. Running into a room and dispatching enemies using the same old moves and weapons over and over can only be fun for a certain amount of time, which unfortunately isn't very long. At first it can be a bit of a rush, watching somebody explode in slow motion as you hack them with cold steel. You can backflip around, corkscrew through the air, fire your guns at any angle and double-jump huge distances. There are two main control systems to choose from, both of them familiar to any gamer, and the mapping of them to your acrobatic moves is pretty intuitive. The camera can hold you back though; sometimes zooming in far too close to your head for comfort. But more often than not it comes across as the more stable element of *BloodRayne*.

The jumping is a different matter altogether. It's far too difficult to judge where exactly it is you mean to go and more often than not you'll end up somersaulting 20 feet too far, making for some very annoying moments early on in the game. Your ability to flick the camera around at any point could have helped this, but moving Agent Rayne about after selecting the perfect angle is useless, as the your view immediatly snaps back to the default one.

BloodRayne's dull gameplay, soul crushingly overbearing sexual innuendo and uninspired design adds up to a very below-par package that makes it hard for us to find it in ourselves to recommend it to anyone. You might well be turned on by the violence and *Matrix*-style slowdown, unfortunatly, there's so little substance to the game that you'll quickly be reaching for a pillow.

GARY

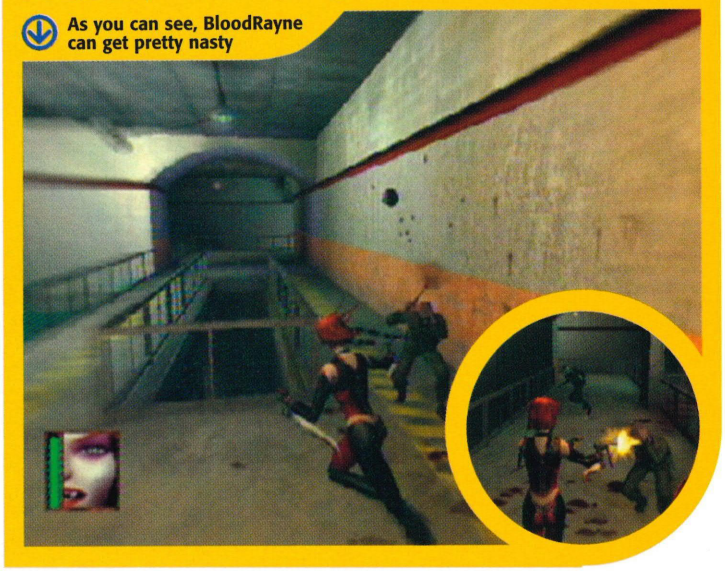
RAYNE

DILATED VISION

TURN BACK TIME

After you've defeated the first boss and entered the game for real you learn a new skill – dilated vision. Pressing down on the D-Pad activates this and there's no limit to the amount of time you can use it. The idea of this is that Agent Rayne focuses more intently on the action, and to you, the gamer, this translates into a slow-motion mode similar to that in *Max Payne* and *The Matrix*. You'll be able to dodge bullets, connect your moves with more precision and take multiple enemies out in single moves.

As you can see, BloodRayne can get pretty nasty



"THE GRAPHICS ARE THE FIRST THING YOU NOTICE, BUT THIS ISN'T A GOOD THING"

CUBE VERDICT

BLOODRAYNE

IFFY ACTION GAME THAT FAILS TO IMPRESS

VISUALS Jerky framerate, unconvincing animation and dull colours

AUDIO Weak music, and unnecessary, childish swearing from Agent Rayne

GAMEPLAY Sometimes interesting, but more often a total bore

LIFESPAN Not so many levels, no multiplayer, no unlockable secrets

ORIGINALITY Sexy vampires is surely a winning concept. Well, you'd think so!

ALTERNATIVE

Great FPS from ex-Rare members, every GameCube owner into multiplayer should own this.



TIMESPLITTERS 2

Reviewed: Issue 11 CUBE Rating: 9.5

2ND OPINION

BITE ME! "Some games make you ashamed to be part the male demographic and this is the worst example of such cases. Gary is spot on with his critasisms, it's awful "

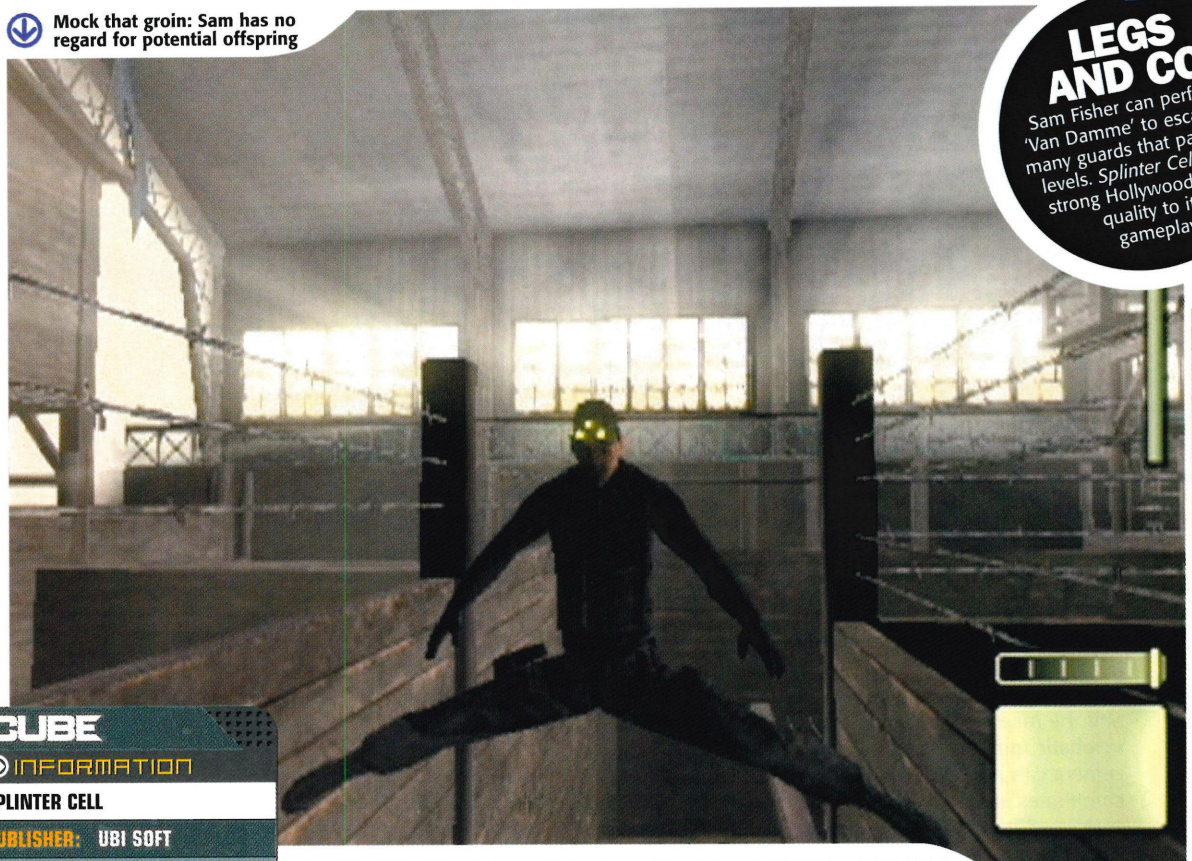
WILL

FINAL SCORE

4.0

A DULL, TIRED GAME THAT RELIES ON CHEAP THRILLS TO MASK ITS LACK OF SUBSTANCE

Let's shed some light on the hype...

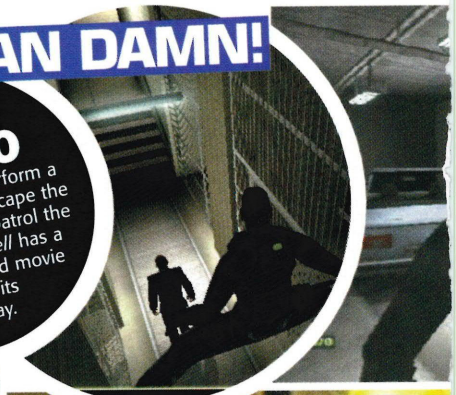


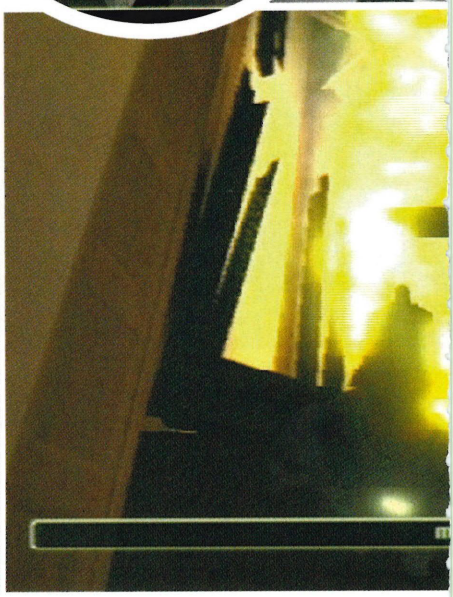
Mock that groin: Sam has no regard for potential offspring

VAN DAMN!

LEGS AND CO

Sam Fisher can perform a 'Van Damme' to escape the many guards that patrol the levels. *Splinter Cell* has a strong Hollywood movie quality to its gameplay.





CUBE

INFORMATION

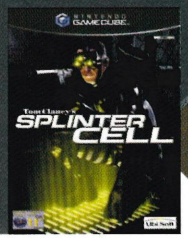
SPLINTER CELL	
PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1
MEMORY:	9 BLOCKS

STATS

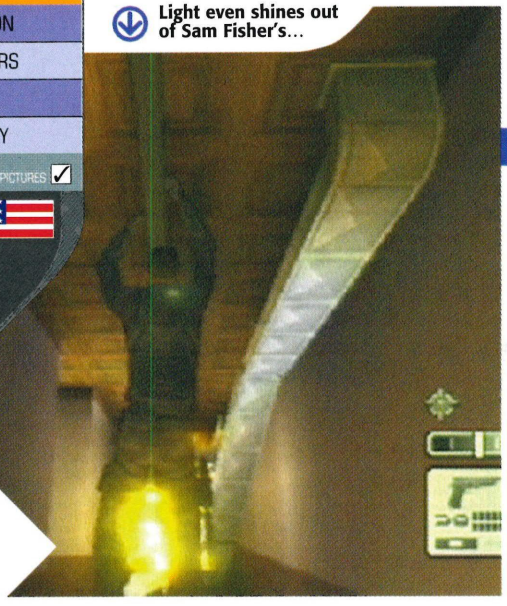
- HANDDRAWN ANIMATION
- MICHAEL IRONSIDE STARS
- ONE NEW LEVEL
- COOL GBA CONNECTIVITY

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

06 JUNE '03	TBA	TBA



TOM CLANCY'S SPLINTER



Light even shines out of Sam Fisher's...

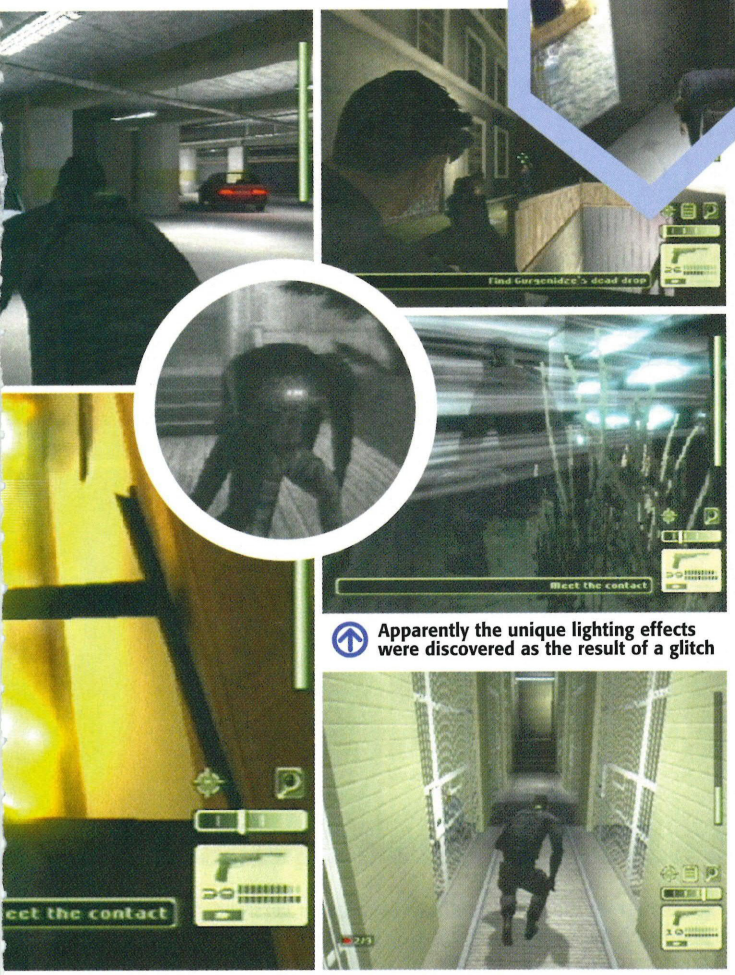
Ubi Soft takes on the world, with its first mass market Tom Clancy tie-in

IF THERE'S one thing that videogame publishers have managed to get right over the past few years, it's creating hype. Putting together and maintaining a hyperbolic interest in a game that lasts for months on end requires talent (as well as a healthy marketing budget), and there are none better at it these days than the chaps at Ubi Soft.

The clamour and promise that surrounded the release of *Splinter Cell* on Xbox could only previously be matched by the similar hype that accompanied *Metal Gear Solid 2*. And if you ask any honest PS2 owner, you discover how hollow that promise turned out to be. It's a good thing, then, that Ubi Soft has managed to come through with the goods with the release of Sam Fisher and friends.

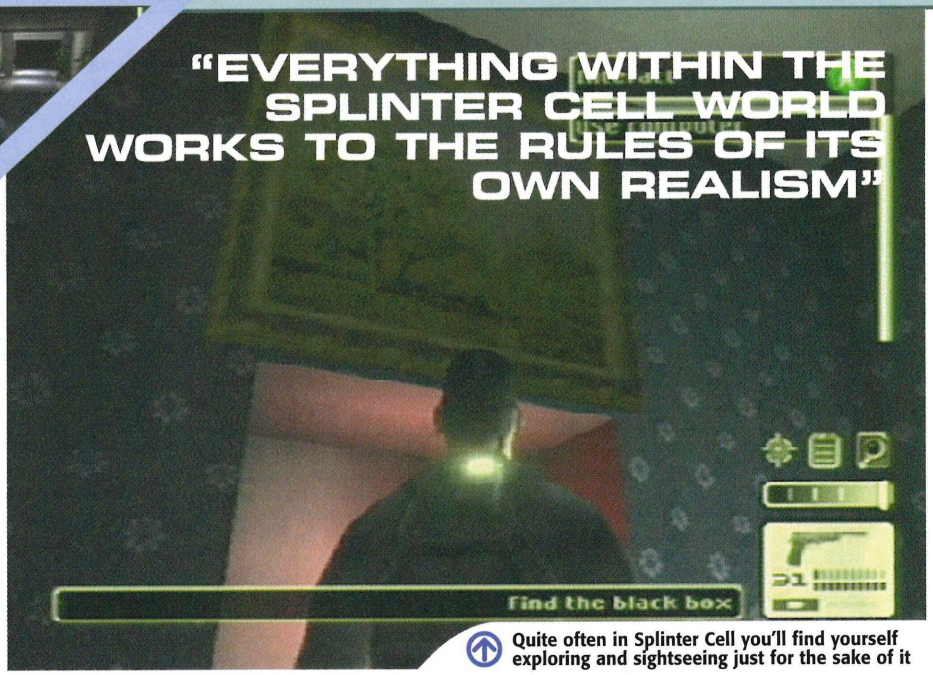
So, has it managed to buck the trend of hollow hype on our beloved GC? Well, yes, to a large extent it has, in that GameCube *Splinter Cell* is a more or less perfect conversion, coming complete with all the additions that bolstered the PS2 version, but without any of the lighting limitations; Ubi Soft has come through. Despite the fact that the graphics may have lost a little definition in translation, all of the great gameplay ideas are in here, and we get the same extras as well – plus a few not seen on any other version, such as the unique GBA compatibility.

GHOSTS IN THE CUPBOARD: You constantly need to cover your tracks. Once a guard has been 'subdued' you need to hide the evidence.



Apparently the unique lighting effects were discovered as the result of a glitch

"EVERYTHING WITHIN THE SPLINTER CELL WORLD WORKS TO THE RULES OF ITS OWN REALISM"



Quite often in Splinter Cell you'll find yourself exploring and sightseeing just for the sake of it

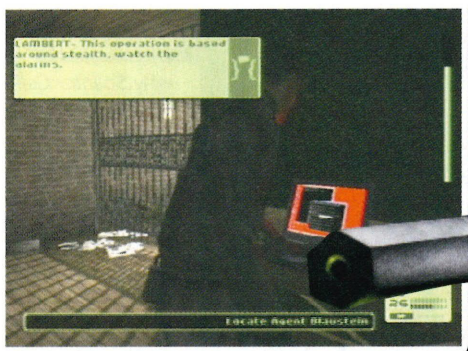
PLOTTING A REVOLUTION

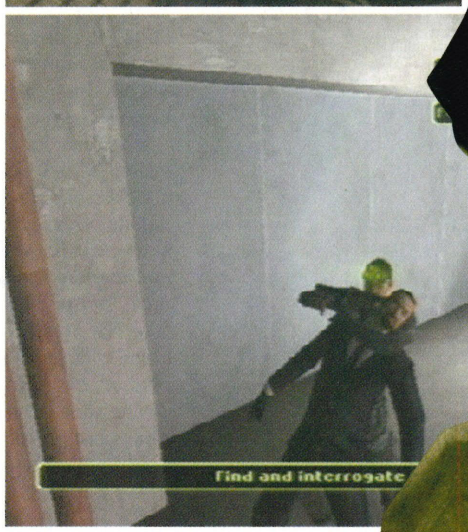
GUNPOWDER, TREASON AND PLOT

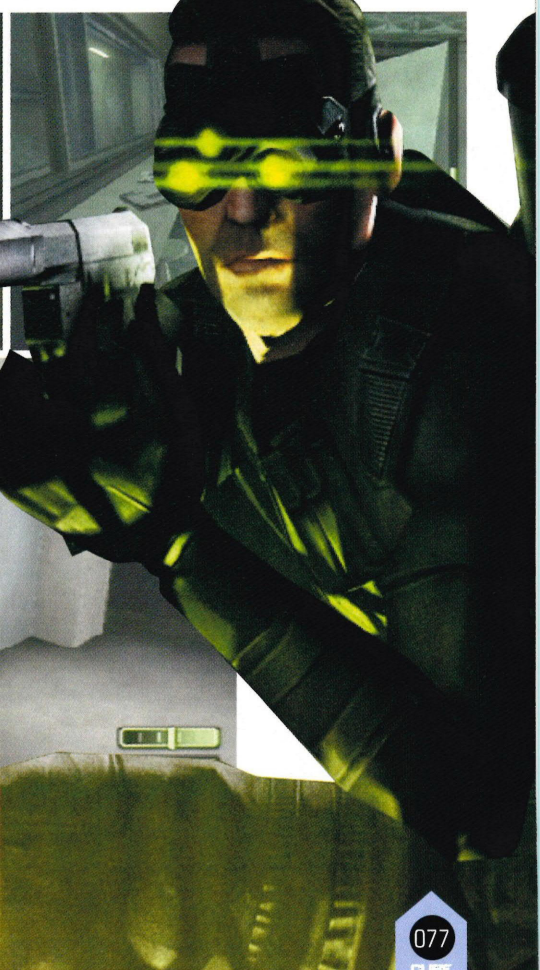
This being a Tom Clancy game at heart, the plot is a complex web of international conspiracies.

The structure of the story helps to build the game's tension. Unlike many other games where the plot and characters are set out from the start, in *Splinter Cell* you're never quite sure who's a friend and who's a foe.

The twists and turns of the plot are made all the more dramatic as they occur in the missions. As you progress, computers will need to be hacked, objectives will change and the new characters will emerge. Of course, you have no actual influence over the story, but the pacing is perfect.







CELL

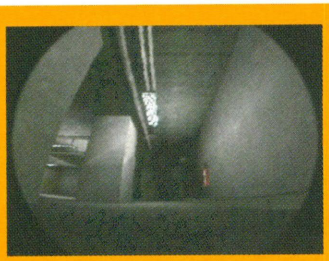
ADVANCED GAMEPLAY

UNIQUE TO THE GAMECUBE VERSION OF SPLINTER CELL IS AN OPTION TO LINK TO THE GBA

The GBA can be used as a remote version of Sam Fisher's OPSAT device as used in the game. Using the GBA, you'll be able to access a remote map of the mission level, access computer terminals from remote positions (to activate lifts, doors and turrets), as well as ignite sticky bombs from a distance.

The system also works in the other direction. If you own a copy of *Splinter Cell* on GBA, you will be able to unlock five new levels by completing tasks in the GC version.





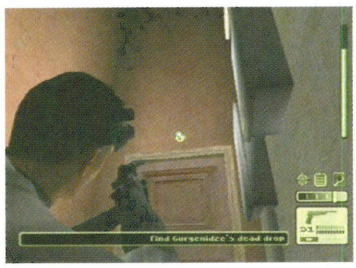
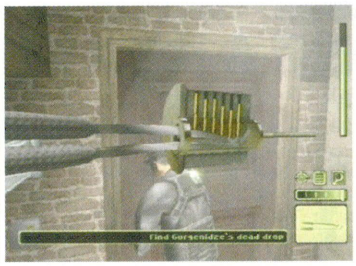

EYE SPY

THE CAMERA IS YOUR BEST WEAPON

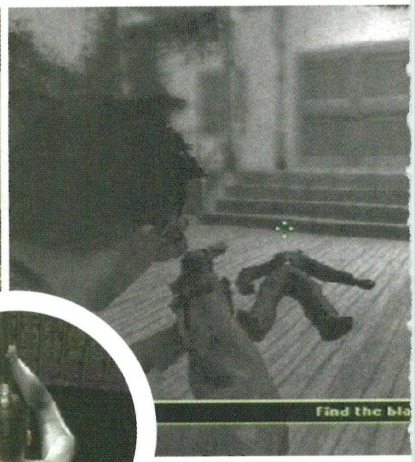
The handiest gadget in your arsenal is a little fibre optic camera. Strange as it may seem, a camera is more useful (and more fun) than an exotic gun in *Splinter Cell*. Avoiding conflict is the order of the day in Sam Fisher's world.

A room guarded by a closed door can easily be scanned in safety by sliding the camera under the door. Visually, using this gizmo is about as stylish as you can get. The panoramic view only adds to the game's sense of claustrophobia.

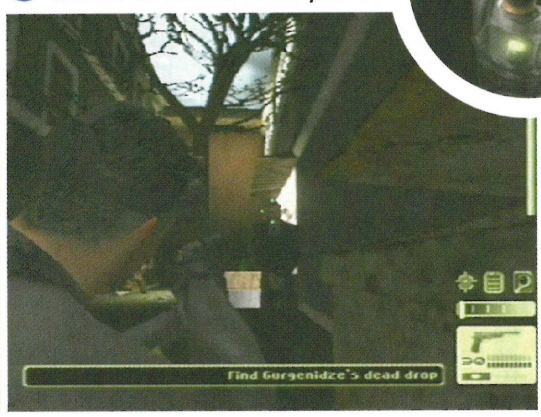
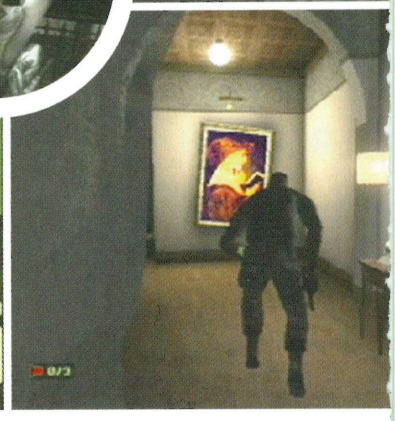
Of course, Sam Fisher does have access to a number of hi-tech weapons, such as his silenced pistol. However, gunfights in *Splinter Cell* are much different from any other game; it only takes one or two bullets to send our hero to the morgue. Trust us, your little camera will keep you alive for much longer.

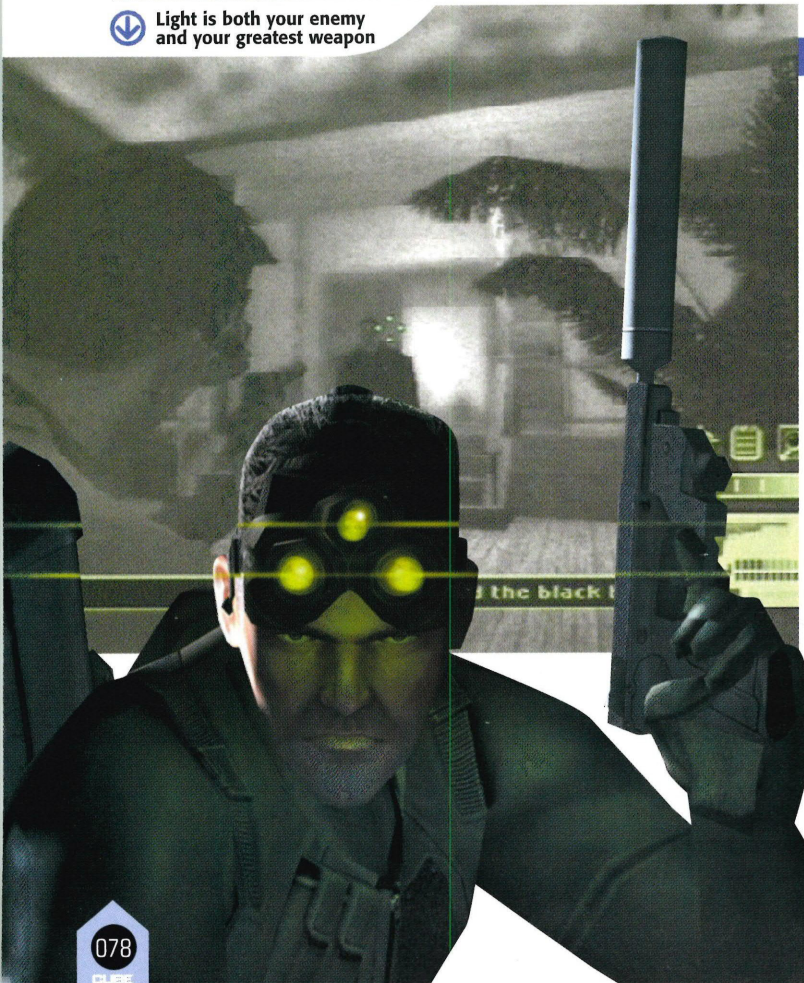
Sam can lift his legs up to slim down his profile

If you're going to get into a fire fight, then use the shadows to hide yourself

Light is both your enemy and your greatest weapon



COMMENT Let's get straight to the point, shall we? The reason why *Splinter Cell* has stormed straight to the top of the espionage/stealth genre is down to one thing – original gameplay. Nowhere is this more typified than in the graphics and the game's use of lighting. The crux of playing *Splinter Cell* comes from understanding how to use the shadows. The lighting is so good in this game that when it's dark it's really dark, and when it's light it's really light. Now, though the GameCube version isn't quite up to the standards of the Xbox original, the end result is still the same. A meter in the bottom right-hand corner identifies how visible you are to the enemy.

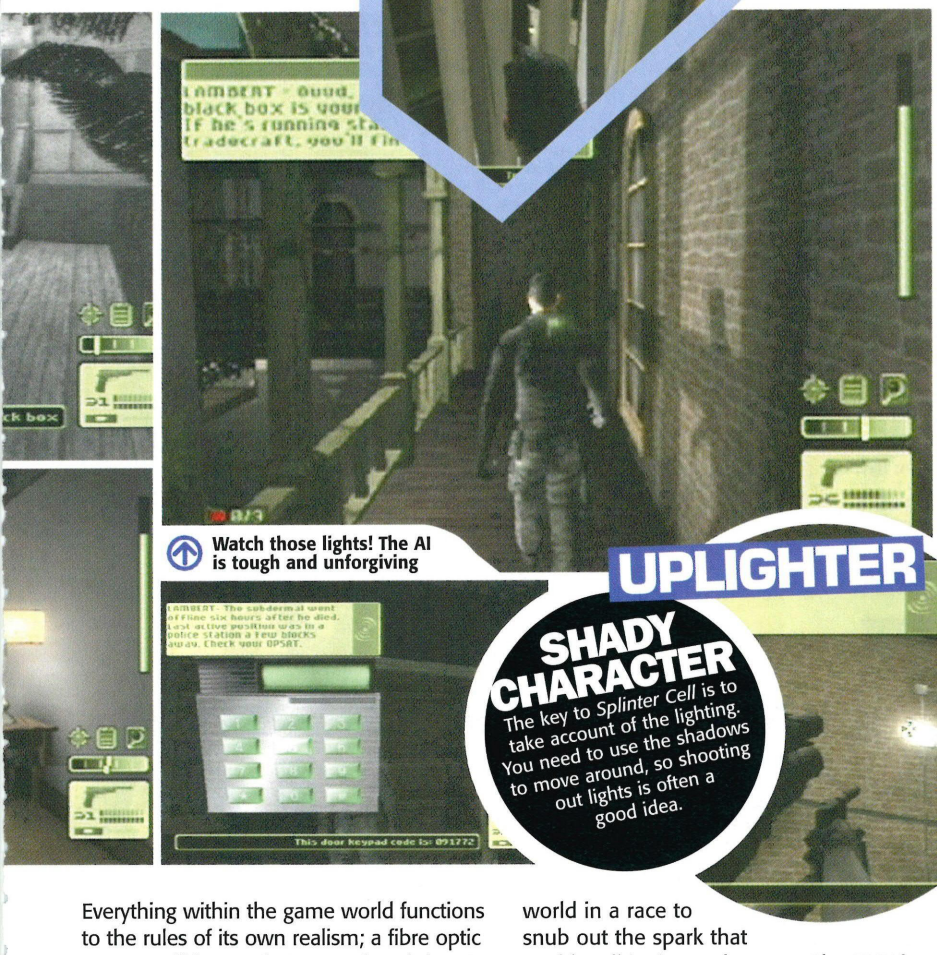
We know it's always dangerous to eagerly rate a game on its graphics first and foremost, but for *Splinter Cell* the quality of its lighting is at the heart of the gameplay. The use of filters and lens flare and the need to use the infrared sights to move out of a room create the need to take the shadows of an area into account before taking one step into a level. Within minutes of playing you won't move until you've shot out every light that could give away your position. If you stray into the light, *Splinter Cell*'s guards will see you. It's as simple as that. And though, as we've already said, the graphics are as defined as in other versions, the gameplay is just as sharp.

Which brings us neatly onto the other aspects of *Splinter Cell* that make it so damn original; the AI and limitless moves to counter being seen are genuinely brilliant. A typical level will see you rappelling down the side of an office block, before swinging in through a window to take the guard out with a quick bullet to the head. Quickly scan the room. Shoot the security camera before snapping the neck of the next foolish guard. Now, there's just time to grab a chauffeur and pump him for information at gunpoint. Great stuff, and even more so as such levels move at a tense palm-sweating pace, with the knowledge that one wrong move will mean Game Over.

Oh yes, did we forget to mention that *Splinter Cell* is one of the most uncompromising games to come along in years? But then – would it work if one false step, or noise, didn't end in alarm bells sounding? Or if the gunfights weren't so realistic that you're dead if you take on more than one person? Well, no, of course not – *Splinter Cell* thrives on its realism; this is a Tom Clancy game after all.

The genius of *Splinter Cell* exists in that, after a few games, you will learn to play the way the game's world dictates.

SEARCH AND DESTROY: There's a high degree of realism to the missions. Many levels involve you searching for clues in nearby personal computers.



