2 DISCS! PLAYABLE CHEATS CD PLUS DVD VIDEO

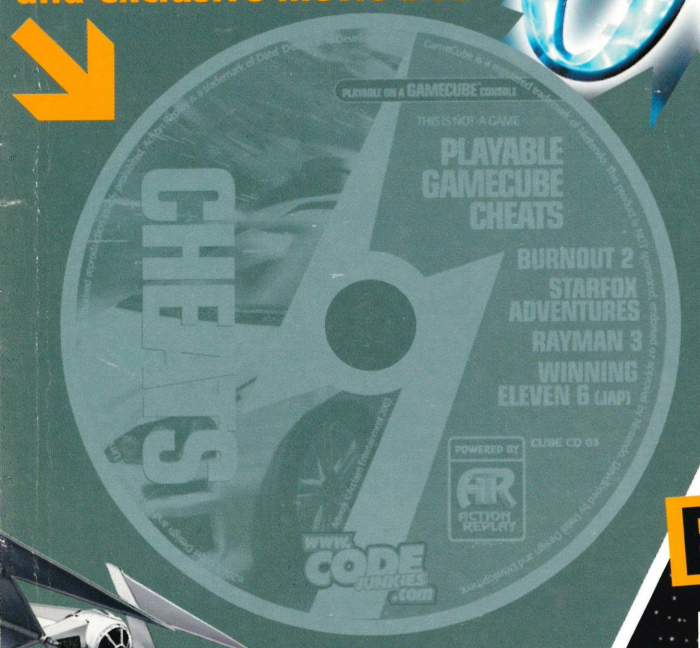
CUBE

100% UNOFFICIAL GAMECUBE MAGAZINE

NO.22

FREE! DISCS!

Free playable Cheats Disc and exclusive movie DVD





FULL DETAILS PAGE 6

WORLD EXCLUSIVE 007 EVERYTHING OR NOTHING

THE BEST BOND SINCE GOLDENEYE! EXCLUSIVE NEW SCREENS INSIDE

£5 GAMES VOUCHER INSIDE!

EXCLUSIVE! DVD VIDEO!

STAR WARS ROGUE SQUADRON III REBEL STRIKE

Stunning in-game footage plus four pages of new screenshots and info

VIEWTIFUL JOE

Mix it up with the coolest superhero on the planet. Henshin-a-go-go, baby!



PLUS!

- F-ZERO GX •
- WARIO WORLD •
- THE ITALIAN JOB •
- MOH: RISING SUN •
- FINAL FANTASY: CC •

XTREME-G RACING ASSOCIATION

Acclaim takes on F-Zero in its own back yard



"excite, enthuse and inform"

PARAGON PUBLISHING

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SEGA
NINTENDO GAMECUBE
Distributed by
INFOGRAMES
Become a legend of piracy
CUBE 9.0/10
I'm seeking men with heart,
men of spirit and courage,
you must be fast with a cutlass
and fearless in battle.
The uncharted skies are riddled
with hidden dangers but also
unimaginable beauty.
Will you join me?
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Published by SEGA CORPORATION. Distributed by Infogrames .
OVERWORKS





WELCOME



ODD HOW SOME days you wake up and everything seems better than it did yesterday, or maybe it's that hazy Bournemouth sunshine frying the **CUBE** brain cell. Who can tell? Anyway, last month we were pretty down on Nintendo's attitude and insistence on connectivity being the way forward, but now we're deep into the slow months and it's time to start looking optimistically toward the autumn and beyond. Having spent three days at Electronic Arts' San Francisco office getting hands-on with EA's forthcoming GC line-up, it's good to see there's still plenty to look forward to outside of the first and second party stuff. We'll have a full report next month but you can get the scoop on the new 007 game *Everything Or Nothing* over on page 56 of this issue. We've got heaps of exclusive screenshots to show you and, having played the game quite extensively in San Francisco, it comes off as a very neat mix of *Splinter Cell*, *Hitman 2* and *Max Payne* with flying and driving sequences bolted on to create the total Bond experience. Our other In-Depths focus on *Rogue Squadron III* – already pencilled in as a potential game of the year – and *Xtreme G Racing Association*, which is looking a class act too.

Although it's another slow month on the reviews front (things will get better next issue, honest), *Viewtiful Joe* at least turned out to be as whacked out and playable as we could possibly have hoped. It's just a shame about the seismic shift in difficulty over the last couple of levels.

We've got our best discs yet, with cheats for top titles *Burnout 2*, *Starfox Adventures* and *Rayman 3*, plus this month's Freeloader game, *Winning Eleven 6 Final Evolution*. This is essentially a more advanced version of *Pro Evolution Soccer 2*, but since you'll never get to see that on GameCube over here due to Sony having done an exclusive European deal with Konami for the title, this is the perfect opportunity to own quite simply the best football game there is. Also check out the DVD for exclusive videos, including *Rogue Squadron III*, *007 Everything Or Nothing* and *Prince Of Persia*, among others.

So we're all cheered up after last month's soul-searching. Bring on the autumn and the next wave of triple-A GameCube goodness...

Can I get a 'Hell yeah!'

Miles Guttery
Editor



AT A GLANCE

007 Everything Or Nothing	56
1080° Avalanche	53
Advance Wars 2	111
Auto Modellista	84
Custom Robo	40
Dead To Rights	78
Disney Skateboarding	46
Final Fantasy: Crystal Chronicles	10
Finding Nemo	54
F-Zero GX	08
Gregory Horror Show	48
GT Cube	86
Italian Job, The	42
Jet Set Radio	110
Megaman Network Transmission	82
MOH: Rising Sun	38
Need For Speed Underground	50
Pokémon Channel	52
Rock 'N' Roll Racing	110
Rogue Squadron III	60
SEGA Smash Pack	111
Sonic Pinball Party	111
Stage Debut	41
Viewtiful Joe	72
Wario World	80
XGRA	64

CUBE

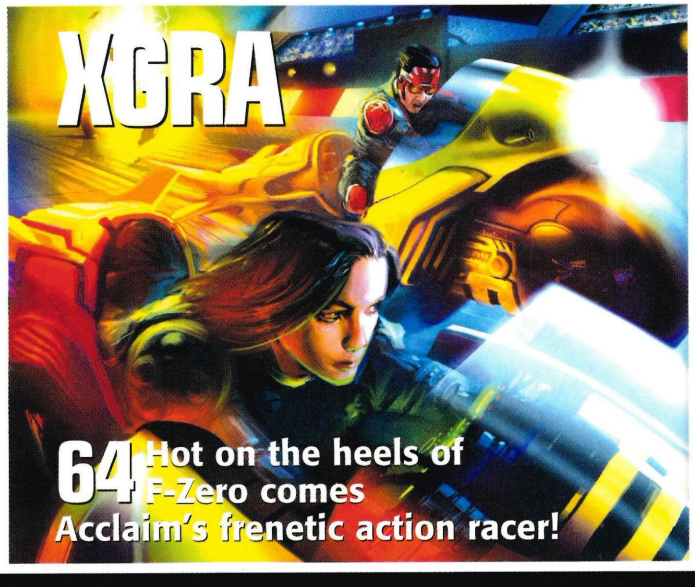
ISSUE TWENTY TWO

ON THE DISC ★★★★★★ PAGES 6 & 7 ★★★

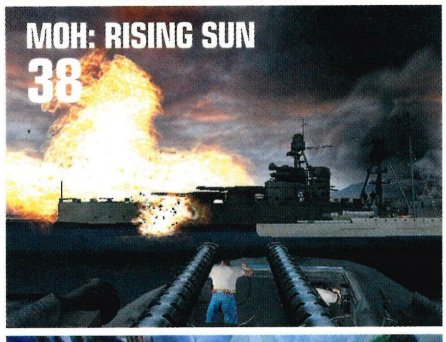
CONTENTS

CUBE – the unofficial, unbiased and unrestricted saviour of modern-day Nintendo

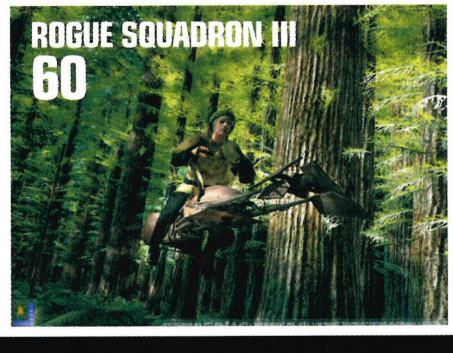












UP FRONT

and in your face

A final look at two absolute corkers before they get the review treatment next issue

F-Zero GX 08
Final Fantasy CC 10

GCN

action news

Developers hounded, doors knocked down and Nintendo riled – marvellous! It's all in a day's work.

12

PREVIEWS

you ain't seen these, right?

Whoever said the GameCube had no software support this year should take a look at these beauties...

MOH: Rising Sun 38
Custom Robo 40
Stage Debut 41
Italian Job 42
Tetra's Trackers 44
LOZ: The Four Swords 45
Disney Extreme Skateboarding 46
Gregory Horror Show 48
Need For Speed Underground 50
Pokémon Channel 52
1080° Avalanche 53
Finding Nemo 54

IN-DEPTH

the biggest games blown apart

There's just too much goodness to choose from this month. 12 pages – three quality games!

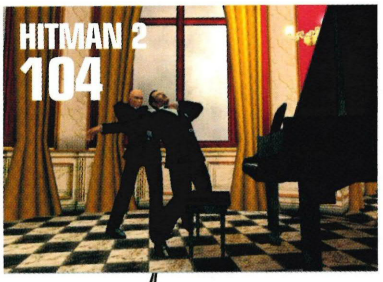
007 Everything Or Nothing 56
Rogue Squadron III 60
XGRA 64

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









REVIEWS

get 'em while they're hot

A viewtifully mixed bag of cake and offal. A cakoffal, if you like, of sweet and sour, cherry-topped gaming goodness.

Viewtiful Joe	72
Dead To Rights	78
Wario World	80
megaman Network Transmission	82
Auto Modellista	84
GT Cube	86

NETWORK CUBE

get with the program

Guides, letters, challenges, features... it's all good and it's all here in the Network CUBE section!

Viewpoint	90
Forum Frenzy	92
Reader Reviews	93
Beat The Team	94
Cheating Monkeys	96
Action Replay	98
Guide: Enter The Matrix	100
Guide: Hitman 2	104
Guide: Sonic Adv DX	108
You What?!	112
Compo – X-Men	114
Fascias	116
Directory	118
Horizon	122
Back Issues	126
Subscriptions	128
I Love Nintendo	130

ADVANCE

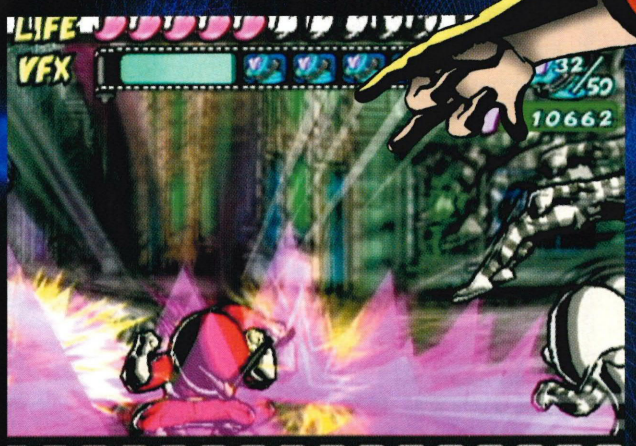
little screen, big thrills

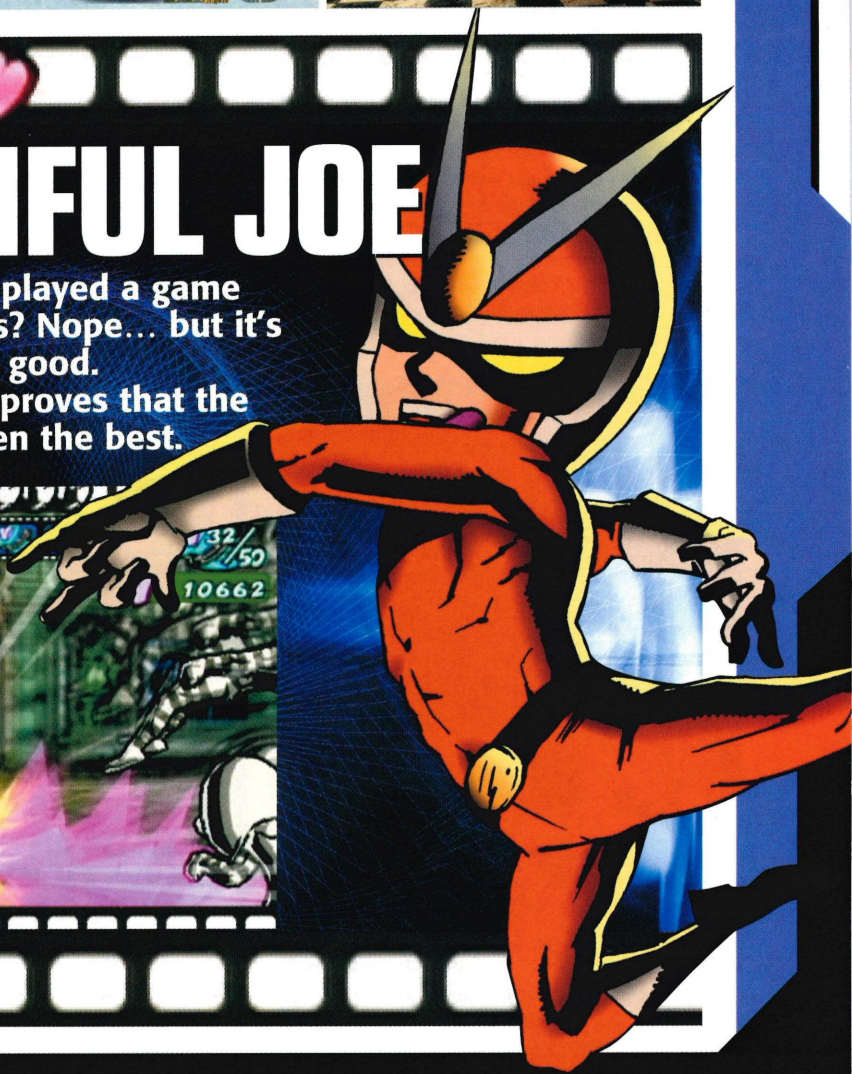
Only the best GBA titles are ever covered in Advance, and this month have we got a whole load of goodies for you...

Jet Set Radio	110
Rock 'N' Roll Racing	110
SEGA Smash Pack	111
Sonic Pinball Party	111
Advance Wars 2	111

VIEWTIFUL JOE

72 Have we ever played a game as hard as this? Nope... but it's good... oh it's good. Production Studio 4 proves that the simple ideas are often the best.





THE LOST FRANCHISES

30 With all these franchises that Nintendo is falling back on, you have to wonder how long it will be before they're all used up. Not so; it seems, there are plenty of gems just waiting to be dug up!





POSSIBLY THE GREATEST FREE GIFT EVER!

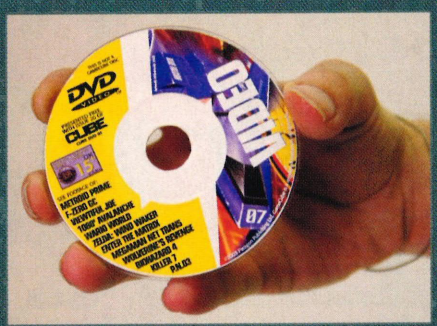
ON THE DISCS

How we managed to cram this much goodness onto two little discs is beyond us, but the proof is right in front of you. This month's Video Disc is basically E3 Part II – everything we couldn't fit in last issue. As for the Cheats Disc, how about the greatest footie title as a FreeLoader game? Oh, okay then...

ALTHOUGH THEY MIGHT look similar, those two little discs are in fact very different indeed. Oh yes, dear reader, for one is a fully working Action Replay cheats CD while the other is a DVD packed with footage of some of the coolest games of the year. The DVD will NOT work in your GameCube but will work on any standard Region 2 compatible DVD player as long as it has a ridge in the tray enabling it to hold 3" discs.

USING THE DVD

Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.



It may be GameCube disc-shaped, but sadly it won't work in your GameCube



The VIDEO disc will only work in a Region 2 or multi-region DVD player, see?

ON THE DVD

E3 PART III

Rammed to bursting point!

We shoved as much E3 footage as we could on last month's disc, but that still left nearly 20 quality titles that had to wait until this month. Here they all are...

- ROGUE SQUADRON III
- GLADIUS
- TRUE CRIME
- CALL OF DUTY
- HARRY POTTER QUIDDITCH WORLD CUP
- NBA LIVE 2004
- NEED FOR SPEED: UNDERGROUND
- NHL 2004
- SSX 3
- LOTR: RETURN OF THE KING
- TIGER WOODS 04



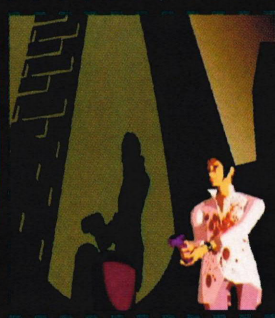


DVD MENU OPTIONS

Upon inserting the VIDEO disc, you'll see the main menu, from which you can make a selection



VIDEO DISC FRONT PAGE
Navigate using your remote control



JUST LIKE THE MOVIES
Choose from a whole load of movies



CODE JUNKIES DIRECT
Try not to laugh at this guy





- FIFA FOOTBALL 2004
- JAMES BOND 007
- MADDEN NFL 2004
- PRINCE OF PERSIA
- BEYOND GOOD & EVIL
- XIII

NEXT MONTH

All the E3 loveliness has managed to fill two discs, but we still have a few surprises that we haven't shown you yet... believe us, next month will be worth waiting for. We'll also be showing you footage from all of the games that we get to play... ie *Auto Modellista*, *Final Fantasy* and *F-Zero GX*.

THE GAMES...

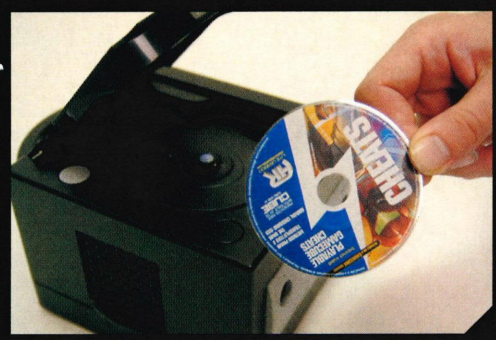
Metal Gear Solid: The Twin Snakes, The Suffering, Spyhunter 2, ESPionage, Final Fantasy CC, F-Zero GX, Viewtiful Joe, World Racing, Italian Job, GT Cube, Tales of Symphonia

USING THE CHEATS

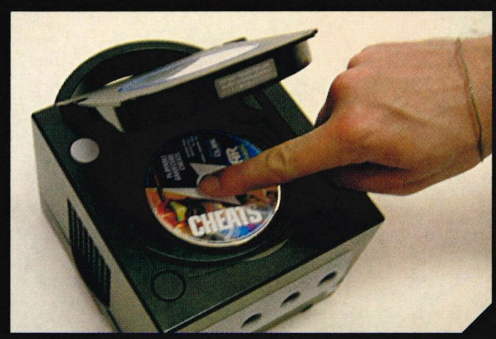
Insert the CHEATS disc into your GameCube and turn it on. Select from the on-screen menu the game you want to hack and then the cheat or cheats you'd like enabled. Follow the on-screen instructions and you'll have those troublesome titles beaten in no time. You can also use the disc to play a Japanese copy of *Soul Calibur II* on your PAL GameCube.