Watch those lights! The AI is tough and unforgiving

UPLIGHTER

SHADY CHARACTER

The key to *Splinter Cell* is to take account of the lighting. You need to use the shadows to move around, so shooting out lights is often a good idea.

Everything within the game world functions to the rules of its own realism; a fibre optic camera will be used at every closed door to check for any approaching guards, and those Van Damme split jumps used to straddle alleys do afford you a very welcome escape route. After a few goes you will find yourself automatically scrutinising a level for places to hide unconscious bodies and you will fear the sound of broken glass and loose floorboards. Essentially, the world of *Splinter Cell* works; it works to such a comprehensive extent that you will play in constant fear and stress, moving and scurrying as an international one-man army.

Behind all of this solid gameplay lies an equally solid script. Of course, the story is based on the world of the spy author Tom Clancy, and so all of the international intrigue is based on realistically possible events and people. Two CIA agents have disappeared whilst chasing after rumours of a military build-up in the former Soviet Union republic of Georgia. A new opening sequence – which wasn't seen on the Xbox version – shows their 'disappearance' in graphic detail. Enter stage left, Sam Fisher, international hero and secret agent; the best the CIA ever had before he quit for a more peaceful life. What follows is a jaunt around the world in a race to snub out the spark that could well ignite nuclear war. The FMV is slick and imaginative, but best of all, Hollywood hard-man Michael Ironside brings a real menace to the character of Sam Fisher.

The only real downside to the game – and yes, there is a downside – is the level of real freedom you get when playing. Despite the flexibility of the Sam Fisher character, with all his moves and gadgets and the intricate attention to detail (for example, he must actually lift his legs up out of sight when shimmying across rope), the actual gameplay is far too linear. The level designs simply don't make the most of the game's great ideas. There is generally only one set path that you are able to take through every level and your job, as the player, is simply to work out which move/gadget will be best used in each situation you are faced with.

Now don't get us wrong – *Splinter Cell* is, by and large, the best stealth game out there – it's just a little underdeveloped. More freedom of play and movement would have done justice to the original ideas, then the hype would have been justified. We can only hope this minor gripe will be amended in the sequel.

IAN

"A LITTLE MORE FREEDOM OF PLAY AND MOVEMENT WOULD HAVE DONE JUSTICE TO THE GREAT IDEAS"

REALITY BITES

SAM DROPS IN FOR A CHAT...

Yes, that's right, it's Michael Ironside. How can *Splinter Cell*, a game featuring the acting talents of one of Hollywood's best 'tough guys', fail? Well, it can't.

We've been following Michael Ironside for many years now, in films such as *Robocop*, *Total Recall* and *Starship Troopers*. In each one his deep and demented style has won us over. The fact Ironside is Sam Fisher only serves to make us love the game even more.

As an extra bonus, the game comes with an 'extras' section where you can unlock a movie of Ironside discussing his involvement in the game. As a humorous aside, there's even a quick interview with the real 'Sam Fisher'.

A moment of humour appears in the game's extras menu



CUBE VERDICT

SPLINTER CELL

A STEALTH GAME UNRIVALLED ON THE CUBE

VISUALS
The lighting is not only gorgeous but also essential to gameplay

AUDIO
The voice-acting is superb and the music builds tension perfectly

GAMEPLAY
High concept ideas impress and but for the linear design it'd be a classic

LIFESPAN
A tough learning curve and good AI fuels that 'one more go' feeling

ORIGINALITY
This is how stealth game should be. Someone should tell Hideo Kojima.

ALTERNATIVE

A poor conversion of another Tom Clancy game proved a little shallow and underdeveloped.



GHOST RECON

Reviewed: Issue 18 CUBE Rating: 6.6%

2ND OPINION

SNEAK! "The absolute pinnacle so far, of stealth, gadgets and sumptuous graphical rendering. Although for me there's just a little too much trial and error gameplay.

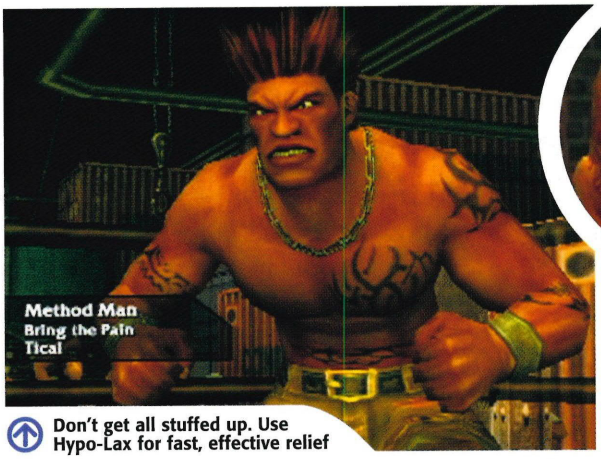
BYRON

FINAL SCORE

8.8

ATMOSPHERIC AND ORIGINAL, JUST FALLS SHY OF THE 'CLASSIC' MARK DUE TO LINEAR GAMEPLAY

Momma said knock you out



Don't get all stuffed up. Use Hypo-Lax for fast, effective relief



Good evening my dear. If I may make so bold, that's a smashing blouse you have on. Fancy a gander at the Eiffel Tower?





DEF JAM VENDETTA

CUBE INFORMATION

DEF JAM VENDETTA	
PUBLISHER:	A SPORTS BIG
DEVELOPER:	AKI CORP/ EA SPORTS CANADA
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1-4
MEMORY:	2 BLOCKS

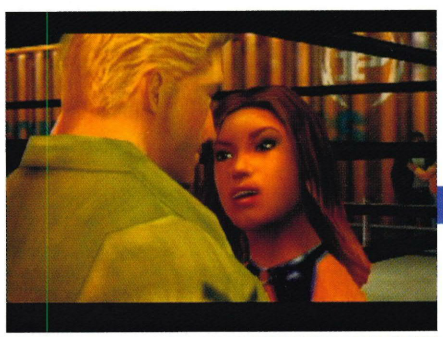
STATS

- BAD-ASSED HIP-HOP CHARACTERS
- LENGTHY STORY MODE
- LOADS OF SECRETS TO UNLOCK
- FOUR-PLAYER GRAPPLING ACTION

TOTAL GAMES.NET MOVIES ✗ PICTURES ☑

MAY '03 | TBA | OUT NOW





If only life were so simple. Any problems, sort them out in the ring. Easy

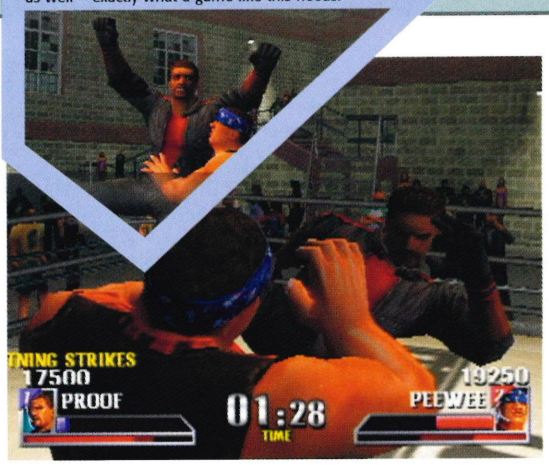
EA takes the wrestling world to the streets and comes up with the best game of its kind so far

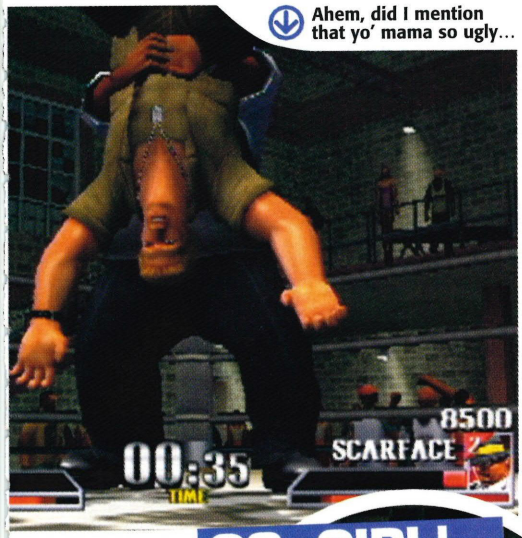
WRESTLING – a subject with a very clear line dividing opinion down the middle; either you like it or you don't. This holds true for wrestling videogames as well as the sport, because people who don't like watching wrestling tend not to enjoy playing it either. For those of us who actually like wrestling though (and there are quite a few of us), we all know that there really is nothing like a good wrestling game to keep you happy for hours on end. Unfortunately all we've had on the GameCube so far – in the UK, at least – is *WWE Wrestlemania X8* and the *Legends Of Wrestling* games, which really aren't up to it, and there just hasn't been anything to satisfy our needs. Thankfully though, EA have come up trumps with a game that'll keep not just the wrestling fans happy, but everyone else as well.

Developed in conjunction with Aki Corp (the same company that developed not only *KinnikuMan II* for the GameCube, but also the successful range of WWE games for THQ on the N64), *Def Jam Vendetta* manages to offer a game that appeals on several different levels. For the wrestling fans, *Def Jam* offers fast-paced grappling action that manages to maintain the solid feel of pulling off painful bone-crunching moves without sacrificing itself at the altar of arcadeness (like the *Smackdown* series on the PlayStation has), which is exactly what we want. If you're not so keen on men in tight pants throwing each other around though, don't panic – Def Jam might hold true to wrestling in its most basic form, but thanks to the street vibe that EA has transplanted straight from the *NBA Street* series, there's no lycra in sight.

The premise behind *Def Jam* is pretty simple – set on the tough streets of an unnamed city in America, you become tangled up in the world of D-Mob (the local gang boss and a man with a taste for underground fighting clubs). It seems as though one of your mates has landed himself in some hot water with D-Mob and he needs your

SOUND OF MUSIC: All 12 of the Def Jam artists who appear as fighters have their own music in the game as well – exactly what a game like this needs.





Ahem, did I mention that yo' mama so ugly...

STOLEN PROPERTY

LOOKIN' SWEET

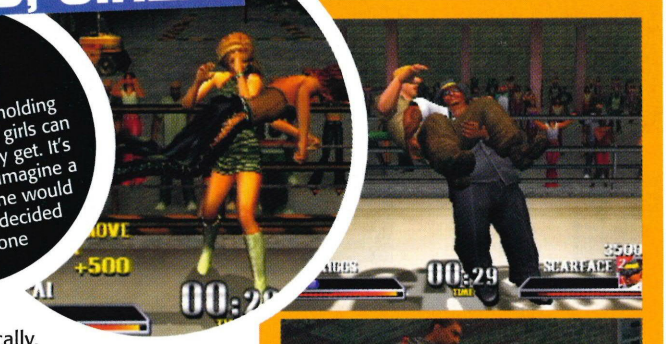
Yes, so it's patently obvious to anyone who's played games like *Wrestlemania 2000* or *No Mercy* on the N64 that *Def Jam Vendetta* uses practically the same graphics engine and control system that Aki has been touting around for years. Considering it was so good the first time around though (and that it's been tweaked enough to make it better on the GameCube), this is no bad thing. Not only does it mean that every character has a wide range of moves that covers virtually every situation imaginable – from in-ring grapples and throws to rope moves and the all-important special finishers – but it also allows for up to four people to play against each other at once. With over 45 different fighters to choose from, you can get three of your mates round for a quick bash on *Def Jam Vendetta* and be playing for hours before you even know it. A surefire sign of the game's quality, and you don't even have to like wrestling to get into it!

"ALL THE BEST THINGS ABOUT WRESTLING, BUT WITH A DIFFERENT STYLE THAT WILL MAKE OTHER PEOPLE LOVE IT AS WELL"

GO, GIRL!

CAT FIGHT

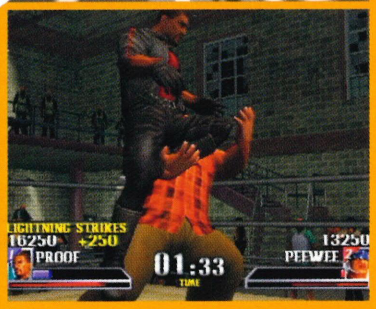
When it comes to holding onto their men, the girls can give as good as they get. It's kind of how you'd imagine a Jerry Springer game would be if someone decided to make one



help to get out of it. Basically, if you don't fight in D-Mob's contest and win some cash, your friend is going to lose his kneecaps. What this comes down to in game terms is a series of fights against a number of D-Mob's heavies, some of whom are famous Def Jam artists such as Ludacris, DMX, Capone and Ghostface Killah (if you know your music, you'll undoubtedly recognise these names). Of course, the use of Aki's tried-and-tested grappling engine – albeit in a slightly faster and rejuvenated form – means the gameplay is suitably solid, with an absolute ton of moves available for each character that all look like they really, REALLY hurt.

With a lengthy and rather tough Story mode, a general Battle mode (where you can challenge your mates or the computer) and a Survival mode to conquer, plus tons of additional fighters, costumes and other goodies to unlock, *Def Jam Vendetta* is certainly the best game of its kind on the GameCube so far. If the fans can get over the lack of a WWE licence and the haters can ignore the fact that it's got elements of wrestling in it, this is a game everyone can enjoy simply because it's such good fun to play.

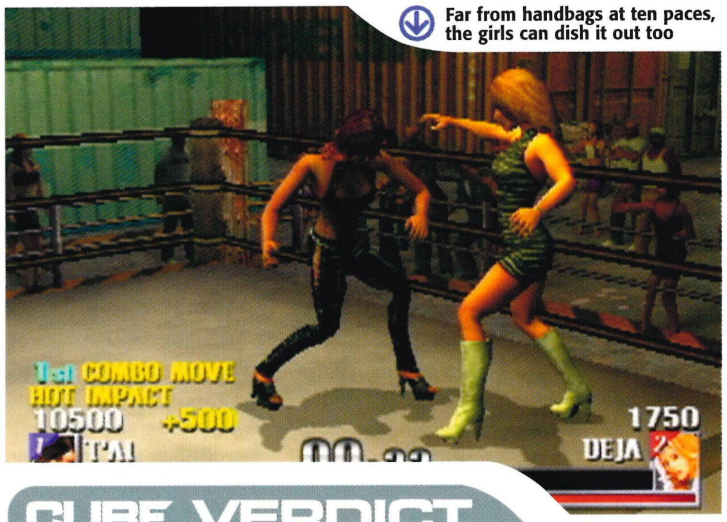
MARTIN



BLAZING SQUAD

YOU GOIN' DOWN

If you look carefully you'll notice that each fighter has a blue bar above their energy – this fills up as you perform more moves successfully against your opponent, and empties slowly if you hold back. Filling the bar all the way up to the top isn't easy (especially if you start getting your arse kicked) but if you can manage it you'll be rewarded with the chance to enter 'Blazin' mode by simply tapping the C-stick. Once you've done it you have a short period of time to perform one of your character's two finishing moves – not surprisingly, these look extremely painful and usually prove to be the difference between winning and losing. Of course, performing these moves against your mates is one thing, but getting the chance against some of the rather brutal computer opponents is another matter entirely...



Far from handbags at ten paces, the girls can dish it out too

CUBE VERDICT

DEF JAM VENDETTA

WRESTLING WITHOUT THE TIGHT PANTS

VISUALS
Solid and detailed with only a small amount of clipping

AUDIO
The licensed tracks give the game a great atmosphere

GAMEPLAY
Exactly what *Def Jam* excels in – fun without being arcadey

LIFESPAN
It's not easy by any means, so you'll be playing for a while

ORIGINALITY
The combination of wrestling and street style hasn't been done before

ALTERNATIVE

The same engine as *Def Jam*, but with bizarre characters and a unique cel-shaded look.



KINNIKUMAN II

Reviewed: Issue 16 CUBE Rating: 8.9

2ND OPINION

WRESTLBLING! "WWE minus the tight pants with a trumpy attitude courtesy of D-Mob and a polish only EA Big can muster. Good stuff."

STUART

FINAL SCORE

8.9

ENOUGH GOOD WRESTLING FOR FANS, AND A TOTAL LACK OF LYCRA FOR THOSE WHO AREN'T.

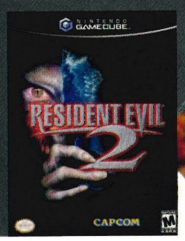
Terror in Raccoon City!

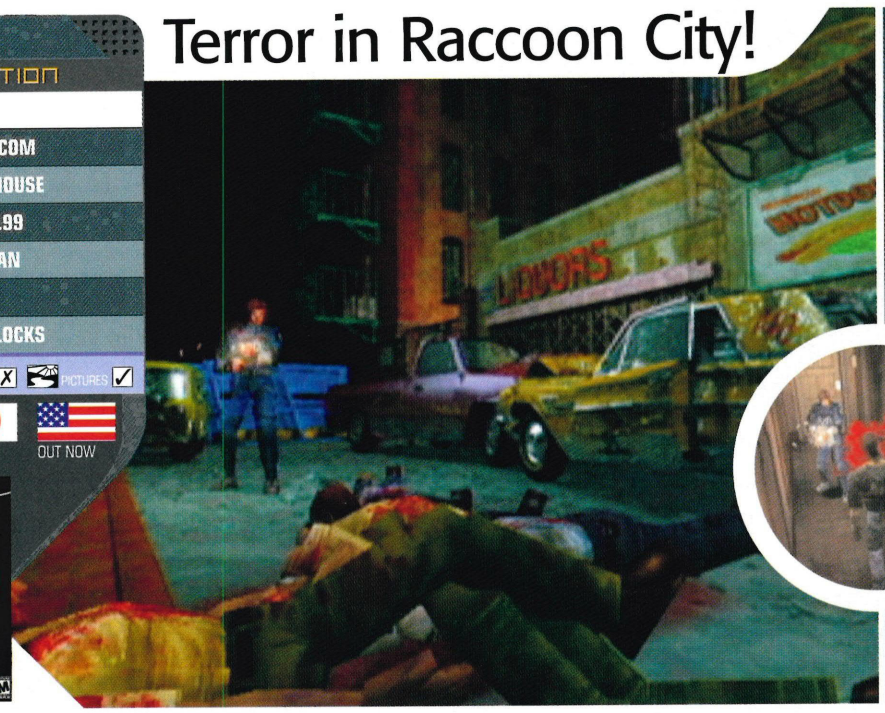
CUBE INFORMATION

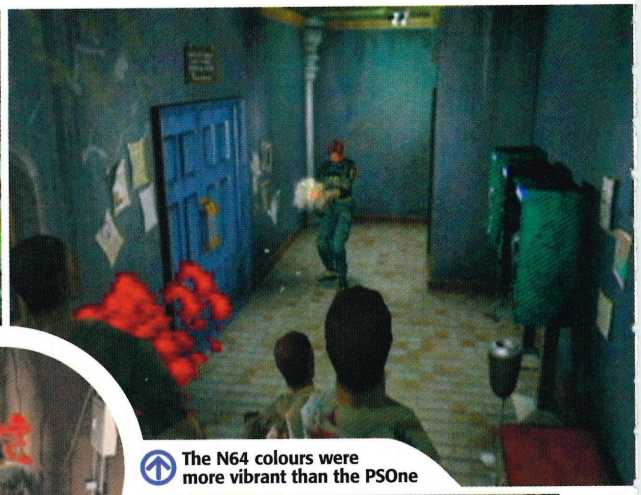
RESIDENT EVIL 2	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	1 BLOCKS

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

MAY '03 | OUT NOW | OUT NOW







The N64 colours were more vibrant than the PSOne





RESIDENT EVIL 2

Raccoon City beckons once more...

AFTER THE mind-blowing overhaul that *Remake* received, and the classiness of *Resident Evil Zero*, it seems odd that Capcom should make such a move as this one. Here we have *Resident Evil 2*, a game that is absolutely identical to the 1998 PlayStation and N64 versions – there have been no graphical or gameplay changes whatsoever. It's great news if you've never played the game before and happen to have large pockets, but for those who hoped to revisit the entire series in the same fashion as they did the original, this is nothing short of a major disappointment.

Essentially, *Resident Evil 2* is still amazing. You take control of Claire Redfield and Leon S Kennedy, two young 'uns caught up in the zombie-infested Raccoon City. Together they have to fight their way through the area and the local police station to get to the bottom of the mystery that surrounds them.

All of the usual *Resident Evil* methods of progression – such as slotting badges into doors and moving furniture about – are called on, but where *Resident Evil 2* differs from the others in the series is the sheer amount of monsters on-screen at any one time. Even the very start of the game will have you darting for cover at the first opportunity, and for the first-time player it's a bit of a shock.

As the game goes on you'll encounter many strange enemies in huge numbers, but overall this is one of the easier *Resident Evil*s, offering simple boss solutions and very powerful weaponry from the beginning.

However, while it may be a good game, it's hard to get away from the fact that it's also an unchanged port of a four-year-old game. Sure, this may have been released simply to allow people to have the complete *RE* collection on their GameCube (minus the *Survivor* games) but these good intentions are washed away when you see the price tag.

When this first came out all those years ago it was a masterpiece. Age hasn't tarnished the game itself – it's still as exciting, scary and exhilarating as before. But at this price, compared to *Remake* and *Zero*, it looks so primitive. Only buy this if you've never sampled the delights of Claire and Leon before, or are a complete *Resident Evil* nut.

GARY

Don't expect the dynamic effects of *Zero*



As any *RE* fan will tell you, ammo is like gold dust



CUBE VERDICT

RESIDENT EVIL 2

GREAT GAME, BUT SHOWING ITS AGE

VISUALS – Absolutely mind-blowing in 1998... times have moved on

AUDIO – Still holds up to this day. Creepy, atmospheric, awesome

GAMEPLAY – A little tough at first, but the pacing is perfect

LIFESPAN – As usual with *RE*, there are quite a few extras to earn after completion

ORIGINALITY – This is four years old now, but the old magic is still there

FINAL SCORE

6·0

WE LOVE THIS GAME, BUT YOU COULD GET IT FOR UNDER A TENNER ON THE PSONE

Dream evil

RESIDENT EVIL: NEMESIS

CUBE INFORMATION

RESIDENT EVIL: NEMESIS	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	1 BLOCK

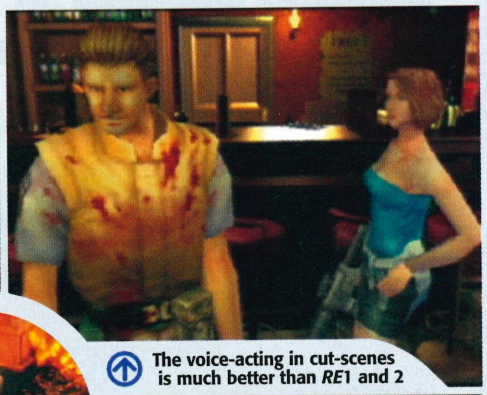
TOTAL GAMES.net MOVIES ✗ PICTURES ☑

NAY '03 | OUT NOW | OUT NOW



Mini-skirt and boob tube – ideal zombie-busting attire. Yummy!



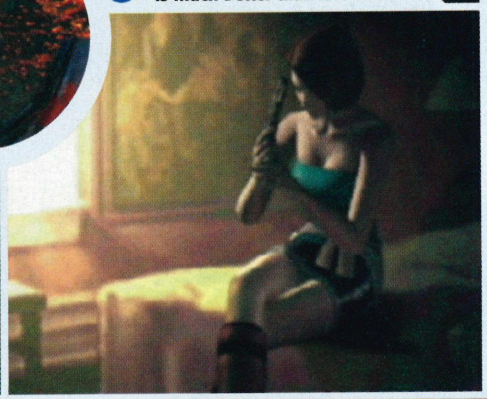


Easy mode gives you heaps of weapons from the start and turns it into more of an action game



The voice-acting in cut-scenes is much better than *RE1* and 2





It's back like a recurring nightmare

IF YOU already read the *Resident Evil 2* review opposite then you'll have a pretty good idea of what comments are likely to follow regarding *Nemesis*. For those not in the know, *Nemesis* is *Resident Evil 3* in all but name and the last PSone instalment in a series that now boasts no fewer than nine titles. The simultaneous release of *Nemesis* and *Resident Evil 2* for GameCube will enable GC owners who missed out on these games first time around to fill in the holes as we start building up to *RE4*. Leaving aside the tedious and utterly unnecessary Gun Survivor games, and with a port of *Code: Veronica* on the way, the whole saga will be available on GC. The million dollar question is: does anyone still want to play them? Scrub that. Age might have dulled the visual experience, but these are still fine games one and all. The question is, are they still worth £30 of your hard-earned?

Many regard *Nemesis* as the weak link in the chain, but in hindsight it's perhaps the best of the PSone instalments. The abysmal voice-acting of the original was brought up to scratch, the puzzles were made more logical than *RE2* and the whole thing had a more raw, real-worldly edge to it.

Jill Valentine is the heroin. With Raccoon City overrun by zombies it's a desperate race against time to escape before the whole place gets nuked by the authorities. A sinister twist is the menacing presence of the Nemesis. One of Umbrella's most powerful and evil creations, this vicious and terrifyingly fast creature stalks you throughout the game adding a whole new element of tension. You never quite know when he'll come bursting through a window or crashing through a wall as he hunts down the STARS members one by one.

Nemesis is almost two games in one, depending on the skill level selected. Hard mode is more akin to the original in which you have to make every shot count and pick your battles carefully. Easy mode, however, tools you up from the start with a shotgun, assault rifle and the magnum and lets you get on with busting zombie heads, turning it into more of an action shooter.

The graphics have been polished up (it's a port of the DC version), but it still looks very ropey alongside *Remake* and *Zero*. An *RE2/Nemesis* double pack for £30 would have been a deal. £30 each for touched-up versions of four year old games... well, how much of a *Resident Evil* fan are you?

MILES



CUBE VERDICT

RESIDENT EVIL: NEMESIS

STILL A GREAT GAME, BUT SHOWING ITS AGE

VISUALS Ported from the DC which was a higher res version of the PSone game

AUDIO Top atmospheric ambient effects and decent acting

GAMEPLAY Classic *Resident Evil* ingredients. You know the score

LIFESPAN The two difficulty modes offer very different experiences

ORIGINALITY About as original as a second sequel could be

FINAL SCORE

7.0

FANS OF THE FRANCHISE NEED TO PLAY THIS. BUT IT'S AT LEAST £10 TOO DEAR FOR WHAT IT IS.



Too hot to handle!

BURNOUT 2 POINT OF IMPACT



CUBE STAR GAME

Criterion proves that it's up there with the best of 'em

POOR NINTENDO. You have to wonder why its last two machines have been so bare when it comes to serious racing games. Sure, there were a few of them on the N64, but the only decent one on the GameCube is the predecessor to the game we're reviewing right here. Still, if you're going to have any of the racers on the market, you may as well have the best one, right?

That's right: *Burnout 2* really is that good. Let it be said right here, right now. As far as arcade racers go, *Burnout 2* is the new *Ridge Racer*. Even if you've already played last year's PS2 version, forget about it – the GC improvements make it worth buying all over again.

For the uninitiated, here's the lowdown: *Burnout 2* sees you travelling at high speeds against three other similarly pumped-up opponents. Races take place on public roads, and the realistic traffic is the main selling point of the game. Whether you're racing down a dual carriageway, cruising through busy city streets or tearing around narrow mountain roads, the traffic will always be obeying the Highway Code. In order to win the race you'll need to firstly avoid the traffic, which isn't easy on a narrow road. This is made even more difficult by the fact that if a car sees you coming at it head on it will flash its lights and most likely swerve to avoid you. The resulting crashes are quite impressive, with trucks jackknifing and buses tipping over. After each crash you are put back on the track all spick and span, but minus a few vital seconds.

The game gets its name from its Burnout Meter, which allows you a continued burst of speed. This meter is filled by achieving 'near misses,' driving on the wrong side of the road, and 'getting air.'

So there you go – these are the basics of *Burnout 2*.

CUBE INFORMATION

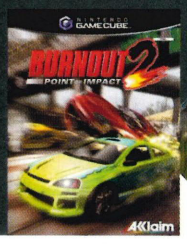
BURNOUT 2	
PUBLISHER:	ACCLAIM
DEVELOPER:	CRITERION GAMES
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-4
MEMORY:	5 BLOCKS

STATS

- 20 VEHICLES TO UNLOCK
- 30 CRASH JUNCTIONS
- REAL-TIME WEATHER
- PURSUIT MODE

TOTAL GAMES .net MOVIES ✗ PICTURES ✓

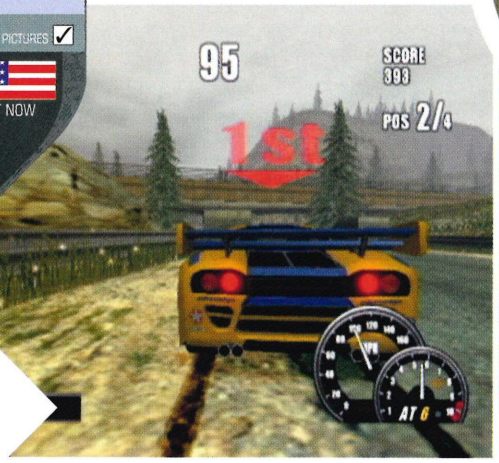
MAY '03 | TBA | OUT NOW



The Pursuit mode is obviously paying homage to Chase HQ, and a fantastic new addition to the game

The attention to detail is amazing. Check out the textures on the road-side and the individual blades of grass



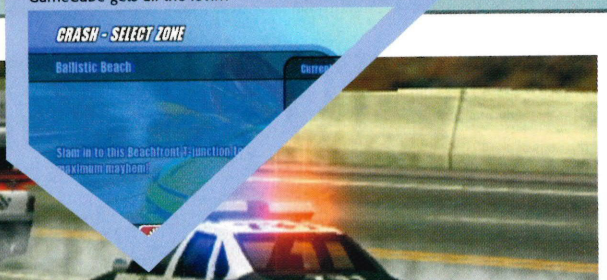


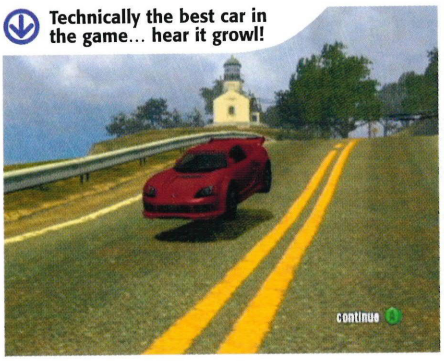


Gentlemen... start your engines! The custom cars prepare for action

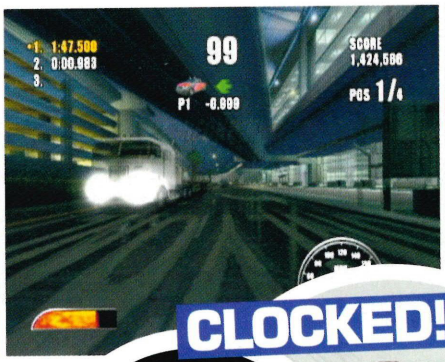


EXTRAS: There are 30 Crash Junctions in this version, as opposed to 15 in the PS2 version. GameCube gets all the lovin'.





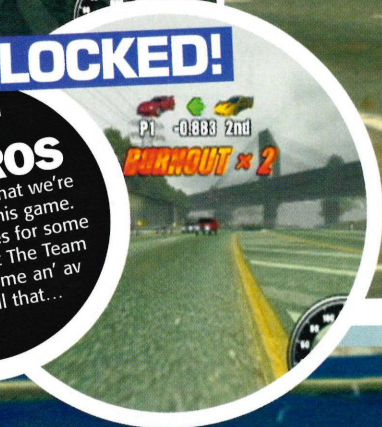
Technically the best car in the game... hear it growl!



Even the particle effects are animated beautifully. The bar has been raised

BEAT THE PROS

We have to say that we're pretty good at this game. Prepare yourselves for some unbeatable Beat The Team challenges! Come an' av a go and all that...



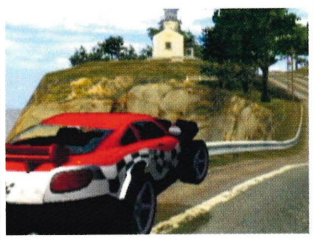
The cars handle perfectly, ie they start to drift when you put them under pressure and you can feel exactly when it's going to slide out. You can initiate a slide by tapping the brakes and keep it going by reapplying the gas in gradual taps. Anyone who's played the PS2 version will know that it's not all that easy to slip between two oncoming trucks, but that's one area in which the GameCube version excels. Never before will you have felt so in control of the car, and this is down to three things: the geniuses at Criterion, the gorgeous analogue stick and a constant 60fps update. You can scream into a corner with full boost, powerslide through the apex, snap out and nip your car between a couple of juggernauts with hardly a problem. We're not exaggerating either – you really can steer your car to within millimetres of where you intend to be (or maybe we're just that good). This is what makes the game so good – it's so rewarding to play, and when you have such strong foundations, everything else is just the icing on the cake... and there's one heck of a thick layer of icing right here.

The standard game takes on the form of a Championship. Consisting of 15 different tasks, you're required to win Cup Challenges (up to seven races in each), race one-on-one or complete Pursuits (chase and destroy races). With all 15 of these tasks completed the Custom Championship will open up, allowing you access to another eight tasks. Aside from the obligatory Multiplayer mode, this is normally where most racers would leave it. This, however, is where *Burnout 2* excels.

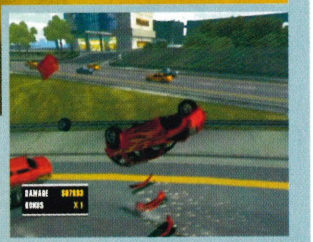
With the Championships complete you can always take part in the other two gameplay modes: Crash and Pursuit. Pursuit is basically *Chase HQ* brought up to date – you have a limited distance and time in which to take out the

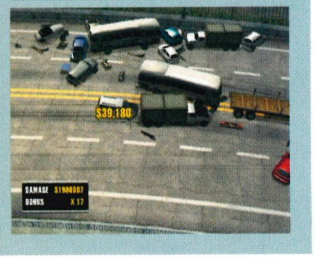


The wide loads and the coaches are the ones that really rack up the points









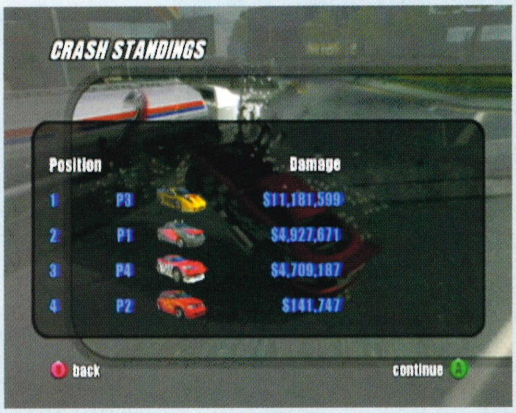
BEYOND REPAIR

EVER HAD DIFFICULTY CRASHING?

The Crash mode in *Burnout 2* is a little strange because, while there are specific ways of causing a massive pile-up, a newcomer is just as likely to get a big score as a seasoned pro. It's very difficult to predict how the traffic is going to react, so sometimes the most insignificant of smashes will get you a huge score. For example, you might tip a bus over in the middle of a busy junction, but it's possible that the majority of the traffic will come to a controlled stop. All it takes is for one bus or lorry to lose control for the entire situation to change.

Sometimes you don't even have to make contact to get the result you're looking for. On several occasions we've crashed into a barrier and gone flying over the stream of traffic. Upon seeing a car fly overhead the traffic has freaked out, causing some of the best crashes we've seen. Marvellous stuff.

"AS FAR AS ARCADE RACERS GO, BURNOUT 2 IS THE NEW RIDGE RACER"



The scores are totalled up at the end of each round... just to dig the boot into the losers



FOUR TIMES THE FUN

MULTIPLAYER MADNESS

There's plenty of multiplayer fun to be had in *Burnout 2*. The standard split-screen mode has no loss of detail, the only sacrifice coming in the form of 30fps update. You can also play a split-screen version of Pursuit where one player assumes the role of the pursuit vehicle and the other the getaway vehicle.

The most fun, however, comes in the form of the consecutive four-player Crash mode. Up to four players can take it in turns to score on a set of Crash Junctions, with total scores being tallied up at the end of each round. Addictive? Oh yes.

There's much fun to be had in two-player Pursuit. Drive ahead, stop, then reverse at the last minute! There's no better form of annoyance

The getaway car gets a two-second headstart, which is all you need so long as you don't crash. The pressure normally gets to you though



JUMP!

GET SOME AIR

There are some fantastic jumps in the game, and you can effortlessly recreate scenes from *The Dukes Of Hazzard*, especially with the police car.



This would be a satisfying sight... if it was the getaway car. Sadly, it's our car, and we still haven't caught him

CONTINUED

opposition. Criterion could quite easily make an entire game around this concept (listening guys?)

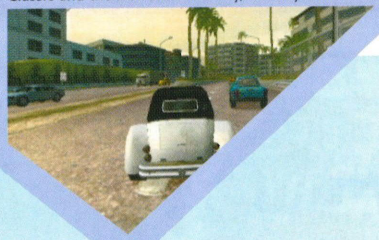
Crash mode requires you to do completely the opposite of what you do in the main game, ie crash into traffic. There are 30 Crash Junctions. These vary from T-junctions, to crossroads, to blind bends; but the requirements are always the same. By hitting a vehicle at the right angle you can cause a pile-up of massive proportions, with lorries jackknifing and vehicle parts flying everywhere. This mode in particular is so addictive; there's nothing more pleasing than sending your car flying 100 feet into the air.

So there you have it: *Burnout 2* is full of options and it plays like a dream, but even if you're not playing you'll be impressed. The graphics engine is one of the best on the GameCube yet, and we hope that Nintendo is paying attention. It could save itself a lot of heartache later on in the year if it merely gives Criterion a load of money and sticks this engine under NSTC's nose. Mmmm... just imagine how *1080°* would look then. The graphics engine is where this version of the game stands head and shoulders above last year's effort. The spectacular lighting and the particle effects are particularly impressive. For example, when the weather kicks in and you have the rain and snow driving into your face, there are an unreal number of particles on the screen. Add to that the sparks that fly off the cars, the real-time reflection mapping, the bump-mapped roads, the constant 60fps and the complex AI routines... as with *Metroid Prime*, we don't see games getting much better any time soon.

It's difficult to imagine any other racer coming close to this within the next year. Rumour has it that Nintendo has *Rev Limit* (much delayed N64 racer) in the works, and Namco is due to show *Ridge Racer VI* at E3, but they'll have to be nigh on perfect to stand up to Criterion's effort. For racing fans everywhere, *Burnout 2* is an essential purchase.

CHANDRA

BONUS CARS: As well as the great custom cars on offer you can also unlock novelty cars such as the Classic and the Hotrod... and boy, do they shift.

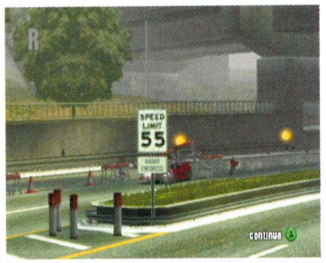


The Supercar is definitely our favourite vehicle. Pure class in a glass, erm, chassis...

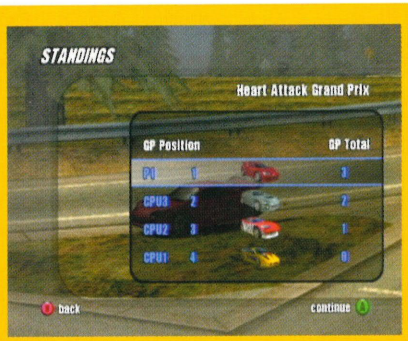
"WHEN YOU HAVE SUCH STRONG FOUNDATIONS, EVERYTHING ELSE IS JUST THE ICING ON THE CAKE"













POLE POSITION

WE ARE THE CHAMPIONS!

The meat of the game comes in the form of the Championship. The main Championship consists of 15 tasks, and being points-based, it's possible to go through to the next task without winning every race. This is all well and good, but if you want to win the decent cars you're going to have to win Gold every time. This is fine to start off with, but in the later Cups it's quite frustrating to get to the final race and slip into second place 100 metres from the finishing line. There's a way to counter this problem though – if you reset your GameCube before it gets a chance to Autosave you can have another crack at the last race. Heh, thought you could beat us, huh?



There's a big difference between winning the Cup and winning every race



The Custom Championship opens once you complete all the standard races

CUBE VERDICT

BURNOUT 2

ARCADE RACING AT ITS VERY BEST

VISUALS
Pure eye-candy. It's amazing what you can do when you bother

AUDIO
Extremely high quality sound effects with perfectly suited music

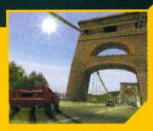
GAMEPLAY
No other racer feels so good to play. You feel totally in control

LIFESPAN
Lots of options, lots of cars and plenty of multiplayer fun

ORIGINALITY
It's *Burnout* with big knobs on, but there's nothing wrong with that

ALTERNATIVE

High-octane racer that's beaten only by its big brother. Less options and not quite so refined.



BURNOUT
Reviewed: Issue 6 CUBE Rating: 8.5

2ND OPINION

CARMAGEDDON!
"Ludicrous speed and a glut of carnage mixed with wonderfully addictive, heart-pounding thrills. This is easily the GameCube's best racer"
BYRON

FINAL SCORE

9·3

ARCADE RACERS DON'T, AND PROBABLY WON'T, COME ANY BETTER THAN THIS



BONUS

STAY HEALTHY
Shoot these pods to uncover Barrier and Energy Drive top-ups. These are basically health and super meter charge pods.



PRODUCT

Wind up, wiggle, and kick some arse!

CUBE INFORMATION

PRODUCT NO 03	
PUBLISHER:	CAPCOM
DEVELOPER:	PROD STUDIO 4
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	5 BLOCKS

STATS

- OLD-SKOOL SHOOTING
- STYLISH ENVIRONMENTS
- WICKED MUSIC
- 13 DIFFERENT SUITS

TOTAL GAMES.net MOVIES ✓ PICTURES ✓

Q4 '03 | OUT NOW | AUG '03





IT WASN'T all that long ago that Capcom confirmed the existence of Production Studio 4, a studio dedicated to GameCube-exclusive development. Mere months after its five titles were unveiled to the world, the first fruit of the company's labours has arrived in the **CUBE** office. *Product Number 03* is the first of the Capcom five – can it possibly live up to all the hype? Capcom promised innovation, excitement and stimulation in an industry that has become bogged down with tired sequels and licenses. So, is it any good then?

The short answer is 'yes', but *PN03* is definitely a grower, and we can see many people missing the point completely and throwing their pads across the room in frustration. *PN03* is a shoot-'em-up through and through. Don't be fooled by the third-person, character-based presentation – this isn't *Tomb Raider*. If any comparisons are to be made, they'll come in the form of side-scrolling shooters such as *R-Type*... hmmm, that might take some explaining so we'll come back to it in a minute.

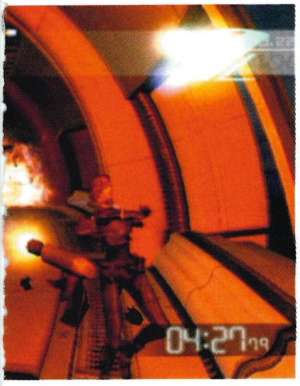
You start the game as Vanessa Z Schneider, mercenary robot-hunter extraordinaire. There is no intro as such; just a short cut-scene to show you who Vanessa is and what she's supposed to be doing. The cut-scene suggests shooting robots by way of your Palm Shot (bolts of energy that emanate from her palms), so it seems obvious that this is what you should do. Aside from that there's no indication as to why you're here, why the world is in the state it's in (governed by robots) and why Vanessa is a robot hunter. No big deal though – you've got more important things to think about, like the bank of laser cannons in the distance.

After the rather sudden intro, the second thing to hit you is the control system. We won't pretend that we liked it from the start, because we didn't. In fact at first it seems to suck big-time, but stick with it. The analogue stick lets Vanessa run forwards and to the left/right. There is no tiptoe or walk – just run. Upon facing up to an enemy your normal response would be to hold back in order to run away, but this will only result in you shuffling back a step while still facing forwards. This is a shoot-'em-up you see, and wherever possible you need to be facing your enemy. If you really want to run away and take your sights off the enemy, you need



The later enemies can trap you with a series of vertical lasers and mines... if you give them the chance

Complete the game once in order to win the maxed-out Blackbird suit. That's when the game really gets good



CONTINUE Y/N: You can collect or buy Continues that essentially count as lives for Vanessa. Awww, she looks all sad.







NO 03



The final boss and Vanessa doesn't even break a sweat... some girls are just too cool

"PN03 IS DEFINITELY A GROWER, BUT WE CAN SEE MANY PEOPLE MISSING THE POINT COMPLETELY"



POWER SUITS

VANESSA PUTS HER FOOT DOWN

Being the main character, a lot of work has been put into Vanessa herself. She's one of the most stylish characters we've seen in recent times, and all of her movements are based on the music in the background. She wiggles her arse to the beat and waves her arms all over the place. The most impressive moves, however, come when she pulls off her Energy Drives. There are 11 Aegis Suits in total, and each one has different stats and different Energy Drives. These special moves see Vanessa stretching into all manner of inhuman positions before unleashing a devastating wave of energy. Each move takes a few seconds to charge and unleash, and during this time Vanessa is invulnerable to attacks.



She could just stand normally... but that would be quite boring



If only she actually crawled like this in the game... dammit!



Vanessa's Energy Drives make her invulnerable for a few seconds



Her supple body makes it easy for her to dodge all those lasers

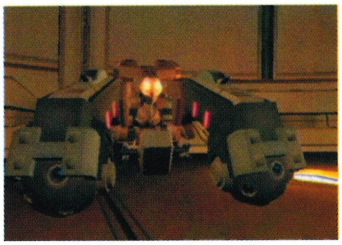


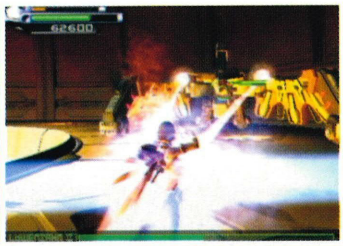


ROBOTS IN DISGUISE

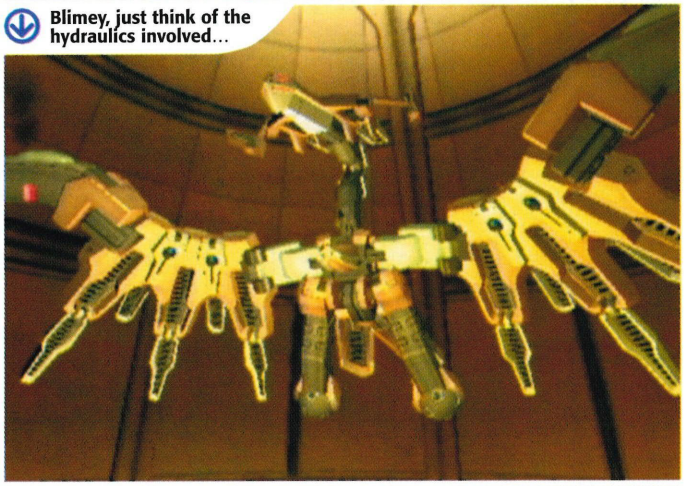
THE BIGGER THEY ARE...

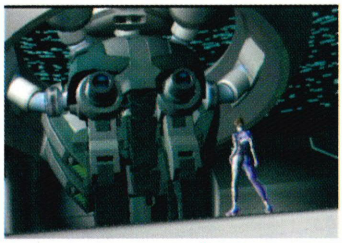
We've already shown you some of the bosses over the past few issues, but you haven't seen anything yet. The later bosses really are quite impressive contraptions. The most impressive has to be the penultimate enemy. Starting off as a 30-foot high spider, the boss then folds out into a giant tank complete with super lasers and gravity bombs. After yet more pummelling it rises from the ashes as an enormous robotic phoenix, rocket boosters and all. So yes, the designs themselves are impressive – the only problem we have is that we've played *Metroid Prime*, and tactically nothing can ever come close. Damn that game for ruining our lives!





Blimey, just think of the hydraulics involved...



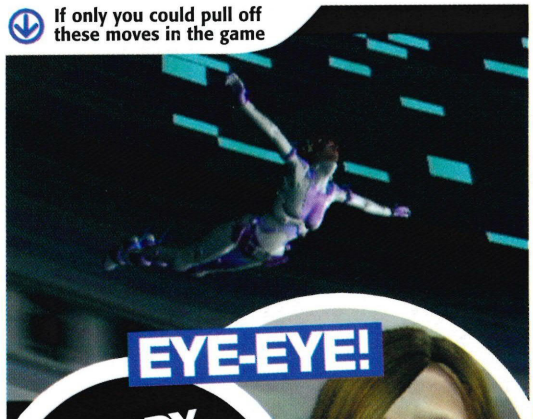






Such a big robot... how the mighty shall fall. Well, give it a few minutes anyway

If only you could pull off these moves in the game





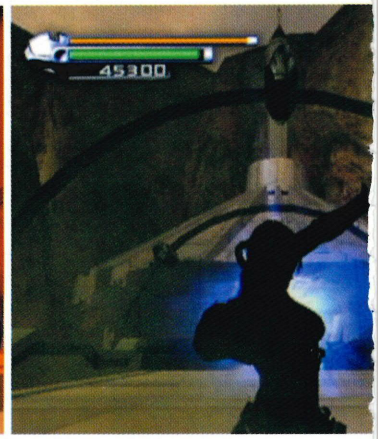
EYE-EYE!

SHADY CHARACTER

No, Vanessa doesn't get her kit off, so don't bother writing in. She does take her shades off though, so you get to see her eyes right at the end.



Obstacles can provide a temporary defence



CONTINUED to either turn around (by pressing left or right) or perform a 180° spin (tap the Z button). If you want to put some distance between you and the enemy while still facing it, you can perform a back-flip by pressing back and jump. Vanessa's most important moves, however, are the ones that allow her to dodge while still targeting the enemy. The L and R triggers allow Vanessa to weave and somersault to either side before immediately attacking the target, and this is pretty much what the game is all about.

PN03 is set up like an arcade game. You enter a room, clear it out, and move onto the next one. Being a mercenary, Vanessa receives orders from her client, and every level sees her blasting through a set of rooms/areas in an attempt to get to the boss. These rooms can be anything from a small cargo hold, to a massive dome, to a complex set of corridors, and each level can have up to 18 rooms in it. The general idea is to get through the rooms as quickly as possible while taking minimal damage. Each one is scored according to how well you did, and these points can be used to upgrade Vanessa's Aegis Suit. The bog standard suit has low Barrier stats, and it's this that will cause most people to curse and swear when first starting to play the game.

Any normal gamer will start the game on Normal and run straight into the first room with guns blasting. Ten seconds later they'll be dead. Firstly, you really should start the game on Easy. Rarely do you see games so off-puttingly hard from the start. You need to use your environment to avoid enemy attacks before jumping out and letting off some Palm Shots. Your Palm Shot will also be pretty naff to start with, so you need to duck back and be patient before attacking again. As you progress through the levels you'll upgrade your suit and be able to take a few hits without worrying too much. You'll find that once you get into the right mentality you become very, very good at this game. Once you complete the game on Easy (about three hours of

COMBO KINGS: By killing enemies in quick succession you can rack up quite a score, enabling you to upgrade to more powerful suits.





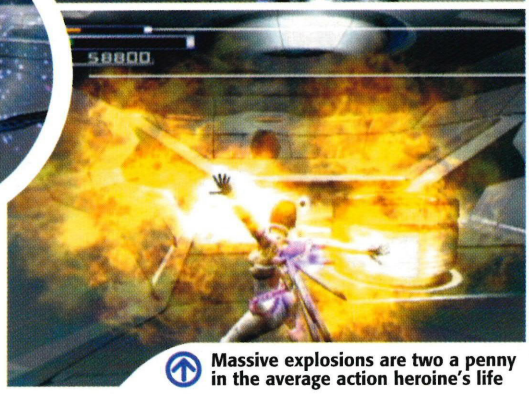


The Tengu Energy Drive temporarily increases Vanessa's main attack (the Palm Shot) power

"ONCE YOU GET INTO THE RIGHT MENTALITY YOU WILL BECOME VERY, VERY GOOD AT THIS GAME"



Will the REAL Vanessa Schneider please stand up?



Massive explosions are two a penny in the average action heroine's life

game time) you'll just be getting into the swing of things and will be hungry for more. This is where it really starts, as you'r rewarded with the Blackbird Aegis Suit. You can now go through the game on Hard (stuff Normal, you're a pro now) with a maxed-out suit. This is how the game is supposed to be played.

So yes, we really like this game, but there are certain irritating aspects that are impossible to ignore. For starters there's the storyline. You never really find out what's going on – apart from at the end when it's all explained – and even then none of it really makes any sense. This isn't a Japanese problem because all the speech at the end is in English. The music is outstanding, and is presented in ProLogic II (nice touch) but there's hardly any voice-acting at all (about 20 seconds' worth at the end). This is an arcade shooter – we want witty one-liners and taunts after we pull off a great combo. At the end of the game Vanessa sounds like a female Arnie – the potential is there. We also want to be able to look around the environments when we like. There are some really nice areas in the game (especially at the end) and a first-person free camera view option would have made more of these.

Last up on the moaning front is the lack of different environments. There are three main areas: the desert outside the facility, the facility itself and the roof of the facility, which overlooks the desert. Admittedly the different rooms are really stylish, but towards the end the earlier bosses return in Mark II form, and even some of the rooms are repeated. All these problems smack of a game that had a limited budget and was rushed out in order to fulfil a fiscal '02 quota.

That said, none of these problems detract from what is a stylish, addictive and refreshingly different game. *PN03* is a magnificent start to Production Studio 4's line-up. We can only hope that it sells enough to warrant a sequel as, with more time this could have been one of the best games on the system.

CHANDRA

STYLE GURUS

CAPCOM GOES DECORATING

We've done two In-Depth features on this game, but we've never been able to show you anything past Level 3. We were hoping the later levels would take place somewhere other than the standard black and white facility – sadly, they don't, but some of the level design in the game is sweet to say the least. A few levels take place on the roof of the facility. From here you can see the entire building and the desert below you. It sounds boring but it really is quite atmospheric. Right at the end of the game you enter a huge dome with computer code scrolling all over the walls. It's pretty obvious that you're approaching the mother brain at this point, and the ensuing silence really pumps you up. Rest assured there are some really nice touches in there.





Some of the environments are really well designed

CUBE VERDICT

PRODUCT NO 03

STYLISH AND SEXY THIRD-PERSON SHOOTER

VISUALS
Nice character models but the graphics don't push the machine

AUDIO
The music sets the scene perfectly, but where's the voice-acting?

GAMEPLAY
Initially hard to get to grips with, but highly addictive thereafter

LIFESPAN
Like any arcade shooter it's short and sweet. You'll come back though

ORIGINALITY
The basic elements aren't original but the presentation is really fresh

ALTERNATIVE

Classic shoot-'em-up with a novel twist. Highly addictive and rock hard – just how we like 'em



IKARUGA

Reviewed: Issue 17 CUBE Rating: 9.0

2ND OPINION

SKINTIGHT! "Doesn't quite have the depth we'd hoped for, but it makes up for this in style and feels almost old-skool in its all-action execution"

MILES

FINAL SCORE

8.3

A CRACKING SHOOTER THAT'S LET DOWN BY A FEW NIGGLING ASPECTS

City Cyber

Your Number 1 Import Specialist



Toys and Figures From £5.99

DVDs From £19.99

www.citycyberanime.com

0113 242 4008 info@citycyberanime.com

Wade Lane, Merrion Centre, Leeds, West Yorkshire LS2 8LW



Games From £29.99

We stock the largest selection of Games and Japanimation DVDs in the UK!



FOR CLASSIFIED ADVERTISING IN

CUBE

CALL: ANDREA GAMSON

ON: 01202 200 222

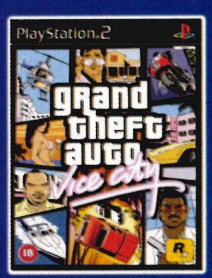
EMAIL: andreag@paragon.co.uk

1000s of DVDs From £9.99

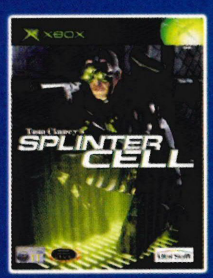




RRP £44.99
Our Price £34.99



RRP £39.99
Our Price £32.99



RRP £39.99
Our Price £34.99



RRP £39.99
Our Price £32.99

GAMES

- Consoles
- Dance Mats
- Accessories

Tel: 0845 345 3700

www.jag-tec.com

JAG-TEC

Trade Enquiries Welcome.

E&OE prices due to availability of stock. Standard Terms and Conditions apply.

NETWORK CUBE

ISSUE NINETEEN

Letters, forum antics, tips, cheats, and some rather special news regarding next month's free gift...

YOUR LETTERS

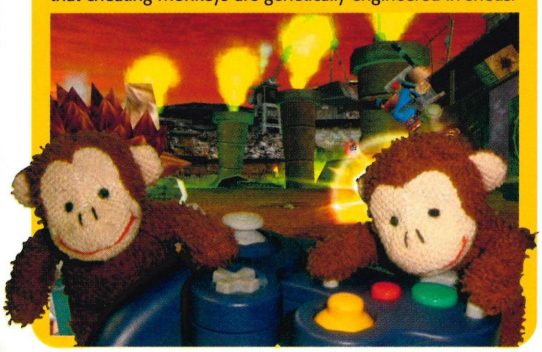
VIEWPOINT

94 This month's viewpoint is brought to you by the letters C, U, B, and E and the number 1



CHEATING MONKEYS

100 The monkeys are sulking over their inability to procreate. We've subdued them with bananas, but perhaps it's time they were told that cheating monkeys are genetically engineered in sheds.



FORUM FRENZY

96 If you saw 'em you couldn't ignore 'em, some people abhor 'em, but we love the forum!

READER REVIEWS

97 When readers attack! More amateur reviews introduced by your hosts Dick Stool and Nancy Facelift

SOLUTION

104 A guide to getting the most out of EA's virtual life simulator. How to keep those pesky people who live inside your computer from killing each other, by offering them an enlightened and fulfilling life and providing adequate lavatorial facilities.



REGULARS

BEAT THE TEAM

98 Once more the CUBE team put their abilities and reputations on the line, taking on all comers in the latest round of challenges as selected by our man Byron. Go see what the Welsh gamelord has cooked up for you this month.

ADVANCE

112 Covert military ops courtesy of *Splinter Cell* are on offer this month. Look at the pictures, read the words, maybe you'll like what you see. If that's not your style, how about a bit of Kirby instead? Awwww, he's so CUTE!

FASCIAS

114 They've moved, but we're still bringing you our exclusive fascias each month. You'll also find you £5 GAME voucher right here.

HORIZON

122 Thought we might draw your attention some ever-so-slightly exciting news regarding next issue. Nudge, nudge, wink, wink...

CONTENTS

Viewpoint 94
Forum Frenzy 96
Reader Reviews 97
Beat The Team 98
Cheating Monkeys 100

GUIDES & SOLUTIONS

The Sims 104
Luigi's Mansion 110

ADVANCE

Kirby's Dreamland 112
Splinter Cell 113

THE REST

Directory 118
Horizon 122
Back Issues 126
Subscriptions 128
I ❤ Nintendo 130

CUBE VIEWPOINT

ISSUE NINETEEN

DON'T BE A LETTUCE, LET US ANSWER YOUR LETTERS (SAY THIS OUT LOUD THREE TIMES FAST)

A rather more varied mailbag than usual this month. Thank God people have got over *Animal Crossing* not coming out, thanks to the Freeloader.

GET IN TOUCH

For this month's contactability test we sent Byron to the top of a mountain with no shoes, and he still managed to get hold of us!

EMAIL

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

LETTER

CUBE Magazine, Paragon Publishing, St Peter's Road, Bournemouth, BH1 2JS

SMS TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.

PHONE

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

FAX

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

RANT ON!

IT'S GRIPPED

Dear CUBE

I am sending this message to you to basically get something off my chest regarding Nintendo. Why is the 'Cube failing? This is a question which most mature gamers like myself can answer. It's because of shoddy release dates for the UK. Games and indeed the console is seen as the kids' choice when it's clear from the success of Sony that the industry has moved away from kids being the only people who play games. It's now the mature 18-24-year-olds that are the hardcore gamers. Gamers want action and a gripping storyline. They want playability. I will admit most in-house Nintendo games have this but they are just too few and far between. Let's look at the stats. PS2 – been out for over two years now and has hundreds of games out for it, admittedly not all of them are great but then it's the choice that is really the selling point and also it's down to Sony making playing games cool. Then you have the Xbox, not been out too long but a powerful console which is well supported. It's got some killer games on it and also now it has acquired Nintendo's biggest weapon... Rare. Then you have Nintendo, whose games take longer to come out, rely on childish games and don't really seem to support its console. To be honest I can see Nintendo going the same way as SEGA as a publisher. What I want to say is that Nintendo should have learned from the mistakes of the N64 but it does not seem to have. The 'Cube will not have a very long life if things do not change. Look at the Xmas offers. Nintendo's were terrible compared to Xbox and PS2, there was just no contest for people. What did Nintendo think that it was doing here, it can't rely on just one or two games to make the machine a success. It needs consistency and a new marketing strategy telling people why they should get the 'Cube over the others.

SCOTT SAUNDERS, RUGBY

CUBE: ***Nintendo has refused to compromise its core principals to make sure its key franchises remain as good as they can possibly be. The problem in the past has been the lack of encouragement offered to third parties but with the EA deal reported last issue it would appear that things are changing. At any rate we as gamers are now beginning to reap the benefits of Nintendo's strategy with a glut of triple-A titles just out or on the way. You only have to take a peek at this month's reviews for proof.***

DOUBLE-CROSSING

Dear CUBE

Recently, I bought a Freeloader and a copy of *Animal Crossing* and I'm very happy with it. The fact of the matter is, there is always a debate on whether Europe gets a bad deal and in a lot of ways we do. *Animal Crossing* is an excellent game and I got the game with a free memory card for £45! I believe many more people should try importing because they can't wait for games! I have *Zelda: Wind*

WHO YOU CALLING CASUAL?

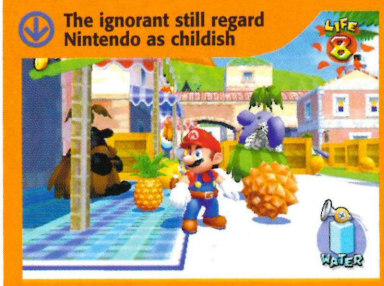
DID YOUR PINT CALL MY BIRD A POOF?

Dear CUBE

As many people know, the PlayStation created 'the casual gamer'. And now, several years later, these 'casual gamers' are criticising our beloved GameCube because of the style of graphics used in some games. They think that because the graphics are colourful instead of incredibly realistic, it must be rubbish. After all, who plays games that are stupidly unrealistic? Well a lot of people actually. Look at the first games ever created. For instance, *Pong*. It involved two lines and a ball. In fact, it wasn't even a ball. It was a dot. Realistic? I don't think so. Fun and played by millions across the world? You betcha. What I've recently realised is the fact that videogames weren't supposed to be realistic. After all that's why they were made. To provide people with another world that wasn't confined by realism. I discovered this after watching *The Getaway* which was extremely poor due to the restrictions of reality. Having just realised this, I now believe that Nintendo has known it since the beginning of the console-making industry. Hence it's continuing to make colourful games and not caring about criticisms about it from others. I'm not saying that games can't be realistic, but if only unrealistic ones weren't criticised.