ON THE CHEAT DISC

BURNOUT 2
STARFOX ADVENTURES
RAYMAN 3
WINNING ELEVEN 6



The CHEATS disc will work in any PAL GC



Simply slap it in and boot up your machine...



...then follow the simple prompts

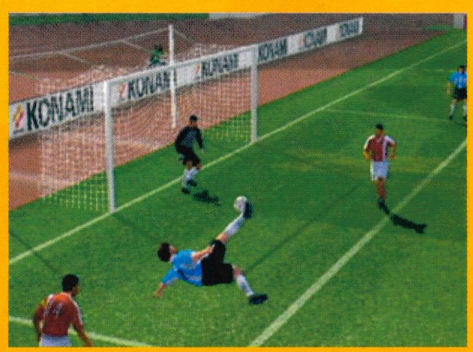
FREELOADER!

JUST WHEN YOU THOUGHT THINGS COULDN'T GET ANY BETTER...

As always, the CHEATS disc also contains a cut-down FreeLoader function that will enable you to play an import title of our choice on your PAL GameCube. This month:

NAME: WINNING ELEVEN 6
REVIEWED: ISSUE 17
SCORE: 9.2

Thanks to Sony's exclusivity deal in the West, we'll never get to see an English language version of the finest football title in existence. This is essentially *Pro Evolution Soccer 2.5*, and if you like your football, you simply must have it!



UP FRONT

F-ZERO GX

CUBE

INFORMATION

F-ZERO GX	
PUBLISHER:	NINTENDO
DEVELOPER:	AMUSEMENT VISION
ORIGIN:	JAPAN
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

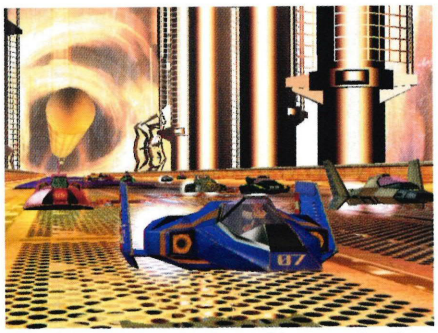
00 25 50 75 100

STATS

- OUTRAGEOUSLY GOOD VISUALS
- GC-TRIFORCE LINK-UP
- 100S OF CUSTOM VEHICLES
- NUMEROUS GAME MODES

TOTAL GAMES.NET MOVIES ✓ PICTURES ✓

OCT '03 | 25 JUL '03 | 26 AUG '03







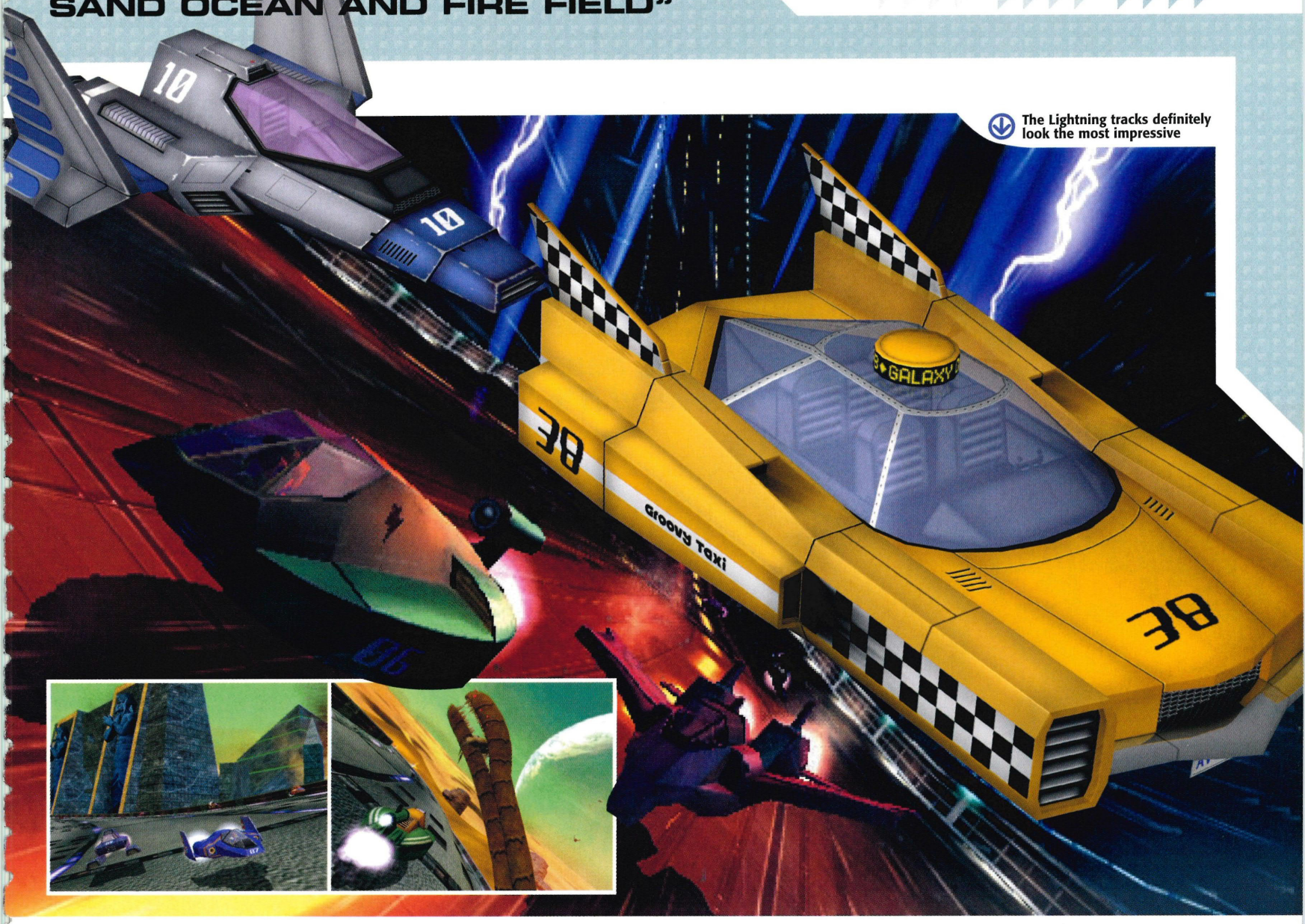
If the SNES version is anything to go by, Fire Field will present the toughest challenge



Sand Ocean features shortcuts aplenty... if you've got the guts

"THE FINAL TWO WORLDS COME IN THE FORM OF SNES CLASSICS, SAND OCEAN AND FIRE FIELD"

The Lightning tracks definitely look the most impressive



Final details for Nintendo's insane racer revealed!

ANYONE WHO READ issue 21 will know all about the five confirmed tracks – Mute City, Port Town, Green Plant, Lightning and Aeropolis. In issue 20 we exclusively brought you the news that Outer Space and Casino (now called Vegas Palace) would make up the final two courses, however it now turns out that Outer Space will be exclusive to *GX*'s arcade cousin AX. The home version of the game will now get eight worlds in total, the extra two coming in the form of SNES classics Sand Ocean and Fire Field. Screens for both these worlds have already been printed in **CUBE** many months ago, but we didn't know until now whether they were new worlds or just sections of other tracks. *Sand Ocean* features vast sandy landscapes with long jumps and Sand Eels, while *Fire Field* takes place in the upper atmosphere of a dying planet in the midst of a meteor shower. It's always possible that Outer Space may turn up as an unlockable track, but it's more likely that SEGA will want to keep it arcade-exclusive.

The final character count has also been confirmed, and it stands at 31. Among the many characters included are some absolute gems; PJ rides the Groovy Taxi – an *F-Zero* version of the Crazy Taxi. Then there's Dai Goroh, who is Samurai Goroh's kid – he's a bit of an Anakin Skywalker.

As we reported some months ago, *F-Zero GX* was due to come out back in May but was delayed in order to add a four-player option as well as other game modes. There are now plenty of different modes in place:

- **Story:** Choose a driver and progress through the *F-Zero* world, earning points as you go. Each driver will have a slightly different story, in which you'll be treated to cut-scenes such as Captain Falcon's visit to Samurai Goroh's homeworld of Sand Ocean.
- **Grand Prix:** The standard championship mode features points-based progression. There will be various difficulty settings, each requiring you to challenge different tracks on each world.
- **Vs Battle:** Take on up to three other computer or human opponents, using your racing and attacking skills to force your way to the front.
- **Practice:** Does what it says on the tin. You should spend some time in here before you take on the harder difficulty settings.
- **Customize:** Use points earned from the various GC modes or download them from the AX version in order to buy ship parts and make your own ship.

We already know this is going to be one of the games of the year, but to find out for sure, check back with us next issue for the exclusive Japanese review!

CUBE

INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

STATS

- UNIQUE GBA LINK-UP
- FINAL FANTASY ON GC!
- HUGE WORLD TO EXPLORE
- REAL-TIME BATTLES

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

Q1 '04 | 8 AUG '03 | 8 NOV '03



The Escape spell works in a slightly different way





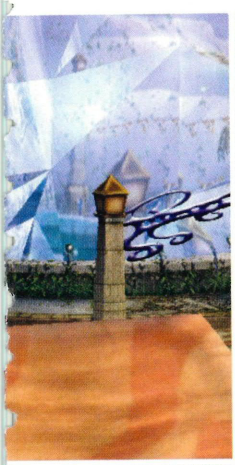
A whole new world, new attacks and a major new discovery! It's finally here...



The character models are lovingly detailed. We're looking forward to getting lost in this one

FINAL FANTASY CR

"TWO WEEKS BEFORE THE GAME HITS JAPAN A WHOLE SLEW OF NEW DETAILS HAVE EMERGED"





You can pick up items from the field such as this carrot, but their use is as yet unknown





The Crystal Cage enables you to pass through magical barriers into other worlds



Square-Enix has sent out the first section of the *Crystal Chronicles* map. The blue areas symbolise magical barriers that cannot be crossed

LAST ISSUE WE blew *Final Fantasy* apart with our six-page In-Depth, and just two weeks before the game hits Japan a whole slew of new details have emerged. The most significant of these is that there will in fact be a number of different crystal shards, each one allowing you different abilities. The different crystals are symbolised by their colour – we've seen blue, green and red so far. As well as erecting forcefields of different sizes, the crystals will also allow you safe passage to other worlds. As you can see from shots on this page, one crystal enables you to travel through a magical forcefield to the 'New World.' It's currently unclear how you upgrade the Crystal Cage, but we suspect different villages have different crystals protecting them.

In last issue's In-Depth we printed one screenshot of a new village. It turns out that this is the village of Machi, Cyadd-Gael's hometown. The pint-sized villagers make up for their diminutive stature with an aggressive army of soldiers, but with Cyadd in your team you shouldn't have too many problems getting a place for the night and purchasing some new armour.

The final three additions come in the form of new attacks. Something that wasn't in the E3 build was the ability to 'place' your standard attacks. With Attack selected, you can hold down the A button, then move the cursor to the place you want to attack. If this is some distance away your character will leap over and slash the ground/enemy, whereas if it's close by you'll get a different animation. The next step up from this is the Chain Attack, which is enabled by powering up your standard attack. Simply hold down the A button for a few seconds to unleash a combo. Naturally once you start this combo you can't stop, so if you miss you'll be left vulnerable.

Last up is a new magic spell – *FF* fans will know about the 'Run' and 'Escape' abilities, which allow you to escape from a battle. Because *FFCC*'s battles are in real-time this works a little differently. Casting Escape will see you disappearing in a cloud of smoke and reappearing on the other side of the screen. This will be extremely useful when you're stuck in a corner.

One aspect of the game that still hasn't been clarified is the single-player mode. Will we lose out by not having three mates around at all times? Check out next issue's review to be sure. CUBE

YSTAL CHRONICLES

GCN GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

KILLER 7

A look at Nintendo's new hardware, Acclaim ditch the GameCube and new screens of *Killer 7*.



PAGES 14-15

JUDGE DREDD

Show those perps some justice – you are the law. Oh yeah, and win yourself *Viewtiful Joe* and a *Freeloader*!



PAGE 16

TURTLE RECALL

Lifting the lid on those heroes in a half shell plus an exclusive interview, *Dragon Ball Z* and *Charlie's Angels*.



PAGES 20-21

DATA BURST

News, facts, figures, charts, import goods, CUBE's most played, a mouthin' off and more.



PAGES 22-23

NINTENDO WORLD

Trans-global news-mongering and stories garnered from the four corners of the third-rock from the sun.



PAGES 24-25

SPLINTER CELL

Another exclusive as we cover Sam Fisher's next mission, then solve your gaming woes in our new FAQ section.

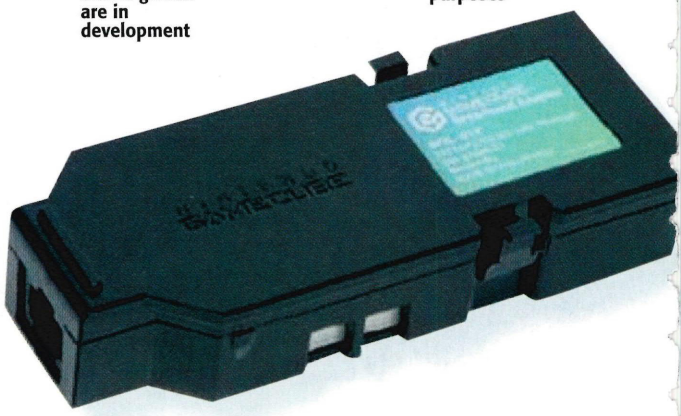


PAGES 26-27



Nintendo's vision of the future looks pretty much like this. No online games are in development

Broadband adapters will now be used solely for LAN gaming purposes



ONLINE GAMING

Before it's even started the party might be over...

NINTENDO MAY HAVE beaten both Sony and Microsoft to have the first online console in Europe but after the almost invisible launch of *Phantasy Star Online* it seems to have given up on networked gaming. Try buying a Broadband or 56k Modem in your local GAME and you'll find you can't – they're simply not stocked. For the moment at least, and well into next year, it seems that Nintendo has abandoned online gaming.

Speaking about online gaming earlier this year, Nintendo's president, Satoru Iwata – the man who decides the company's strategy – said that he didn't think it was reasonable to "make someone pay for a game and then make them prepare a network connection and also charge a monthly fee." With no alternative model of playing games online without paying for the privilege, Nintendo of America is echoing these reservations. Vice President George Harrison, another big cheese with the company, has said that: "we don't believe consumers are ready for online gaming". However as Harrison put it, it's a "consideration" for the GameCube's successor.

Whilst it may not take the risk itself, Nintendo is happy to let third-parties make Internet-driven games, as can be seen with the development of SEGA's *Phantasy Star Online III* and Capcom's *Ghouls and Ghosts Online*. As reported last month, GameSpy is providing GameCube developers with software to make networked games whilst another company, TerraForge Inc, has just announced it's nearing completion of technology that creates online games that players can access using a GameCube, PS2, PC or Apple Mac. For years, cross-platform gaming has seemed unattainable but now it draws ever closer. Despite the ubiquity of Internet use, it's worth asking whether, even if Nintendo did make online games, would enough people play them? Xbox Live! and Sony's Broadband networks have only a very small percentage of machine owners actually using their online services. Out of 60 million or so owners, only



"NINTENDO HAS ABANDONED ONLINE GAMING"



Many third-parties are incorporating LAN gaming into their new titles

Phantasy Star Online III* is one such LAN-compatible example, as is *Kirby's Air Ride



IS OFF

one to two million play networked games. In fact, industry predictions put the number of current generation consoles actually having a network cable plugged into them at a mere five to ten per cent. Put simply, online gaming may well appeal to a niche of dedicated gamers but for Nintendo there isn't any value in it.

It's such a shame that Nintendo isn't taking its well recognised games such as *Mario Kart* and *Pilotwings* online. After all, they're perfect titles with which to crack the market and you'd expect absolute hordes of gamers to flock to the web if they were released. Perhaps by staying out of the running Nintendo is saving itself enormous amounts of cash and development time that can be better used on games everyone can play. The next couple of years will prove the foresight or error of Nintendo's decision, but in the meantime at least, we're expecting some pretty amazing offline games considering the extra time it's had to create them.



OFFLINE

WHAT ARE THE ALTERNATIVES?

Despite the attraction of meeting your mates online for a game or shooting strangers point-blank, and discussing where you live with perverted businessmen masquerading as teenage girls, multiplayer experiences are still best enjoyed when everyone's huddled around the same TV. It's better still when everyone's got their own screen, and that's what LAN gaming is all about.

We all know *Mario Kart* is LAN-enabled, but that pink gelatinous Kirby also supports linked gaming in his upcoming *Air Ride* – surprised? Another game you might not know about that features multi-screen action is Vicarious Visions' *Crash Nitro Kart*, as do *Custom Robo* and *Phantasy Star Online III*.

Although it hasn't admitted it yet, we suspect that as Nintendo hasn't focused that heavily on Internet gaming it's got quite a few LAN games up its secretive sleeves. As an alternative to online action, LAN gaming holds an awful lot of potential (SD Cards anyone?), but it's just beginning for GameCube. Here's hoping that Nintendo discussed LAN link-up with developers long enough ago that the next wave of games will include split-screen and co-operative play as standard...



SOUND BYTE

"MARIO KART: DOUBLE DASH WILL BE FASTER ON RELEASE"

John Tyrrell, Nintendo of Europe PR confirms that tweaks are being made to the previously trundling pace of *Double Dash*. Yes!

Nintendo has ideas other than online gaming – will we get to see them though? Who knows...





ANIMAL CROSSING E+

Life-sim the first to feature new peripheral



CURRENTLY TOP OF the charts in Japan and the first game to use the recently confirmed SD Memory Card, *Animal Crossing e+* is not only an updated version of the original game, it's also a glimpse at the latest technology from Nintendo and an insight into its alternatives to online gaming.

Very much an update rather than a sequel, *Doubutsu no Mori e+*, as it's called in the East, features extra animals, new events and items (as you'd expect), although more significant is its SD Card use. Whereas with the first game you could exchange items over the Internet by using a passcode system, the SD Card enables not just direct trading between owners but also the option to use the card to take and store photos and print them via a PC.