PHILIP VIA EMAIL

CUBE: ***Each to their own. Sometimes you might want to drive a sports car with perfect real world physics. Other times you'd rather watch a fat man bouncing off mushrooms. Variety is the spice of life.***



The ignorant still regard Nintendo as childish



Games like *Wreckless* don't help matters

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

MINORITY RULES

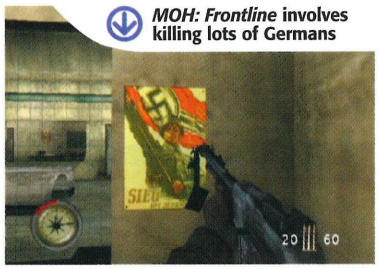
Dear CUBE

Thanks a lot, I think your mag is great I've got every issue.

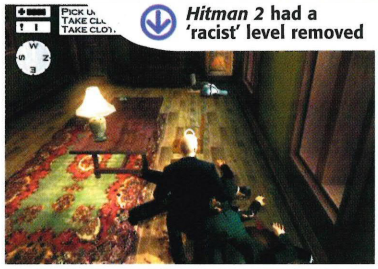
I would like to comment about the racial matters concerning *Hitman 2*. I would like to say that why is it okay for games like *Medal Of Honor* to allow you to go around and shoot German people and yet you don't hear any German people complaining about it but a small level where you go into a mosque shooting a couple of Pakistani people and you get half a million asian lads complaining about it. I am Vietnamese and games like *Vietcong* and *Medal of Valor: Vietnam* where you go around shooting Vietnamese people, I personally don't have problem about it; yes they may have a point about going in a mosque because that's a holy place but that isn't an excuse to take a complete level out of the game.

TRONG HOANG

CUBE: ***Getting into racial and religious issues is a minefield but a lot of people are guilty of over-sensitivity or, even worse, holier than thou self-righteousness. A little common sense would solve many of the problems, but unfortunately it's in short supply.***



***MOH: Frontline* involves killing lots of Germans**



***Hitman 2* had a 'racist' level removed**



Waker preodered and am happy I'll be getting the thing before May, although to be honest, not that much before! Also, do you know any details on *Animal Crossing 2*... The potential for this game is amazing! Maybe you could download music tracks from the Internet and play them in your home on the game, or download video clips and watch them on your TV, hopefully they'll improve the graphics. *Animal Crossing* is an amazing game that can only get better, not releasing it here would be criminal so do you see my point in that importing may indeed be the only way! Anyway, great magazine, keep it up!

DAVE VIA EMAIL

CUBE: ***Nintendo doesn't like importers, but it's buttered its bread and now it has to lie in it. If more attention was paid to Europe these problems wouldn't exist, but this is well trodden ground now. As for AC2, all we know is that it's in development and will allegedly be out in Japan at the end of the year. No further details to report yet.***

U GOT THE BOOK

Dear CUBE

Will you be bringing out a year book of all your reviews so far, it would be great to be able to look up any game review I wanted any time. Keep up the good work

JAMES GARNETT, MANCHESTER

CUBE: ***Somebody didn't get issue 15, did they? Get on over to the back issues page lad!***

WE DON'T DO THAT

Dear CUBE

I was just wondering are you going to release a keyboard for the GameCube because I'm planning on getting *PSO* Episode I & II but I'm dreading having to use the controller to type and if you are releasing one when is it coming out?

CUBE: ***Datel do a GC keyboard for a paltry £19.99.***



People are settling down now the Freeloader has enabled us to play AC

SEGA needs to get its act together or *Phantasy Star Online* will ultimately fail

Dear CUBE

G'day, how's it goin'. I'm writing to you today because I was wondering if you guys could offer some advice on the best way to get into the gaming industry. I've been playing videogames for around 15 years and I have played just about everything from Ataris & Commodore 64s to Xbox, GCN & PS2, so I feel I have some experience in playtesting etc.

Could you tell me what sort of courses I will need to go through to be a part of the best industry on the planet.

JONATHAN MARSHALL, MELBOURNE, AUSTRALIA

PS *Metroid Prime* kicks ass

CUBE: ***There are no formal qualifications required to be a games tester but obviously a deep knowledge and understanding of games is necessary. Send a CV to the major publishers and you never know, you might get the call.***

Dear CUBE

I'm so angry with *Phantasy Star Online*. On the day it was released I ran to my local games shop and paid £37.99 for pso then £29.99 for GameCube modem adapter. Then I was told I would have to pay an extra £4.99 for a Rj11 phone socket as the modem did not come with one. Total £73.

So when I got home I entered all my ISP details which I thought was excellent since I have a 24/7 package with virgin.net. Then what happens nothing. To cut the story short my isp only runs at about 44.1k which means the game is unable to play as you will always get the message error 120 the line is too busy.

What a rip off.

SEAN MCVAY, NEWCASTLE UPON TYNE,

CUBE: ***It could be that there were simply too many people trying to get onto the server at that time which was a problem when the game originally appeared on the DreamCast. You're best off calling SEGA's online support line on 09066 544 544 which is charged at 60p a minute.***

BURGLAR

My house was broken into and one of the things that got stolen was my GameCube. I have never been more angry!

CUBE: *And rightly so!*



TXT LIFE

LET'S TALK ABOUT TXT

We want your text!

SEEING AS 'XBOX ONLY' SPLINTER CELL IS ON GC, IS THERE A BETTER CHANCE OF GETTING PERFECT DARK AS WELL?
CUBE: No

R EVERTON 1 OF THE TEAMS FEATURED IN WINNING ELEVEN 6
CUBE: You wish! It's all the same teams as Pro Evo 2 on the PS2

TELL GARY TO STOP CALLING ME EVERYDAY ALWAYS SAYING "I'VE GOT WHAT YOU NEED"
CUBE: You love it really, apparently

HOW MUCH WOOD WOULD A WOOD CHUCK CHUCK IF A WOOD CHUCK COULD CHUCK WOOD
CUBE: Dependent, one would suppose, on the disposition of the woodchuck in question

ALRIGHT TIM YOU UPPER MONGOLIAN SWAMP RAT!
CUBE: We have nothing to add to that

I BOUGHT A GAMECUBE IN ARGOS FOR 78 QUID THEN I GOT YOUR MAGAZINE ON THE WAY HOME. GREAT DAY!
CUBE: Cherish these times, for they are fleeting

IS IT JUST ME OR DON'T GAMES SEEM TO HAVE AS MUCH CHARACTER AS THE OLD DAYS? I HAVE BEEN PLAYING LOADS OF OLD ARCADE GAMES ON MAME AND THEY ARE SO COOL
CUBE: We remember when all these games were just fields and you could leave your front door open

NINTENDO SHOULD GIVE A GBA SP TO EVERYONE WHO BOUGHT A REGULAR GBA IN THE LAST SIX MONTHS
CUBE: How about a Mars Bar as well

IF YOU PLAY GAMES ALL DAY AT WORK, WHAT DO YOU DO WHEN YOU GO HOME?
CUBE: Miles hangs around shopping centres, Chandra fights crime and Gary is building a woman in his loft. No-one knows where Byron goes

MY FREND REKONS THE ONLY WAY 2 GET THE GIRL IS 2 DRESS LIKE MARIO WHAT DYU FINK?
CUBE: Wise words

CUBE

ISSUE NINETEEN

FORUM FRENZY

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

With a look into the future at the GameCube2, a debatable 'record' and the genres you're fed up with... there's lots to talk about this month.

TOPIC: OVERUSED GENRES/SETTINGS

Author: muse1uk- jammed L85A1
On any consoles, what genre/setting would you like to see more of and which would you like to see less of?

Author: Majora
On the GC I would like to see less PS2 ports (well, it's a genre in itself now really isn't it?) and more RPGs.

Author: JT
More realistic games (hey it might not be a genre but I want to get my point across).

I only want a few, at least we're getting *Splinter Cell* soon.

Author: Joshuat209
Less remakes of classic titles. nearly all of them suck, eg *Pac-man World*, *Defender*, *Spyhunter*, so why do it?

PS I'm not including *Resi Remake*, that's a fine piece of gaming.

CUBE: We'd like to see more RPGs, certainly, and we wouldn't say no to some lightgun games.

TOPIC: THIS IS A RECORD

Author: ReTaRdEz
Well I left my GameCube on with *SSBM* on and I left it on Vs mode for six hours. My level was Icicle Mountain, I was Samus, 1st AI was Peach, 2nd AI was C Falcon and 3rd AI was Bowser. I left it alone and it was not on pause.

- Me: Samus: Died: 2996 times
- 1st CPU: Peach: Died: 992 times
- 2nd CPU: C Falcon: Died: 345 times
- 3rd CPU: Bowser: Died: 458 times

Author: Joshuat209
ReTaRdEz on his deathbed turns to his children.

"Kids, I know how proud of me you are, I mean who else can say their dad left their GameCube on with *SSBM* loaded up."

Takes skill that

Author: Switch
What's so amazing? You could leave it on for weeks and get a way better score than that, it's not a record, it's just how long it takes for your GC to freeze.

CUBE: ...they've got a point, you know.

TOPIC: WHAT WOULD YOU LIKE TO SEE ON THE GAMECUBE2?

Author: Mark the man
It is believed to be out as early as 2005, but what would you like to see (be realistic) on the next console?

Author: Mastergamer
Hmm, wireless controllers as standard full third-party support
A good range from all genres on release (GC has pitiful RPG support)
More capacity on its disks (but not standard DVD size, I like the dinky GameCube disks!)

There's more but I'm tired now!!... :P

Author: Ikaruga
Hard drive mem card reliability is a pain.

Disk format DVD blu-ray. 50GB capacity. The format is also recordable from the beginning. Blank disks 23 GB and £20 each. That's 13 hours of standard TV broadcast. First machine to be released is $4,000 or £2,500 though. So maybe not. Then again, maybe by 2005/6 it will be cheap enough!?

More memory. BB enabled from beginning.

Author: cuboid_guy
I wouldn't want wavebirds as standard unless the power requirement allowed use of vibrate system as I think this adds a lot to some games. I tend not to use wavebirds for some games already where the vibration acts as a warning or adds to tension.

What I most want to see in next console is backwards compatibility with GameCube. I'm sick of having to set up a whole different console to play some older games.

CUBE: We'd like to see a bigger 3rd party release date too.

HONOURABLE MENTIONS

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

Thanks to: Cain for brightening up the place with his art, gimo80 for being a grammar freak, $hitigotaheadrush for being consistently entertaining, Krystal for sending that text message, and Will Haven for his knowledge of batteries. Thumbs down to: Nuttey Cubey. Leave her the hell alone!!

TOTAL GAMES .net

WHERE IT'S AT!

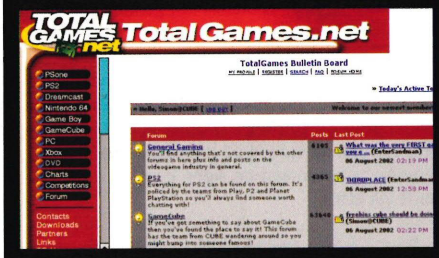
To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Joining In the fun couldn't be simpler...

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 has a computer at home.

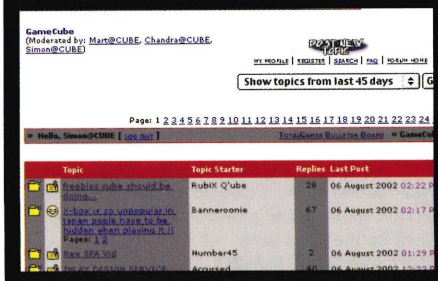
STEP TWO:

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 emailed to you (which will arrive in no time).



STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple – heck, even 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

In return for just 130 words about a game of your choice, we'll give you a JOYTECH memory card! Send us your reviews via the Forum, email or in the post – what could be easier?

WIN JOYTECH MEMORY CARD

THE NINETY PERCENTERS...

CRAZY TAXI

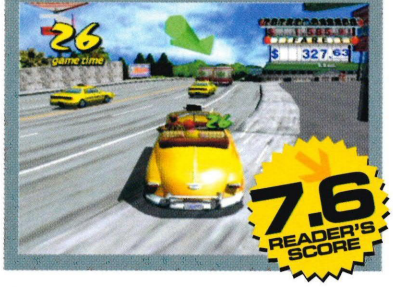
PUBLISHER:	ACCLAIM
DEVELOPER:	IN-HOUSE
ISSUE REVIEWED:	6
CUBE RATING:	7.3

AFTER RECENTLY GETTING hold of a copy of this game I was anxiously waiting for a chance to play it. When I did, at first I loved it. I mean, to opportunity to go round causing havoc in a car and getting paid for it – what more could anyone ask for? Sadly, after only a few goes I started going off it, as there are only two levels to explore which really don't take particularly long to master. Also, there weren't enough extras or rewards to be gained for playing it. I was a little disappointed by the small character selection and by the limited amount of mayhem that I could actually cause, as well. Although the Offspring soundtrack was cool I thought that it could probably have done with a just few more songs on it. The graphics aren't particularly stunning, either.

DAVID MOULTON, NORFOLK







7.6 READER'S SCORE

WRESTLEMANIA X8

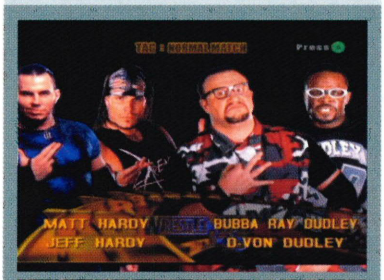
PUBLISHER:	THQ
DEVELOPER:	YUKES
ISSUE REVIEWED:	12
CUBE RATING:	5.3

AS SOON AS I heard a WWE wrestling game was coming to the GameCube I was over the moon. I remembered the glorious days of *Smackdown* all too well and was instantly drawn into buying this game. And what a mistake that was; the lack of in-game atmosphere, the dreadful monotonous music and the repetitiveness of the moves mean that this game should be shoved to the back of your closet.

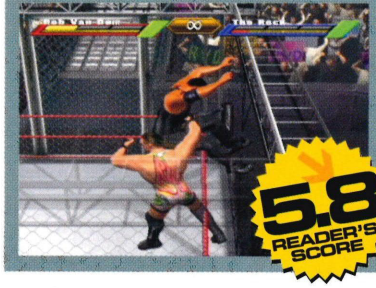
However, if you do decide to play this game just to please your nagging mother, who wishes to know why you spent £40 on a game you never play, then at least you'll be astounded by the fabulous character entrances which should, at least, please for a while.

Ultimately, *Wrestlemania X8* is little more than a button-bashing fest that'll please few over the age of 12!

SARFARAZ AKRAM, LANCASHIRE







5.8 READER'S SCORE

WAVERACE: BS

PUBLISHER:	NINTENDO
DEVELOPER:	NSTC
ISSUE REVIEWED:	6
CUBE RATING:	8.9

FIRST THINGS FIRST: the water. There can't be anyone alive whose eyes didn't pop out of their head when they first saw it. So real, you feel wet. Anyway, the game. Playing as one of eight varied-yet-balanced characters in one of five modes, you compete/roam in a selection of eight areas. Like the characters, some areas have been taken from the original *Waverace 64*, but with a gorgeous makeover. The jet-skis handle very realistically, which makes it fairly difficult for beginners, but you'll quickly drive like a pro. This is an excellent game, but with a very steep difficulty curve. If you can get past the initial difficulty of handling, this game will grip you until you come first on the Expert difficulty level. All this and I haven't even mentioned the multiplayer, the stunts or full weather engine.

Brilliant. Highly recommended!

CHRIS CHERNG, READING







9.1 READER'S SCORE

CUBE

Paragon Publishing Ltd, Paragon House
St Peter's Road, Bournemouth Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Web site www.paragon.co.uk

CUSTOMER SERVICES
If you have a query regarding a subscription please contact the subscription hotline on **01454 642442** or e-mail **paragon@cisubs.co.uk**. For all other queries including missing covermounts, please contact our Customer Services Department on **01202 200200** or e-mail **subs@paragon.co.uk**.

MAGAZINE TEAM
Group Editor **Simon Phillips**
lips@paragon.co.uk

Managing Editor **Nick Roberts**

Editor **Miles Guttery**
miles@paragon.co.uk

Deputy Editor **Chandra Nair**
chandra@paragon.co.uk

Senior Staff Writer **Gary Adams**
gary@paragon.co.uk

Staff Writer **Byron Wilkinson**
byron@paragon.co.uk

Group Art Editor **Nick Trent**

Senior Designer **Stephanie Peat**

Sub Editor **Alison Frith**

Contributors **Roy Kimber, Ian Dean, Martin Mathers, Stuart Messham, Nick Jones**

ADVERTISING
Advertising Manager **Felicity Mead**
01202 200224 felicity@paragon.co.uk
Deputy Advertising Manager **Nick Welch**
01202 209308 nickw@paragon.co.uk
Classified Sales Executive **Andrea Gamson**
01202 200222 andreag@paragon.co.uk
Senior Copy Controller **Jo Spick**
Copy Controllers **Judith Barton, Liz Morris, Lorraine Troughton**

PRODUCTION & DISTRIBUTION
Production Manager **Dave Osborne**
Bureau Manager **Chris Rees**
Scanning/Prepress **Wesley Neil**
Circulation Manager **Tim Harris**
Tel: +44 (0) 1202 200218
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
CUBE is available for licensing overseas. For details, please contact
International Manager **Cathy Blackman**
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200217
cathb@paragon.co.uk

DIRECTORS
Editorial Director **Damian Butt**
Production Director **Jane Hawkins**
Circulation & Marketing Director **Kevin Petley**
Advertising Director **Peter Cleall**
Art Director **Mark Kendrick**
Finance Director **Steven Boyd**
Managing Director **Mark Simpson**

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

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

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

This publication is unofficial and is in no way approved, authorised, endorsed or sponsored by any Nintendo company. Any views expressed in this publication are those of Paragon Publishing Ltd. Any and all trade marks, copyright and other intellectual property rights of third parties used in this publication are expressly recognised. NINTENDO, POKÉMON, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE, GBA, NINTENDO 64, N64, GCN, NGC and NINTENDO GAMECUBE are trademarks of Nintendo Co. Ltd.

PARAGON PUBLISHING

©**2003** Paragon Publishing Ltd

ISSN 1475-1399

Cover image supplied by Capcom

BEAT THE TEAM

ISSUE NINETEEN

AT THEIR OWN GAME

WIN!



A smorgasbord of JOYTECH pads and peripherals

SO, OTHER THAN the great honour of seeing your name in print as the greatest gamer of the month, what do you actually win for beating the team? Only two advanced controllers, a 4Mb memory card, a GBA link-up cable and a gold plated RGB SCART cable, that's what! But remember, you'll only win the loot if you're the person who can beat the team most convincingly, much like our winner did this month with his staggeringly good video of an absolutely perfect *Pikmin* score.

The challenges this month come from one new release and three old favourites. *Soul Calibur 2* is the youngster of the bunch with *Tony Hawk's 4*, *TimeSplitters 2* and *SSX Tricky* very much the old guard. Bear in mind, though, that not only do you need to beat our scores, you'll also need to better the entries of everyone else that challenges us. Next month, in celebration of the launch of *The Legend Of Zelda: The Wind Waker*, we'll have a *Zelda*-themed challenge for you all to get stuck into.

THE WINNER!

CUBE WINNER

Despite very close competition from previous winners Scott Dabel and Dave Every our winner is... Mike Harvey from Cheshire! Good on you fella! Here's that excellent score that won him the JOYTECH goodness:

CHALLENGE ONE:	GROWING PAINS
SCORE:	569

CHALLENGE ONE

TONY HAWK'S 4

GLEAMING THE 'CUBE

Byron thinks that when it comes to *Tony Hawk's* he's the chairman of the board. So, we decided to make things a little difficult for him. We allowed him only one attempt at his score using a character with no stat enhancements. Your challenge is simply to beat his score in a two-minute run on the College level using whoever you like, great stats or otherwise. Now that's confidence for you!

BYRON'S SCORE

429679



CHALLENGE TWO

SSX TRICKY

SNOW JOKIN', HE'S SMOKIN'

Hot with anticipation at getting his hands on *1080°* at E3, Miles decided that the next best thing to do would be to cool off by going back to an old favourite of his – *SSX Tricky*. To challenge Miles' score go into World Circuit, select the Showoff mode, then the Alaska course and go for the biggest trick score you possibly can. Miles spent a long time on this and doesn't anticipate being beaten.

MILES' SCORE

621105

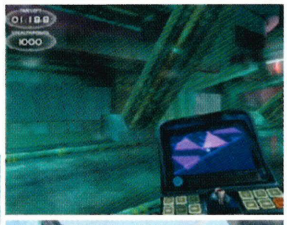




We've been hacking bits off each other for three weeks solid, so we reckon we're pretty good by now

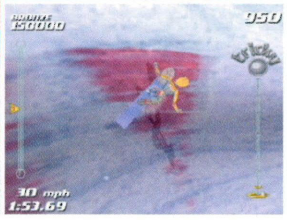


Tony Hawk's 4 is the ultimate test of your ability to pose and show off. Are you phat enough?









Test your weapon dexterity with Namco's latest beat-'em-up sensation

CHALLENGE THREE

TIMESPLITTERS 2

THINK SLINK

He's never one to raise his fists in anger, other than when someone steals the milk for his daily bowl of cereal – 'society is breaking down', he told us, but anyway, crying over spilt milk aside, a sneaky non-violent challenge seemed just the ticket for the boy Adams. Select Challenge mode, Infiltration, choose the Neo Tokyo level and complete the level quicker than Gary.

GARY'S SCORE

GOLD IN 38.1 SECS



IMPORT CHALLENGE

SOUL CALIBUR II

SCRAP HEAP CHALLENGE

Seeing as he's been playing *Soul Calibur 2* pretty much solidly all month, it was obvious that Chandra would end up doing a fighting challenge. To have a go at beating his time select the Extra Arcade mode on normal difficulty and play one round fights using any character and weapon you like. As we are prone to do at times like this, we shout "come and have a go if you think you're 'ard enough..."

CHANDRA'S SCORE

1'11"63



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 **10 JUNE '03** SO HURRY UP...

CUBE

ISSUE NINETEEN

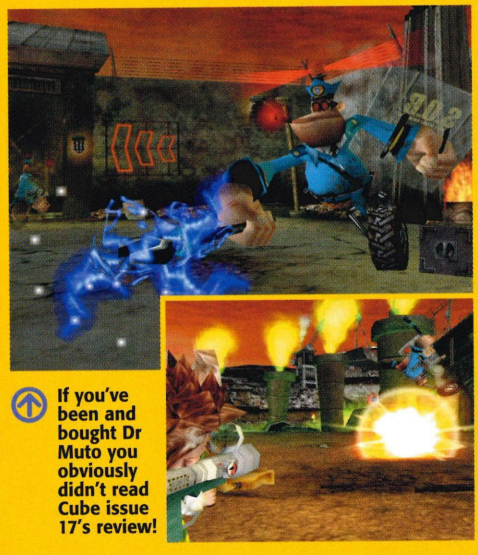
CHEATING MONKEYS

This month our Cheating Monkeys have mostly been seeing the Dr, feeling the force, surviving horror and getting their freak on...

DR MUTO

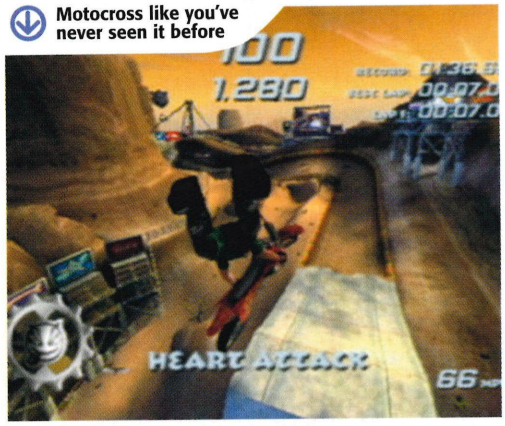
Perhaps the best thing about *Dr Muto* is these cheats that mean you don't have to play all the way through it. Not much of a reccomendation, is it?

ENTER	GET
NECROSCI	Invincibility
CHEATERBOY	All gadgets
TINKERTOY	All morphs
BEAMMEUP	View FMV sequences
HOTTICKET	Super ending



If you've been and bought Dr Muto you obviously didn't read Cube issue 17's review!

Motocross like you've never seen it before



FREEKSTYLE

This is currently the GC's best motocross game, but if only Nintendo would create a GC Excitebike then that accolade could well change hands.

UNLOCK	TYPE
All bikes	WHEELS.
All characters	POPULATE
Unlimited boost	FREEBIE
Low gravity	FTAIL
Freekout always available	ALLFREEK
All outfits	YARDSALE
All tracks	TRAKMEET
Everything	LOKSMITH

JEDI KNIGHT 2

Lukewarm at best. Here are some cheats to alleviate your pain at buying this game:

ENTER	GET
BISCUIT	Infinite ammunition
FLICKY	All FMV sequences.
FUDGE	Infinite force
DINGO	Invincibility



CUBE

GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE

0906 9060374

Calls cost **£1.50** per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from **8am till 11pm.** If you have any

CHIMP'LL FIX IT

They spend all month poring over your questions and in return we let them share a felt banana – that, my friends, 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 BH1 2JS or alternatively, you can drop them an email to cube@paragon.co.uk**

BUNCH OF ART

Hi Cheating Monkeys,
I have completed *Luigi's Mansion* and Hidden Mansion, but the professor is still in the way of the door in the gallery. How do I get to the levels in the gallery of Luigi's Mansion? Thanks
Alan, via email

The monkeys say...
"Mmmm, sorry but the door behind Professor E Gadd doesn't actually lead anywhere, it's just for decoration."

MENTAL

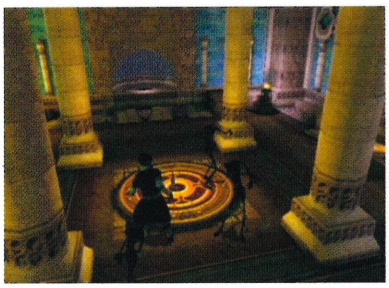
Dear Cheating Monkeys,
Eternal Darkness is driving me insane! I'm currently Karim and I have collected the two statuettes but I don't have enough brain cells to know what to do with the damn ornaments. So can you spare some advice mates? Cheers
David Wears, via email

The Monkeys say...
"Place the statuettes in the centre of the circles that surround the unholy altar in the Persian temple. Now stand on the pattern that does not have a statuette placed on it and the altar will rise like a platform. Kill the approaching trappers with your Chakrams then get on the platform (which is actually an elevator) and descend."

TIME TRIAL

Dear Cheating Monkeys,
Do you have any cheats to unlock the arcade levels on *TimeSplitters 2*? I still need Streets, Compound, Circus, Site and Chasm.
D Doak, via email

The Monkeys say...
"TimeSplitters 2 is a very stern mistress, make no mistake. Only by your own gaming prowess can you unlock these levels."



Puzzles so simple a monkey could solve them. Well, a cheating monkey anyway!



Luigi's Mansion is proving popular now it's available at budget price with people discovering there's more to it than they thought

Two more Resident Evil games hit the GameCube this month, but Eternal Darkness remains as popular as ever, with its very atmospheric action





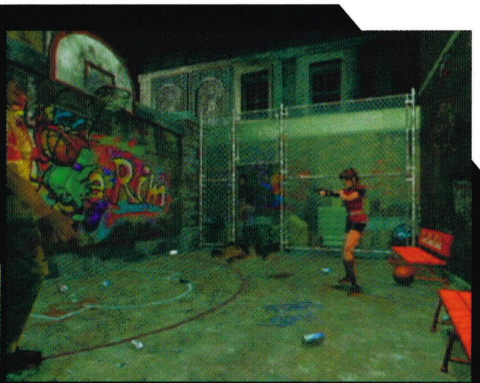
RESIDENT EVIL 2

To get this cheat to work you'll need to go to the key configuration menu in Options. From there do this:

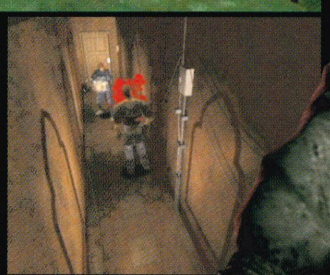
UNLIMITED AMMO

Highlight the AIM function then hold R and press Z, ten times.





Resident Evil 2 hasn't had the same facelift as Remake



Thankfully, though, the gore level is well up to scratch!

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**

CUBE CHEATING MONKEYS CODE JUNKIES

ISSUE NINETEEN



Every month the monkeys will be bringing you all the latest Action Replay codes for the greatest GameCube games!

SOUL CALIBUR II (JAP)

(Master)
T07Q-C467-CMYX9
XAMQ-B3CA-GXU8X

Infinite health player 1
V6X7-AVGW-APNVZ
3M5H-PTHX-0DJZQ
J2Y1-VKD1-TR20B

Infinite health player 2
8QEV-T5HA-MKDCE
R593-QG7F-2YW8K
J3QD-3KMC-HA3YQ

One hit to knock out player 1
A2FV-6VJJ-6308H
BTVU-A87Q-EF2DJ
WXAD-1RQU-VGMG5

One hit to knock out player 2
GEZ9-R49F-21RDT
VBTR-HKW9-A45QN
MWA4-1VXY-BCZYG

Super unlock code
1GMD-WM45-53G0R
5Q0A-G9RV-6EVG2
B46N-EQ1G-8K3BN
RR47-AN5A-EYDAZ
YV2K-1J1R-R6JFR
Z49D-WJN3-DPAZR
2NMJ-ZB30-VH0U2
RWG1-DD70-AWMFZ
Z5Z8-FAB3-6R1EF
KTQA-FVZC-B952P

Player 1 only needs 1 round to win
X1ZE-QY0K-VQZGJ
62H9-CT9A-7KPGX

Player 1 never wins fight
462W-VY1R-9Y37D
H8RK-A6AR-NHWBN

Player 2 only needs 1 round to win
4MNP-UF8R-MZ9HM
6MUG-Y0YD-TAWC1

Player 2 never wins fight
QT6D-XGJJ-B3XAV
UP7C-GRDN-B7K5U

Dramatic 'hit' clouds
G7W9-PD9T-DW9E2
0AJF-H7GB-NNUJA
XQMQ-E2YB-2UJMP
8Z2P-YNHE-596PW
U3H3-UMDR-0QGKT
HKJX-EGG9-UYCJG
SPEED CODES

Player 1 moves very slowly
P1WW-VA8G-84N46
Q6UC-911E-5RW4Y

Player 1 moves slowly
B27E-QBGA-U73AJ
78V2-UZZR-K786P

Player 1 moves fast
DNA3-DFPU-HFFTH
BJCY-PVXP-AXKD7

Player 1 moves super fast
4BW4-KPDP-JCE13
PC2G-0PP5-4W70A

Player 2 moves very slowly
R51W-7G5A-HCYAC
694W-XWTK-7RRAV

Player 2 moves slowly
YDPE-WM4Y-1F2GQ
NY5X-EPF7-VR8KJ

Player 2 moves fast
717P-Q6MB-754JZ
2VTN-KFWP-AAP0Z

Player 2 moves super fast
2Q3W-193E-VCC1K
VVB6-48QG-6QBBM

Damage Codes
Player 1 can do no damage
EMFV-PF4R-Z1RER
QDC2-TT97-U2YHW

Player 1 massive damage modifier
EX8Q-JFRE-BNNVQ
FKPQ-E8DD-NQXZ0

Player 2 can do no damage
BC0H-0JAB-ZB9W4
0U3V-JY56-D85U6

Player 2 massive damage modifier
3MPB-59P6-ZRQ8Z
7U1K-VK36-AZVK7

PLAYER MODIFIER CODES (CAN CAUSE GAME TO CRASH)

L+R+Z player 1 play as Beserker
3JFY-U2MJ-RMFQC
VJGU-AEN0-3BNHF
NBTJ-17NQ-YV55A
6NQ2-E3A3-PKZN8
CNQ8-KB68-KCE1X
E9FZ-A3QA-YCERP

L+R+X player 1 play as Assassin
GTGE-ZWCT-3A4TN
AWN3-BMY7-RKDTT
C9X9-9J2J-PEW1W
ZMCV-5TE0-EFBFW
KRWV-CBWU-U71JC
E9FZ-A3QA-YCERP

L+R+B pad UP player 1 play as Lizardman
ZV13-2THR-AJEP5
JUPD-1JW2-H6CND
249A-JWZ9-PHHB6
2R3V-QPPV-GDZE2
5E6J-0KZG-DEXTN
E9FZ-A3QA-YCERP

L+R+B pad DOWN player 1 play as Inferno
HZ5M-ZCXQ-F86QB
96JG-04Q3-4731Z
F6M6-1QHR-30NY6
R0D5-V0YR-TNRJ1
RTCE-QAEN-4312N
E9FZ-A3QA-YCERP

L+R+Z player 2 play as Beserker
FRA3-2G13-YMPT4
VQUK-Q6MB-3BJC9
8HWM-BPMA-4YG35
CCVB-8PYP-YYN8J
UF7X-KFNA-11K3G
E9FZ-A3QA-YCERP

L+R+X player 2 play as Assassin
WQH9-A8TV-N1T0V
Q8WA-ZEV1-2MBX2
4WMU-667N-K4WY6
947M-0D8W-05ERH
U1GV-B323-5MJY7
E9FZ-A3QA-YCERP

L+R+B pad UP player 2 play as Lizardman
3943-74QZ-WMCY1
MC1C-QRB4-K57DX
D309-1P4W-VFUCY
CK2X-28VP-GMA2B
J5K5-Y6Q9-G2BKG
E9FZ-A3QA-YCERP

L+R+B pad DOWN player 2 play as Inferno
HNYW-7NDQ-YYVXE
CQF9-8D6A-7YETG
0ZK1-DN26-P23ZT
69VD-AKR6-QM8CD
4YXR-9TPE-F9XN4
E9FZ-A3QA-YCERP

SUPER MONKEY BALL 2

(Master)
1 UJGH-JP7J-D6MYK
2 9UW2-BDUF-AF009

Infinite time
1 6ZG0-RAQ8-V4QBE
2 TFFF-J8CM-JGWEW

Infinite Party points
1 0MPM-YMRU-8APWD
2 Z122-GG07-A1Q56

999 Bananas
1 YT74-JAM3-KJDZX
2 86WE-NJ3D-T6E57

Monster Score
1 ANUF-3W38-P6QFW
2 D4KT-U64D-MN03Y

Cel-shaded Ball
1 N8QY-NW3D-WW0PM
2 AD8Q-BE5C-WNKUX

Massive Balls
1 0EY4-5VMR-ZRKQY
2 G545-Z8XA-WG88C

Small Balls
1 3RRU-1BFQ-K064G
2 AB02-WZZY-PV90Y

Waverace: Blue Storm (Master)
1 N6MT-J2RM-UEQBJ
2 RCNH-BP8X-D8PK0

Never Out of Bounds
1 NQXA-WHEW-GWUYK
2 8PUE-8GT1-KM3CT

Stunt Mode: Freeze Timer
1 EAM0-GDKP-NVZ3N
2 8DJC-Z6V1-0FMZ8

Stunt Mode: Massive Score
1 06G8-QT8V-VPU9H
2 KJ6P-AD6W-0B9Y7

Zero boops missed
1 8670-40XP-AFR1T
2 KK0V-JRR5-B6ZMQ

Always turbo
1 1VYB-RJ6C-MK7Y0
2 1V67-N5JA-ZRXHM

Aggresive Ialine (Master)
1 EVUC-4XWM-PT413
2 9AE4-89WD-B45KR

Unlock levels
1 68G2-WJVA-QZVMG
2 XEYX-RBWR-21N3X

Unlock all characters
1 WXBR-HX07-P2VBM
2 Y2E9-9JUP-865CD

Debug (L+X = ON - L+Y = OFF)
1 16DV-6TVE-UV1C6
2 QXG6-BHDR-R8449
3 3151-JJ01-M8J5M
4 JVA2-CYP4-W34YZ
5 YWC4-M3XP-6BHY5

Beserker Vs Inferno? With AR it's possible...



Freaky little man at 12 o'clock! Ready, aim, fire!

RAYMAN 2 HOODLUM HAVOC

(Master)
1 JJ62-3QP6-823K7
2 YDE6-8Y9P-CCVX5

Infinite health
1 1UAB-AYMV-4ZZR0
2 TG36-XAZ9-VWCGU

Monster score
1 ATM0-D243-ZXJUV
2 R50F-ATFE-FTQ70

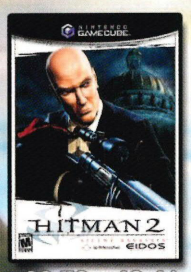
Moonjump (Hold A)
1 P7F8-PC1P-ZK8PR
2 VRG5-BMKK-J5WVN
3 PXN2-60T9-M4907

Massive Rayman
1 PWMR-J1MZ-P0CZR
2 X8W0-7FNZ-8UQ4M
3 201T-P02E-0686W
4 W907-4BQ3-J1K1T

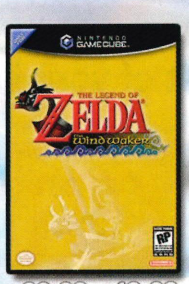
Minature Rayman
1 Z40W-HG2K-AYP8F
2 RW4H-TR4K-YXNJ3
3 MZ25-8VDM-6UTCR
4 2A22-V6DT-8BH9U

DVD boxoffice.com dvdboxoffice.com

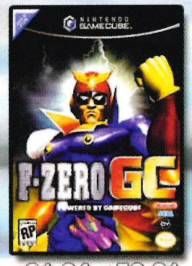
games movies music posters hardware



£26.79 $43.41



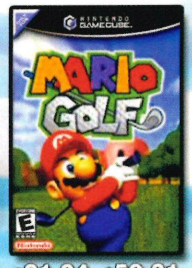
£30.62 $49.62



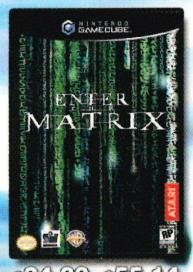
£31.04 $50.31



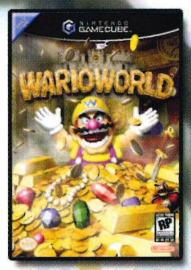
£28.49 $46.17



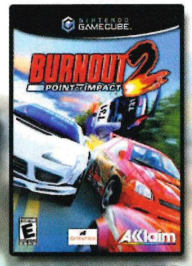
£31.04 $50.31



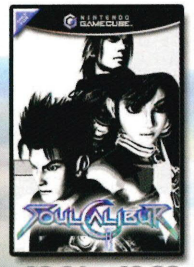
£34.02 $55.14



£31.04 $50.31



£26.36 $42.72



£28.91 $46.86

FREE Shipping & Handling Worldwide = Best Price Delivered

email orders@dvdboxoffice.com fax 1.905.709.4073 tel. 1.905.709.1571 Canadian Owned

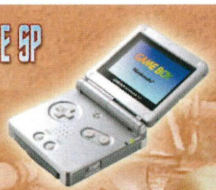
Mention Cube when you place your order and be entered for a chance to win a GameCube game of your choice.* *max. value $55.86USD

Exchange is approximate. Prices correct at press time. Errors & omissions excluded. Prices listed in US dollars. Customers can choose to be charged in American dollars if purchase is made with Visa credit card.

SKILL

EST. 1993

GAME BOY ADVANCE SP AVAILABLE AT SKILL



DELTA SWITCH VISA SOLO MasterCard

LATEST GAMECUBE GAMES @ £44.99

THE LEGEND OF ZELDA THE WIND WAKER
PRODUCT NO.03
SPLINTER CELL
RIDGE RACER GC
VIEWTIFUL JOE
RESIDENT EVIL 2 & 3
WINNING ELEVEN 6
IKARUGA
RED FACTION 2
F-ZERO GC
THE SIMS

PLAY US & JPN GAMES WITH FREELOADER AVAILABLE AT SKILL





TEL: 020 8840 4446/020 8567 9174

35 HIGH ST. EALING BROADWAY LONDON. W5 5DB

The Sims

Is your Sim always tired and depressed? The **CUBE** psychiatrists are here to help you make the best of your life

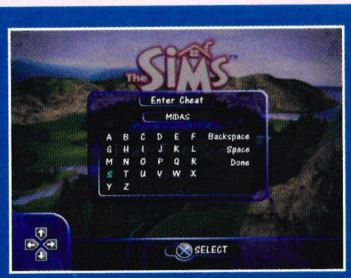
SIMULATED CHEATS

Press L + R simultaneously on the main menu to bring up the cheat menu, then enter the following codes:

MIDAS
Unlocks all objects, skins and two-player games (except Party motel).

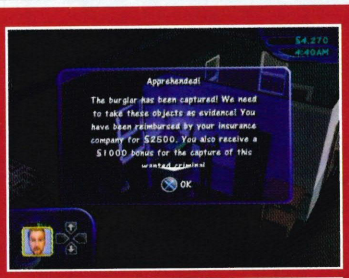
FREEALL
Lets you buy all objects free of any charge whatsoever.

PARTY M
Unlocks the Party Motel two-player game (you must actually start a game to open the Bonus menu on the main menu).

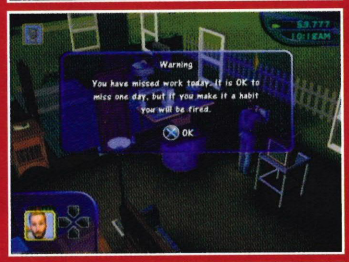


SIMS
Unlocks 'Play The Sims' mode.

LIFESTYLE TIPS



TEA LEAF
If you see a burglar approaching your house, it doesn't matter if you don't have a burglar alarm. Wait to see see which room they will enter first and pause the game. Buy an alarm and install it in that room. When the burglar walks in, the alarm will go off and he'll get arrested.



WORK SHY
If you miss one day at work it doesn't matter much, but miss two and you'll get the sack. However, they call you on the phone to tell you – so if you don't answer the phone when skiving, you can get away with it! Make sure another Sim doesn't answer the phone.



ANAL PROBE
When using the telescope to increase your Sim's Logic skills, look out for UFOs which can abduct them. Your Sim will be returned but may miss some work.



CAFFEINE HIT
If your Sim is a little on the tired side, a quick hit of espresso will perk them up. Just keep an eye on their bladder level otherwise it may get messy.

SKILLS

If you want to get anywhere in life, you need to know what you're doing. These skills are essential if your Sim is to make it in the big bad world. Be warned, if they're in a bad mood then they won't cooperate.

Cooking
Increase this by reading cookbooks from a bookshelf. The higher this skill is, the better your Sim's cooking will be and the more it will satisfy hunger.

Mechanical
Study this from a book or learn the practical way with the KraftKing Woodworking Table. The higher this skill, the faster your Sim will be able to fix things when they go wrong.

Creative
Your Sim's creative streak can be increased through many different pursuits, from playing the piano or guitar to painting and sculpture.

Body
Being fit is very important, and some careers will require your Sim to be in peak physical form. Get the body beautiful by swimming or exercising with a treadmill or benchpress machine.

Logic
Unless you want your Sim to be dumb their whole life, you'll need to get some logic into their brain. Use the chessboard or the telescope to get their brain cells up to scratch.

Charisma
Your Sim needs to be likable and must be able to communicate with people, especially if they want to further their careers. Use any mirror to increase this skill.



MONEY FROM MOM

GOALS

Borrow $800 from Mom

If you want to get out of Mom's house quickly you're going to need to work fast. As soon as you get control, pause the game and go into the Buy or Build menu. Use the left analogue stick to go into Grab mode. Select the grandfather clock and sell it for $3,500. This immediately satisfies this goal. You will need to pay this money back when you move out, but as long as you don't spend more than $200 you should be able to do this.

● **Unlocks: 'The Museum' two-player game**

Get a job

This is the last thing you need to do, so pick up the paper from outside and search its pages. If your Sim has a low fun level then they may be too depressed to look for a job. If this is the case, make them watch TV for a while to bring it back up. Once you've found a job that pays a decent wage, accept it.

● **Unlocks: PerspirAction Executive Treadmill**

Cook dinner without starting a fire

Study cooking until you have at least one point, then prepare dinner. If you don't study, you will start a fire and those Green Goddesses take ages – you have been warned.

● **Unlocks: Aromaster Whifferpuff Gold**

Fix the TV

Study mechanical until you have two points, then fix the TV – easy.

● **Unlocks: CharisMaster Vanity Mirror**



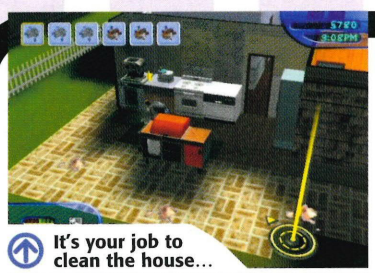
You need to borrow $800 from Mom until you manage to get your Sim a job

Get the bills from the mailbox and pay them

This only happens if you are in the house for more than three days. Mom will give you some money and tell you to get the bills from the mailbox. You must pay them otherwise you'll get a visit from the repo man.

BONUSES

Unlock Beejaphone Guitar
Leave the house in 24 hours or less.



It's your job to clean the house...



... And repair all the broken things



You need to upgrade the house in order to sell it

REALITY BITES

GOALS

Clean the place up

Clean up all the ash and rubbish that is lying around. The toilet also needs unblocking – it's a dirty job but somebody's got to do it.

● **Unlocks: Maid**

Fix the broken stuff

The TV, computer, espresso machine and clogged toilet will all need fixing. Learn some mechanical skills first, then you can attempt to repair them yourself.

● **Unlocks: Repairman**

Upgrade your abode, when you go to Buy mode

You must add value to the house by buying objects. Value is also added by fixing the broken stuff, so make sure you do that first and you'll only have to add another $250.

● **Unlocks: Electronic Insect Control System**

Get promoted to career level 2

You'll need to get promoted to continue through the game. Check your skills: any that contain yellow bars need increasing. You'll also need to have friends to get promoted, so make sure your Sim is sociable. Send your Sim to work in a good mood and when they return they should have a promotion.

● **Unlocks: Slurp 'N' Burp Beverage Cooler**

Get promoted to career level 3

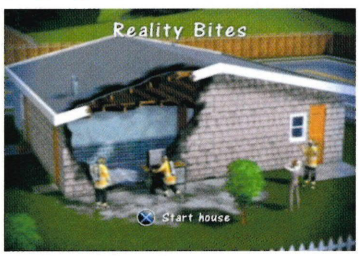
Learn the skills you need and make sure you have enough friends, then send your Sim to work in a good mood.

● **Unlocks: Teppan'Yaki Table**

Complete goals to move out

Once you've completed all the goals, Dudley and Mimi will ask you to live with them.

● **Unlocks: 'The Frat House' two-player game**



BONUSES

Unlock Coat Of Arms
Leave the house in four days or less.

Unlock Purple Skirt
Make friends with Pauline Peacock.

Unlock Purple Trousers
Make friends with Pierre Peacock.

PARTY ANIMALS

GOALS

Get promoted to career level 4

Upgrade your skills and make friends to get yourself promoted to the next career level. You can also get Dudley and Mimi promoted if you send them to work in a good mood. They can't improve their skills however.

● **Unlocks: Strip Poker Table**

Get promoted to career level 5

Improve your skills further and make sure your Sim is in a good mood when they go to work.

● **Unlocks: Libidinex Spa System**

Upgrade your abode, when you go to Buy mode

You must add $1,500 in value to the house by buying objects for it. Try to buy things that will keep your guests amused when you have a party.

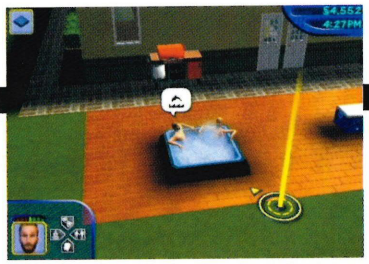
● **Unlocks: SweetsWay Tree Swing**

Throw a raging party

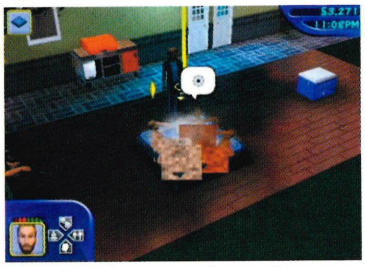
Use the 'Throw Party' option on the phone to get people to come round. Cook up some food for them and make sure they get in the hot tub or dance at the stereo. Just make sure all the guests are enjoying themselves and your Sim is in a good mood, to make the party 'raging'. If Dudley or Mimi are at home then make sure they're also in a good mood and use them to cook the food so your Sim can mingle with the guests.

Move out with one of Dudley's friends at a party

Once you have completed all the other goals then you can ask one of the party guests if you can move in with them. Pick someone, then make friends with them: you can invite them round separately to improve this friendship, then make sure your Sim is in a good mood before asking their permission.



You can use the Spa to make friends...



... Or throw a pool party for yourself and all the other Sims



The Spa becomes unlocked when you get promoted



BONUSES

Unlock 'The Park' 2-player game

Bobo the Bum will wander around the neighbourhood so when you see him, greet him then use the 'Give Food' option. Don't worry if you miss Bobo this time round as he does appear in later levels.

Unlock Head In Jar Curio

Leave the house in eight days or less.

Unlock Camouflage Trousers

Make friends with Dudley.



Unlock Cat Ears hairdo

Make friends with Mimi.



Unlock Cheerleader Hairdo

Make friends with Fran Foofaraw.



Unlock Mullet Hairdo

Make friends with Freddy Foofaraw.



Unlock Red Camisole

Make friends with Zara Roomies.



Unlock Backwards Baseball Cap

Make friends with Betty Roomies.



Unlock Liberty Spikes Hairdo

Make friends with Bingo Roomies.



Unlock Mohawk Hairdo

Make friends with Carlos Roomies.



Unlock Fishnet Stockings

Make friends with Layla Roomies.



Unlock Bowling Shirt

Make friends with Leon Roomies.



HOT TO TROT

GOALS

Throw a raging party

As for the previous party you threw, your Sim needs to be in a good mood. There needs to be plenty of food for the guests to eat and some fun things for them to do.

● **Unlocks: 'Club Abhi' two-player game and 'Taylor's Place' two-player game**

Try and 'score' with a party guest

Pick a party guest to make friends with and during a party, try to 'score' with them. This involves a little more than a quick snog, however, and your Sim will actually get down on one knee and propose. If the party guest you're after refuses your advances, simply talk to them some more until you are better friends and then try again.

Upgrade your abode, when you go to Buy mode

The value of the house must be increased by $2,000 so buy whatever you like to make your Sim's life even better.

● **Unlocks: The Vibromatic Heart Bed**

Get promoted to career level 6

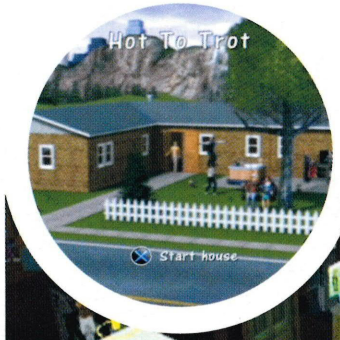
Keep improving your Sim's skills and make sure to send them to work in a good mood.

● **Unlocks: Sonic Shower**

Get promoted to career level 7

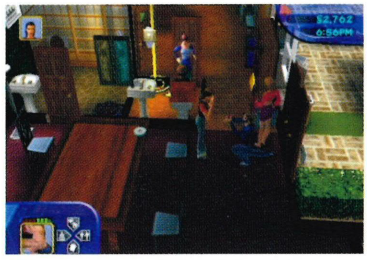
You will need to have quite high levels of some skills, which will require a lot of your time. Use your other roommate to prepare all of the meals and to clean and tidy everything so that your Sim can spend as much time as possible improving their various skills.

● **Unlocks: Artist's Block**





Make sure your party guests have plenty to eat



Your Sim makes relationships pretty quickly!



Provide games and entertainment at the party

BONUSES

Unlock Wurl 'N' Hurl Jukebox
Leave the house in eight days or less.

Unlock Top Hat
Make friends with Thomas Thimblewit.



Unlock Geisha Hairdo
Make friends with Theresa Thimblewit.



Unlock Dyed-Ends Hairdo
Make friends with Pamela Party Girls.

Unlock Cat-Eye Sunglasses
Make friends with Ginger Party Girls.

Unlock Genie Blouse
Make friends with Debbie Party Girls.

Unlock Tiger-Stripe Skirt
Make friends with Candy Party Girls.

Unlock Flares
Make friends with May Party Girls.

Unlock Cowboy Shirt
Make friends with Rod Party Guys.

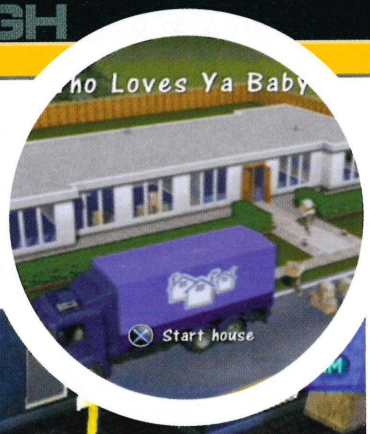
Unlock Striped Jumper
Make friends with Peter Party Guys.

Unlock Gold-Rimmed Sunglasses
Make friends with Randy Party Guys.

Unlock Orange Lightning-Bolt Sunglasses
Make friends with Woody Party Guys.

Unlocks Cornrows Hairdo
Make friends with Ziggy Party Guys.

WHO LOVES YA BABY



GOALS

Get promoted to career level 8

Spend more time increasing your Sim's skills, but make sure they have fun otherwise they'll be miserable. Your Sim no longer has to make his or her own friends: any friends made by your partner or kids count as 'Family Friends' and will be added to the total needed for promotion.

● **Unlocks: 'The Maid's House' two-player game**

Get promoted to career level 9

You're nearly at the top of the career ladder and any spare time between eating and sleeping should be spent improving their skills.

● **Unlocks: 'Elle Belle' Pool and 'I Claudius' Roman Pool**

Get Married

This goal only appears if your Sim's spouse leaves after a fight. You will need to find a new love for your Sim then propose when the option is available.

Upgrade your abode, when you go to Buy mode

Increase the value of the house by $4,000 by buying extra stuff for the kids to keep them amused.

Take care of the baby

When you enter the house, join your other half in the Libidinex Spa System or the Vibromatic Heart Bed. Use the 'Play' option and if they're in the mood you can get down to some baby making. The baby will appear soon afterwards and you must look after it immediately. If it cries you will need to feed it, play or sing to it. If you do all three it should keep quiet for a while. If you don't look after the baby and it continues to cry, Social Services will come and take it away. If this happens you must have another baby. If you put the cradle in the bedroom your Sims will automatically wake up when it cries.

● **Unlocks: Domestic Beach Simulator**



Your Sim and its spouse will soon have kids...

Keep kids in school

Once your baby has grown into a child (after a few days) they will have to go to school every day. If their grade falls to an F then they will be expelled and sent to military school. To prevent this happening, keep the kids in a good mood and make them study at a bookshelf, computer or telescope. It is possible to home-tutor the kids and never make them go to school. As long as their grades stay above an F, they won't be sent to military school.

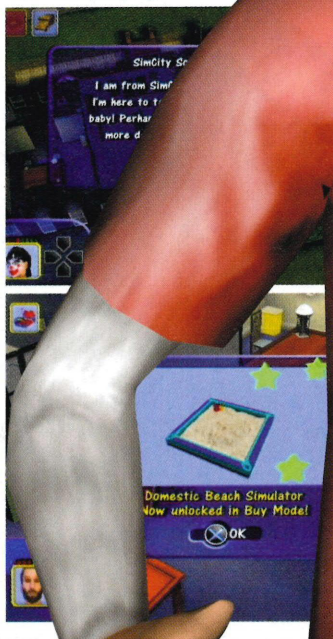
Have two kids

You can only have one baby at a time, so don't try for a second until the first has grown into a child. Once the second is born, the first can look after it too; so your Sim's partner is free to make friends, clean, prepare meals and even get a job if you want some spare cash. Bear in mind that kids can't use the Sonic Shower or any of the hot tubs, so you'll need to buy a Hydrotherma Bathtub for them. Kids also can't prepare meals and can only get snacks from the fridge, so make sure to keep the hunger levels down.

● **Unlocks: Happy Thunder Neoscillating Sprinkler**



You must stop the baby crying



BONUSES

Unlock Bearskin Rug
Leave the house in eight days or less.

Unlock Red Blazer
Make friends with Charles Cheeky.



Unlock Egyptian Headdress
Make friends with Chantal Cheeky.



THE LAST SIMOLEON

GOALS

Get promoted to career level 10

This is it, your last promotion. Increase whatever skills you need to and keep your Sim happy. Make sure you have enough friends and use the other Sim to make more if you need to.

Send kids to Prep school with straight 'A's

If your kids have 'A' grades then this should happen almost immediately. If they haven't, make them study at a bookshelf, computer or telescope until they do. Keep in mind that when they are sent to Prep School it will cost you $1,500 each, so make sure you have enough spare cash.

● **Unlocks: Meet Major Domo!**

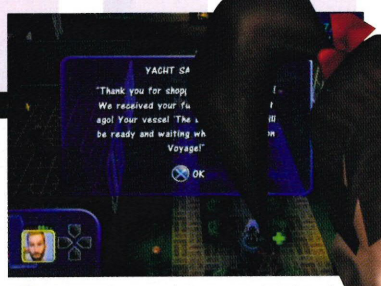
Save $20,000 to buy a yacht for early retirement

When you leave the previous house, Malcolm will reimburse you for all the money you spent on it. Add this to whatever you have at that time and you may well have $20,000, so this objective will be completed already. The downside of this is that you don't have a choice whether you spend the $20,000 or not, so it may leave you with very little to spend on the new house, which has no furniture. However, you don't have to upgrade this house, so you can sell whatever you don't need. The house is quite big, so you can make some quick cash by making it smaller and selling some of the walls, floors, doors and windows. The bearskin rug and swimming pool are both worth quite a bit and aren't really essential, so sell them too. Get rid of the kids quickly so that you won't need beds or other items for them.

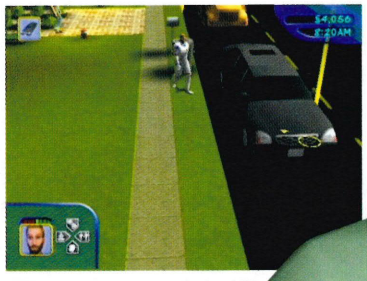
If you don't have enough when you first get to the house, you can send the other Sim to work for some extra cash, or get both their creative skills up and buy artists' blocks and an easel for them to sculpt and paint with. What they create can then be sold but you only make a decent amount if their creative skill is high. You can also buy a KraftKing Woodworking Table with which your Sims can make gnomes to sell.

Throw one GREAT party before you retire!

Once you've completed the other goals, this one will appear. As for all previous parties, your Sims must be in a good mood and there must be plenty of food available and things for the guests to do. If the party is a success, Malcolm will turn up in his limo to see you off. Congratulations, you can now retire on your luxury yacht.



Your Sim needs to save $20,000 in order to buy their retirement yacht



Increase your Sim's skills for a final promotion before retirement



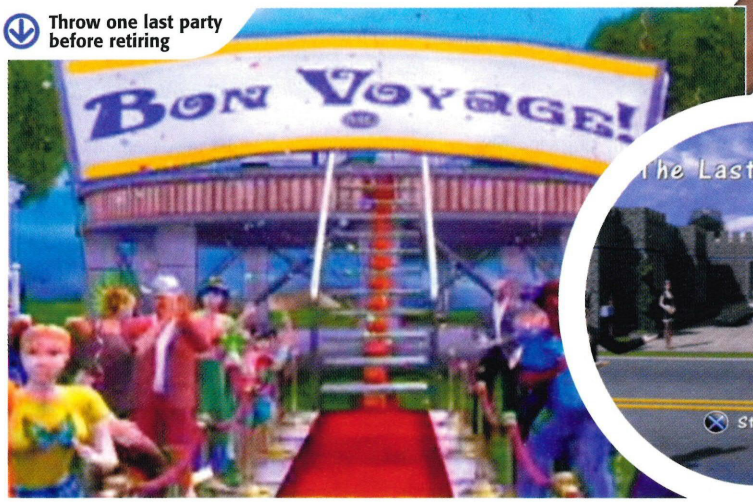
Make sure your kids are successful in school to unlock this

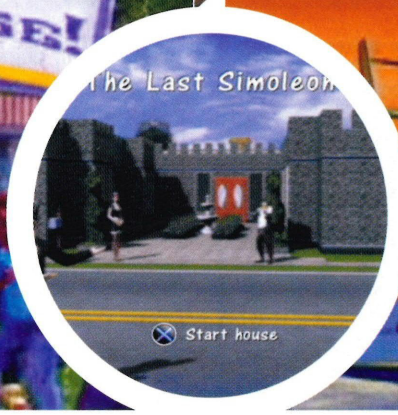
BONUSES

Unlock Rhino Trophy

Leave the house in eight days or less.

Throw one last party before retiring







Sail off into the sunset to complete the game...

CUBE NINTENDO CLASSICS

ISSUE NINETEEN

LUIGI'S MANSION



A lot of people have been rediscovering this little gem now it's out on budget. It received some criticism at the time of release but it's actually not half bad!

I have just bought *Luigi's Mansion* and I don't know what to do. I have been doing okay, but now I don't know where to find the Boos. I know I have to let them out but I can't find them. Can you help me?
... **from Kirsty via email**

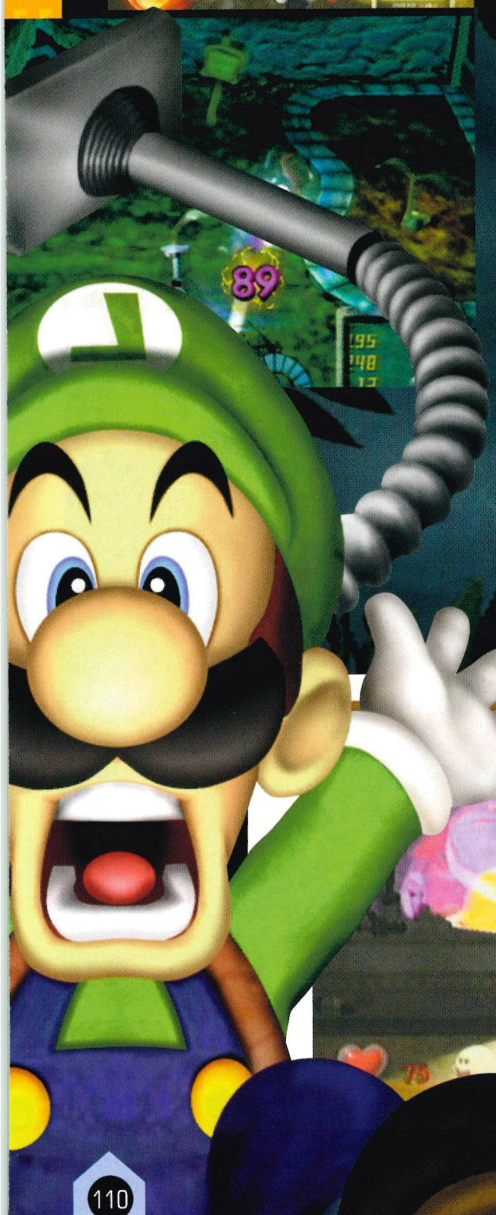
CUBE: Sure can. Go to the Main Storeroom, which is through the door in the corner of the Ballroom. If you look in the mirror on the wall, you can see the reflection of a button on the opposite wall: use the reflection to move Luigi over to the button and press it to move the wall and gain access to the other half of the room.

Now head over to the poster that's on the wall and pull it off with the Poltergust. This will reveal another button that, when pressed, releases all the Boos into the mansion. Now you can get to catching them all again.

Happy hunting.