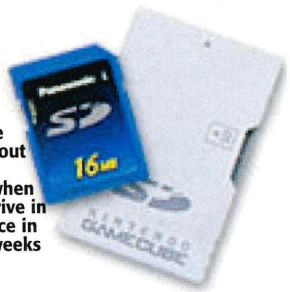
Unsurprisingly however, *Animal Crossing e+* won't get a UK release and Nintendo is still to confirm the European launch of SD cards. CUBE

The e-Card Reader is due for release in Europe later this year



WHAT'S AN SD CARD?

Just like your standard memory card, all a **S**tandard **D**igital Card does is store data, only it's a bit more snazzy. About the size of a stamp, SD Cards are non-volatile (they don't need a power supply) and called 'solid-state' devices as they've got no moving parts. Their primary purpose is for use in recording audio, video and photos, and downloading to PCs. So when will Nintendo make use of all these functions? Well, *Stage Debut* (no release date as yet) is likely to feature the ability to transfer photos (at least), but other than that there's no firm word from Nintendo itself.



We'll be testing out the SD Cards when they arrive in the office in a few weeks time

Burnout creators announce...

Criterion has told us that for months now it's been developing a new racing game called *Dust Storm* and a first-person shooter named *Black*. More on these games soon...

two new games



Sales so far this year...

1,000,000

of the GBA SP in Europe

"AS ALWAYS NINTENDO SEEMS TO BE TWO YEARS BEHIND..."

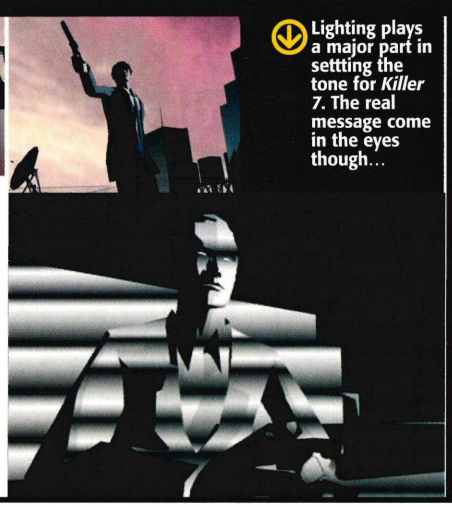
This issue's You What!? feature

full story page 112

KILLER 7

A game to put you in seventh heaven





Lighting plays a major part in settting the tone for *Killer 7*. The real message come in the eyes though...

Monstrous creatures are created by infecting humans with a condition known as the 'Heavenly Smile.' Damned freaky...

IF YOU'VE WATCHED the DVD that came with issue 20 then you'll already have an idea of the sparse, stylish and unsettling noir ambience that Capcom is creating with *Killer 7*. However, up until now very few gameplay details have been released. Capcom described it to us as a detective-themed shoot-em-up based on a wheelchair-bound assassin with seven personalities, but now we've managed to find out quite a bit more about what is shaping up to be a truly startling and original game.

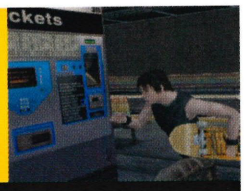
Your character is a 65-year-old man called Herman Smith who, despite being unable to walk, is sanctioned by the government to kill terrorists – those 'deserving to die'.

Killer 7's terrorists are ripe for getting snuffed, appearing across the globe with maniacal and distorted smiles smeared across their faces, attacking others in close proximity – a condition called 'Heaven's Smile'. As the chaos escalates, Harman's wife Suzy is killed and when huge city governments start feeling threatened, Harman is summoned to help. He needs to use the special powers that dwell within each of his seven 'partners' to assassinate the kingpin controlling these anarchic heavenly smiles – a man called Kun Lan, otherwise known as 'God hands.' This is on account of his organisation's manipulative ability to turn humans into rabid monsters (note the *Resident Evil* undertones here, courtesy of producer Mikami-san).

The storyline spans four different worlds and comprises five different plot lines across two time periods – the present day and the looming future of 2005. Confused yet? Well, considering the multiple personalities, all with the surname Smith, it gets even stranger...

Being immobile, it seems as if Herman has to control or assume the being of his personalities. One of them, Galucian Smith (effectively the superego of the Herman mental group), is a clairvoyant trusted by Herman to manage the rest of his personalities. There's also (appropriately enough considering the game's director, Gouchi Suda, is the

THUG
Going Underground...

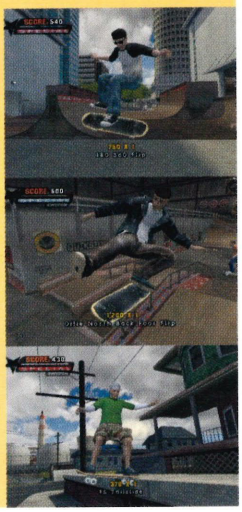




NEVERSOFT, THE MAKER of the *Pro Skater* series, has always been ahead of the competition having honed extreme sports playability to a finer and more dangerously addictive degree than anyone else could manage. Now however, it's developing a grittier, more story-driven fifth instalment.

Underground sees you play through a 'rags to riches' plotline that's held together by cut-scenes whilst using your board in the same old way, but also clambering around suburban environments to find new lines and even committing grand theft auto by nicking a car!

Accompanying this more real-life and open-ended slant to the game are cityscapes that reflect more than just one frozen time zone (including night and day settings) and a significantly enhanced Create-a-Park mode. Expect to be going underground on your GameCube by the end of the year.



ETERNAL DARKNESS THE MOVIE

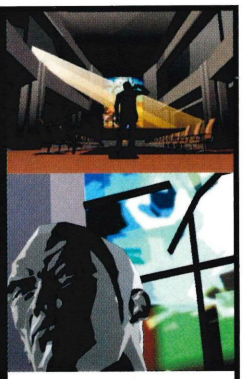


The film of *Metroid* may have been canned but Hollywood production company, Hypnotic, has bought the rights to produce a TV and movie show based on Silicon Knights' excellent survival horror, *Eternal Darkness*. Silicon Knights are currently working with Nintendo and Konami on Metal Gear Solid: Twin Snakes

man behind *Fire Pro-Wrestling*), a personality who's a brawler. Both this guy, MASK De Smith, a retired wrestler and his son Coyote Smith, and a guy with telekinetic abilities, are part of Herman's psyche. Fourth up in the mental mix is Con, a child blessed with exceptional hearing that allows him to hear an enemy's heartbeat to ascertain their whereabouts. Next is Kaede, a woman whose female presence gives a good disguise for a killer and whose main ability seems to be creating showers of blood (see the DVD). Kaede apparently loves both Coyote and Dan Smith. Dan Smith – and this is where we truly lose the plot – can change a bullet's trajectory through thought but was killed by Herman four years ago! Finally, the seventh personality in this head-twister is Kevin Smith, a mystery character who holds the key to Herman's past.

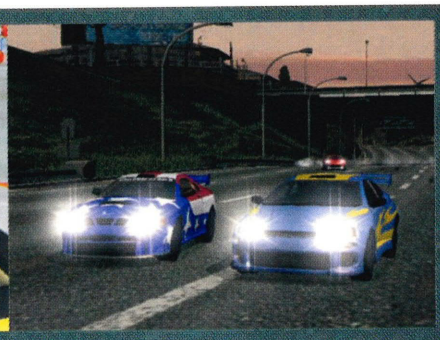
Killer 7 will be out in Japan by Christmas and over here in early 2004 – we'll be bringing you all the info and screens we can in the meantime, not to mention a playtest as soon as we get our hands on a working version, if only to convince ourselves we didn't just make all this up.

CUBE

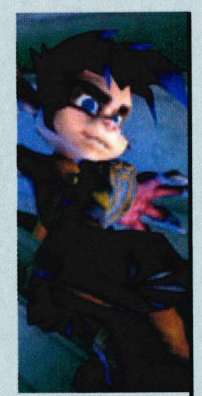


There's no other game like it, both in terms of graphics and gameplay. We can't wait to try it out





ACCLAIM DUMPS THE GAMECUBE



Acclaim have us some great games but some deeply average ones as well

Publisher no longer making games for Nintendo

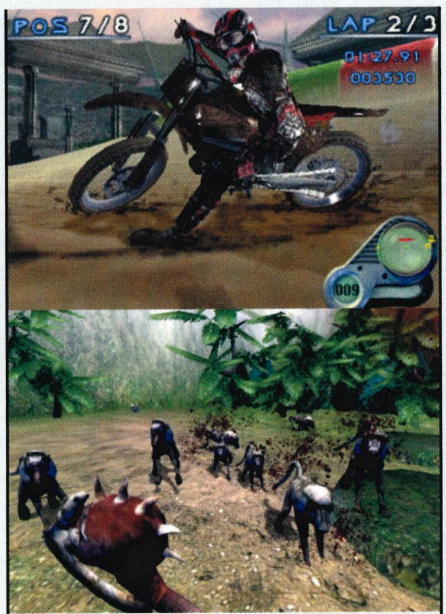
IT MAY HAVE been one of Nintendo's closest allies as the first American company ever to sign a licensing agreement with Nintendo, along with being a primary developer during the days of the N64, but Acclaim has decided to stop producing GameCube games. Having already canned *Alias*, *Gladiator* and *NBA Jam 2004* before this year's E3, the publisher and developer has announced that after considerably weaker than expected sales for the GameCube, it will bring to market only its three remaining titles. The final trio are *Urban Freestyle Soccer, Legends of Wrestling III* and *XGRA*.

However, Acclaim will continue to produce and publish games for other consoles. Explaining this decision, Rod Cousens, the company's CEO, has simply asked: "Why should we develop games for formats that don't generate comparable returns?" Such a decision doesn't mean that Acclaim has dropped support for Nintendo entirely as it's likely to be back on board when Nintendo releases a successor to the GameCube in around 2005.

ACCLAIM SHAME, YOU DECIDE

Looking back over the number of games Acclaim has actually released for the GameCube, we're surprised at just how many there were and what a significant publisher it was for Nintendo. Yet only perhaps one or two of them are genuine 'triple-A' titles capable of selling machines on their quality alone. In terms of software quantity lost this is obviously a significant blow for GameCube owners. Yet, and despite the state of the sales charts, most of us buy only the very best titles anyhow so considering Acclaim's track record are we really missing out on that much quality gaming? Make up your own mind, as below is a list of all Acclaim's GameCube titles featured in CUBE complete with their respective scores:

AGGRESSIVE INLINE	9.1
ATV: QUAD POWER RACING 2	8.1
BMX XXX	4.5
BURNOUT	8.4
BURNOUT 2	9.3
CRAZY TAXI	7.3
DAKAR 2	9.0
DAVE MIRRA FREESTYLE BMX 2	7.4
JEREMY MCGRATH	4.6
LEGENDS OF WRESTLING	4.0
LEGENDS OF WRESTLING 2	4.6
SPEED KINGS	6.7
SX SUPERSTAR	5.3
TUROK EVOLUTION	6.1
VEXX	7.0
ZOOCUBE	7.0



Games like *Turok Evolution* should have been classics. They weren't

I am the Law!







JUDGE DREDD DREDD VS DEATH

EARLIER IN THE month **CUBE** caught up with UK developer Jason Kingsley who, with his brother Chris, set up Rebellion studios. Since 1994 they've been making games across all formats; the latest of which is the highly promising FPS, *Judge Dredd*.

NAME: JASON KINGSLEY
POSITION: CEO & CREATIVE DIRECTOR

CUBE: How did you first get into the industry?
JK: I wrote a choose-your-own-adventure-style game book with numbered pages, and thought that computerising it would save turning pages over and avoid cheating. My brother Chris and I had always written and played our own computer games anyway, as well as war-gaming and RPGs throughout school.

CUBE: Top three games of all time?
JK: I must include our own *Aliens Vs Predator* for a vast number of unique gameplay modes, technology and content never been seen before. I'm also a massive fan of *Diablo* and the *Fallout* series.

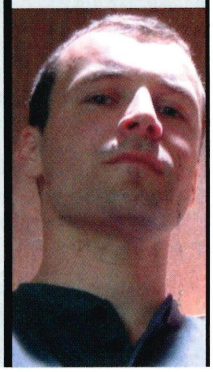
CUBE: What features are you most proud of in *Judge Dredd* and what's its style of gameplay?
JK: FPS gameplay with an important strategic difference created by the Law Meter – you can't just shoot to kill any target, you have to act within the powers granted you by the Law. Disarming and arresting can often be more effective than shooting to kill. I think this is the first game to promote action but not slaughter.

CUBE: Is Judge Dredd, along with other characters, portrayed by voice-actors?
JK: Yes, you'll hear Dredd's imposing tones as you play, and one or two of his pithier comments to perps. All other characters have an extensive range of things to say as well, from key characters such as Judges Anderson and Hershey and the Dark Judges to even the most minor of NPCs.

CUBE: As the GameCube version is shipping a few months later than other formats, can we expect any exclusive features?
JK: There won't be any GameCube-exclusive features, though all console versions will include four-player split-screen multiplayer levels and two-player split-screen co-operative play in the main game. We can promise you that the GameCube version is being developed with the GameCube architecture in mind rather than being a straight port of another version. CUBE



Jason Kingsley – you don't want to mess with this man. He thinks he's the law...



Copies of *Viewtiful Joe* sold

30,000

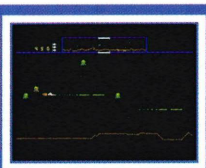
in one week on sale in Japan



Brand-new

By the end of the year Midway is bringing to the GameCube 20 of its classic arcade titles, such as *Rampage*, *Paper Boy* and *Marble Madness*. Called Midway Arcade Treasures, the compendium also features a history of the included games plus interviews with their creators.

you're retro





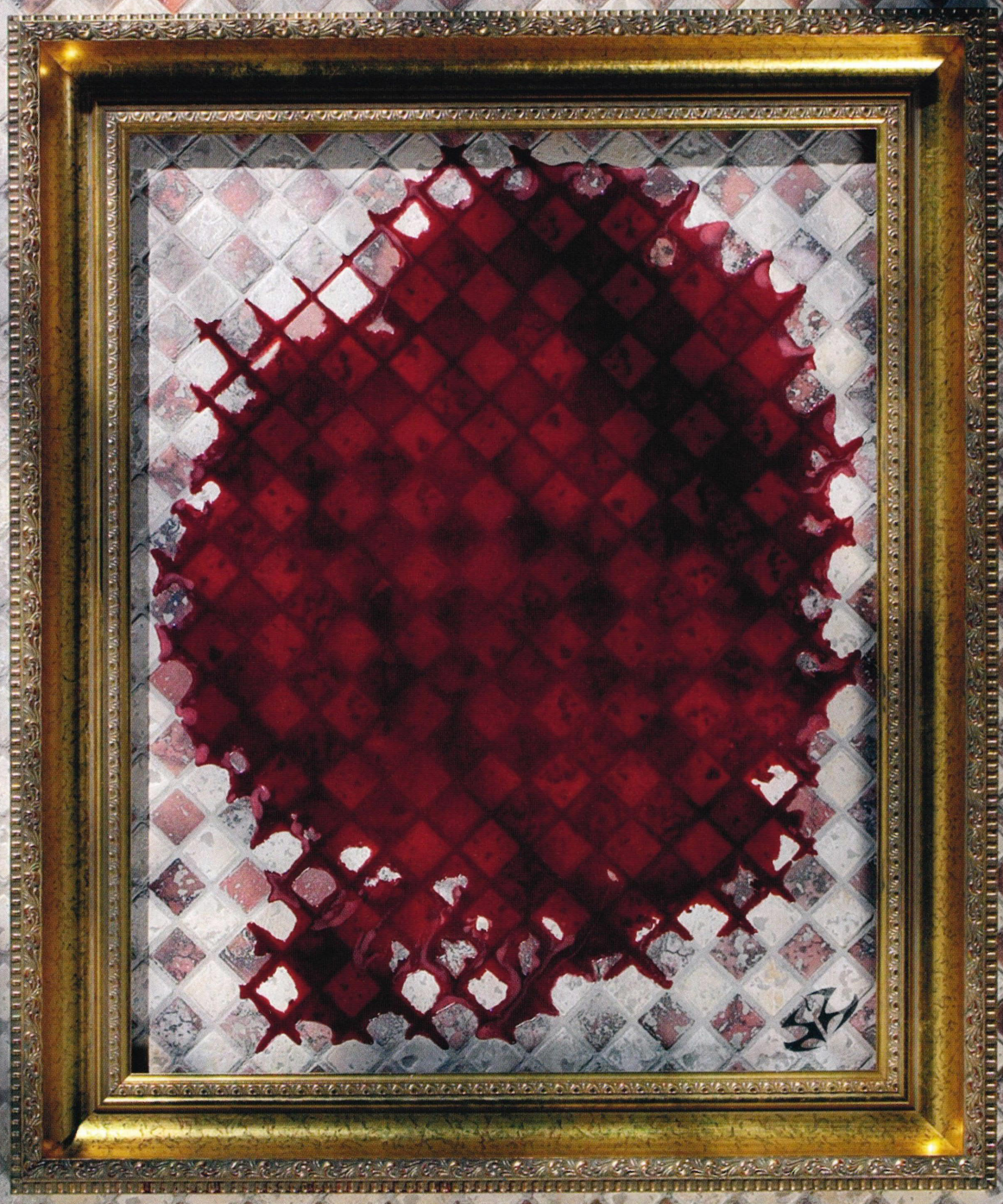
VIEWTIFUL JOE PLUS A FREELOADER!

A few of us on the **CUBE** team think the time bending *Viewtiful Joe* is easily the best Capcom game in years. But, if you want to buy it in shops over here you'll have to endure the agony of waiting months. Wipe away those tears, though 'cause **CUBE** will sort it out for you. We import all our games from jpngames.co.uk, our most trusted supplier of Japanese import games, which has decided to show you the glorious light of buying from the East by offering one lucky reader a free copy of *Viewtiful Joe*! Oh yeah, and to let you play import games on your British GameCube Datel is throwing a Freeloader in to the bargain! To win, just tell us whether the following statement is right or wrong. Post your replies, along with where you live, to the usual address, marking your envelope, "Oh most merciful **CUBE**":

IF TIME TRAVEL WAS POSSIBLE, IT WOULD HAVE ALREADY HAPPENED. IS THAT TRUE OR FALSE?



THE ART OF AN ASSASSIN



THE THROAT CUT
Blood type "AB" on mosaic tiled floor
Specialist equipment: Scalpel
Produced in India 2002.