At last Luigi has the chance to step out from Mario's shadow





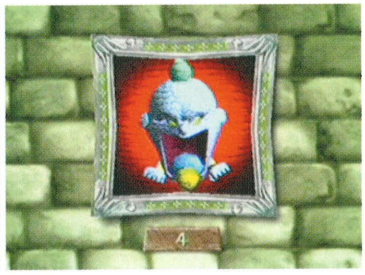
There are strange things afoot in this ol' house

I'm really enjoying playing this game at the moment. I'd probably enjoy it even more if I could beat Mr Luggs. He seems to be immune to the everything. What am I doing wrong?!
... **from Jamie Gottling, Stoke**

CUBE: Each of the Portrait Ghosts in the game has his or her own weakness. Unsurprisingly Mr Luggs' weakness lies in his stomach. Make sure that you light the candles at the front of the table and then vacuum part of his food away when he stops eating. A couple of waiter ghosts will then appear to refill his plate... don't give them the chance, though – suck them up before they get to him, then suck up more of his food. Keep repeating this until all the food is gone and he'll become um... a little upset. He'll start belching out fireballs at you, which are tricky to dodge and quite damaging. He'll eventually stop for breath (he isn't the fittest of ghosts) which is your chance to get him. Move in close and suck him up.

MARIO'S SIDEKICK TAKES CENTRE STAGE





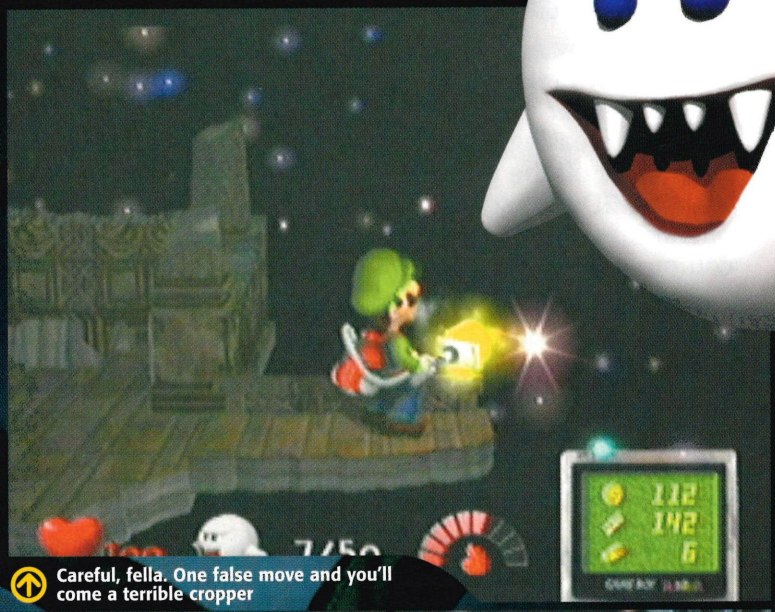
My mate Dave said he'd read somewhere that there were 70 portraits in *Luigi's Mansion*. But I completed the game and I only found 23. How come?
... **from Ryan Thomas, Glamorgan**

CUBE: Problem solved! There are actually three pictures of each portrait ghost; it's not just the frame that changes. For each frame (gold for good performance to bronze for... well, lame) there is a different pic, so that's 3 x 23 = 69 and King Boo makes 70.

Normally for gold frames, just suck up a portrait ghost in one go and don't get hit (you'll know if you do this because you get a big pearl). This is easiest in the hidden mansion since the Poltergust works better there. For boss ghosts, attempts at sucking them don't matter – the only factor is your health when it is defeated: above 90 seems to give a gold.



Hmm, something spookily not quite right about these pictures



Careful, fella. One false move and you'll come a terrible cropper



See how the star sparkles. We want it, and we mean to get it



Luigi is experienced enough not to be phased by the odd explosion

I've just got past the second boss. I am now upstairs and have got the key to the observatory, but there's nothing to do in the room when I get there. Is there something I have to do first?
... from Eddie, Manchester

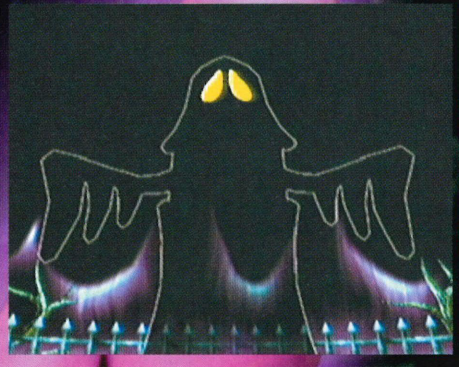
CUBE: If you check around in the room, you'll see a telescope in one of the corners. Go over and use it and Luigi will move it to look at the moon. When he leaves the telescope, one of the walls in the room will fade away, giving you a breathtaking view of the night sky.

Stand near where the wall used to be and use your vacuum to suck up one of the falling stars and then fire it towards the moon. If you manage to hit it, a path will form that leads you over to a small island where you can find Mario's star. Now take the star down to Madame Clairvoya and she will give you another clue as to Mario's location.

Dear Cube,
I'm having a spot of bother defeating the graveyard boss, Bogmire. There are loads of shadows that attack me and I don't know what to do. Can you help?
...**from Anon via email**

CUBE: Ah, so many shadows... which one to attack?

Well it's pretty obvious considering one of them is bright pink and the others are transparent... To make him vulnerable to your vacuum, suck up one of the clear shadows until it turns into a ball on the end of your nozzle; now run over to the pink shadow and blast him with the ball to stun him (don't take too long or the ball will explode). Quickly turn on your vacuum to suck up the pink shadow – you'll probably have to repeat this process at least once more. When he's defeated, you'll return to the graveyard where a chest containing the Club Key awaits.





WELCOME TO ADVANCE...

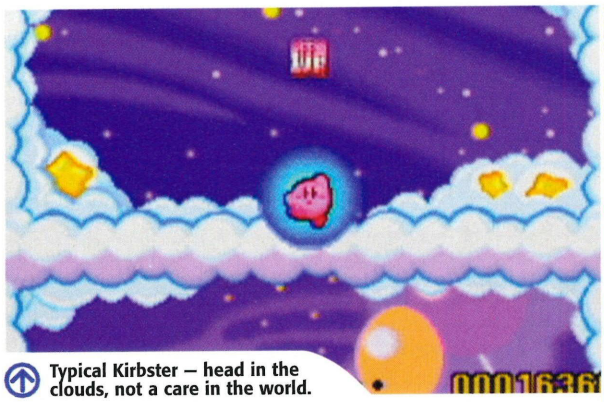
For Game Boy Advance fans this month, there have been quite a few decent releases to get hold of. However, we found the lure of *Splinter Cell* and *Kirby: Nightmare In Dreamland* to be the most pleasing. After all, these are two huge licenses that both show off the power of the Game Boy Advance. Although both are 2D side scrollers, they couldn't be further removed from one another in gameplay terms , but they do share one thing in common; they are both excellent and rewarding experiences.



ADVANCE

No! Surely not? It can't be! Is there no safe haven for the greedy pink thing?

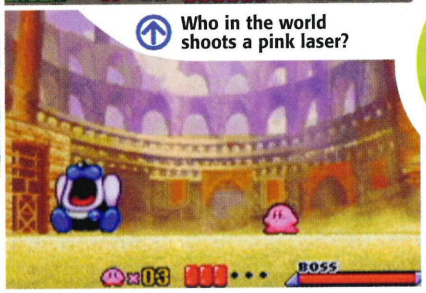
Dream a little dream for me



Typical Kirbster – head in the clouds, not a care in the world.

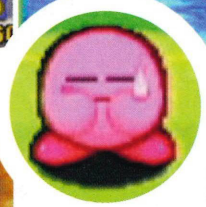


Who in the world shoots a pink laser?

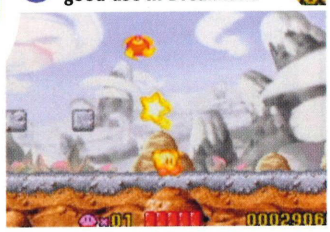




Excess gas is put to good use in Dreamland



Kirby can summon immense powers at the flick of a wrist... maybe



KIRBY NIGHTMARE IN DREAMLAND

CUBE INFORMATION

PUBLISHER:	NINTENDO
DEVELOPER:	HAL LABORATORY
GENRE:	PLATFORM
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- FOUR-PLAYER MINI-GAMES
- 35 DIFFERENT ABILITIES
- REMAKE OF THE OLD CLASSIC
- AIR-RIDE SECTIONS
- CONTROL A PINK BLOB...

WHAT WOULD YOU do if everybody in the world suddenly couldn't dream, and had nightmares instead? The same ones, every night, over and over. Why, we're not sure about you, but we would immediately take it upon ourselves to run around, sucking up bad guys and using their abilities against them. As it happens, so would the little pink blob Kirby, a product of Nintendo's HAL Laboratory. In this game, a re-make of the NES/Game Boy adventure, you control Kirby in his quest to rid Dreamland of the evil King Deedee, who is busy causing all this pain and suffering. There are 35 abilities to suck up and use throughout the game, all of them useful in their own way. Most of them have multiple uses as well. For instance, the umbrella can be used to swipe at enemies, and also to float down from big gaps.

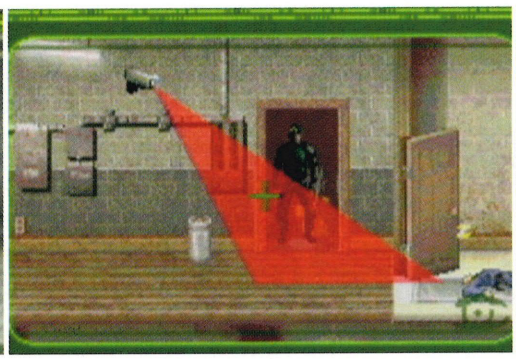
Kirby is noticeably different from most platform games from the Nintendo stable in that the unique aspect of being able to steal enemies' abilities changes the emphasis from platforming action to fighting. Huge numbers of little critters swamping the screen is a common occurrence, and there are loads of mini-bosses and little challenges to take part in too. This isn't to say that *Kirby* isn't a platformer though; you'll still be jumping and swimming with the best of them.

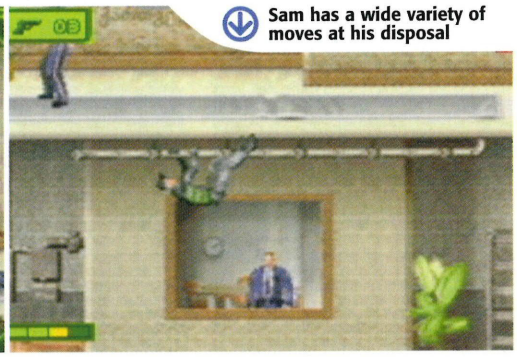
The visuals in *Kirby: Nightmare In Dreamland* are lovely. The backgrounds and characters (especially Kirby) are all extremely colourful and full of charm. It's a great game to play, and full of that classic Nintendo magic.

CUBE RATING 9.0



Strangely (for a 2D platform game), the stealth aspect works really well





Sam has a wide variety of moves at his disposal

SPLINTER CELL

Can this stand up to the big boys?

CUBE

INFORMATION

PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
GENRE:	STEALTH-'EM-UP
PLAYERS:	1
RELEASE:	OUT NOW

STATS

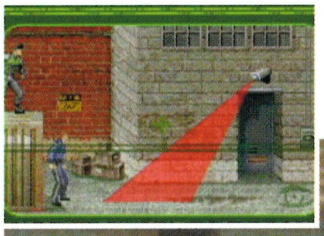
- 2D SCROLLING GAMEPLAY
- PICK LOCKS AND OPEN SAFES
- LOADS OF MOVES TO PERFORM
- GC-GBA LINK-UP

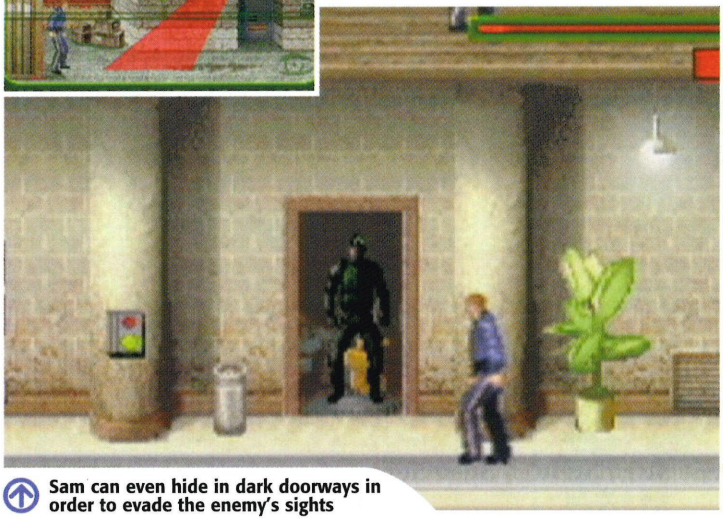
THIS IS a familiar scenario. A hit game comes out on the big consoles and so gets ported to the Game Boy in 2D form. However, where Splinter Cell differs from most games of this ilk is that it stands up by itself as a really good game. You don't need to have played its bigger brother to understand the way it works or make excuses for it.

Obviously, the first thing we questioned was how the game mechanics of the original would convert not only to the small screen, but also in a 2D perspective. Surely it would be a good idea to have it overhead, in the same style as *MGS Ghost Babel*? we thought. But fear not, as the core gameplay is still based around stealth and the 2D viewpoint works well. The levels are mission-based and, as expected there's a laundry list of tasks to complete in each. The basics of *Splinter Cell* involve hiding in the shadows before sneaking up behind somebody and knocking them out from behind (you can shoot them with a dart too, but ammo is limited), dodging the sights of cameras, crawling along the floor, climbing pipes, running across fragile platforms, hauling yourself along guttering and picking locks. All of this is achieved with just the four buttons in an intuitive manner, and it's very rare that you will die in a panic because you couldn't find the right button in time.

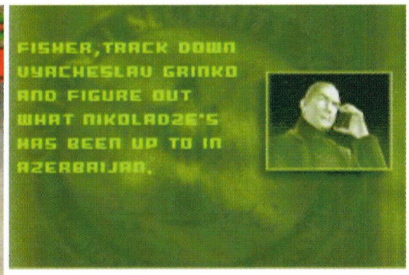
We really like *Splinter Cell*. It has a subtle difficulty curve and can be really quite clever at times, as well as a little stressful. There are a few problems, mainly to do with the limited gameplay options that a 2D viewpoint offers, but overall this is a most worthy purchase that spent rather a lot of time in our GBA SP.

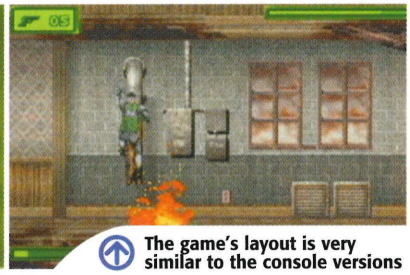
CUBE RATING 8.8





Sam can even hide in dark doorways in order to evade the enemy's sights





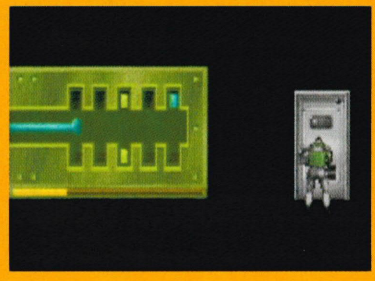
The game's layout is very similar to the console versions

"THE CORE GAMEPLAY IS STILL BASED AROUND STEALTH AND THE 2D VIEWPOINT WORKS WELL"

LOCK STOCK

As in the console titles, you'll have to manually pick locks. This is done only on certain doors or safes, and when it is the screen goes black and focuses on the internals of the contraption you are trying to hack.

You have to move around your lock pick and knock the pins into place, or move gears around so that everything lines up. This is pretty easy, but later on in the game you'll be doing this under a strict time limit, visualised by a bar at the bottom of the screen.



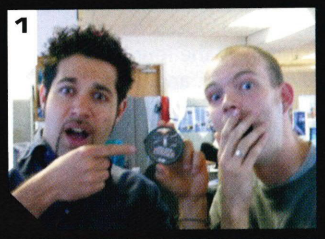
HOW TO FIT YOUR FASCIAS

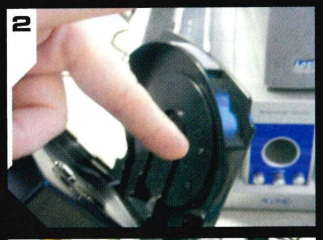
DON'T KNOW WHAT TO DO WITH THOSE LOVELY DISKS?

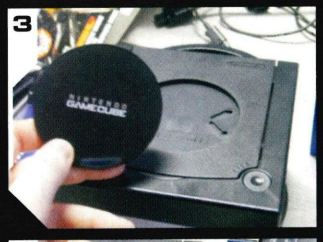
Byron and Chandra are here to help! Simply snip out the disc of your choice (you'll notice there's an advert on the back of the page so you don't have to worry about ruining the magazine).

Next take one of the free plastic fascia holders given away with previous issues of **CUBE** and insert your chosen piece of artwork.

Now comes the clever part: Release the plastic disk from the top of your GameCube by popping the catches underneath the lid, then replace with the **CUBE** image of your choice. Easy!



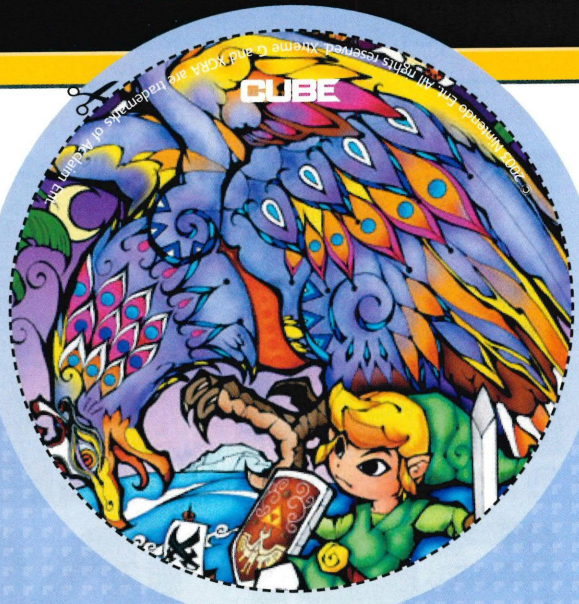












CIRCLES OF POWER

Two gorgeous pieces of Wind Waker art and the daddy of all beat-'em-ups

NORMALLY WE'D OFFER different games on each fascia to cater for all tastes, but the stained glass *Zelda* artwork is so gorgeous we decided it would be a waste not to make the most of it. If it really isn't your thing then quite honestly you're reading the wrong magazine, but maybe *Soul Calibur II* will be more up your alley.

FEELING LEFT OUT?

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



GAME
www.game.uk.com

Subject to the terms and conditions listed below:
1. Offer only valid on redemption of this voucher, which cannot be used in conjunction with any other offer or voucher.
2. Voucher is redeemable at any GAME store in the UK or Eire.
3. This voucher is not recoverable and is not exchangeable for cash.
4. This voucher is redeemable against GameCube games only.
5. Only one voucher may be used per product.
6. This voucher cannot be redeemed against a pre-owned purchase.
7. This offer may be withdrawn at any time without prior notice.
8. This voucher is valid until 10 June 2003.

www.game.uk.com

£5 OFF VOUCHER

ANY GAME PRICED £39.99 OR OVER

GAME ON!

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

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



total conversion

for your mobile phone

T-Mobile
Vodafone
Orange
02

via sms only £1.50 per order

logo or ring tone — sms# 87050

1. Send an SMS, eg. **DO CTONE 180001** or **DO CLOGO 280029** to the short number **87050**. You are free to use small or caps.
2. You will receive the ordered logo within seconds to your handset. Upon receiving the logo/tone you can preview it and then save it by selecting: Options/Save on your handset. You can also send a tone/logo to your friend by adding their number at the end: **DO CTONE 180123 07081234567**.

picture messages — sms# 87050

1. Send an SMS eg. **DO CPIC 480001** to the short number **87050**. You are free to use small or caps.
If you want to send the picture message to a friend, just add their number after the name and also if you like, a message at the very end (max 120 characters).
Eg. **DO CPIC 480001 07081234567 Wanna c me 2nite at your place @ 8...**

animated screen savers — sms# 87050

wap users

1. Send an SMS, eg. **DO CSAVER 380001** to the short number **87050**.
2. You will receive an SMS "Bookmark received", choose "View"
3. Save the bookmark: "Options" and "Save"
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

1. Send an SMS, eg. **DO CPOLYTONE 580001** to the short number **87050**. You are free to use small or caps.
2. You will receive a link for the ordered tone within seconds to your handset.
You can also send a polyphonic tone to your friend by adding their number at the end: **DO CPOLYTONE 580001 07081234567**.

The network operator will charge you for each sent message, so be sure to be careful with the spelling of your orders.
The service is charged at £1.50 per item and is available to 02, 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	SPECIAL CASES - Massive Attack	180334
2	NOT GONNA GET US - t.A.T.u	182286
3	W****TA - 50 Cent	182323
4	LOSE YOURSELF - Eminem	182268
5	DANGER! HIGH VOLTAGE - Electic Six	182286
6	SUPERMARIO - Nintendo	180507
7	JENNY FROM THE BLOCK - Jennifer Lopez	182269
8	JACKASS - theme	181308
9	SCIENTIST - Coldplay	182259
10	I'M WITH YOU - Avril Lavigne	182283
11	NO ONE KNOWS - Queens of the Stoneage	182284
12	WHAT'S YOUR FLAVA - Graig David	182270
13	All the Things She Said - T.A.T.U	182287
14	HALO - XBox	182107
15	THE LOGICAL SONG (RAMP) -Scooter	182119
16	DIE ANOTHER DAY - Madonna	182238
17	STAR WARS - theme	180249
18	FEEL - Robbie Williams	182253
19	JET SET RADIO - Xbox	182103
20	TERMINATOR - theme	180522
21	METAL GEAR - Nintendo	182056
22	SMELLS LIKE TEEN SPIRIT - Nirvana	180988
23	LORD OF THE RINGS - theme	182120
24	ROCKY (Gonna Fly Now) - theme	180311
25	20th CENTURY FOX - Fanfare!	182113
26	KNIGHT RIDER - theme	180171
27	ONE - Metallica	180906
28	HERE TO STAY - Korn	181319
29	BY THE WAY - Red Hot Chili Peppers	182109
30	MORTAL KOMBAT - pc	182117
31	RAP SUPERSTAR - Cypress Hill	180092
32	COMMAND & CONQUER - pc	181143
33	CASTLES IN THE SKY - Ian van Dahl	180339
34	BAD BOYS - Inner Circle	180399
35	OBJECTION - Shakira	182192
36	FOOLS GOLD - Stone Roses	182254
37	INSOMNIA - Faithless	180324
38	DADDY DJ - Daddy DJ	180773
39	WISH I DIDN'T MISS YOU - Angie Stone	182288
40	PINK PANTHER THEME	180166

games top 10 — lock 'n' load!

1	LEISURE SUIT LARRY - PC	180178
2	SUPERMARIO SUNSHINE - Gamecube	182211
3	HITMAN 2 - Theme 1	182170
4	BUBBLE BOBBLE - C64	180371
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	18 and Life - Skidrow	182315
2	CRAWLING - Linkin Park	180689
3	PARANOID - Black Sabbath	180693
4	NOTHING ELSE MATTERS - Metallica	182229
5	NUMBER OF THE BEAST - Iron Maiden	180716
6	THUNDERSTRUCK - AC/DC	180095
7	IN TOO DEEP - Sum 41	181150
8	DREAMER - Ozzy Osbourne	182115
9	HELLS BELLS - AC/DC	182129
10	IN THE END - Linkin Park	181111

dance/hip hop — party zone!

1	IN DA CLUB - 50 Cent	180329
2	03 BONNIE & CLYDE - Jay-Z	182267
3	DILEMMA - Nelly	182239
4	CALIFORNIA LOVE - Tupac	180188
5	THE MESSAGE - Grandmaster Flash	180289
6	FLAT BEAT - Mr. Oizo	180340
7	RESURECTION - PPK	181178
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	STILL LOVING YOU - Scorpions	182290
2	WAITING ROOM - Fugazi	182289
3	SELF ESTEEM - Offspring	182290
4	EVERY BREATH YOU TAKE - Police	180764
5	YOU SHOOK ME ALL NIGHT LONG - AC/DC	182280
6	I WANNA BE SEDATED - Ramones	182247
7	HATE TO SAY I TOLD YOU SO - The Hives	181280
8	THE ZEPHYR SONG	182127
9	ANIMAL - Def Leppard	181251
10	SUSPICIOUS MINDS - Elvis	181062

The ring tone 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.

tv/film themes — groovy man!

1	ORIGINAL PRANKSTER - Offspring	180148
2	WAITING ROOM - Fugazi	182289
3	SELF ESTEEM - Offspring	182290
4	EVERY BREATH YOU TAKE - Police	180764
5	YOU SHOOK ME ALL NIGHT LONG - AC/DC	182280
6	I WANNA BE SEDATED - Ramones	182247
7	HATE TO SAY I TOLD YOU SO - The Hives	181280
8	THE ZEPHYR SONG	182127
9	ANIMAL - Def Leppard	181251
10	SUSPICIOUS MINDS - Elvis	181062

polyphonic top 10 — more polyp. at: fun4me.com

1	JACKASS - Theme	580147
2	HARRY POTTER - Theme	580319
3	CAN'T STOP - Red Hot Chili Peppers	580310
4	CLEANIN OUT MY CLOSET - Eminem	580022
5	LOSE YOURSELF - Eminem	580280
6	DILEMMA - Nelly	580237
7	GANGSTA'S PARADISE - Coolio	580005
8	METAL GEAR SOLID 2 - PS2	580284
9	THE TROOPER - Iron Maiden	580324
10	MUPPET SHOW - Theme	580325

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.



480734 · 480703 · 480808 · 481052 · 480856
480673 · 480892 · 480845 · 481054 · 480820

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

picture messages



480718 · 481070 · 481105 · 481046 · 480838 · 480743
480754 · 481071 · 480748 · 481061 · 481069 · 480746 · 480769 · 481083

animated fun: screen savers — smart looks!



380010 · 380011
380050 · 380046
380074 · 380016

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.



280163 · 280672 · 280269 · 280557 · 280412
280738 · 280657 · 280670 · 280339 · 280698
280717 · 280696 · 280627 · 280122 · 280656
280675 · 280730 · 280674 · 280734 · 280003

also land lines!

you can also call our order numeer:

0906 515 0500...

...for your new ring tone or logo. Just follow the simple steps and we will send you the selected product within seconds. The service is available on selected Nokia handsets in England, Scotland, Wales and Northern Ireland. Calls cost £1.50/minute. Please ensure that owner of subscription accepts order.

FOR CLASSIFIED ADVERTISING IN CUBE

Contact Andrea on:
01202 200 222 or
andreag@paragon.co.uk

gamestation
where it's never game over...

The **LARGEST** selection of **NEW** and **PRE-OWNED** games, consoles and DVDs...

CALL
MAIL ORDER
0845 345 0335

VISIT
STORES NATIONWIDE
FOR YOUR NEAREST STORE
CALL: 0870 112 1111

CLICK
WWW.GAMESTATION.CO.UK

IMPORT GAMES



£42.99



£42.99


£42.99


£49.99



£32.99
IN STOCK NOW



FREELOADER
£15.99
(PLAY IMPORT GAMES ON UK GAMECUBE)
NOW IN STOCK!!!



£49.99



£49.99

TQ GAMES TORBAY
WWW.TQGAMES.CO.UK
08707 45 48 40 BT NATIONAL RATES APPLY
TQ GAMES, PO BOX 73, TORQUAY, TQ2 7XA

15+

NEVER THE SAME WINDUP TWICE

Revolutionary voice recognition technology! Jokelines that talk back to you - just like a real conversation

HILARIOUS WIND UPS 3

1. Sex Survey
- How randy are they?
2. My Daughter's Pregnant
- and you're the father
3. Internet Porn
- They've been caught surfing hardcore!
4. STD Clinic
- they've caught a dose!
5. It's the Inland Revenue
- we'd like a word, please!
6. Drugs Survey
- do they know more than they should?
7. Model Idol
- they're selected for the first round!
8. Win a Million on TV
- they're the guaranteed winner!
9. Shock US Radio Show
- and they're live on air!
10. Sewage Plant
- we're building one next door.

+ MANY MORE

call 0905 105 0303
Still only £1/min
We are PSL, PO Box 1463, Bristol BS99 3PA www.hilariouswindups.com

New Age Consoles

Main MegaStore Address: Unit 1117 Whitgift Center, Croydon, Surrey

Mail Order Hotline : 0208 686 1680

We have a massive selection of import Gamecube games and consoles. Check out our megasite at www.newageconsoles.com

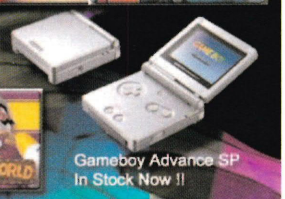
Latest US Imports £54 - £59.99

Red Faction 2
Tom Clancy's Splinter Cell
Legend of Zelda: The Wind Waker
High Heat Baseball 2004
Wario World
Tom Clancy's Ghost Recon
Skies of Arcadia Legends
Resident Evil 2 & 3
NHL 2K3
Baldur's Gate: Dark Alliance



BLACK GAMECUBE CONSOLE US - UNIVERSAL
PLAYS US AND JAP GAMES
Price £ 169.99

EX DEMO -PURPLE GAMECUBE US - UNIVERSAL
PLAYS JAP AND US GAMES
Price £ 119.99


Gameboy Advance SP In Stock Now !!

!! OVER 1500 PRODUCTS ONLINE RIGHT NOW !!
www.newageconsoles.com



Please call for latest games & prices

WIND UP CALLS!

THE ORIGINAL & BEST LISTEN-IN WIND UPS!

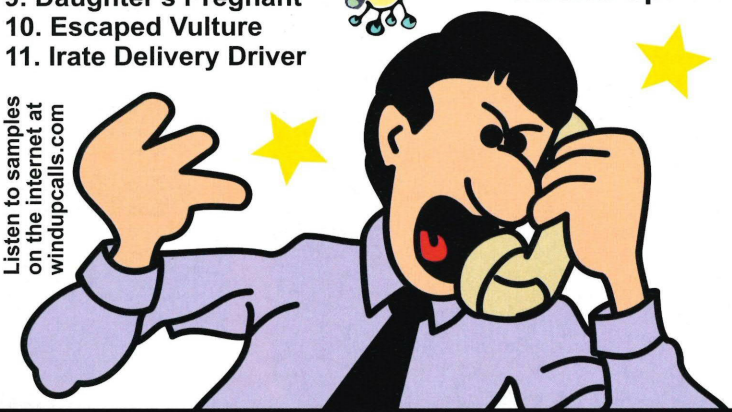
CHOOSE FROM -
1. TV Escort
2. Stammering Caller
3. Telephone Date Reply
4. Recruited For Army
5. Madam's Unpaid Bill
6. Date With Male Star
7. You've Scratched My Car
8. Irritating Lost Friend
9. Daughter's Pregnant
10. Escaped Vulture
11. Irate Delivery Driver





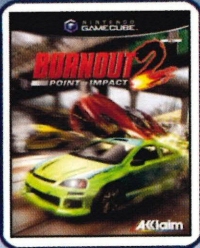
The computer will dial your victim and then you can listen in on the line as they get wound up!

Listen to samples on the internet at windupcalls.com

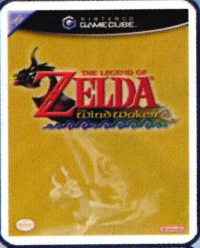


09067 555 159

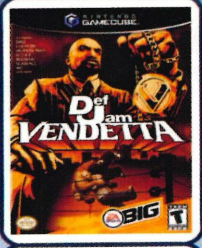
WINDUPCALLS.COM, Box 220, M27 0WR. Calls cost 75p / min.



RRP £39.99
£33.99
SAVE £6.00



RRP £39.99
£33.99
SAVE £6.00



RRP £44.99
£34.99
SAVE £10!