Donated by: Dr. Von Kamprad

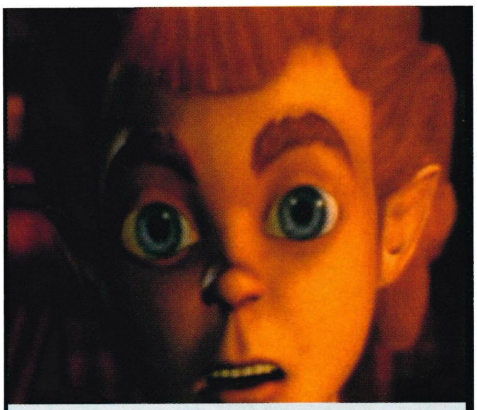
NINTENDO GAMECUBE

HITMAN 2
SILENT ASSASSIN

IO Interactive

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THE HOBBIT

Hob-nobbin'

It was obvious, given the success of *The Lord Of The Rings* films, that publishers would be clamouring to sign up games based on Middle-earth. Just as EA got the films, so Vivendi bought the rights to the book *The Hobbit*. Aptly enough, the developer of this game is called Inevitable Entertainment. True to its name, *The Hobbit*, as you'd expect, is a somewhat generic kids-friendly platform-come-puzzler. We've had a quick whirl with the game and as to whether the developer can live up to the 'Entertainment' part of its name... well, we suspect it might – visuals are cartoon like, there's a reasonably evocative storybook theme (the book's 18 chapters are taken as a gameplay basis) and the sounds have a nice... er, ring to them. Anyway if you're about ten-years old with a penchant for fantasy, this'll be right up your alley. Expect a detailed preview soon.



From the Dragon energy bar at the bottom, we'd say the dragon boss is not too far away





METAL ARMS

Scrapheap Challenge

COMING FROM UNKNOWN developer, Swingin' Ape, *Metal Arms* seems surprisingly good. Set in the future on a planet named Iron Star, which is home to a society of robots, the star of the game is a robot that's hewn from the scrapheap and leads a revolt against the tyrannical General Corrosive and his race of army 'bots. Pulling the plug on the dictator requires carnage, and that's where the gameplay comes in. Essentially a 3D platformer/shoot-'em-up, *Metal Arms* is comprised of half a dozen industrial sci-fi settings featuring a mix of sniping, sneaking, shooting and solving of puzzles.

Highlights so far include an exceptionally playable feel to combat, the ability to possess other robots, four different vehicles to use and a neat multiplayer Deathmatch mode. *Metal Arms* will be out in November and, seeing as it could well be worth getting, we'll do an In-Depth preview soon. CUBE



Those robots are some crazy guys – don't let them get away with it now...

A group of robots can be possessed, and thus controlled in order to do your bidding





The Sims bust outta' the GC to GBA link-up for EA's upcoming *Sims Bustin' Out* is set to unlock mini-games and a hidden level. Better than that, however, is the fact that you're also able to download your big screen Sims to your portable. Swanky.

'Cube and onto your GBA



Number of GameCube software units

9,000,000

sold in Europe

BUFFY THE VAMPIRE SLAYER CHAOS BLEEDS

Killing the dead





Annoyed that Xbox owners got *Buffy* and we didn't? Be calm – all is well...

Developed as a 'lost episode' from season five of the TV series, (in between 'Forever' and 'Intervention', anal Buffy watchers) *Chaos Bleeds* puts you in the role of not just Ms Summers but also Faith, Willow, Xander, Spike and Sid the Dummy, in a plot-line where a dimensional bleed threatens – once again – to obliterate humanity.

As with the show, the major setting is Sunnydale, California. The cast have allowed the use of their likenesses for the game, and, minus Sarah Michelle Gellar (she's too big a star now), they've also provided voiceovers.

Each of these playable characters has differing abilities. Xander and Spike, for instance, can handle a glut of weapons such as crossbows, axes and swords, whereas Willow (although able to fight) is a lot more useful using magic. Most of your playing time, though, is spent doing acrobatic combat using Buffy.

Chaos Bleeds is out in couple of months and should provide some solace for those still crying about the TV series having finished.



HITMAN 2™
SILENT ASSASSIN

IO Interactive

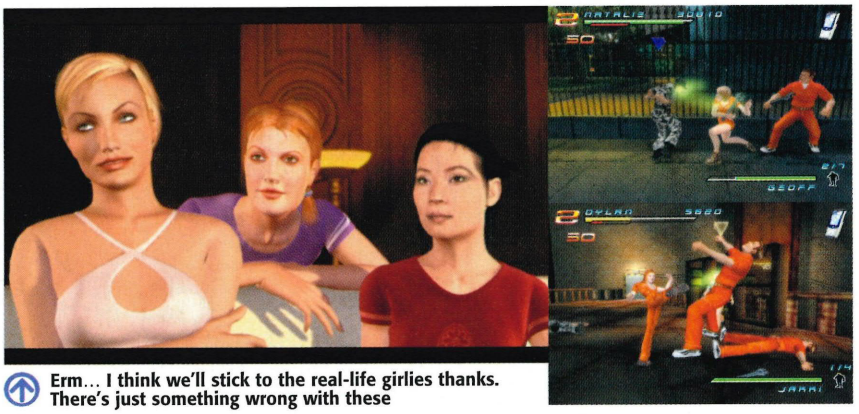
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Shock! Horror! Movie-tie looks duff

CHARLIE'S ANGELS

A GLANCE AT its upcoming release list and Ubi Soft, previously better known for the limbless *Rayman*, is beginning to seem like one of the very best GameCube developers we've got. There's the intriguing and promising *Beyond Good & Evil*, the excellent-looking sixth-sense FPS *XIII*, a contender for one of the games of the year with *Prince Of Persia* and, erm, the film tie-in *Charlie's Angels*...? Okay, so we're not expecting absolute wonders from what essentially seems like a weak 3D roaming beat-'em-up (especially seeing as Ubi Soft wasn't keen on showing it off beforehand), but much like many other celluloid franchises of late, at least the cast are on board. Cameron Diaz, Lucy Lui and Drew Barrymore all give their likenesses and voice talents. If you're interested, the game's in the shops now. CUBE



Erm... I think we'll stick to the real-life girlies thanks. There's just something wrong with these

OFFICE MOMENTS

The CUBE team went out on a day-trip to Thorpe Park this month. There's a reason why they're not let out in public very often...







DRAGON BALL Z: BUDOKAI

Super Saiya-Jin...

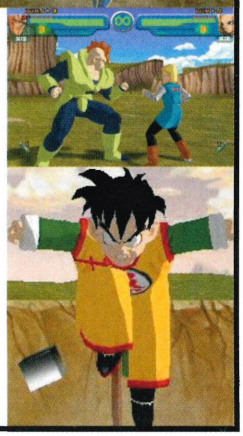


AKIRA TORYAMA, THE creator of the *Dragon Ball Z* series (one of the most popular cartoons ever made), was also the guy behind the character design of the atmospheric and wonderfully well-realised storyline of the *Chrono Trigger* universe. However, despite the greatness of SquareSoft's RPG, and the fact that *Dragon Ball Z* games tend to emulate the commercial success of the animated programmes, the titles have always been pretty dire to play.

Whilst the release of *Budokai* from Atari is unlikely to place this latest *Dragon Ball Z* in the same league as *Soul Calibur*, it's a solid beat-'em-up all the same and will no doubt – and this is seemingly the main point of the games – please the fans. In all, there are 23 combo-laden and customisable characters; Goku, Frieza, Cell, Zarbon and co are included, there are five 'epic' play modes and, true to the point of the series, lots of superpower posturing accompanied by reams of bizarre and incomprehensible shouting. CUBE



To be honest, it looks the same as every other *DBZ* beat-'em-up in existence





TEENAGE MUTANT NINJA TURTLES

Cowabunga!

BACK IN THE late Eighties, a cartoon featuring four turtles mutated by alien ooze, then raised in the sewers of New York by a rat named Splinter who teaches them Ninjitsu, was such a massive hit that kids began buying actual turtles (or more often just terrapins) and naming them Leonardo, Donatello, Michelangelo and Raphael. But when the fad of hearing green-shelled creatures wax lyrical about pizza faded, the series went down the pan accompanied by the sound of terrapins being flushed down the bog. Funnily enough, however, as kids disposed of their once beloved pets, newspapers scared them shitless (in some cases literally) by reporting stories of real life mutated turtles (raised in the sewers, of course) attacking said children as they sat on the throne. Justice!

Back to the present day though, and with a new TV series commissioned, Konami has given those heroes in a half-shell a turtle recall (er... sorry). Story mode of this cel-shaded brawler sees up to two players co-operatively mauling a barrage of enemies on their way to a final showdown with Shredder – Splinter's nemesis from Dimension X. Comprising six stages of 35 levels where progress unlocks scrolls granting new moves, along with a Versus mode where you can you play as some of the game's villains, this title is currently shaping up like a massively enhanced version of Konami's enjoyable and similarly-named arcade game from 1989. *Teenage Mutant Ninja Turtles* should be out over here by Christmas.

CUBE

The gameplay seems to take on a 3D exploration beat-'em-up format. Old-skool, but that's fine by us



Fans of the cartoon series rejoice – the Turtles are making a massive comeback!

IN THE CUBE WITH...



YUJI KOJIMA

POSITION: TMNT DIRECTOR
COMPANY: KONAMI

CUBE: How did you first get into the videogame industry?
YK: Because I liked games. When I was playing games, I wanted to take a role in creating the game. I guess most of the staff here have the same reason.

CUBE: What are your favourite games of all time?
YK: *Biohazard* (*Resident Evil*), *Zelda* (*Wind Waker*), *Crazy Taxi*, *Grand Theft Auto*

CUBE: What features are you most proud of in *Teenage Mutant Ninja Turtles*, and how do you think it compares to other acclaimed beat-'em-ups?
YK: The new *TMNT* TV series has adapted the original story faithfully as the story is much more serious than the one in the past. That's what I like about it. The part that I like best is when a player gets surrounded by enemies and you attack well – you feel like a Kung Fu master.

TMNT characters are supposed to be experts of Karate and Kung Fu, so I think this is a very important factor. But you have to be good to get that feel, though. The attack needs to be continuously repeated.

CUBE: Are there going be any multiplayer features, hidden extras or GBA link-up for the GameCube version?
YK: A GBA links up to the GameCube and by entering a password it unlocks a hidden mode.



UK RELEASE LIST

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

GAME	GENRE	PUBLISHER	RELEASE DATE	ANTICIPATION
Speed Kings	Racing	Acclaim	4 June	★★★
PN03	Shooting	Capcom	29 August	★★★★
XGRA	Racing	Acclaim	August	★★★★
Dead To Rights	Action Adventure	EA	August	★★★
True Crime: Streets Of LA	Action Adventure		19 September	★★★★
Dragon's Lair 3D	Platform	THQ	Q2 2003	★★
Mace Griffin Bounty Hunter	FPS	Vivendi	Q2 2003	★★★
Tom Clancy's Rainbow Six: Raven Shield	Strategy	Q3 2003	Ubi Soft	★★★
Harvest Moon	Life Sim	Ubi Soft	3 October	★★★★
XIII	FPS	Ubi Soft	November	★★★★
Pikmin 2	Puzzle Adventure	Nintendo	November	★★★★★
F-Zero GX	Racing	Nintendo	November	★★★★★
Soul Calibur II	Beat-'em-up	Nintendo	Q3 2003	★★★★★
Starcraft: Ghost	Action Adventure	Vivendi	Q3 2003	★★★
The Hobbit	Action Adventure	Vivendi	Q3 2003	★★
Worms 3	Puzzle	Activision	Q3 2003	★★★
1080: Avalanche	Sports	Nintendo	November	★★★★★
Mario Kart	Racing	Nintendo	November	★★★★★
Prince Of Persia	Platform	Ubi Soft	14 November	★★★★★
Beyond Good & Evil	Adventure	Ubi Soft	21 November	★★★★
Terminator: Rise Of The Machines	FPS	Atari	November	★★★
Billy Hatcher And The Giant Egg	Platform	SEGA	Q4 2003	★★★★★
SSX 3	Sports	EA	Q4 2003	★★★★
The Hobbit	Action Adventure	Vivendi	Q4 2003	★★★
Mario Golf	Sports	Nintendo	Q1 2004	★★★★★
Final Fantasy:CC	SquareSoft		Q1 2004	★★★★★
Mario Party 5	Party	Nintendo	Q1 2004	★★★★
Nintendo Puzzle Collection	Puzzle	Nintendo	Q1 2004	★★★★
Kirby's Air Ride	Racing	Nintendo	Q1 2004	★★★★
Star Fox 2	Shooting	Namco	Q1 2004	★★★★
Paper Mario	RPG	Nintendo	Q1 2004	★★★★

IMPORTANT DATES...

...for those who can't wait. CUBE picks a selection of the very best games about to be launched in the East and across the pond.

JAP RELEASE DATES

BIOHAZARD COLLECTION BOX	CAPCOM	7 AUGUST
FINAL FANTASY: CC	SQUARE-ENIX	8 AUGUST
DRAGON DRIVE	BANDAI	8 AUGUST
TALES OF SYMPHONIA	NAMCO	28 AUGUST
MARIO GOLF: TT	NINTENDO	5 SEPTEMBER

US RELEASE DATES

F-ZERO GX	NINTENDO	25 AUGUST
SOUL CALIBUR II	NAMCO	26 AUGUST
MARIO GOLF: TT	NINTENDO	28 AUGUST
VIEWTIFUL JOE	CAPCOM	7 OCTOBER
FF: CRYSTAL CHRONICLES	SQUARE-ENIX	3 NOVEMBER



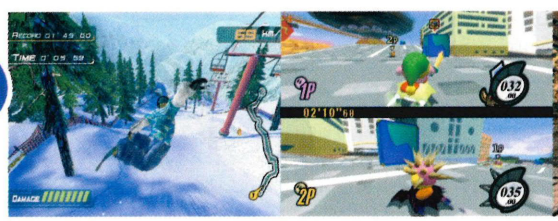
***Dragon Drive?* What's that then? We'll bring you a full preview next issue**

SOUND BYTE

"YEAH. MY PARENTS ARE AWAY ON HOLIDAY, SO I CAN SET UP MY VERTICAL MONITOR ON THE KITCHEN TABLE"

Gary Adams, Senior Staff Writer, **CUBE** Magazine

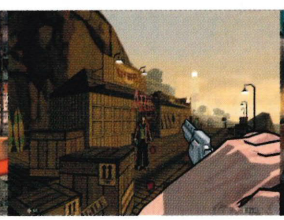
Free of his folks, Gary cuts loose and throws caution to the wind



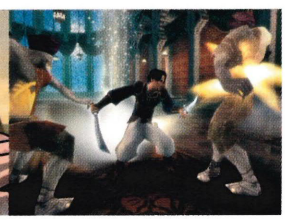
1080° AVALANCHE



KIRY'S AIR RIDE



SOUL CALIBUR II

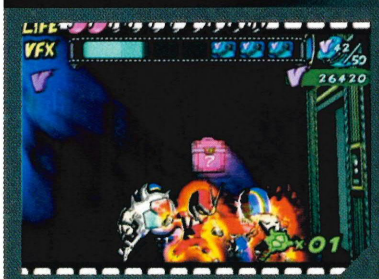


XIII

PRINCE OF PERSIA

CUBE MOST PLAYED

THE GAMES THAT KEEP US AWAKE AT NIGHT!



VIEWTIFUL JOE

Damn, it's good! But it's also painfully hard. Byron is yet to recover after spending hours, nay days, completing level six – and then he had to unlock the extra characters. Still, it's always nice to a see a grown man weep.



WARIO WORLD

So Gary, what did you think of *Wario*? A wistful look descends on the boy Adams, recently turning 20 seems to have taken its toll. "Ahh, classic 3D platforming from the masters of the genre." Er, Gary we said *Wario*, not *Mario*.



WINNING ELEVEN 6

What with giving away a *Winning Eleven 6* Freeloader on the front of this very issue of **CUBE**, we've rediscovered the charms of the best re-creation of the ebb and flow of the beautiful game ever transferred to binary.

DATA BURST

GCs sold worldwide
9.0 MILLION

PS2s shipped worldwide
50 MILLION

Xboxs sold worldwide
8.0 MILLION

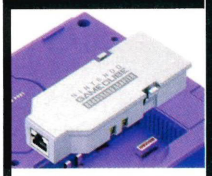
Figures correct as of May 2003.



REALITY BYTES

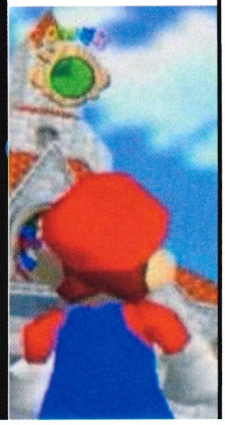
CUBE chomps at the bit...

JAPANESE REPRESENTATIVES OF Nintendo, speaking to their native press recently, stated that whilst *Mario 128* – in Miyamoto-san's words the 'true' successor to *Mario 64* – could have been shown at this year's E3, it features such a revolutionary and as yet un-thought of gameplay mechanic that Nintendo chose not to show it for fear of the ideas being stolen. Okay, if it really is that unique then fair enough, but what about all the other games and ideas that weren't and still aren't being showcased? Take LAN gaming, for instance – we know *Mario Kart* has LAN link-up but how much will this cost? What other games will support it? Will third parties utilise LAN for online gaming? Why the unhelpful secrecy? Sony and Microsoft whip up hype for their features (*Xbox Live* And the *EyeToy* for instance) while Nintendo seems content to guard even a simple cable that links two machines. Without GameCube owners being well-informed about what's planned, enthusiasm for the machine will wane, word of mouth and excitement over new games and features will disappear and Nintendo will have lost this console race without having even played its hand.



GameCube's LAN plans utilise the Broadband Adapter. Care to expand Nintendo?

Forget two-player, eight-player is where it's at... if Nintendo can be bothered that is



BOXING CLEVER...



Gaming trinkets that ain't from these 'ere parts

JUST UNVEILED AS we were about to go to press is this little beauty, which allows you to watch TV on your Game Boy Advance SP! Costing around £40, it's got built-in speakers and and a headphone jack. It stores up to 99 channels, is PAL compatible, and it can even be connected to DVD players or consoles. In fact, you might even be able to get Channel 5 on it... but don't take out word for it. The TV Tuner Adapter is available now.

GAMECUBE CHARTS

WEEK ENDING 5 JULY '03

SEGA's decent but disappointingly un-enhanced *Sonic Adventure DX* goes straight in at the top spot, seeing off competition from *Wario World* and *Zelda*. Surprise of the month, however, is seeing the truly appalling *Wreckless* get into the Top 10! Shame on you if you bought it...

UK CHART

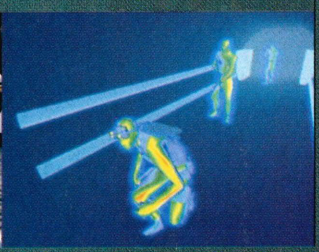
ChartTrack

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

POS	LAST	TITLE	PUBLISHER	SCORE
1	NEW	SONIC ADVENTURE DX: DC	SEGA	6.1
2	1	THE LEGEND OF ZELDA: TWW	NINTENDO	9.6
3	NEW	WARIO WORLD	NINTENDO	6.2
4	2	ENTER THE MATRIX	ATARI	6.8
5	6	HITMAN 2	EIDOS	7.9
6	NEW	SPLINTER CELL	UBI SOFT	8.8
7	NEW	BOMBERMAN GENERATION	MAJESCO	8.0
8	NEW	WWE WRESTLEMANIA X8	THQ	6.7
9	NEW	WRECKLESS: THE YAKUZA MISSIONS	ACTIVISION	2.5
10	NEW	HULK	UNIVERSAL INT.	6.4



SONIC ADVENTURE DX



SPLINTER CELL

A LINK TO THE PAST

During this very month back in 1994... The first licensed development kit ships from Nintendo for the 'Ultra 64'

BACK WHEN ANY mention of the word 'Dolphin' in gaming circles (the development name for the GameCube) could only have referred to SEGA's *Ecco*, coders on what was first called 'Project Reality' and then 'Ultra 64', in other words the N64, received their first development kits. Unlike today, however, no third-parties could match what Nintendo did with its launch game *Mario 64*. Apparently Nintendo's president at the time, Hiroshi Yamauchi, had to persuade Miyamoto-san the game was finished enough for release. On a side note, the successor to the GameCube is currently referred to in the industry as the 'N5', although, as history proves, it's unlikely still to be called this by the time it launches.

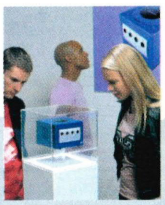
Project Reality and Ultra 64... two early code-names for the good old N64



WORLD OF NINT

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

Get a room (US)

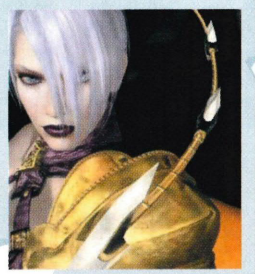


The American arm of Nintendo has signed a deal that means GameCubes will be provided in over 5,000 hotel rooms across the country – look out for them if you happen to go on holiday in the States. Now, how about Nintendo of Europe trying to do so something similar over here...

Pokémania (UK)

Nintendo is currently touring the country's ASDAs, Tescos and Toys R' Us stores with a roadshow promoting the GBA games *Pokémon Ruby* and *Pokémon Sapphire*. The games themselves have currently sold, worldwide, over six million copies. Both *Ruby* and *Sapphire* are now available in stores across the UK. To find out when the tour is in your area go to www.liveandunleashed.co.uk

Import happiness (US)



American retailer GameStop is giving a free book of game art to customers who pre-order *Soul Calibur II*. The book is over a hundred pages long and contains character art, landscape drawing and biographies. If you're thinking of buying it on import it's also worth noting that if you order online you'll get sent a free bonus disc containing playable demos including *I-Ninja* and *R: Racing Evolution* material. *Soul Calibur II* is out Stateside on 26 August and over here exactly a month later.

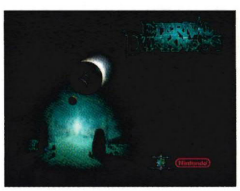
GameCube, like, rocks! (US)

Kicking off in Los Angeles at the start of this month, Nintendo is visiting 25 cities across North America in what's dubbed as The Nintendo Fusion Tour. Essentially a series of concerts littered with playable GameCube and GBA demo pods, and the implication that games aren't just for geeks, the headline act is Evanescence, who has just enjoyed a stint at number one in the UK charts. Amy Lee, the band's frontwoman, said about the tour: 'When we're on the road, we play music all night and Nintendo all day'.



Eternal Darkness: The Movie (US)

Nintendo of America and film makers Hypnotic have cut a deal to produce TV and film adaptations of Silicon Knights' much underrated psychological horror game *Eternal Darkness: Sanity's Requiem*. Let's just hope it turns out better than *Mortal Kombat* the movie, or at least the Van Damne/Kylie *StreetFighter* flick... either way it surely can't be as bad as Bob Hoskins in *Super Mario Bros.*







ENDO

Go Play Games (UK)

From 11 until 18 August, as part of the Edinburgh International Games Festival, the city's Royal Museum is running an exhibition called Go Play Games, a selection of the best contemporary games across all platforms. According to one of the event's organisers, Tom Stone, the festival is "all about celebrating the culture of games and gaming" and is "an opportunity to sample some of the best examples of the art that are currently available". Games confirmed as being available to play include *Pikmin*, *Mario Sunshine* and SEGA's ludicrously fun *Samba De Amigo*. There's also a chance to find out how games are made in a series of talks and workshops that run throughout the week. If you're in the area or you fancy going, tickets cost £2 for adults, and admission is free for under 12s.





Showtime (UK)

The UK's biggest game show takes place in September at Earls Court in London. The Electronic Computer Trade Show, otherwise know as the ECTS, is a three-day long industry showcase where (fingers crossed) we might just get to see some games that weren't shown off at E3. *Mario 128*? Please?

GameCube buried down under? (AUS)

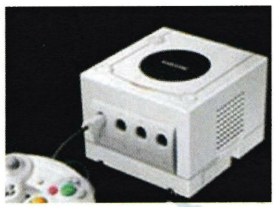
The GBA is selling amazingly well in the antipodes, but as far as GameCube sales are concerned the situation is pretty dire. Highlighting this lack of interest in the GC, retailers are stocking less GameCube software whilst some stores are selling off their remaining stock at a 50% discount.



A precious thing (JAP)

On 8 August the land of the rising sun will witness the launch of *Final Fantasy: Crystal Chronicles*. In celebration of this event Nintendo and Square-Enix are offering an ultra-limited edition GameCube. The package includes a crystal-white GameCube complete with matching pad and GBA Player. Peripheral manufacturer Hori, is also putting together some exclusive kit in the form of its *Crystal Chronicles*-themed 251 Memory Cards. Expect to see the same promotions over here just as soon as porcine animals get airborne.





GAMECUBE CHARTS

WEEK ENDING 11 JULY '03

Unsurprisingly, the enhanced SD card-using version of *Animal Crossing* (*Animal Forest* in Japan) is straight in at the top, whilst similarly expected is the success of *Enter The Matrix*.

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	ANIMAL FOREST e+	NINTENDO
2	NEW	VIEWTIFUL JOE	CAPCOM
3	NEW	SONIC ADVENTURE DX	SEGA
4	NEW	POKEMON BOX	NINTENDO
5	1	NARUTO	BANDAI
6	4	ZELDA: THE WIND WAKER	NAMCO
7	3	DOKAPON DX	ASMIK ACE
8	5	SHAMAN KING: SOUL FIGHT	BANDAI
9	2	SOUL CALIBUR II	NAMCO
10	6	THE BASEBALL 2003	KONAMI

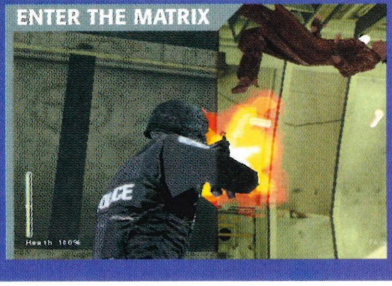
US CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	ENTER THE MATRIX	ATARI
2	1	ZELDA: WIND WAKER	NINTENDO
3	NEW	WARIO WORLD	UBI SOFT
4	9	MARIO PARTY 4	EA
5	NEW	LORD OF THE RINGS	EA
6	3	SPLINTER CELL	NINTENDO
7	4	DEF JAM VENDETTA MELEE	NINTENDO
8	5	THE SIMS	SEGA
9	6	SUPER MARIO SUNSHINE	NINTENDO
10	7	SUPER SMASH BROS. MELEE	EA

ANIMAL FOREST



ENTER THE MATRIX



RUMOUR MILL



DP DEAD AS A DODO???

IRONICALLY ENOUGH CONSIDERING that it's called *Dead Pheonix* - a dragon themed shooter that's due out in Japan at the end of this summer – Capcom's game seems exactly that: i.e. finished, kaput, snuffed out. Although not confirmed as such (well it wouldn't be a rumour otherwise) Capcom has hardly shown the title at all, leading us to believe it's been canned. Or maybe, it's being seriously overhauled and will rise Pheonix-like from the ashes of doom in a revamped incarnation. Either way don't expect to see it any time soon.

The second piece of gossip this month concerns *Mario 128*. Seeing as Nintendo didn't present it at this year's E3, (apparently it contained ideas so revolutionary they'd be stolen on sight), a showing at the ECTS in London next month might be in order. Wishful thinking? Perhaps, but the game is almost certainly advanced enough for a hands-on playtest and it's really about time that Europe got an exclusive first look at one of Nintendo's biggest titles.





Oooh, it's as if he's not even there... spooky

SPLINTER CELL SEQUEL

Pandora's box is opened

DESPITE NOT BEING on the scene for long, we can report that a second instalment of the *Splinter Cell* franchise is well underway. It's entitled *Splinter Cell Pandora Tomorrow* and judging from the cut-scene clips we've seen, it follows the further missions of Sam Fisher. Being a multiplatform release, *Pandora Tomorrow* will be going online with the Xbox and PS2, allowing multiplayer cooperative missions and possibly head-to-head play. We're not sure on the status of the GC version as of yet, but we've got high hopes on it being LAN-enabled at least. The original *Splinter Cell* marked a significant improvement for the Tom Clancy games to come out of Ubi Soft, offering intuitive controls, clever design and an alluringly isolated feel. Although selling far less than its biggest rival *Metal Gear Solid 2*, Splinter Cell offered far more gameplay options and it's still played regularly. The sequel has already generated a lot of interest and we'll be keeping a close eye on it.

CUBE





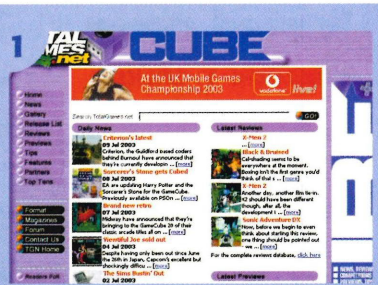
All the old moves return, along with some new ones to try out as well

cube.totalgames.net

The place: the Net. The time: whenever. The mission: unfettered GameCube news, reviews, tips and gossip!

Our brand new site features searchable news, cheats and reviews, opinion polls and a completely redesigned forum. Log on and come spill your brain. We'd like that...

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UP-TO-THE-MINUTE NEWS

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

FREQUENTLY ASKED QUESTIONS

Your gaming queries solved



Choose your character, then earn some points in order to upgrade your *F-Zero GX* ship

EVERY MONTH WE get an absolute wealth of letters, e-mails, calls, and texts asking for info, details and answers about upcoming games. Queries range from why *Animal Crossing* wasn't released in the UK and how long it takes to finish *Viewtiful Joe* to how much wood would a wood-chuck chuck if a wood-chuck could chuck wood. The answers are of course: All resources were used up localising *Pokémon* (we're getting *Ruby* and *Sapphire* instead), ten to fifteen hours, and that wood-chuck's wouldn't – even if they could 'cos they're lazy. Anyway, the games currently causing the most brain searching and hounding of publishers, developers and PR types, are *F-Zero GX* and *Final Fantasy Crystal Chronicles*. Here then, in what might become an occasional series, are the definitive answers to the gaming questions of the moment:

F-ZERO GX

Q: How many Game Modes are there?
CUBE: Six: Story, Grand Prix, VS Battle, Time Attack, Practice and Customise. Story mode is all-new and features mission-based gameplay that unlocks the next chapter of around ten or so. The others are self explanatory although Time Attack allows you to race up to five ghost opponents. The Customise feature is out of this world!

Q: So there's no track editor then?
CUBE:: Sadly not. The GameCube version is a more graphically complex update than the N64 version was, hence the option wasn't viable.

Q: Will there be any online features?
CUBE: Yes, there's an online score board. By the time you read this Japan will have its very own Web-site dedicated to recording the very best anti-gravity lap times on the planet.

Q: Is *F-Zero GX* LAN enabled?
CUBE: Unfortunately not. SEGA's Toshihiro Nagoshi wanted to include it but due to time constraints, the solo modes were focused on instead.

FINAL FANTASY CRYSTAL CHRONICLES

Q: Is it true that to play *Crystal Chronicles* I need to buy a Game Boy Advance and a link-cable?
CUBE: In a single-player game you can play using just a pad, just a a GBA, or both. To get the most from it you're best off having a handheld linked up to show commands, character stats and maps. In multiplayer however each additional player must link-up a GBA.





GCN GAMECUBE NEWS

FINAL THOUGHT...

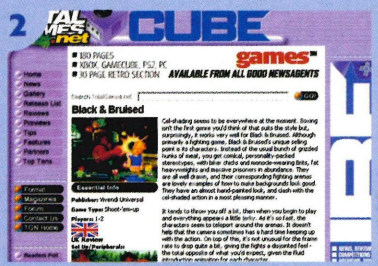


LAST MONTH WE pointed out that despite the typical dearth of quality games that launch in the summer months, the GameCube has, all the same, had a decent year so far with the likes of *Metroid, Zelda, Super Monkey Ball 2* and *Resident Evil Zero* showcasing not just the quality but also the diversity of Nintendo's machine. However, ask a typical gamer in the street if it's worth buying a GameCube instead of a PS2/Xbox and they'll probably tell you that compared to the other machines there simply aren't enough titles coming out on GameCube.

Yes there's dwindling support from some third-parties, and yes, Nintendo needs to launch more games, but despite this, the current generation of consoles face the problem of too few genuine 'must have' games. It's here though, where it matters, that the true Nintendo difference shows: the GameCube has more of those games you simply have to buy. *F-Zero GX, Mario Kart, Crystal Chronicles, Rogue Squadron, Pikmin 2, Mario 128*... all these and more mean that whatever your view of Sony and Microsoft's offerings, it's a great year ahead for the GameCube.

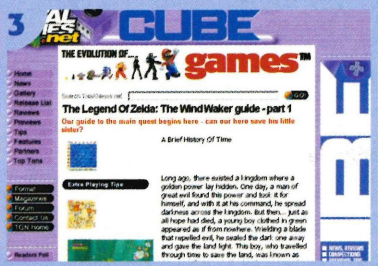


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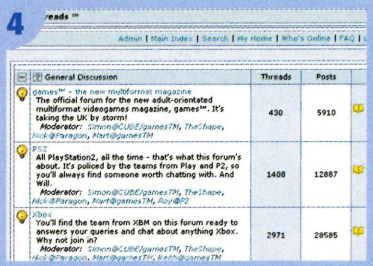
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ПОЧТА СССР

THE LOST FRANCHISES

SEQUELS • Cynical cash-ins trading off the fond memories of a once great game or lovingly crafted tributes that enhance and expand an old title to new heights of excellence? Both descriptions can be true, but when Nintendo produces sequels like *The Wind Waker* and *Super Mario 64* you really can't complain.

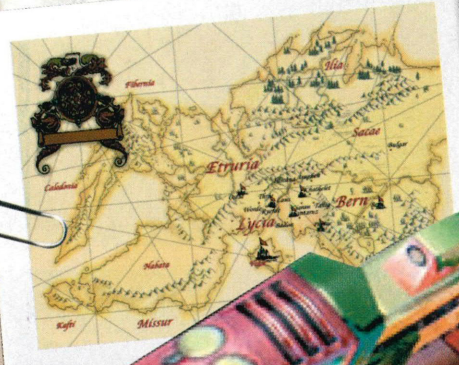
Indeed, Nintendo's problem is that after this Christmas it's fast running out of games to update from the usual group of suspects. Since its promise to create lots of new franchises for the GameCube seems to have been put on the backburner (not only put on the backburner, but set alight by it, fed to a small dog called Gerald and buried under five foot of compost) it seems reasonable to wonder what other, older, more obscure games from yesteryear it might be thinking of bringing back.

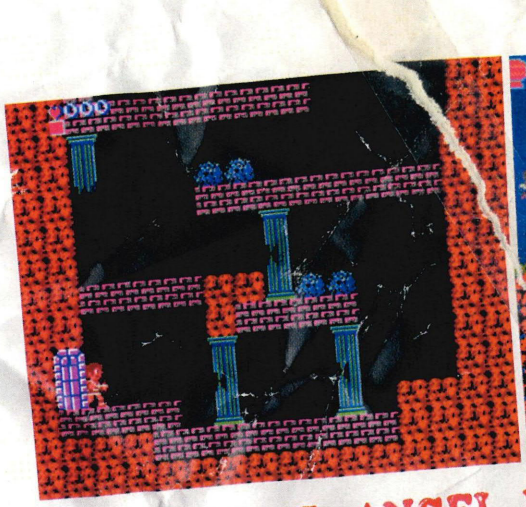
There are more of these living dead franchises than you might think, and many of them are very good. The majority are old NES games but many have been referenced with increasing prominence in games such as *Super Smash Bros* and *WarioWare*, or are due to get another airing on the e-Reader.

But what are the chances of a proper GameCube revamp for any of these games? Allow us to hypothesise the ass off ten of the most likely candidates as we employ the services of 'Ladbroke' Larry, **CUBE**'s salt of the earth betting expert, in order to give you the inside scoop on what to expect next from the big N.



Exhibit A:
Fire Emblem









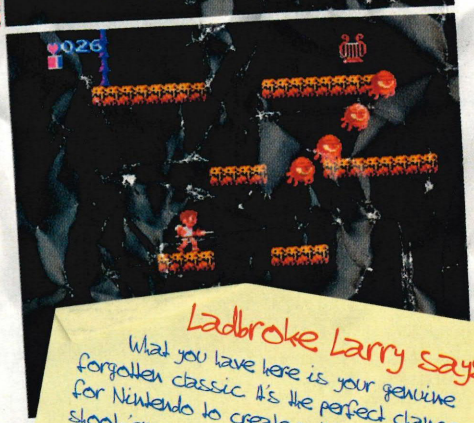
KID ICARUS: ANGEL LAND STORY

Original Version: NES (1986)
Sequels: Kid Icarus: Of Myths And Monsters - Game Boy (1991)
Recent Appearances: Pit trophy in Super Smash Bros Melee
Chances of a revamp: 8-1

WHEN PEOPLE HEAR that *Kid Icarus* is the sister title to *Metroid* – that it plays very similarly and was by the same team – they tend to get very excited. When they find out you have to control a midget cherub called Pit instead of a saucy space chick in a robot suit they get less excited.

The fact that you control a dwarf in a toga is undoubtedly the reason why *Kid Icarus* remains Nintendo's best kept secret, which is a crying shame because it's actually really good. Alternating between sets of vertically and horizontally scrolling levels, there are enough RPG elements to ensure this could never be viewed as a simple platformer. You earn experience for every enemy killed; you find and use different weapons such as fire arrows and the protective crystal and likewise make use of other objects, such as feathers to make you fly and mallets to smash special statues that give you computer helpers for the boss battles.