CUBE BEST SELLERS

ZELDA WIND WAKER	£33.99	NBA STREET 2	£33.99
DEF JAM VENDETTA	£34.99	BLOODRAYNE	£34.75
BURNOUT 2	£33.99	CONFL. DESERT STORM	£33.99
SPLINTER CELL	£33.99	GHOST RECON	£33.99
RED FACTION 2	£33.99	METROID PRIME	£34.99
ENTER THE MATRIX	£34.75	THE SIMS	£34.75
IKARUGA	£34.75	SUPER MONKEY BALL 2	£34.75
SKIES OF ARCADIA	£34.75	RESIDENT EVIL ZERO	£36.99
ISS 3	£34.75	MK DEADLY ALLIANCE	£33.99
WWE CRUSH HOUR	£33.99	SONIC COLLECTION	£34.75
BLACK AND BRUISED	£34.75	MARIO PARTY 4	£34.75
HITMAN 2	£36.99	SUPER MARIO SUNSHINE	£27.99
LOTR TWO TOWERS	£36.99	ETERNAL DARKNESS	£24.99
LOST KINGDOMS 2	£34.75	SUPER SMASH BROS	£17.99
V RALLY 3	£33.99	PIKMIN	£17.99
FREELOADER	£12.99	LUIGI'S MANSION	£17.99

- Fast Online Gamestore
- Release Day Deliveries
- Fantastic Cheap Offers
- Secure Private Ordering
- All Payment Methods
- Best Customer Service

VISA · MasterCard · SWITCH · SOLO · DELTA · PayPal VERIFIED · NOCHEX EMAIL MONEY PREFERRED PAYMENT

www.gameseek.co.uk

These & Lots More Cube + GBA games online 24 / 7

Gameseek.co.uk
the web's favorite gamestore

UNBEATABLE DEALS ON GAMES & ACCESSORIES!



Broadband Adaptor
High speed adaptor for on-line gaming
~~£39.99~~ £37.99

FREELOADER
~~£19.99~~ £16.99

Nintendo Wavebird
The ultimate WIRELESS controller!
~~£39.99~~ £29.99



Zelda: The Wind Waker
~~£39.99~~ £34.99



Rayman 3
~~£39.99~~ £34.99



Burnout 2
~~£39.99~~ £32.99



Metroid Prime
~~£39.99~~ £34.99



GAME BOY ADVANCE SP

- Pocket size with flip-top screen
- Integrated LCD screen front light
- Built in rechargeable Li-on battery
- Plays most Game Boy & Game Boy Advance games

~~RRP £99.99~~
our price only £87.99

GREAT VALUE!

FREE Ultraviolet Keyring Torch when you purchase this item from XyraMAX! (while stocks last)

www.xyramax.co.uk

TRANSFORM YOUR GAMING EXPERIENCE

GBA AFTERBURNER KIT NOW ONLY £24.99 !!
Converts your existing Game Boy Advance to an internally-lit display, just like the GBA SP, but at a fraction of the cost!

☎ 0870 011 3630 sales@xyramax.co.uk

Terms and Conditions available upon request. Prices subject to change without notice. All copyrights, trademarks and other intellectual property rights of third parties are recognised and all images are used for the purposes of advertising only. ALL PRICES INCLUDE VAT. Copyright © 2003 XyraMAX Limited

NEW WEBSITE • NEW PRICES • SAME GREAT SERVICE

www.CONSOLELAND.co.uk



PREORDER PRICE ONLY
£32.99
save £7.00



PREORDER PRICE ONLY
£32.99
save £7.00



ONLY
£32.99
save £7.00

ALL NEW RELEASES AVAILABLE!!!



FREE POSTAGE & PACKAGING ON EVERYTHING!!!

US & JAP GAMES AVAILABLE.
WE BUY, SELL & TRADE GAMES & CONSOLES
A CHANCE TO WIN A FREE GAME WITH EVERY ORDER

Contact us on:
01423 772590

King Cat

Call: 020 8972 9494 (24hrs)
email: info@kingcat.co.uk
mon/fri 10am-6pm
All the latest Anime gear, check online for details or call for your brochure.





Play imports like Zelda with Freeloader





Dungeon Dice Monster

Joey & Pegasus



Huge stock of Yu-Gi-Oh!

Kaiba, Yu-Gi Decks & Lots of Boosters

new! GameBoy Advance

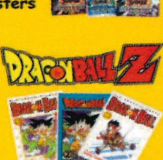


Action Kits









Super Android 13!



Books

- The best Mail Order/Internet Anime store
- Best collectables from Japan/USA
- New stock arriving all the time.
- Call: 0906 557 5551 for your Colour Brochure & chance to win loads of Anime goodies! You can also Text for a brochure by sending: KINGCAT BROCHURE with your name & address and send it to: 81808
- All major credit/debit cards accepted.
- online ordering www.kingcat.co.uk

Payments to:
KING CAT
PO BOX 770A
SURBITON
KT7 0WL



Box Sets

Garlic Jr. Trilogy 2

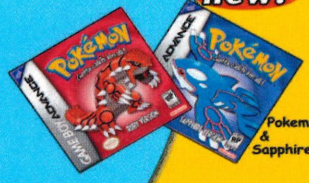




T-Shirts

Largest choice of DBZ Gear anywhere

new!



Pokemon Ruby & Sapphire



Pucca gear!!! visit puccastore.com for girls tops, bags, accessories etc...

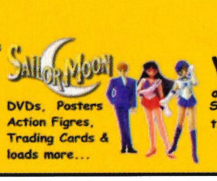


Cardcaptor Sakura Keychains, Pencil Sets, DVDs, Books and more...





Escaflowne collectors Box set DVD



DVDs, Posters Action Figres, Trading Cards & loads more...

Win! £200 to spend @ puccastore.com
answer this question: who is Homer Simpson's son? a) Mickey b) Bart
txt pucca with answer/name to: 81808
eg: pucca b emma
sms cost £1.50 per txt, you get 2 txt messages

Dial-a-Prize

Text to Win!!!

you can now win these great prizes by texting us. Just enter: KINGCAT along with the letter next to the prize.
Then send it to: 81808
eg: KINGCAT A JOHN

0906 577 5552
& Win, Win, Win!!!



C



D GameBoy Advance



G Imac



H Latest choice of Mobile Phones*

0906 577 5551
& Win, Win, Win!!!



A Universal PS2 & Games

B GameCube

E Latest Desktop PC*

F £200 worth of Anime Goodies! Yugioh, DBZ, you decide!

Calls to Dial-a-Prize cost £1.50 per minute, calls last average 2 minutes. Calls from mobiles may vary. Ask bill payer permission before calling. SMS messaging cost £1.50 plus your networks charge for sending the text. For info on rules and winners write to: King Cat PO BOX 770A Surbiton KT7 0WL. *The choice of computer and phones will vary. We shall give winners the latest specification at the time of prize draw.

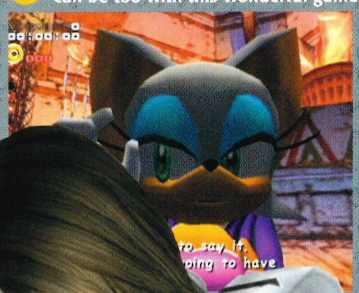
CUBE DIRECTORY



Link sails the seven seas in search of excitement and adventure



He's a proud little monkey, and you can be too with this wonderful game





It's directory time again, so if you've seen something down the local games store that takes your fancy but you can't remember what we had to say about it, that all-important score can be found here

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	✓	Issue 18	2	17	PAL	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
SUMMONER: A GODDESS REBORN	THQ	Volition 1	1	✗	✗	5	17	PAL	6.0
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

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
ROCKMAN EXE TRANSMISSION	Capcom	Akira	1	✗	✗	3	18	PAL	8.0
VEXX	Acclaim	In-house	1	✗	✗	1	18	PAL	7.0
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
DR MUTO	Midway	In-house	1	✗	✗	5	17	PAL	5.0
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
JIMMY NEUTRON: BOY GENIUS	THQ	In-house	1	✗	✗	3	18	PAL	4.0

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

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
MR DRILLER DRILL LAND	Namco	In-house	1-2	✓	✗	12	17	NTSC	8.8
THE SIMS	EA	Maxis	1-2	✗	✗	98	18	NTSC	8.6
WORMS BLAST	Ubi Soft	Team 17	1-2	✗	✗	3	7	PAL	7.8
NINTENDO PUZZLE COLLECTION	Nintendo	In-house	1-4	✓	✗	6	17	NTSC	7.0
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
SUPER BUBBLE POP	Jaleco	Runecraft	1-2	✗	✗	1	18	PAL	5.5
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

RACING

	PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
DAKAR 2	Acclaim	In-house	1-2	✓	✗	10	17	PAL	9.0
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
BIG MUTHA TRUCKERS	Empire	Eutechnyx	1	✗	✗	9	18	PAL	8.3
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
RALLY CHAMPIONSHIP	SCi	Warthog	1-4	✗	✗	2	17	PAL	6.8
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

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

CRAP GAMING MOMENTS

01



CAPCOM/PLAYSTATION

RESIDENT EVIL

The part where Rebecca decides to stay and practice piano rather than run like buggery to escape from the zombie-ridden mansion goes down as the most unlikely scenario imaginable.

02



ZEPPELIN/C64

ARNIE 2

An old budget game which you could complete by simply wriggling through some barbed wire on the opening level which would bring you out right next to the finish.

03

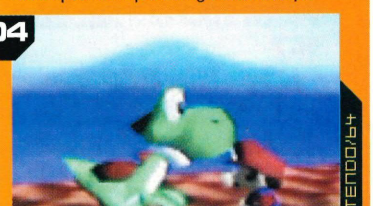


PSYGNOSIS/MEGA CD

MICROCOSM

At the time the CGI/live action intro sequence was amazing, setting an intense mood, but the moment level one began it was obvious this was the limpest of limp scrolling shoot-'em-ups.

04



NINTENDO/64

MARIO 64

Collect 120 stars and Yoshi appears on the castle roof. Find him and he'll give you a super jump, but you've already done everything possible in the game so it's completely pointless.

05



NEO GEO/SNK

SAMURAI SHODOWN

How hard can it be to check the spelling of one word? Well, too hard for SNK's localisation team, obviously. We never knew whether to laugh or cry.

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

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
IKARUGA	Atari	Treasure	1-2	✗	✗	4	17	PAL	9.0
MEDAL OF HONOR: FRONTLINE	EA	In-house	1-4	✗	Issue 15	4	14	PAL	8.6
CONFLICT DESERT STORM	SCi	Pivotal	1-4	✗	✗	8	18	PAL	8.2
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
GHOST RECON	Ubi Soft	Red Storm	1-2	✗	✗	17	18	PAL	6.5
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
DEFENDER	Midway	In-house	1-2	✗	✗	4	17	PAL	4.0

SPORTS

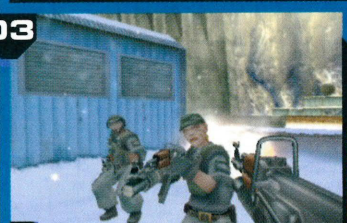
PUBLISHER	DEVELOPER	PLAYERS	GBA LINK-UP	GUIDE	MEMORY USED	ISSUE	REVIEW	CUBE RATING
KONAMI	Activision	In-house	1-4	✗	✗	98	17	NTSC	9.2
TONY HAWK'S PRO SKATER 4	Activision	Neversoft	1-2	✗	✗	5	13	PAL	9.2
AGGRESSIVE INLINE	Acclaim	Z-Axis	1-4	✗	Issue 10	57	10	PAL	9.1
NBA 2K3	Infogrames	SEGA	1-4	✗	✗	251	17	PAL	9.0
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	Ubi Soft	In-house	1-2	✗	✗	3	14	PAL	4.2
WTA PRO TENNIS TOUR	Konami	Konami	1-4	✗	✗	4	12	PAL	4.5
LEGENDS OF WRESTLING 2	Acclaim	In-house	1-4	✗	✗	3	15	PAL	4.0

TOP 10 GAMECUBE

GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

01 
9.7 THE LEGEND OF ZELDA
2002/NINTENDO

02 
9.6 METROID PRIME
2002/NINTENDO

03 
9.5 TIMESPLITTERS 2
2002/EIDOS

04 
9.4 STARFOX ADVENTURES
2002/NINTENDO

05 
9.4 SUPER MARIO SUNSHINE
2002/NINTENDO

06 WINNING ELEVEN 6 FE 9.2
2002/NINTENDO

07 ETERNAL DARKNESS 9.2
2002/NINTENDO

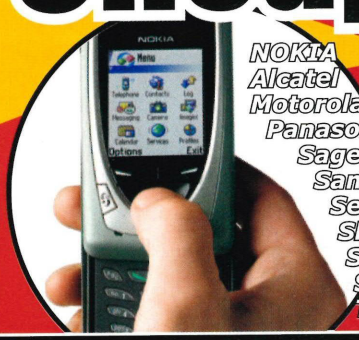
08 RESIDENT EVIL 9.2
2002/CAPCOM

09 TONY HAWK'S PRO SKATER 4 9.2
2002/ACCLAIM

10 SUPER MONKEY BALL 9.1
2002/SEGA

CheapTones.com

Don't pay top whack!
Call CheapTones.com! Calls to the Order Line are just 60p / min.
WEB SITE - www.CheapTones.com
WAP SITE - wap.CheapTones.biz



HOW DO I ORDER?

Just call the Order Line on

0906 698 1181

from Ireland - 1570 939 839 (126.91c/min.)

Then type in the 4 digit code that you want and your order will be sent to your mobile phone instantly by SMS!

Alternatively, O2, Orange, T-Mob & Vodafone can send text "cube xxxx" to number 87101, where xxxx is the ringtone / logo code.

LOGOS - NOKIA & SIEMENS



MUSIC RINGTONES

1000´s more on the internet - www.CheapTones.com

2Pac - Changes: 5156
2Pac - Thugz Mansion: 8144
50 Cent - In Da Club: 8133
Aaliyah - I Miss You: 8099
Afroman - Because I Got High: 5403
Alien Ant Farm - Smooth Criminal: 5261
Andrew WK - We Want Fun: 8211
Ashanti - Foolish: 6807
Ashanti - Happy: 7518
Atomic Kitten - The Tide Is High: 7603
Audioslave - Like A Stone: 8264
Avril Lavigne - Complicated: 7977
Avril Lavigne - I'm With You: 8065
Avril Lavigne - Sk8er Boi: 7858
B2K Ft P Diddy - Bump Bump: 8017
Big Brovaz - Nu Flow: 7834
Big Brovaz - OK: 8126
Black Sabbath - Paranoid: 4013
Blazin' Squad - Love On The Line: 7913
Blazin' Squad - Reminisce: 8140
Blink 182 - The Rock Show: 4899
Blue - Fly By II: 6383
Blue - One Love: 7856
Blue - U Make Me Wanna: 8235
Blue Ft Elton - Sorry Seems To Be: 7985
Bob Marley - No Woman No Cry: 6240
Bowling 4 Soup - Bad Guys Want: 6787
Britney Spears - I Love Rock Roll: 7882
Busted - What I Go To School For: 7719
Busted - Year 3000: 8052
Cameron - Hey Ma: 7761
Cheeky Girls - Cheeky Song: 7961
Christina Aguilera - Dirrty: 7912
Christine Aguilera - Beautiful: 7995
CKY - 96 Quite Bitter Beings: 6080
Coldplay - Clocks: 8248
Daniel Bedingfield - Not The One: 7936
Dannii Minogue - Begin To Wonder: 8200
Darius - Colourblind: 7140
Dee Dee - Forever: 6809
Delta Goodrem - Born To Try: 8215
Disturbed - Prayer: 7715
DJ Aligator Project - Whistle Song: 5990
DJ Sammy - The Boys Of Summer: 8179
DJ Sammy And Yanou - Heaven: 7137
Dr. Dre - The Next Episode: 3822
Electric Six - Danger High Voltage: 8019
Elvis vs JXL - A Little Less: 6817
Eminem - Cleanin' Out My Closet: 7542
Eminem - Lose Yourself: 8137
Eminem - Sing For The Moment: 8201
Eminem - Stan: 3922
Eminem - Without Me: 6604
Energy 52 - Cafe Del Mar: 7786
Eve ft Alicia Keys - Gangsta Lovin': 7519
Fat Joe ft Ashanti - What's Luv: 6590
Flip & Fill - Dance With Somebody: 8035
Flip & Fill - Shooting Star: 6937
Gareth Gates - Spirit In The Sky: 8214
Gareth Gates - Suspicious Minds: 7769
Girls Aloud - Sound Underground: 7968
Good Charlotte - Lifestyles Of Rich: 8070
Guns 'n' Roses - Sweet Child: 3868
Holly Valance - Down Boy: 7793
Holly Valance - Kiss Kiss: 6551
Hot Hot Heat - Bandages: 8253
InMe - Neptune: 8266
Ja Rule Ft Ashanti - Mesmerize: 8237
Ja Rule Ft Bobby B - Thug Lovin': 7991
Jaimeson Ft Angel Blu - True: 8053
Jan Wayne - Because The Night: 7867
Jay Z - Excuse Me Miss: 8261
Jay-Z - 03 Bonnie & Clyde: 7949
Jennifer Lopez - Jenny From Block: 7930
Jennifer Lopez Ft LL - All I Have: 8066
Junior Senior - Move Your Feet: 8180
Justin Timberlake - Cry Me A River: 8067
Justin Timberlake - Like I Love You: 7851
Kelly Llorenna - Heart Of Gold: 7929
Kelly Osbourne - Papa Don't P: 7595
Kelly Osbourne - Shut Up: 8071
Kelly Rowland - Stole: 8109
Korn - Thoughtless: 7548
Las Ketchup - Ketchup Song: 7799
Lasgo - Alone: 7525
Lasgo - Pray: 7928
Lasgo - Something: 6252
Liberty X - Just A Little: 6588
Linkin Park - In The End: 5398
Linkin Park - Where I Belong: 8209
LL Cool J - Luv U Better: 7804
Lost Prophets - Shinobi: 6362
Love Inc. - You're A Superstar: 8012
Madhouse - Like A Prayer: 7241
Madonna - Die Another Day: 7869
Marilyn Manson - Tainted Love: 6382
Milk Inc - Walk On Water: 7685
Missy Elliott - Work It: 7781
Mis-teeq - Scandalous: 8233
Mock Turtles - Can You Dig It: 8205
Motorhead - Ace Of Spades: 6332
Ms Dynamite - Dy-Na-Mi-Tee: 7598
Ms Dynamite - Put Him Out: 7965
Murderdolls - Dead In Hollywood: 7594
Nakatomi - Children Of The Night: 7838
Nas - I Can: 8251
Nelly - Hot In Herre: 6636
Nelly Ft Justin - Work It: 8202
Nelly Ft K Rowland - Dilemma: 7952
N-Trance - Forever: 7672
Oasis - Little By Little: 7767
Oasis - Songbird: 8125
One True Voice - Sacred Trust: 7970
P Diddy ft Usher - I Need A Girl: 6637
Pascal - Think We're Alone Now: 8014
Paul Oakenfold - Starry Eyed: 7553
Pink - Get The Party Started: 6071
Pink - Just Like A Pill: 7238
Porn Kings - Shake Ya Shimmy: 8219
PPK - Resurrection: 5808
Queen - Bohemian Rhapsody: 6333
Queen & Vanguard - Flash: 8239
Queens Stone Age - No One Ks: 7830
Rammstein - Feuer Frei: 7879
Red Hot Chili Ps - By The Way: 6769
Red Hot Chili Ps - Can't Stop: 8143
Red Hot Chili Ps - Zephyr Song: 7831
Richard X - Being Nobody: 8234
Robbie Williams - Feel: 7966
Romeo - Romeo Dunn: 7528
Ronan Keating - If Tomorrow: 6577
Room 5 Ft Oliver C - Make Luv: 8246
Saint Etienne - Soft Like Me: 8245
Scooter - Nessaja: 7683
Scooter - Posse: 7943
Scooter - The Logical Song: 6818
Scooter - Weekend: 8249
Sean Paul - Get Busy: 8262
Sex Pistols - Pretty Vacant: 7533
Shaggy - Hey Sexy Lady: 7873
Shakira - Underneath Clothes: 6568
Shakira - Whenever Wherever: 6251
Shania Twain - Getcha Good: 7888
Slipknot - Wait And Bleed: 4875
Snoop Dogg - Beautiful: 8252
Stone Sour - Bother: 8091
Sugababes - Round Round: 7530
Sum 41 - In Too Deep: 5827
Sum 41 - Still Waiting: 7880
Sum 41 - The Hell Song: 8072
System Of A Down - Aerials: 6792
Tatu - All The Things She Said: 8108
Tenacious D - Wonderboy: 7785
Toploader - Dancin' In Moonlight: 3677
Trucks - It's Just Porn Mum: 7235
Un-cut - Midnight: 8241
Westlife - Miss You Nights: 8268
Westlife - Unbreakable: 7890
Who Da Funk - Shiny Disco Balls: 7844

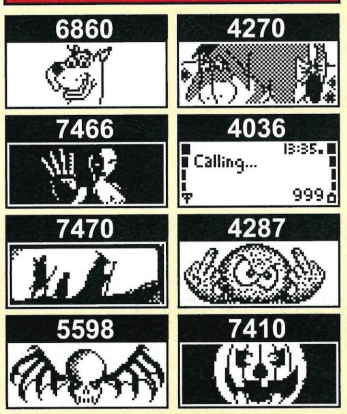
TV, MOVIE & OTHERS

633 Squadron: 4376
Angel: 4603
A-Team: 6454
Austin Powers: 1026
Benny Hill: 1027
Beverly Hills Cop: 1432
Big Brother: 4613
Black Beauty: 5501
Bod: 5875
Buffy: 1028
Captain Pugwash: 4620
Dambusters: 5788
Deliverance: 4457
Exorcist: 4460
Flintstones: 4628
Friends: 4632
Godfather: 4461
Goldmember: 7982
Good, Bad & Ugly: 4465
Great Escape: 3594
Guinness Ad: 4706
Hawaii Five O: 3533
Hyundi Ad: 7691
Italian Job: 5658
Itchy And Scratchy: 4642
James Bond: 1430
Jaws: 4462
Kevin & Perry: 6286
Knight Rider: 4645
League Gentlemen: 5865
Littlest Hobo: 8016
Magnificent Seven: 4920
Magnum PI: 6726
Mission Imp 2: 1261
Mission Imp: 1421
Muppets: 4650
Omen: 5914
Only Fools Horses: 6732
Phoenix Nights: 7538
Pulp Fiction: 6715
Rainbow: 4924
Rocky: 1050
Roobarb: 1440
Scooby Doo: 4562
Simpsons: 1439
Six Feet Under: 7829
South Park: 5177
Spiderman: 6657
Thunderbirds: 3529
Tigger's Song: 6453
Titanic: 1420
Top Cat: 5019
Winnie The Pooh: 3893

POLYPHONIC RINGTONES - WAP REQUIRED TO RETRIEVE RINGTONES

Avril Lavigne - Complicated: 7976
Black Sabbath - Paranoid: 7169
Christina Aguilera - Dirrty: 7898
DJ Otzi - Hey Baby: 6973
Eminem - Cleanin' Out My Closet: 7859
Eminem - Lose Yourself: 7974
Eminem - Lose Yourself: 8101
Eminem - Without Me: 6976
Girls Aloud - Sound Underground: 7971
Guns 'n' Roses - Sweet Child: 6977
Ian Van Dahl - Castles In Sky: 6974
Ja Rule Ft Bobby B - Thug Lovin': 8045
Jennifer Lopez - Jenny From Block: 8100
Kylie Minogue - Out Of My Head: 6951
Las Ketchup - Ketchup Song: 7877
Linkin Park - In The End: 6954
Metallica - Enter Sandman: 7165
Ms Dynamite - Put Him Out: 7931
Nelly Ft K Rowland - Dilemma: 7951
Nickelback - How You Remind Me: 6950
Puddle Of Mudd - Blurry: 7860
Robbie Williams - Feel: 8102
Shaggy - It Wasn't Me: 6952
Shakira - Whenever Wherever: 6955
Benny Hill: 8165
Exorcist: 7167
Match Of Day: 8270
Mission Imposs: 6975
Muppets: 8271
Simpsons: 7164
Star Trek: 8274
Thunderbirds: 8272

PICTURES - NOKIA/SIEMENS



ANIMATED SCREENSAVERS

NOKIA 3330, 3410, 5210 & 5510 - WAP NEEDED!



JAVA GAMES

Nokia 3410, 3510i, 6310i, 6610, 7210, 7650
Siemens M50/MT50, C55 - WAP NEEDED!



Fruit Machine: 8007
Ice Penguin: 8009

OTHERS -
Aston Golf *: 8001
Black Widow: 8002
Chains: 8003
Demon Treasure: 8004
Diamond Mine: 8005
Forge A Fortune: 8006
Hell's Pit: 8008
Pillar Dodge: 8010

HOW TO ORDER
To order a game, send text "cube xxxx" to number 87101, where "xxxx" is the 4 digit game code. All games cost £4.50

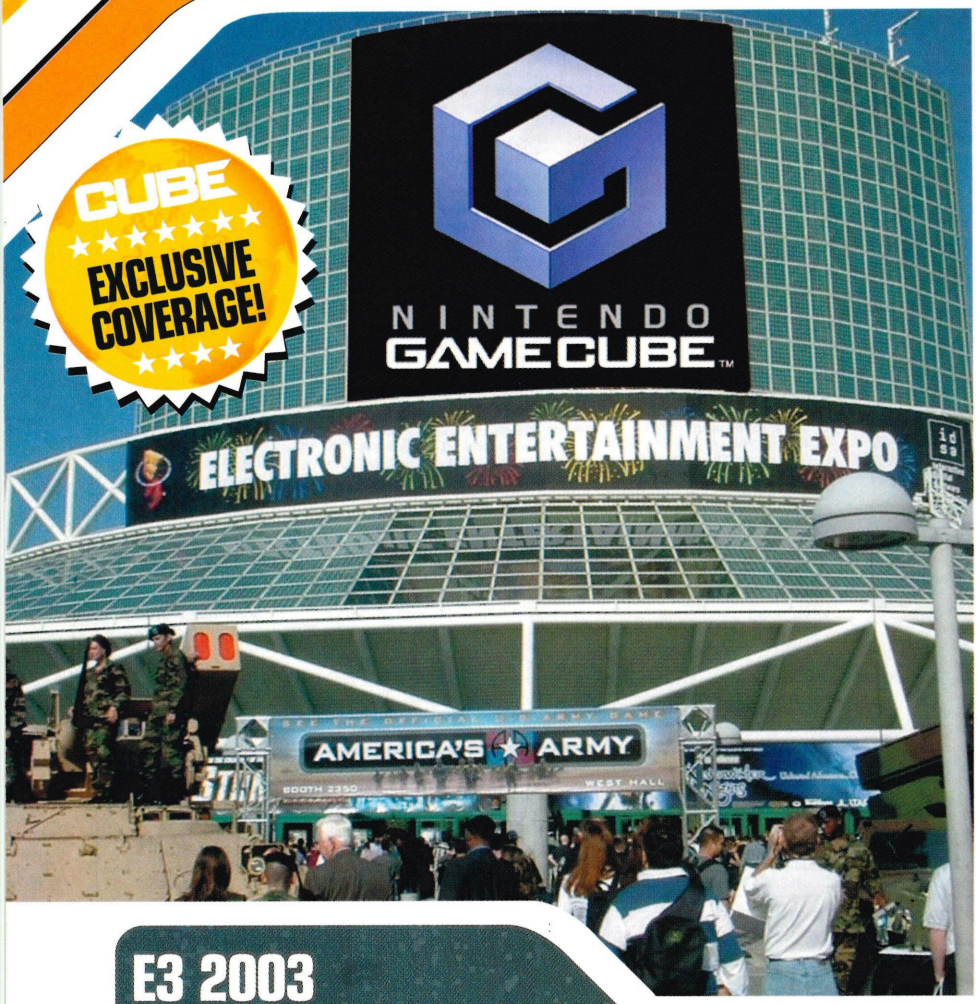
*Not Nokia 6310i

www.CheapTones.com, Box 220, M27 0WR. Calls to the Order Line are charged at 60p / min. (Ireland 126.91c / min.), average call is 2-3 mins. Call from a land line as charges may be more from a mobile. *Text orders cost £3. Text orders other than Nokia, add manufacturer to the end of text message, e.g. icube 3676 sagem. For the Help Line / Compatibility - call 0870 800 6991. Fax-Back Service 0870 800 6989. Alcatel supporting picture messages, operator logos and monophonic ringtones: Alcatel 511,512,525, 715. Motorola supporting monophonic ringtones: Motorola C330,C350,T192,T193,T250,T260,V100,V50,V8088,T720. Motorola supporting polyphonic ringtones: Motorola C333,C336,Motorola T720. Nokia supporting picture messages, operator logos, poly and monophonic ringtones: Nokia 3510,3510i,3650,5100,6100,6610,6800,7210,7250,7650. Nokia supporting picture messages, operator logos and monophonic ringtones: Nokia 3210,3310,3330,3410,5210,5510,6210,6250,6310,6310i,6510,8210,8250,8310,8850, 8890,9210i. Nokia supporting operator logos and monophonic ringtones: Nokia 6110,6130,6150,7110,8810,8910i,9110i,9210,nk702. Nokia supporting operator logos only: Nokia 5110,5130,nk402. Nokia supporting monophonic ringtones only: Nokia 6090,8110i, 9000i,nk503. Panasonic supporting polyphonic ringtones: Panasonic GD67,GD75,GD87,GD88,GD95,GD96. Sagem supporting monophonic ringtones only: most models - check web site for details. Samsung supporting picture messages, operator logos, polyphonic and monophonic ringtones: Samsung 600,620,S300,T100,T108,T400,V100,V200. Samsung supporting picture messages, operator logos and monophonic ringtones: Samsung R210. Samsung supporting both polyphonic and mono ringtones: Samsung 500. Samsung supporting mono ringtones only: Samsung N100,N300. Sendo supporting picture messages, operator logos and monophonic ringtones: Sendo J530,P200,P220,S200,S220,S230. Sendo supporting monophonic ringtones only: Sendo J520. Sharp supporting polyphonic ringtones: Sharp GX-10. Siemens supporting picture messages, operator logos, polyphonic and monophonic ringtones: Siemens S55. Siemens supporting picture messages, operator logos and monophonic ringtones: Siemens A50,C45,C55,M50,ME45,MT45,S45,SL45. Sony Ericsson poly ringtones only: Sony Ericsson T200,T300,T600,T68. Trium mono ringtones only: Trium 110,Eclipse,Mystral,Odyssey.

THE GREATEST VIDEOGAMES SHOW ON EARTH IS POISED TO ROCK OUR WORLD. ARE YOU READY?

Next Month... Next Month... Next Month... Next Month...

HORIZON



E3 2003

Bucket-loads of new GameCube games!

Mario Kart, Mario Golf, Mario Tennis, Mother 3, Animal Crossing 2, Pikmin 2, StarFox Armada, F-Zero GC, Rogue Leader III, Thornado, Ridge Racer, Metal Gear, Final Fantasy, Tales of Symphonia, Killer 7, Dead Phoenix, Biohazard 4, VF Quest, Sonic Adventure 3, LAN gaming... and the list goes on!

HARVEST MOON

Old MacDonald had a farm...

We've had so many emails and letters about this one, and next month we'll finally getting our hands on Ubi Soft's little farming/life simulator. Ready to settle down and bring up a family? This is the easiest way we can think of...





FIRST HANDS-ON PLAYTEST

INTERVIEW

STUDIO EYE

PRODUCTION STUDIO 4

Yeah, okay, so we were supposed to have it this issue, but with the run up to E3 everything's totally hectic so we postponed it until next month instead. Ever seen the insides of a Japanese studio? You will soon.

SOLUTION

PROBLEM SOLVED

SKIES OF ARCADIA

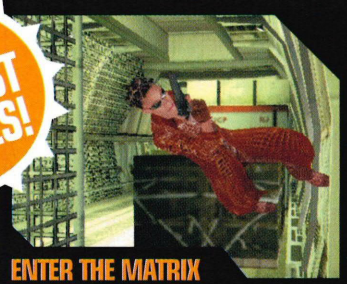
The GameCube's first decent Japanese RPG hits the UK, and we've got the ultimate guide to being the best pirate you can possibly be.