The level design (particularly on the wraparound vertical levels) is absolutely sublime, the action even more frenetic than *Metroid* and the graphics, for the time, excellent. In short, *Kid Icarus* is great. The only thing that isn't great about it is Pit, who's a plum. If you, and more importantly Nintendo – if it really is considering a revamp – can see past that, however, this is a game more than worthy of being mentioned in the same breath as those such as *Metroid* and *The Legend Of Zelda*.



Ladbroke Larry says:
What you have here is your genuine forgotten classic. It's the perfect chance for Nintendo to create a third-person, more shoot-'em-upppy, Metroid kind of a game. The only problem is that bloody cherub is right girly looking, but sort him out and this could be a real contender.+

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MACH RIDER

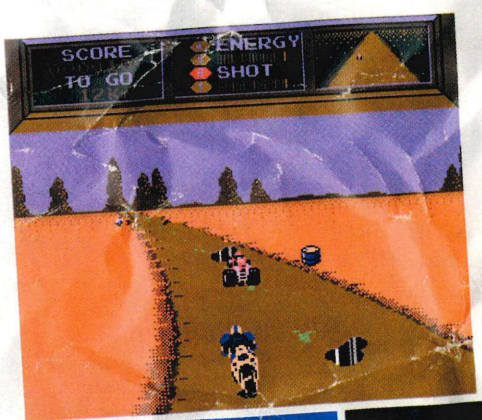
Original Version: NES/Arcade (1985)
Sequels: None
Recent Appearances: Mach Rider trophy and a rendition of the theme tune in Super Smash Bros Melee
Chances of Revamp: 12-1

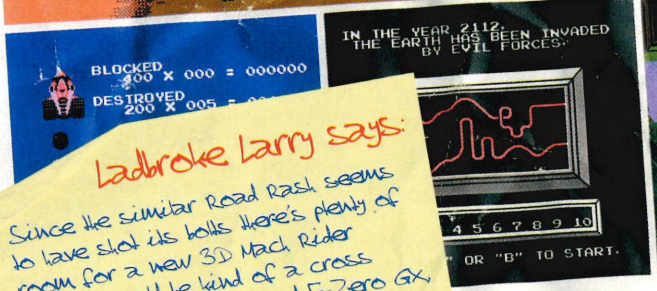
MACH RIDER PROVIDES substantial evidence that Nintendo wasn't always the purveyor of family values that it now pretends to be. The game features nothing but a man on a machine gun-equipped motorcycle blowing up the 'forces of evil' or, as they're called by non-sociopaths, 'fellow road users'.

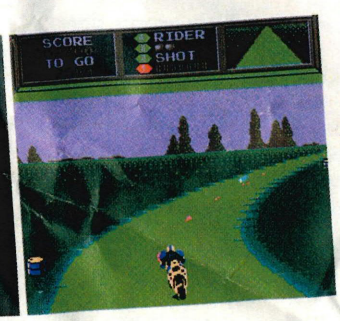
Apart from the unusually violent (for Nintendo, anyway) premise, the other standout feature of *Mach Rider* is the graphics, which are really pretty good for an NES as the road twists and turns in an almost believable fashion, and baddies jinx about behind you in full view in your rear view mirror.

There are even two extra game modes, in the form of the time-limited Endurance Course and the driving-only Solo Course, and a course designer option – which you still don't get as standard in most racers even today.

Add the whizbang *RoadBlasters*-style shooting element of the game (two years before *RoadBlasters* ever came out) and one has to consider it most peculiar that *Mach Rider* has never been given any kind of an update. Although considering the startling lick of speed which it mustered, it's more than possible that it could well have been the inspiration for *F-Zero*.







Ladbroke Larry says:
Since the similar Road Rash seems to have shot its bolts there's plenty of room for a new 3D Mach Rider game. It could be kind of a cross between Excitebike 64 and F-Zero GX but with guns! That's gotta be worth a punt, surely!

ICE CLIMBER

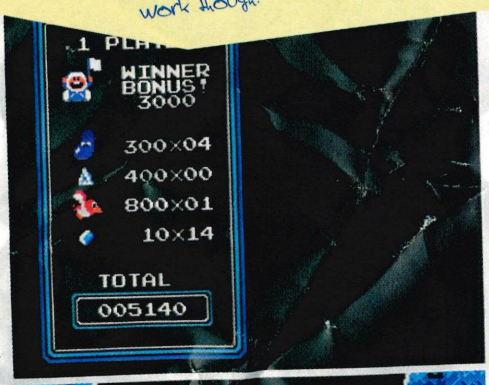
Original Version: NES/Arcade (1984)
Sequels: Ice Climber-e- e-Reader (2OOX)
Recent Appearances: Playable character(s), arenas and multiple trophies in Super Smash Bros Melee, full playable game in Animal Crossing, mini-game in WarioWare.
Chances of Revamp: 19-1

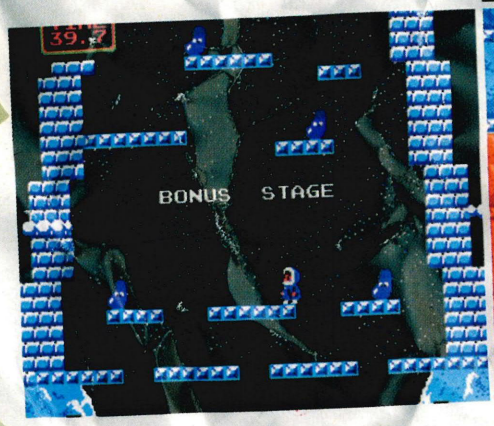
THE FIRST THING anybody says about *Super Smash Bros* is "who the hell are they?" while pointing at an image of the parka-clad ice climbers. Well, they're called Popo and Nana and this is their game.

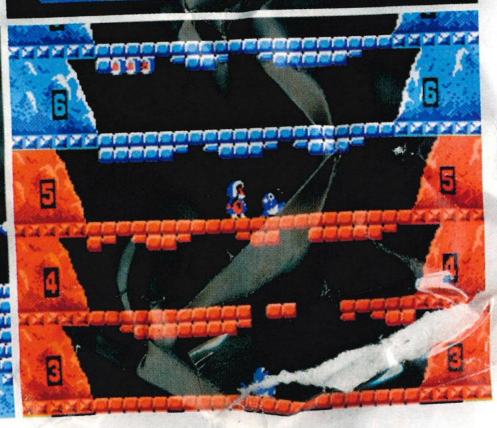
Ice Climber is a vertically scrolling platformer which involves you to reaching the top of a series of mountains in order to steal anthropomorphic fruit from a giant condor. Each mountain level would be a simple enough jaunt, except that you have to make the platforms to jump on by smashing through the floors from below to make a hole. Various wildlife attempts to stop you from doing this, although Nintendo wisely changed the seals to yetis in the Western version in order to stop it looking like some sort of seal clubbing simulator.

All of which is good clean fun and, except for somewhat dodgy collision detection, still perfectly playable today – which is more than can be said for most other games that came out in 1984. Oh, and in case you were wondering, the two-player game is entirely ordinary for this sort of thing and doesn't feature the characters tied together as they are in Smash Bros, so who knows where Nintendo got that idea from.

Ladbroke Larry says:
Ice Climber is a good game but for a betting man it's difficult to see how Nintendo could revamp it without either changing the gameplay out of all recognition or being forced to keep it really shallow 'n' simple like the original. A GBA version might work though.



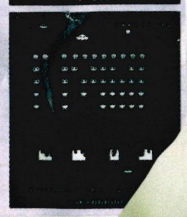




WORST CLONE EVER

Every family has a few skeletons in the cupboard, and although some of Nintendo's early titles were influenced by other people's games – such as *Balloon Fight* and *Devil World* – and turned out okay, others were shameful clones of a fairly embarrassing quality. *Space Fever*, for example, was a preposterously libellous copy of *Space Invaders* and – apart from us dredging up this screenshot of it for your amusement – it should never be mentioned again.

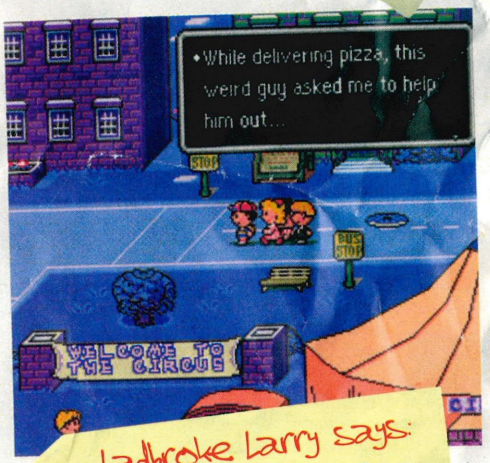




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MOTHER (AKA EARTHBOUND ZERO)

Original Version: NES (1989) * Japan Only *
Sequels: Mother 2: Gyiyg Strikes Back! (aka EarthBound) - SNES * Japan/US Only *
Mother 1 & 2 - GBA (2003)
Mother 3 - GBA (2006)
Recent Appearances: Playable character (also in Super Smash Bros), arenas, items and multiple trophies in Super Smash Bros Melee.
Chances of Revamp: 3-1



Ladbroke Larry says:
You think the GBA revamp is a done deal but don't count your chickens until they've flown the coop, because there's no guarantee Nintendo Europe will actually release Mother 1+2 in Europe. Any other kind of revamp is even less likely over here.

THERE ARE SOME people in this world who make a habit of liking things nobody else does purely, one can only assume, for the perversion. Case in point the various people that seem to think *Mother/EarthBound* never being released in this country is actually something to be upset about. The original *Mother* was supposed to be released in the US, but when Nintendo noticed that RPGs just weren't selling at that time it canned it. It did give it another go for the SNES sequel, but when that tanked it – fairly sensibly – didn't bother with a European release.

Another sequel for the N64, and then the 64DD, got canned even in Japan and at that point a betting man would have surmised that it was all up for the RPG that nobody loved, until Nintendo announced a re-release for the GBA and even a new sequel.

The reason nobody that counts likes *Mother* is that, in terms of gameplay, it's as tediously traditional an RPG as you could ever hope to avoid. In fact, it's worse than most because of the huge amount of turn-based combat – even by the standards of the genre – you have to trawl through to get anywhere. This is a bit of shame, because the setting of the game is unusually contemporary, although the over-wacky humour ensures that you never really get to enjoy even that aspect of the game. But hey, if you're the sort of person that still thinks *Red Dwarf* is funny, this could be just the thing to keep you busy between Risk tournaments.

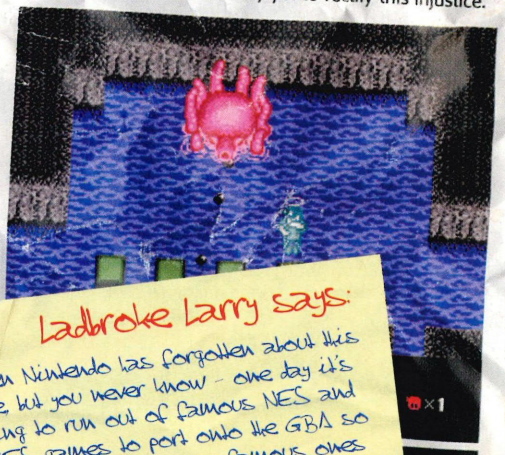
STARTROPICS

Original Version: NES (1989)
Sequels: Zoda's Revenge: StarTropics II - NES (1994)
Recent Appearances: None
Chances of Revamp: 30-1

IF KID ICARUS is considered the sister title to *Metroid* then it's difficult not to make the same connection between *StarTropics* and *The Legend Of Zelda*. *StarTropics* has got the same action RPG gameplay as *Zelda*, the same mix of overworld adventure and dungeon action, and even if it hasn't got quite the same charm and imagination, it's certainly not far off.

Taking control of 'Mike' in his attempt to rescue his uncle, Dr Jones, from the bad guys on C-Island using nothing but a magic yo-yo, this doesn't sound as immediately appealing as its obvious inspiration. *StarTropics* has got it where it counts, however, and the gameplay really is fun even today, with expectedly devious dungeon puzzles and some yo-yo dominated combat. The graphics are also excellent, which makes it even stranger that the game was all but ignored on its initial release.

Apart from the slightly unappealing storyline, the only real fault is the unwieldy controls in the dungeons, but you soon get used to them and most players will be slaughtering evil in no time. Even though it was made by one of Nintendo's internal teams there seems strangely to be no evidence that it was ever released in Japan. Perhaps Nintendo never bothered because of its lack of success in America, but it seems a crying shame that *StarTropics* never achieved the success it deserved and that history has unfortunately yet to rectify this injustice.



Ladbroke Larry says:

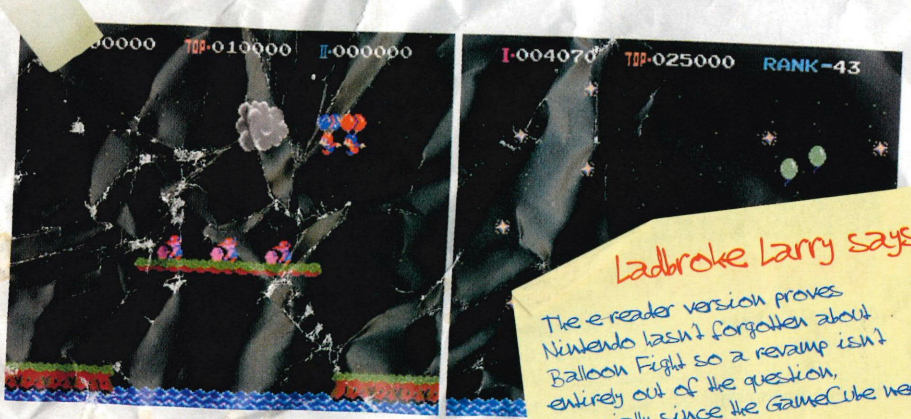
Even Nintendo has forgotten about this one, but you never know - one day it's going to run out of famous NES and SNES games to port onto the GBA so maybe it'll switch to non-famous ones instead. It'd be doing everyone a favour if it did because this is pure class.



GUNS, GUNS, GUNS



As we've seen, Nintendo used to love violence. Particularly violence and guns. Both the NES and SNES had their own lightguns and lightgun games. *Duck Hunt*, *Hogan's Alley* and *Wild Gunman* were some of its earliest and most important hits. The only vaguely lightgun-themed game we've had in recent times, though, is *Pokémon Snap* which, although actually pretty good, would probably have appealed to more people if you could actually aim a gun at the little blighters while you played instead of just pretending the camera sights were connected to the business end of an AK-47.



Ladbroke Larry says:

The e-reader version proves Nintendo hasn't forgotten about Balloon Fight so a revamp isn't entirely out of the question, especially since the GameCube needs more multiplayer games.

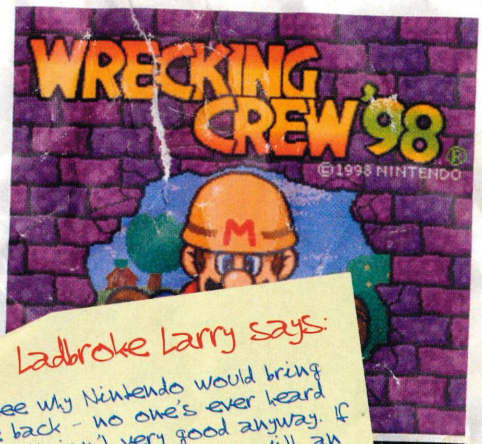
BALLOON FIGHT

Original Version: NES/Arcade (1984)
Sequels: Balloon Fight - Game & Watch (1986)
Balloon Kid - Game Boy (1990)
Balloon Fight GB - Game Boy Color (2000) *Japan Only*
Recent Appearances: Balloon Fight-e - e-Reader (2003) Two trophies, an item and a rendition of the theme tune in Super Smash Bros Melee, full playable game in Animal Crossing, mini-game in WarioWare.
Chances of Revamp: 10-1

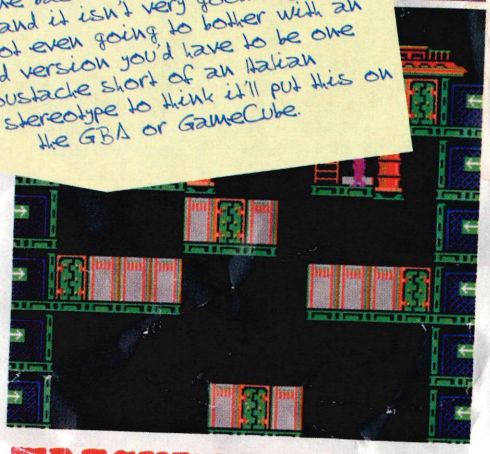
NINTENDO WASN'T ALWAYS the world's most respected videogames developer. In the early days, before Miyamoto and his peers had had time to really make their mark, Nintendo used to knock out shameless clones of other people's games with the best of them. The most enduring of these is *Balloon Fight*, which is an almost direct copy of *Joust* except with a guy hanging from some balloons instead of a knight on a flying ostrich.

Balloon Fight also features a bunch of goblin-type creatures which your in-game character obviously doesn't get along with, since their only purpose in life appears to be to burst your two balloons, thus causing you to plummet to your death onto the ground below. Or to get eaten by a large fish. Instead of just moving on and making new friends elsewhere, though, the game asks you to burst their balloons in return and then off the long-nosed weirdos for good once they land on the ground.

All of which is exactly how *Joust* works, except without quite as good a theme tune. To be fair, there is another game mode which is called 'Balloon Trip', and it sees you travelling right to left across the screen to see how long you can survive without getting hit – but other than that it's *Joust* all the way.



Ladbroke Larry says:
I can't see why Nintendo would bring this one back – no one's ever heard of it and it isn't very good anyway. If it's not even going to bother with an e-card version you'd have to be one moustache short of an Italian stereotype to think it'll put this on the GBA or GameCube.



WRECKING CREW

Original Version: NES/Arcade (1985)
Sequels: Wrecking Crew '99 – SNES (1999) * Japan Only *
Recent Appearances: Eggplant Man trophy in Super Smash Bros Melee
Chances of Revamp: 25-1

FORGOTTEN NINTENDO CLASSICS are all well and good, but a lost *Mario* game? How can this sort of thing be allowed to happen?! *Wrecking Crew*, though, seems to have fallen down the sofa crack of history for the simple reason that it's not terribly good. It's somewhat similar to *Lode Runner* and *Chuckie Egg*, in that you have to manoeuvre Mario (or Luigi) around a series of vertically stacked platforms smashing walls and avoiding invincible enemies.

This all works fine and is quite good fun, but a large number of the levels are designed in such a way that if you don't complete them in a certain manner you have to hit the Select button and start again (usually because there aren't any ladders to get back to areas you've missed). Presumably, you're supposed to plan your demolition spree by pausing the game and scrolling the screen up and down, but that's far too much work for what should be a cheap 'n' cheerful action game.

The sequel, interestingly enough, is a puzzle game that bears more than a passing resemblance to *Mr Driller*, but it seems more unlikely to suggest that Namco had even heard of the game than it does to suggest it ripped it off.

CUSTOM ROBO

Original Version: Nintendo 64 (1999) * Japan Only *
Sequels: Custom Robo V2 – Nintendo 64 (2000) * Japan Only *
Custom Robo GX – GBA (2002) * Japan Only *
Custom Robo – GameCube (200X)
Recent Appearances: Multiple trophies in Super Smash Bros. Melee
Chances of Revamp: 3-1

ALTHOUGH MOST OF Nintendo's forgotten franchises had their heyday in the 8-bit era of the NES, there's still some more recent games that have slipped through the net. The original *Custom Robo* was developed by Noise – one of Nintendo's smallest second party developers – and although a moderate success in Japan, none of the games have ever been released here, not even the recent GBA version.

This is a shame because *Custom Robo* is a rather nice little title, being basically a cross between *Virtual On* and *Robot Wars*. A neat little RPG element provides the backdrop for the various battles as you talk to typically histrionic characters before taking on their own robots in a special 'holoseum' arena. The combat is fairly basic but the assault course nature of the arena means that in practice quite a bit of strategy is needed.

Victory in a battle gives you the chance to gain new weaponry for your robot, such that deciding which parts to use before a fight adds yet another pleasing layer of strategy to the whole affair. Add in a cool multiplayer mode and take into account the non-burgeoning N64 release schedule of the time and it is really rather baffling why this never got released in the West.

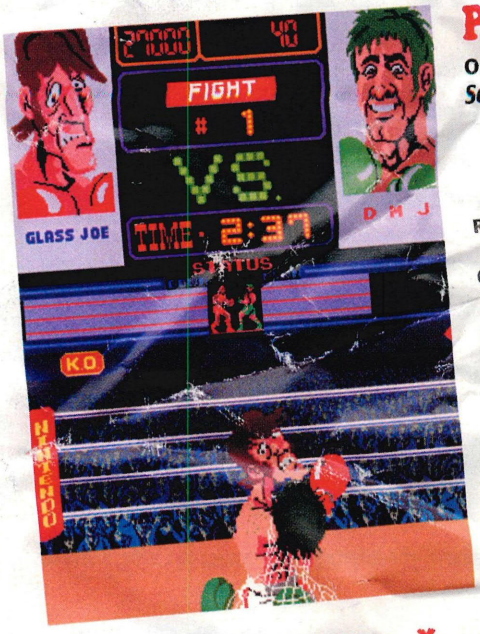


Ladbroke Larry says:
Nintendo must have been bonkers not to release this back in the day. The new GameCube version looks like it's getting a US release at least, but a wise man would hold on to his donkeys before betting too much that Nintendo Europe won't go and do an Animal Crossing on this one



EASY READER

You may notice a few of the games here are listed as coming out on some new-fangled format called the e-Reader. In case you haven't been paying rapturous attention to the news pages, an e-Reader is a bit of gubbins that looks like a credit card reader and attaches to your GBA. You can then scan in special Nintendo trading cards, which either give you special items for games like *Animal Crossing*, or allow you to play full Game & Watch or NES games. Even simple NES games like *Balloon Fight* need multiple cards for the whole game though, so the larger and more complex titles like *Kid Icarus* and *StarTropics* are unlikely to be appearing on the format any time soon.



PUNCH-OUT!!

Original Version: Arcade (1984)

Sequels: Super Punch-Out!! - Arcade (1984)
Punch-Out!! - Game & Watch (1984)
Mike Tyson's Punch-Out!! - NES (1987)
Punch-Out!! - NES (1990)
Super Punch-Out!! - SNES (1994)

Recent Appearances: Full playable game in Animal Crossing, mini-game in Wario Ware.

Chances of Revamp: 10-1

NINTENDO AND VIOLENCE used to be the peaches and cream of the video game world. There was nothing Nintendo used to like more than giving the world's youth the chance to pretend they were shooting real guns, fighting real pub brawls or, in the case of *Punch-Out!!*, competing in real boxing matches.

The original arcade game featured two monitors stacked on top of each other in a rather impressive and expensive looking custom cabinet. The action was viewed from an odd third-person perspective where your body was seen as a lurid green wireframe and your opponent as a rather cool looking big angry sprite. Ducking and diving was implemented rather nicely with the custom controls but translated equally well onto the NES pad.

Although *Rocky* is clearly miles better, there's still nothing much to beat this in terms of first-person boxing sims, since it requires enough tactics to make you feel like real skill is involved as you wait for the flash of an opponent's eyes before you duck and take the commentator's advice to "Stick and move!" Or not, if, like the majority of arcade goers, you had no idea what that actually meant.

Ladbroke Larry says:
Punch-Out was one of Nintendo's big earners in the early days so now in these leaner times it might just want to go back to the well for another try.

FIRE EMBLEM

Original Version: NES (1990) * Japan Only *

Sequels: Fire Emblem Gaiden - NES (1991) * Japan Only *
Fire Emblem: Monshou no Nazo - SNES (1993) * Japan Only *
Fire Emblem: Seisen no Keifu - SNES (1996) * Japan Only *
BS Fire Emblem: Akaneia Senki Hen - SNES (1997) * Japan Only *
Fire Emblem: Thracia 776 - SNES (1999) * Japan Only *
Fire Emblem: Fuuin no Tsurugi - GBA (2002) * Japan Only *
Fire Emblem: Rekka no Ken - GBA (2003)

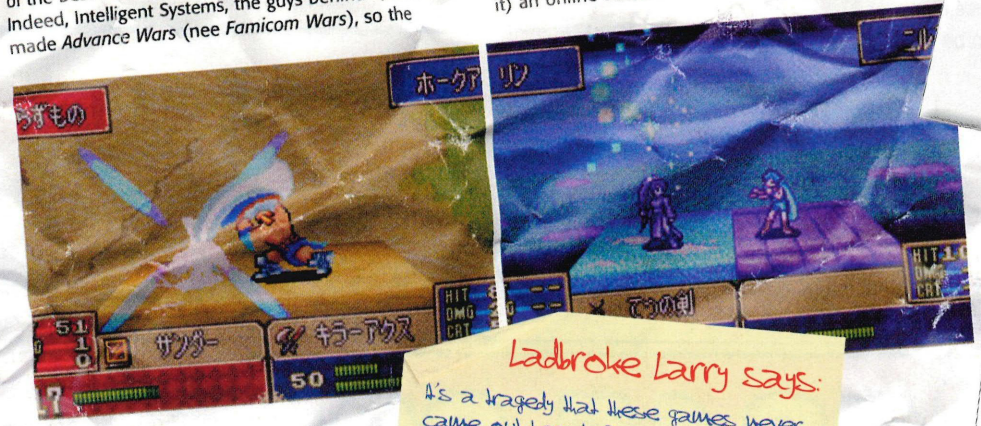
Recent Appearances: Two playable characters, multiple trophies and a rendition of the theme tune in Super Smash Bros Melee.

Chances of Revamp: 2-1

ALTHOUGH IT'S A tragedy on the scale of getting a small fleck of dirt in your eye that the *Mother* games have never been released in this country, it's actually far more of a shame that none of the *Fire Emblem* games have ever been released outside of Japan. On the face of it, *Fire Emblem* seems by far the least interesting of the two since it's chock full of all the sub-Tolkien-style fantasy nonsense that has always made it so difficult for RPG fans to find girlfriends.

If you can ignore that though, this is a superb fusion of the best bits from *Final Fantasy* and *Advance Wars*. Indeed, Intelligent Systems, the guys behind it, also made *Advance Wars* (nee *Famicom Wars*), so the similarity is no coincidence. Unlike *Advance Wars*' perfunctory plot though, the stories in *Fire Emblem* are far more complex and evolve as you move and position troops on the game map and resolve battles between individual units using magic and the taste of cold steel.

The enormous amount of text to translate and the fact that common wisdom always held that Japanese RPGs don't sell in the West are undoubtedly the reasons why *Fire Emblem* has never made it over here, but if the latest GBA version is really on its way and does prove a success one can always hope for a GameCube version as well as (dare we even suggest it) an online version.



Ladbroke Larry says:
It's a tragedy that these games never came out here before. The new GBA game is definitely on for a US release but you've still got an outside chance that Nintendo Europe might come over all stupid and not release it here. Again.

INSERT COIN

You'll notice that a lot of these early NES games were jointly created as arcade games, which may surprise those of you who didn't realise Nintendo used to do that sort of thing. *Donkey Kong*, *Mario Bros* and *Punch-Out* were all originally custom-made arcade games, but despite these early successes Nintendo quickly realised the real money was to be made at home. It did, however, create the *Vs* series of arcade games, which were NES games housed in special twin-controller equipped cabinets, and the NES Playerchoice machines, which were basically a NES with a number of selectable games that you could play for a finite period of time.



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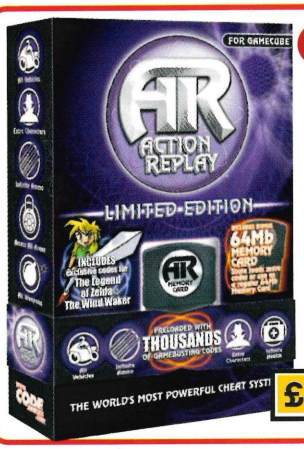
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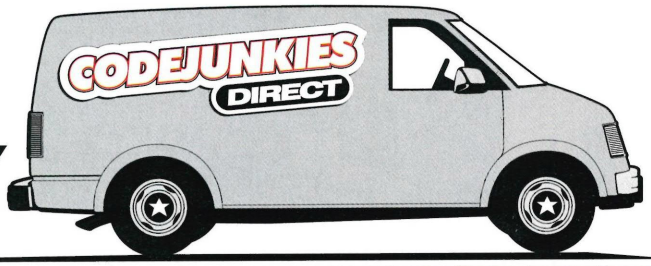
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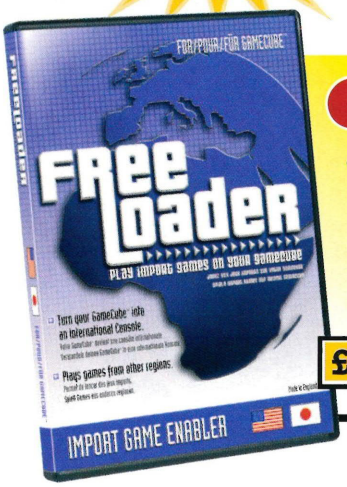
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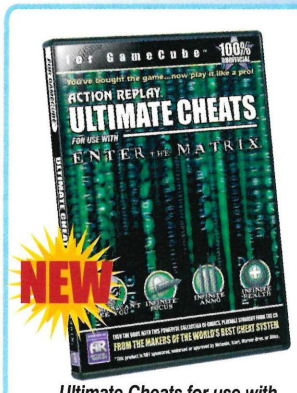
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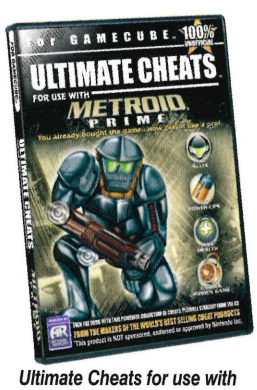
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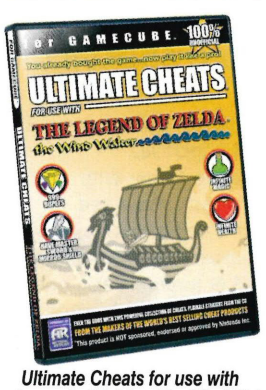
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Bombs away!

MEDAL OF HONOR: R

CUBE INFORMATION

MOH: RISING SUN	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	SHOOTER
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

Q4 '03	TBA	Q4 '03

A BIT OF PREVIOUS

MOH: FRONTLINE
GAMECUBE

2002 WORLD CUP
GAMECUBE

TIGER WOODS
GAMECUBE



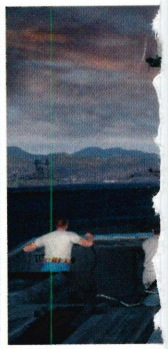
The opening sequence is even more epic than *Frontline*



FIRST REACTION

The opening sequence is even more impressive than the D-Day landings of *Frontline* but there is some considerable slowdown. Nevertheless, you just want to get stuck in!

☑ HIT!





After the fine *Frontline*, EA is taking the *Medal Of Honor* series to the Pacific theatre, and it's looking more spectacular than ever!

THE COMPANY LINE

"THE PRODUCERS SOUGHT COUNCIL... TO MAKE CERTAIN THE GAME IS HISTORICALLY AUTHENTIC AND AS REALISTIC AS POSSIBLE"

EA PRESS RELEASE

CUBE TOUCHÉ

We hope those Japanese POW camps aren't too realistic...

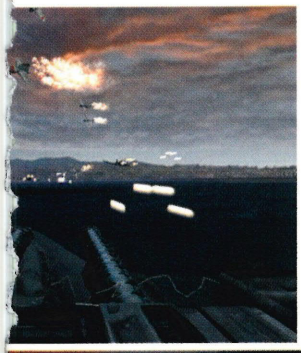
EA'S MEDAL OF Honor series is one of its most successful franchises. Combining first-person action with events that actually took place and adding just the right dollop of authenticity has ensured that the games both fascinate and entertain. Heck, one or two people may even have learned a bit of history from the events portrayed in the game!

The latest in the series, *Rising Sun*, details events when the Japanese Air Force shook America to its foundations by launching a surprise attack on Pearl Harbor, and the following assault on Asia from the Allies. As usual you play a fictional key player – this time it's Marine Corporal Joe Griffin. His story is certainly an interesting one. After surviving the attack on Pearl Harbor he goes on to lead the famous assault of Guadalcanal, where an almost completed Japanese airbase was discovered and taken by the 1st Marines. This battle was crucial since, had it been completed, the airbase would have positively ensured that the Axis would win the South Pacific war due to its position, enabling Australia-US communication to be cut (in real life this took place in July 1942, under the command of General Alexander Vandergrift).

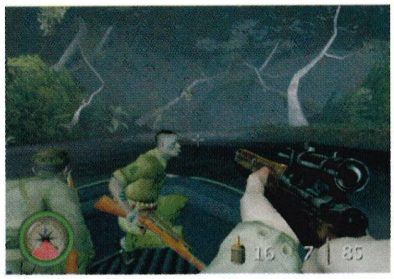
After spearheading this offensive you then go on to rescue your brother from torture and certain death in a Japanese POW camp. If EA continues its policy of realism in the *Medal Of Honor* games then these sections could turn out to be quite unpleasant.

Enough of the history lesson, though. The short demo that was available to play at E3 was, judging from the visuals, very early, but everything was in place and the action was very intense. Just like the opening sections of *Halo*, you start off in the midst of the action, running along steel walkways, through panicking throngs of people, extinguishing fires and avoiding falling debris. Then it's onto the deck of the USS Arizona where you take command of a machine-gun turret and do as much as you can to protect Pearl Harbor from aerial attack before taking part in an on-rails dash in a PT boat complete with mounted machine gun, low-flying Japanese Zeros

ISING SUN



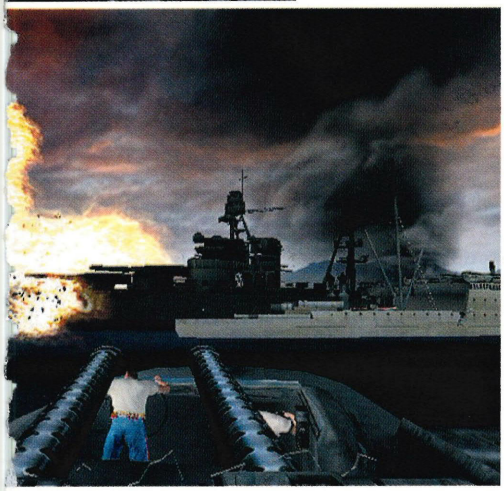
Take control of heavy machine guns and shoot down the marauding Japs. It's sweet!

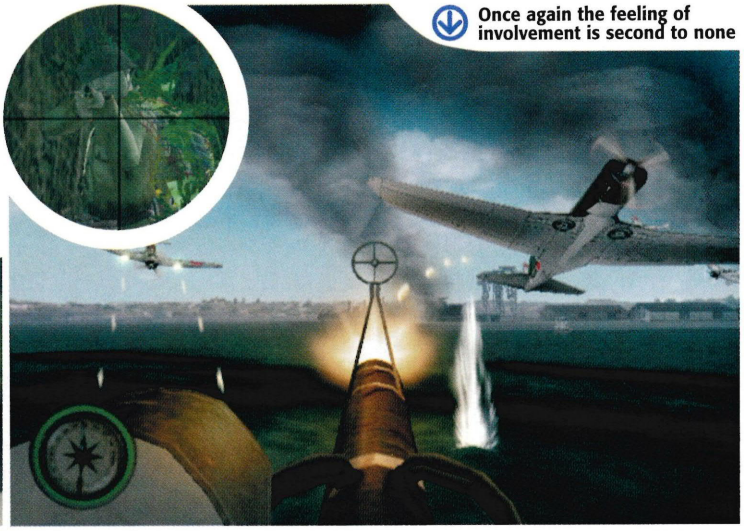


Chaos rages all around as the battle escalates. If you like big explosions, you'll love this!



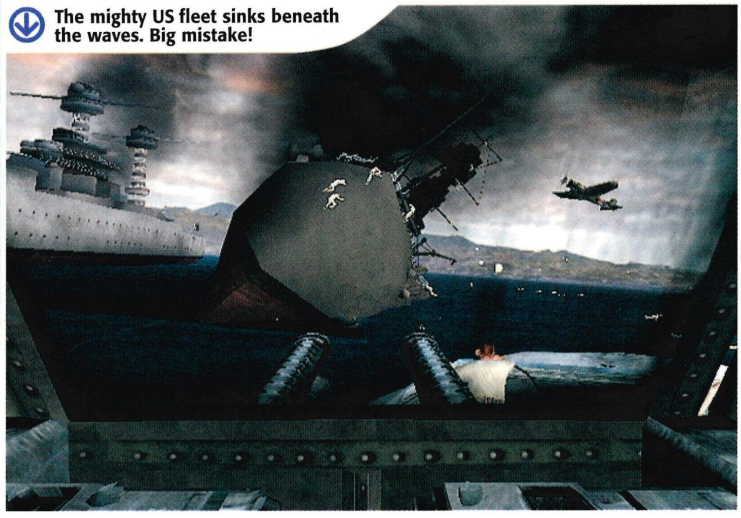






Once again the feeling of involvement is second to none

"THE BEST NEWS OF ALL IS THAT THERE WILL BE A TWO-PLAYER CO-OPERATIVE MODE"



The mighty US fleet sinks beneath the waves. Big mistake!