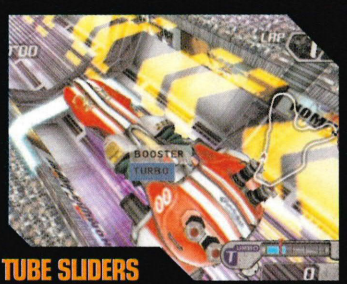
Plus all the latest cheats, tips and hints for the best GameCube titles!

Definitive reviews of ALL the latest GameCube titles, including:

THE BIGGEST GAMES!



ENTER THE MATRIX
Ooooh, all that pretty computer code... and possibly a good game



TUBE SLIDERS
Should F-Zero GC be running scared? We'll know soon enough



GIFTPIA
It looks mightily strange, but we're strangely excited about this one

PLUS

- V-Rally
- Too Human
- Alias
- Ridge Racer
- Gladius
- Viewtiful Joe
- Sonic Adventure 4
- VF Quest
- 1080° Avalanche
- Starcraft Ghost
- The Italian Job

NEXT ISSUE

ISSUE 20 ON SALE 05 JUNE 2003

DON'T MISS OUT!

TWO FREE DISCS



DISC ONE

CHEATS DISC



DISC TWO

VIDEO DISC



ACTION REPLAY

Every month we'll be bringing you a disc packed with cheats for the latest and biggest games. There's no need for fussing around entering cumbersome codes. You just slip the disc into your GameCube, select the game you want to bust and the relevant cheats you want to access, then stick the game disc in and hey presto – it's all sorted! Pretty good, eh? Here's what to expect on the first disc...

- **Metroid Prime**
- **TimeSplitters 2**
- **The Sims**
- **Animal Crossing (US)**

BONUS PLAY IMPORT GAMES ON YOUR GAMECUBE

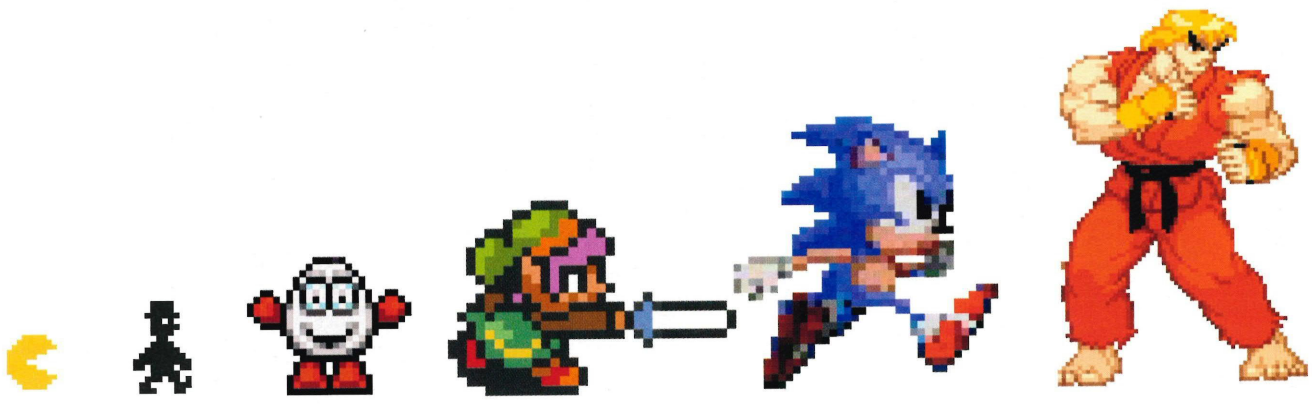
VIDEO DVD

An exclusive DVD packed with footage of the most anticipated game including...

- **Zelda: The Wind Waker**
- **PN03**
- **Viewtiful Joe**
- **Megaman Network Trans**
- **Killer 7**
- **Biohazard 4**
- **Soul Calibur II**
- **Enter the Matrix**
- **XGRA**
- **Splinter Cell**

RESERVE YOUR COPY TODAY PAGE 128

*Note: Contents and appearance are subject to change

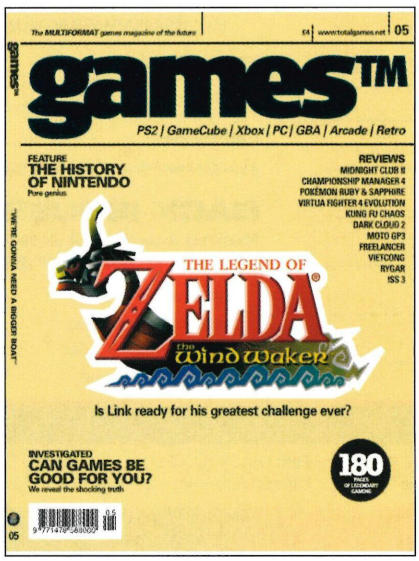


THE EVOLUTION OF...

PlayStation2 | GameCube | Xbox | PC | GBA | Arcade | Retro gaming



games™



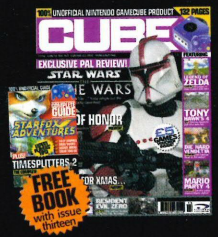
- 180 PAGES
- THE MULTI-FORMAT GAMES MAGAZINE OF THE FUTURE
- FOR MATURE, HARDCORE GAMERS
- 30 PAGE DEDICATED RETRO SECTION
- EVERY GAME FORMAT
- HIGH QUALITY

OUT NOW

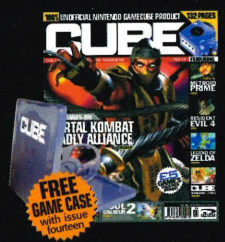
Back Issues

MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...



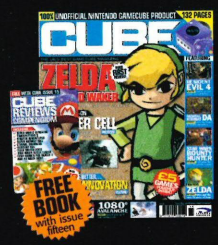


ISSUE THIRTEEN
Six pages of brand-new *Zelda* stuff, an exclusive PAL review of *The Clone Wars* plus *Tony Hawk's 4*, *Mario Party 4*, *Godzilla* and a *StarFox Adventures* guide on the cover for free!



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 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...



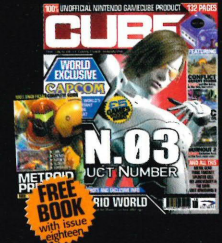
ISSUE FIFTEEN
Huge eight-page review of the wonderful *Zelda: The Wind Waker* and Capcom's incredible 2003 line-up revealed, plus part one of our *Medal Of Honor: Frontline* solution.



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



ISSUE SEVENTEEN
Feature-packed issue that also includes the PAL review of *Metroid Prime* and a full solution to *Resident Evil Zero*. Plus we go Freeloader crazy – all your importing woes are at an end!



ISSUE EIGHTEEN
World exclusive first play of Capcom's super-stylish *PN03* plus a free 144 page solution to *Metroid Prime* together with full colour maps inside the magazine, all completely exclusive, of course!

CUBE

CUBE0319

YOUR DETAILS

Name .....

Signature .....

Address .....

.....

.....

Postcode .....

Tel .....

PAYMENT METHOD

☐ Cheque/postal order made payable to Paragon Publishing Ltd.

Amount enclosed .....

☐ Credit card type .....
(ACCESS/VISA/MASTERCARD/SWITCH)

Issue No (Switch) .....

Expiry date .....

Card Number .....

If you don't want to receive related promotional material please tick this box ☐

BACK ISSUES ORDER FORM

Please tick issues required (£4.20 each inc. p+p) UK only.
Overseas prices available upon request.

- ☐ ISSUE TWELVE (FREE FASCIA)
- ☐ ISSUE THIRTEEN (FREE BOOK)
- ☐ ISSUE FOURTEEN (FREE CASE)
- ☐ ISSUE FIFTEEN (FREE BOOK)
- ☐ ISSUE SIXTEEN (FREE FASCIA)
- ☐ ISSUE SEVENTEEN
- ☐ ISSUE EIGHTEEN (FREE BOOK)

ORDERING DETAILS

PARAGON PUBLISHING

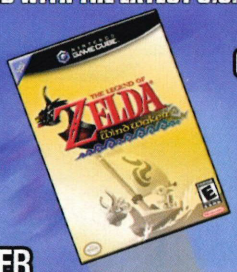
Phone: 01454 642442
Freepost Address:

Fax: 01454 620080 **Email:** CUBE@cisubs.co.uk
Paragon Publishing Ltd, FREEPOST (SWB 1565), Patchway, BRISTOL, BS32 0ZZ

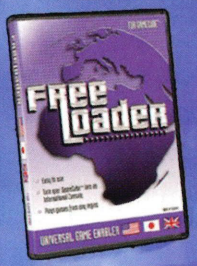
King Cube
ONLINE STORE

UK's GREATEST IMPORTER

STOCKED WITH THE LATEST U.S. AND JAP GAMES, CONSOLES & ACCESSORIES



Get your
FREELOADER
here



ORDER
ZELDA
NOW





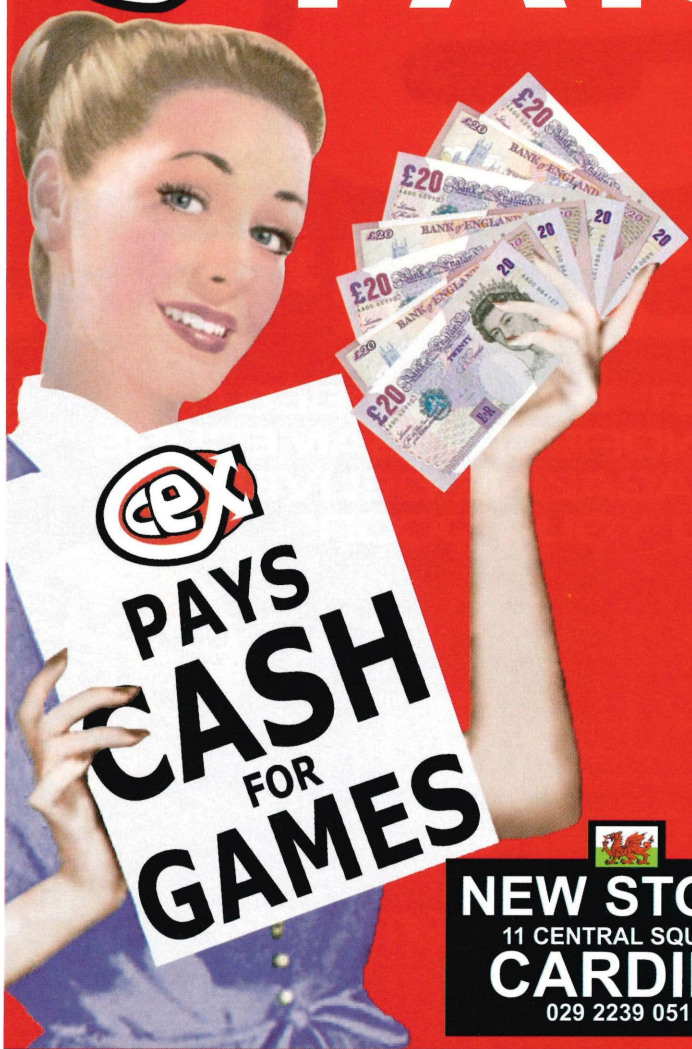
VISIT OUR WEBSITE AT:

www.kingcube.co.uk

HOTLINE - 0845 225 40 99

Gaming | DVD | Computing | Phones | Electronics

cex PAYS



NEW STORE
11 CENTRAL SQUARE
CARDIFF
029 2239 0512

CASH
FOR YOUR
GAMES
OR EXCHANGE
OLD FOR NEW

ID required for cash - contact us for more details. Stores open 7 days a week

NEW • 2nd HAND • BUY SELL EXCHANGE

Birmingham 0121 200 2330, Bromley 020 8464 0480, Harrow 020 8427 5800, Hounslow 020 8572 8365, Kingston 020 8541 0882, Leeds 0113 244 1800, London W1 020 7636 2666, Southampton 02380 337100, Watford 01923 221 666.

Enquiries ☎: 01923 228 828 **WWW.CEX.CO.UK**

Subs

DON'T MISS OUT

GET THE UK'S BEST UNOFFICIAL GAMECUBE MAGAZINE DELIVERED TO YOUR DOOR!

Subscribe to the world's best Nintendo GameCube magazine and not only will you save money – over 24% on the newsstand price – but you'll also get:

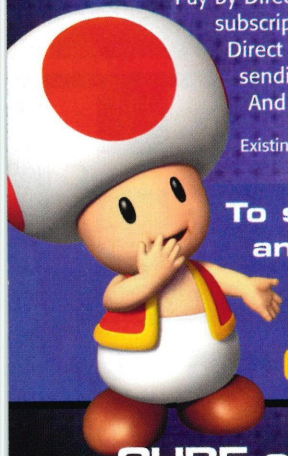
- The latest GameCube developments, unofficial reviews and previews of games from Nintendo's big brand names and a huge solutions section
- Regular free gifts and promotions
- Each issue delivered direct to your door every month
- A money-back guarantee – change your mind and we'll give you a full refund on all unmailed issues!

SAVE OVER 20%

PLUS SAVE AN EXTRA 10%

Pay by Direct Debit and you can spread the cost of your subscription and pay just £7.42 every three issues. Paying by Direct Debit is easy and hassle free – we'll just keep sending your magazines to you until you tell us to stop. And you'll save yourself an extra 10% too!

Existing subscribers, you can renew your subscription with this offer.



To subscribe, just complete and return the form, email CUBE@cisubs.co.uk or call our subscription hotline on 01454 642442

CUBE offers the kind of hard-edged opinion that comes with experience and integrity. Its strong brand makes it the first choice for gamers who want trustworthy and entertaining reviews.



There's only one magazine that brings you the details of the biggest games



Massive reviews of the best games – all delivered to your door. Bargain!



cribe

PAY JUST £33 FOR 12 ISSUES!



CALL THE SUBSCRIPTIONS HOTLINE:

01454 642442

FAX: 01454 620080 ● EMAIL: CUBE@CISUBS.CO.UK

YES, I WOULD LIKE TO SUBSCRIBE TO CUBE

PERSONAL DETAILS

Your name

Address

Post code Email

Phone number Date of Birth

SUBSCRIPTION AS A GIFT

Name

Address

Post code Email

Phone number Date of Birth

☐ **New Subscription** ☐ **Renewal Subscription**

PARAGON PUBLISHING

Please return this order form or a photocopy of it together with your cheque/PO (if applicable) to the following address: **Paragon Publishing Ltd, FREEPOST (SWB1565), Patchway, BRISTOL, BS32 0ZZ.**

From time to time, Paragon sends out news about exciting new products and opportunities that are of interest to readers. If you do not wish to receive such information, please tick this box. ☐

CUBE0319

PAYMENT DETAILS

1. Direct Debit

☐ UK only £7.42 every three issues – **SAVE AN EXTRA 10%**

PARAGON PUBLISHING

Instruction to your bank or building society to pay by Direct Debit

DIRECT Debit

Please fill in the form and send it to: Paragon Publishing Ltd, Freepost (SWB1565), Patchway, Bristol, BS32 0ZZ

Name and full postal address of your bank or building society

To: The manager Bank/Building Society

Address

Postcode

Name(s) of account holder(s)

Branch sort code

Bank/building society account number

Originator's Identification Number

8 5 1 4 1 2

Reference Number

Instructions to your bank or building society.

Please pay Paragon Publishing Ltd Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit guarantee. I understand that this instruction may remain with Paragon Publishing Ltd and, if so, details will be passed on electronically to my bank/building society

Signature(s)

Date

Banks and building societies may not accept Direct Debit instructions for some types of account

A6 instruction form

2. Cheque/credit/debit card

☐ **UK** £33 for 12 issues ☐ **Europe** £45 for 12 issues ☐ **World** £56 for 12 issues

☐ **Cheque** (£'s sterling made payable to Paragon Publishing Ltd)

☐ **Visa** ☐ **Mastercard** ☐ **Amex** ☐ **Switch** ☐ **Delta**

Card number:

Expiry date: – Issue No:

Signed: Date:

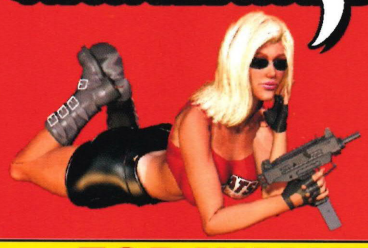
I ♥ NINTENDO

ONE THING THAT the Super NES was famous for was RPGs. From *Final Fantasy* to *Star Ocean*, the wealth of quality titles was enormous. For many, this was a golden age of gaming, and with Square and Enix (now SquareEnix, of course) delivering some of their very best games to the system, RPG fans were in heaven. One game that stood out early on was *The Secret Of Mana*, a real-time battle multiplayer adventure that many saw as Square's best game to date. However, some fans of the first game might not be aware of the sequel…

SEIKEN DENSETSU 3

Seiken Densetsu, as it's known in Japan, actually started off on the Game Boy over here under the name *Final Fantasy Adventure*. *SD2, known as Secret of Mana in the west, was soon followed by Seiken Densetsu 3* which, as you may have guessed, was never released outside Japan, and along with the absence of *Chrono Trigger* and *Final Fantasy 6*, counts as one of the great gaming crimes in history! Everything that made *The Secret Of Mana* so good was in there, but it was packed to the seams with even more sublime visuals, charming sounds and classic gameplay. The combat took a turn for the worse, losing the swing meter and thus sometimes leaving the player in the hands of fate, but the six unique characters, each with their own story, who interacted with each other depending which party of three you had chosen to play as (you could mix and match characters) gave a lot of replay value. You could also customise them to a certain extent, choosing if they erred on the dark side or light side of magic, which affected their spells in terms of offence/defence. Innovative for the time, there was also a basic night/day system that you had to keep in mind during certain scenarios – you didn't want to get caught at full moon near wolves, for instance…

CALL ME 24/7, I'VE GOT WHAT YOU NEED!



Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

CHEATS TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

GAMEBOY

Action Man
Advance Mario
Alleyway
Alone in the Dark 4
Asterix: Search Dogmatix
Bob The Builder
Crystal Pokemon
Double O Seven TWINE
Dragonball Z L.Sup.Wars.
Game Boy Camera
Grand Theft Auto
Harry Potter
I.Jones The Last Crusade
Mortal Kombat 2
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Pinball
Pokemon Red
Pokemon Silver
Pokemon Trading Card
Pokemon Yellow
TJ Lavin Ultimate BMX
Yellow Pokemon
Yu-Gi-Oh!: Dark Duel St.
Zelda: Links Awake. DX
Zelda: Oracle of Seasons
Plus Many More...

N64

Asteroids Hyper 64
Banjo Tooie
Command & Conquer 64
Conkers Bad Fur Day
Cruisin' Exotica
Duke Nukem 64
Duke Nukem: Zero Hour
Extreme G
Goldeneye
Mario 64
Mission Impossible
Pokemon Stadium
Star Wars: Rogue Squad.
Turok 2
World is not Enough
WWF No Mercy
WWF Wrestlemania '00
Zelda: Majora's Mask
Zelda: Ocarina of Time
Plus Many More...

DR.MCAST

Army Men: S's Heroes
Fighting Force 2
Millenium Soldier Ex.
Res. Evil: C Veronica
Sega Bass Fishing
Sega Rally 2
Sonic Adventure
Sonic Adventure 2
Tomb Raider 4
Trickstyle
UEFA Striker
Plus Many More...

GBOY ADV

A Link to the Past
Advance Wars
Aggressive Inline
Army Men Advance
Attack of the Clones
Boxing Fever
Breath of Fire
Broken Sword
Castlevania: C of Moon
Castlevania: Harmony D.
Crash Band. 2 N-Tranced
Crash Bandicoot XS
Daredevil
Dexter's Lab: D. Strikes
Doom
Dragonball Z: Leg. Goku
Driver 2 Advance
Duke Nukem Advance
Ecks Vs. Sever 2: Ballistic
Golden Sun
Gremlins
Harry Potter
Harry Potter C.of Secrets
Int. Super Soccer
Klonoa: Empire of Dream
L. of Zelda: Link to Past
Lilo and Stitch
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Mario Advance
Mario Kart Super Circuit
Medabots AX
Metroid Fusion
Mort.Kombat: Deadly All.
Rayman Advance
Reign Of Fire
Road to Wrestlemania
Robot Wars: Extreme Dst.
S Palmer's Snowboarder
Smugglers Run
Sonic Advance
Sonic Advance 2
Spiderman The Movie
Spiderman: M's Menace
Spy Hunter
Spyro: Season of Flame
Spyro: Season of Ice
Star Wars Jedi P. Battles
Star Wars: Att. of Clones
Star Wars: New Dr.Army
Street Fighter 2 Revival
Super Bust A Move
Super Mario Advance 2
Super Mario Advance 3
Tekken Advance
The L. of Zelda: L. to Past
Tomb Raider: Prophecy
Tony Hawk's 2
Tony Hawk's 4
Wario Land 4
WWE Rd to W'mania X8
WWF Rd to Wrestlemania
Yoshi's Island
Yu-Gi-Oh! Duel Monst. 7
Yu-Gi-Oh! Eternal Duelist
Zelda: A Link to Past
Plus Many More...

X-BOX

ATV Quad Racing 2
Baldur's Gate: Dark All.
Battle Engine Aquila
BMX XXX
Buffy The Vampire Slayer
Champ. Manager 2001
Champ. Manager 2002
Colin McRae Rally 3
Conflict: Desert Storm
Dave Mirra BMX 2
Dead or Alive Volleyball
Dead to Rights
Dynasty Warriors 3
Ghost Recon
Halo
Hitman 2: Silent Assassin
I. Jones: Emperor's Tomb
James Bond: Nightfire
Lord of Rings Two Towers
Metal Gear Solid 2: Sub.
Mort.Kombat: Deadly All.
Nightfire
Sega GT 2002
Shenmue 2
Splinter Cell
Star Wars: Jedi Knight 2
Time Splitters 2
Tony Hawk's 4
Turok: Evolution
Wreckless: Yakuza Miss.
WW2: Prisoner of War
Plus Many More...

PC

Age of Emp.2: Conqueror
Age of Empires
Age of Empires 2
Champ. Manager 4
Diablo 2
Driver
FIFA 2003
Grand Theft Auto 2
Grand Theft Auto 3
James Bond: Nightfire
Mafia
Max Payne
Medal of Honor: A. A.
Medal of Honor: Sp'head
Medieval: Total War
Monsters Inc
Project IGI
Project IGI 2 Cov. Strike
Roller Coaster Tycoon
RollerCoaster Tycoon II
Screamer 4x4
Sim City 3000
Sim City 4
Sims
Soldier of Fortune
Soldier of Fortune 2
Splinter Cell
Stronghold
Theme Hospital
Tomb Raider 2
Plus Many More...

PS2

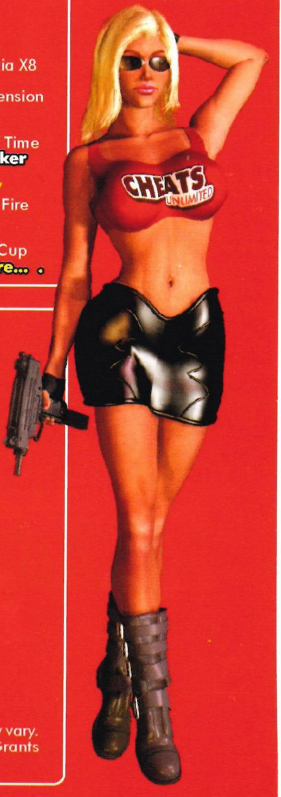
Age of Empires 2
Agent Under Fire
Alone in the Dark 4
Blade 2
C.Bandicoot: W.of Cortex
Commandos 2
Conflict Zone
Conflict: Desert Storm
Dark Cloud
Desert Storm (Conflict)
Devil May Cry
Devil May Cry 2
Dragonball Z: Budokai
Draken: Ancient Gates
Escape Monkey Island
FIFA 2003
Final Fantasy 10
Getaway
Ghost Recon
Gran Turismo 3
Grand T Auto: Vice City
Grand Theft Auto 3
Harry Potter Ch.Secrets
Headhunter
Hitman 2: Silent Assassin
James Bond: Nightfire
Kingdom Hearts
LMA Manager 2003
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Max Payne
Maximo
Medal of Honor Frontline
Metal Gear Solid 2
Metal Gear Solid 2: Sub.
Midnight Club
Mort.Kombat: Deadly All.
Nightfire
Onimusha 2
Onimusha: Warlords
Premier Manager 2002
Pro Evolution Soccer 2
Ratchet and Clank
Rayman 3
Red Faction
Res.Evil: Code Veronica X
Shadowman 2
Silent Hill 2
Sims
Sly Racoon
Smackdown! 4: Shut Y.M.
Smugglers Run
Soul Reaver 2
Spiderman The Movie
Splinter Cell
Star Wars: Bounty Hunter
Tenchu: Wrath of Heaven
The Getaway
The Sims
The Thing
Time Splitters 2
Tom Clancy's Splinter Cell
Tony Hawk's 4
Turok: Evolution
Vice City, G.T.A.
WWE Smackdown! S.Y.M.
Plus Many More...

GAME CUBE

A = 01
Ace Golf
Agent Under Fire
Aggressive Inline
American Pro Trucker
Animal Crossing
ATV Quad Racing 2
B = 02
Batman Vengeance
Battle, Sonic Adventure 2
Battlecry, Robotech
Beach Bandits, R. Power
Beach Spikers
Black and Bruised
BloodRayne
Bloody Roar: Primal Fury
Blue Storm - Wave Race
BMX XXX
Bomberman Generation
Bond 007: Nightfire
Bond: Agent Under Fire
Bounty Hunter: Star Wars
Burnout
C = 03
Capcom vs. SNK: EO
Casper: Spirit Dimensions
Cel Damage
Chamber of Secrets
Clone Wars - Star Wars
Combat Zones - Top Gun
Crash Bandicoot
Crazy Taxi
Crush Hour (WWE)
D = 04
Dark Legacy
Dave Mirra BMX 2
Dead to Rights
Deadly Alliance
Defender
Destroy All Monsters
Die Hard: Vendetta
Dinosaur Planet (Starfox)
Disney Sports Football
Disney's Magical Mirror
Doshin the Giant
Dr. Muto
E = 05
Eggo Mania
Eighteen Wheeler
Enter the Dragonfly
ESPN Int.Winter Sports'02
Eternal Darkness
Evolution (Turok)
Evolution Skateboarding
Extreme G 3
F = 06
F1 2002
FIFA 2002
FIFA 2003
FIFA World Cup 2002
Fighting Live
Fire Blade
Fox McCloud StarFox Adv
Freekstyle
Freeride - Tarzan
Frontline (M. of Honor)
G = 07
Gauntlet: Dark Legacy
Ghost Recon
Godzilla: D. all Monsters
Groove Adventure Rave
H = 08
Harry Potter C.of Secrets
Hoodlum Havoc
Hot Pursuit 2
Hot Wheels: Velocity X
I = 09
Int. Superstar Soccer 2
Int. Winter Sports 2002
J = 10
J McGrath's S'cross World
J.Bond: Agent Under Fire
James Bond: Nightfire
Jedi Knight 2
K = 11
Kelly Slater's Pro Surfer
L = 12
Leg. of Zelda: O. of Time
Leg. of Zelda: W. Waker
Legends of Wrestling
Legends of Wrestling 2
Lord of Rings Two Towers
Lost Kingdoms
Luigi's Mansion
M = 13
Madden NFL 2002
Magical Mirror
Mario Party 4
Mario Sunshine
Mat Hoffman's Pro BMX 2
Medal of Honor Frontline
Men In Black 2 Alien Esc.
Metroid Prime
Micro Machines
Minority Report
Mort.Kombat: Deadly All.
MX Superfly
Mystic Heroes
N = 14
NASCAR Thunder 2003
NBA 2K2 & 2K3
NBA Courtside 2002
NBA Live 2003
NBA Street
Need for Speed H.Purs.2
Next Dimension: X-Men
NFL Blitz 2002
NFL Q'back Club 2002
NHL 2003
NHL Hitz 2002
Night of 100 Frights
Nightfire
O = 15
Ocarina Of Time: Zelda
007 Agent Under Fire
007 Nightfire
P = 16
Pac-Man World 2
Phantasy Star Online
Pikmin
Primal Fury - Bloody Roar
Q = 17
Quad Power Racing 2
R = 18
Rayman 3
Red Card Soccer 2003
Reign Of Fire
Resident Evil
Resident Evil Zero
Rev. of Flying Dutchman
Robotech: Battlecry
Rocket Power Bch.Bandits
Rocky
Rogue Leader
Rune - Lost Kingdoms
S = 19
Sanity's Requiem
Scooby Doo: 100 Frights
Sega Soccer Slam
Simpsons: Road Rage
Smugglers Run 2: Warz.
Sonic Adventure 2 Battle
Sonic Mega Collection
Spiderman The Movie
Spirit Dimensions
SpongeBob S'Pants: RFD
Spy Hunter
Spyro: Ent.the Dragonfly
SSX Tricky
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: J. Knight 2
Star Wars: Rog. Leader
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
Swingerz Golf
T = 20
Tarzan Freeride
Tarzan Untamed
The L. of Zelda: W.Waker
The L.of Zelda: Oc. Time
The Simpsons: Road Rage
The Two Towers
Throwdown - UFC
Tiger Woods Golf 2003
Time Splitters 2
Tom Clancy: Ghost Recon
Tony Hawk's 3
Tony Hawk's 4
Top Gun: Combat Zones
Turok: Evolution
Ty the Tasmanian Tiger
U = 21
Ult.F.Champ: Throwdown
V = 22
Velocity X - Hot Wheels
Vendetta: Die Hard
Vexx
Virtua Striker 3: V. 2002
W = 23
Warzone, Smuggler's Run
Wave Race: Blue Storm
Wind Waker
World Cup 2002
Wrath of Cortex
WWE Crush Hour
WWE Wrestlemania X8
X = 24
X-Men: Next Dimension
Z = 26
Zapper
Zelda: Ocarina of Time
Zelda: Wind Waker
Zoocube
0-9 = 27
007 Agent Under Fire
007 Nightfire
18 Wheeler
2002 FIFA World Cup
Plus Many More...

PlayStation
PlayStation.2
PC
XBOX
GAME CUBE
Dreamcast
NINTENDO 64
GAME BOY ADVANCE
GAME BOY COLOR

Cheats & Walkthroughs also available for all these consoles.



CALL NOW

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

AGED 16 OR OVER, CALL THIS NUMBER NOW

09066 093 341

AGED UNDER 16, CALL THIS NUMBER

09066 096 101

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000

FORGOTTEN REALMS

Baldur's Gate™ Dark Alliance™

Live the Fantasy...

"Baldur's Gate: Dark Alliance looks like an absolute must-have game..."
- GameSpy.com



Explosive spell effects



Hordes of D&D® creatures

www.interplay.com/bgda

DANGER HIGH VOLTAGE SOFTWARE

BLACK ISLE STUDIOS

developed by snowblind studios

Interplay™

PlayStation.2

NINTENDO GAMECUBE

XBOX

Baldur's Gate: Dark Alliance ©2003 Interplay Entertainment Corp. All rights reserved. Baldur's Gate, Dark Alliance, Forgotten Realms, the Forgotten Realms logo, D&D, the Dungeons & Dragons logo, and the Wizards of the Coasts logo are trademarks owned by Wizards of the Coast Inc., a subsidiary of Hasbro, Inc., and are used by Interplay under license from Infogrames Interactive, Inc. Black Isle Studios, the Black Isle Studios logo and the Interplay logo are trademarks of Interplay Entertainment Corp. Snowblind Studios and the Snowblind Studios logo are trademarks of Snowblind Studios. High Voltage Software and the High Voltage Software logo are trademarks of High Voltage Software, Inc. All other trademarks are property of their respective owners. Microsoft, Xbox, and the Xbox logo are either registered trademarks or trademarks of Microsoft Corporation in the U.S. and/or other countries. "PS" and "PlayStation" are registered trademarks of Sony Computer Entertainment Inc. All Rights Reserved. ™, ® AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO. © 2002 NINTENDO. Screenshots shown are from Xbox version.