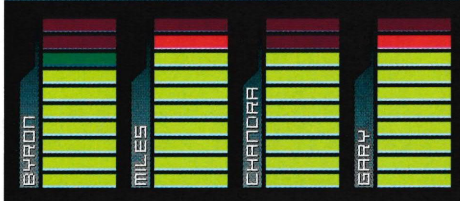
and near-hits on the hulls of giant ships. Exciting stuff certainly – especially when you consider that this is just the beginning of things to come! Unfortunately, this is as far as the demo got, but we can't wait to see more.

The best news of all, though, is that there will be a two-player Co-operative mode. If anybody played through *Halo* on the Xbox with a buddy then they'll know just how much fun this can be. The option for new and inspired tactics is endless – one person can run into a pack of enemies while another snipes from an elevated position to cause confusion and provide back-up, for instance; or you could both fight back-to-back in classic action movie style. We don't yet know if this function will operate like many other games, in which you seem to have an invisible connection to your friend and straying away from each other too far results in the other 'zapping' next to the player nearest to the goal, or if you'll be able to split up and roam the entire level by yourselves. We hope the latter is the case, as this opens options such as pronged attacks and easier going on timed levels. Our only other hope is that there's no significant drop in performance when two players start storming POW camps together, but as long as the game doesn't end up being a simple port of the PS2 title then this shouldn't be the case.

On early evidence, and given the quality of games such as *Frontline* and *Allied Assault* on the PC, *Medal Of Honor: Rising Sun* should be brilliant. The scenario of Pearl Harbor mixed with the already proven gameplay of the series and the promise of massive land assaults have us frothing at the mouth for more details and further demos. Stay sharp, soldiers. CUBE

CUBE EXPECTATIONS

HOW I LEARNED TO LOVE THE BOMB



- Even more ambitious than its predecessor
- The new setting makes a welcome change
- All versions are being developed simultaneously
- Can they get so much action to run smoothly?

■ One of the more shocking battles of World War II (and it's up against some pretty stiff competition!) on your GameCube? Count us in. We're BIG fans of *Frontline* and this looks even more exciting. Hopefully the fact all versions are being developed alongside each other means it won't be just a PS2 port, either.

CUSTOM ROBO

Robots, ready?

Come meet my leetle friend here...

IF YOU'VE ALREADY read about *Gotcha Force* then the formula for *Custom Robo* will be no stranger to you. The idea is that you tool-up a miniature robot with a plethora of day-glo weapons and then plunk him in a small arena with three other similarly-specced bloodthirsty 'bots. Where this differs from Capcom's effort, though, is in the storyline and customisation that's hinted at in the title.

Unusually for such a frantic game, there is a story to go with the proceedings. Apparently the action is set in a distant world, in the 'not too distant future' where crime-committing little robots are causing the breakdown of society. People known as 'Commanders' use machines that allow them to control the automated terrors with their brain waves. Unfortunately, it's been discovered by you, a little team of peacekeepers, that an all-powerful robot of unprecedented power has become self-aware and quickly moved to the top of the food chain. Of course, you've got to go and clean up. A clever metaphor of crime transcending above society's control and taking on a life of its own, or a Nintendo employee staying up reading too much Cyberpunk manga? We'll let you decide.

Control is simple. You run around the arenas blasting away with primary machine guns, explosives, and other weapons. It's fast, streamlined but unfortunately shallow. Judging from the massive amount of customisation options on offer, this will be one of the main draws. For this reason it's hard to see it being a success over here, but you never know. We'll be keeping a curious eye on this one.

CUBE

CUBE INFORMATION

KIRBY AIR RIDE	
PUBLISHER:	NINTENDO
DEVELOPER:	NOISE
ORIGIN:	JAPAN
GENRE:	ACTION
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

TBA Q4 '03 TBA

A BIT OF PREVIOUS

CUSTOM ROBO GX
GBA

CUSTOM ROBO
N64

CUSTOM ROBO V2
N64



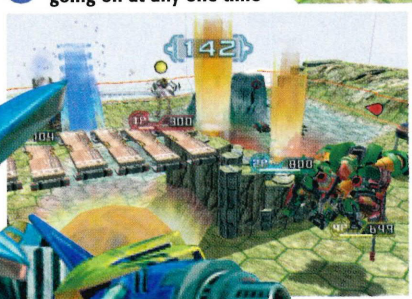


There's a lot of action going on at any one time

FIRST REACTION

It's *Gotcha Force* but it looks a bit better. This will do well in Japan but the Western world won't embrace it.

✗ HIT!







The backgrounds aren't all that impressive, to be honest

THE COMPANY LINE

"THE HERO AND HIS COMRADES UNCOVER A SECRET ABOUT AN EVENT THAT OCCURRED ON THIS PLANET SEVERAL HUNDRED YEARS AGO..."

NINTENDO PRESS RELEASE

CUBE TOUCHÉ

Amazing, the storylines they come up with these days...

CUBE EXPECTATIONS

SHOCKINGLY SHALLOW

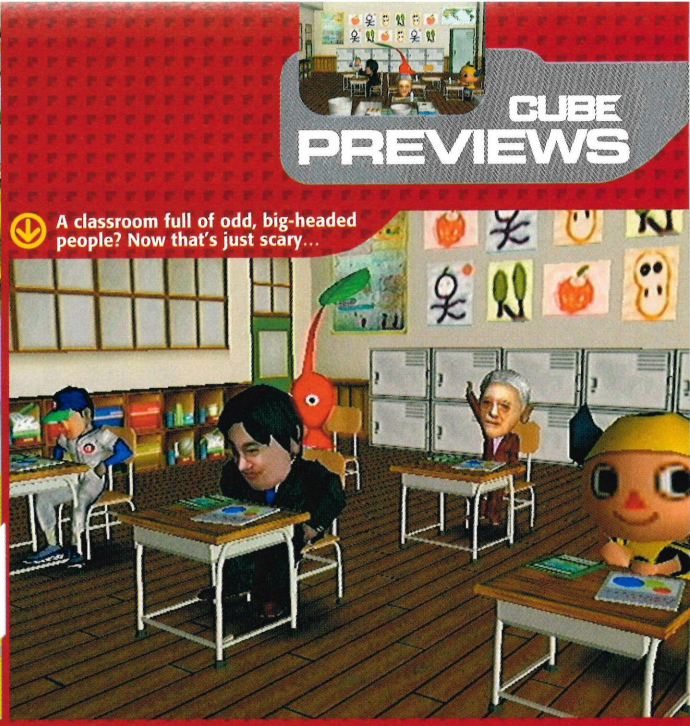


- Loads, and loads, and loads of options
- Extremely shallow combat

■ **We're not sure about this one. Customisation is fun, but what's the point in it if there isn't a decent game to back it up? With LAN capabilities this has certainly got potential – we'll reserve judgment for a few months.**



Break a leg!



A classroom full of odd, big-headed people? Now that's just scary...

STAGE DEBUT

Talk to Japanese games designers about food, exercise... and their love interests... help!

HMMM. AN ODD ONE this. Nintendo has something of a history for creating software that has little point to it other than simple enjoyment – *Mario Paint* and *Animal Crossing* spring to mind.

However, *Stage Debut* seems to be even more meandering than those two combined! It wasn't available to 'play' at E3, but there was a press conference with Miyamoto-san and Kojima-san (from Konami) demonstrating what it was all about. Firstly, Miyamoto had a picture of Kojima that he had taken with a special GBA camera-cartridge, which he then uploaded onto the GameCube via the link cable. On the game screen, a fold-out mechanical device popped into view and out dropped Kojima! Then there were several questions asked (are you a good lover? Are you skilled?) which determined his physical looks. Kojima's body became large and hulking, wrapped in a camouflage. Odd. Walking around the park were several other Nintendo employees, a Pikmin and some *Animal Crossing* buddies, all enjoying goes on the trampoline and swings.

It seems that Nintendo itself isn't even sure about the future of *Stage Debut*. It would be an interesting experiment but it's dubious as to whether or not the public would pay for a product that has little to no point. We're of the opinion that the technology could be integrated into other games such as *Animal Crossing*. Who knows, though? It's entirely possible that Nintendo has something extra-special lurking under the covers... but we doubt it very much indeed. CUBE

CUBE INFORMATION

STAGE DEBUT	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PUZZLE
PLAYERS:	1

PERCENTAGE COMPLETE
00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

TBA TBA TBA

A BIT OF PREVIOUS

MARIO SUNSHINE GAMECUBE

PIKMIN GAMECUBE

ANIMAL CROSSING GAMECUBE



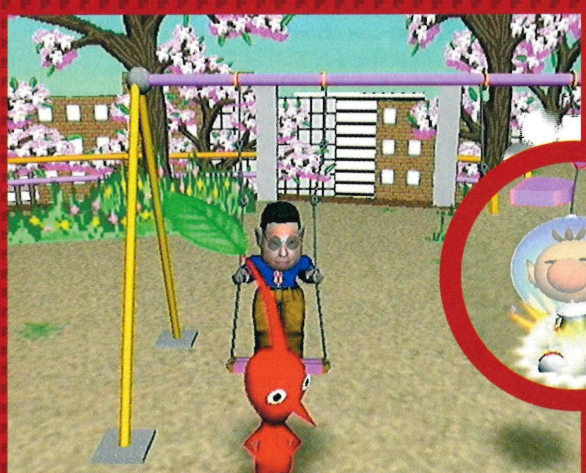
THE COMPANY LINE

"SORRY, NO ADDITIONAL GAME INFORMATION IS AVAILABLE AT THIS TIME"

NINTENDO PRESS RELEASE

CUBE TOUCHÉ

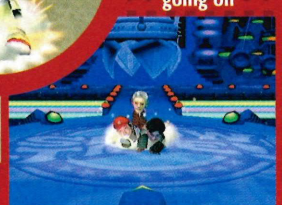
If Nintendo itself doesn't know anything, what hope is there?



That Pikmin is totally going to get taken out by the bloke on the swing. We're hooked already!



We've got to be honest with you – we have no idea what's going on



CUBE EXPECTATIONS

NO REAL FOCUS



⊕ Great use of existing Nintendo devices

⊖ We don't see the point in it all!

■ We're not really sure what to say. Even though it has a title, the lack of release dates and nature of the press conference leads us to believe that this is Nintendo showing what it *can* do, rather than showing off a game.

Get Cained...

THE ITALIAN JOB



CUBE INFORMATION

THE ITALIAN JOB

PUBLISHER:	EIDOS INTERACTIVE
DEVELOPER:	CLIMAX
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ☑

Q3 '03 TBA TBA

A BIT OF PREVIOUS

ATV QUAD POWER RACING
GAMECUBE

SPONGEBOB SQUAREPANTS SUPERSPONGE
GAMECUBE

LEGO RACERS
GAMECUBE



THE COMPANY LINE

"GET IN, GET OUT, GET EVEN!"

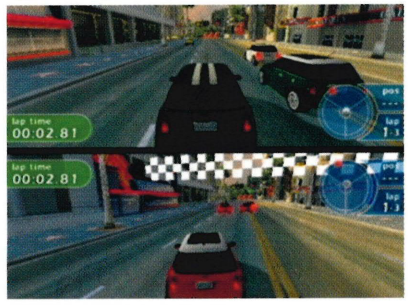
EIDOS PRESS RELEASE

CUBE TOUCHÉ

Get outta here! Funny how it's not even in Italy though



Cute little Minis are ideal for nipping through heavy traffic. And parking

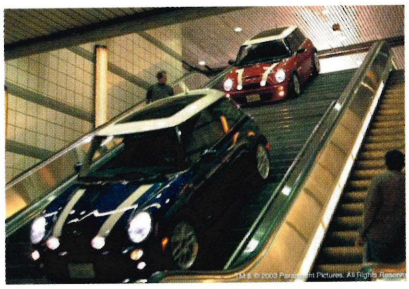


Eidos brings micro machines to your GameCube. Is it just the job or too much like hard work?

THE PREMISE THAT'S driving the action of Paramount Pictures' upcoming remake of *The Italian Job* is that Charlie Croker (previously Michael Caine, now Mark Wahlberg) and his crew of Mini-driving criminals have just pulled off the biggest gold bullion robbery in history only to be betrayed by one of their own. The plot of *The Italian Job* of 2003 sees Charlie and his gang tracking down the traitor and then stealing back from under his nose – and without him noticing – 28 million dollars of ingot-shaped loot. All of which proves a decent enough excuse for staging the biggest traffic jam LA has ever witnessed as cover to escape via some snazzy driving of conveniently small Mini Coopers. Oh, and it's also a good excuse for a film tie-in driving game that mixes elements of games such as *Midtown Madness*, *Stuntman* and *Crazy Taxi*.

Despite being called *The Italian Job*, the game of this film is located entirely in the States, the Story mode of which sees you performing increasingly difficult driving tasks over 15 missions through the Hollywood Hills, downtown LA and underground metro system. As with all good caper movies, there's a repertoire of characters, each perfectly suited to the job in hand. Charlie is the Don, Handsome Rob is the driver and Half Ear is the explosives expert. In-game you'll play as each of these crooks, delivering inconspicuous cars within story-lead time limits, trailing informants without getting spotted, outrunning the cops and, of course, driving the getaway cars. Obviously then, *The Italian Job* is a

TORQUE-ING ITALIAN



Have you noticed how Minis aren't all that 'mini' anymore, actually?

GET A GRIP...

After completion of each mission in Story mode you're awarded a grade according to how quickly you achieved your objectives, how little damage your car received and how many stunts you managed to pull off along the way. Good grades are rewarded with extras such as film stills, pre-production concept art and interviews with the cast – Charlie Therzon included.

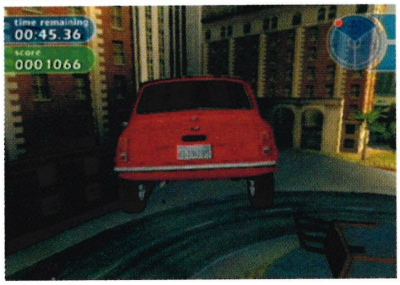


There are other cars to use if your tastes extend in that direction

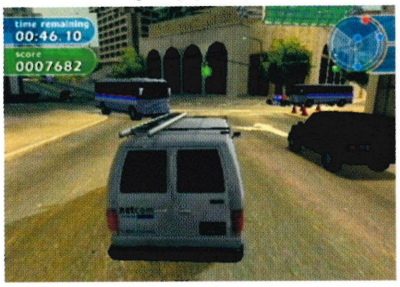
straightforward timed or objective-based racer. But, it's actually quite good.

Having got behind the wheel of the game we're pleasantly surprised at how neatly the super-charged Mini Coopers and other vehicles handle and how much of a laugh it is launching them from rooftops, pulling the handbrake around corners and generally driving like a lunatic. In fact, having initially groaned at the announcement of this game – we suspected it would merely be a shoddy tie-in – we're glad to report not just a seemingly decent Story mode but the welcome addition of circuit racing options, two-player head-to-head races and a selection of stunt driving obstacle courses.

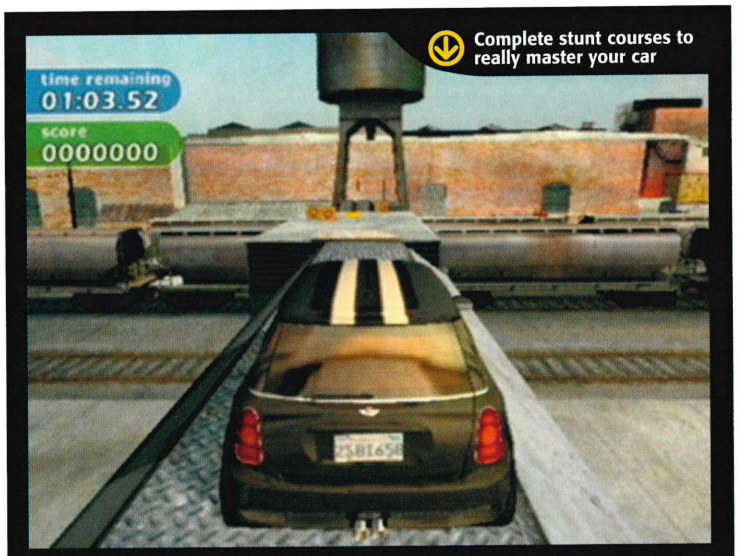
Much like the summer blockbuster on which it's based, the game is fun, requiring little hard work, and for racing fans not preoccupied with *Burnout 2* or thoughts of *F-Zero GX*, it could well prove just the job. CUBE



Time to look up the excess on your insurance policy, perhaps



Don't suppose the gang will be dressed as footie supporters in the new movie

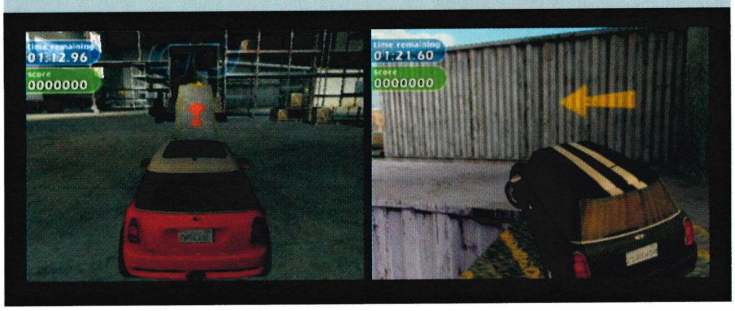


Complete stunt courses to really master your car

STUNT DRIVIN'

TRACTION CONTROL

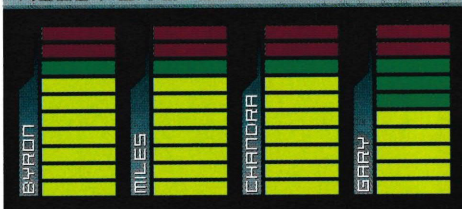
Fancy more of a driving challenge than the city streets can offer? Then the Stunt modes are where you'll be heading. On the build we played there were three different obstacle courses of ramps, jumps and gangways to navigate within a time limit. Success at these tests of skill opens up extras.



"WE'RE PLEASANTLY SURPRISED AT HOW WELL THE SUPER-CHARGED MINI COOPERS AND OTHER VEHICLES HANDLE"

CUBE EXPECTATIONS

NEED FOR SPEED: UNDERGROUND



- ⊕ Super-smooth frame rate
- ⊕ Vehicle control is neat
- ⊕ Unlockable movie extras
- ⊖ Not as good as the competition

■ SCi did an *Italian Job* game for the PSone based on the original movie. It wasn't very good. Hopes weren't much higher when this was announced but a few plays reveals a really decent racer. The graphics are smart but most importantly the handling feels right. It might even blow your 'bladdy' doors off!

THE LEGEND OF ZELDA TETRA'S TRACKERS

Guilty pleasures

Link flagships the connectivity revolution...

SPIN-OFFS OF popular Nintendo franchises are not a regular occurrence so it came as something of a surprise to see Nintendo itself indulging in just this. To promote its GC-GBA connectivity plans it's showcased two *Zelda*-orientated games – *Tetra's Trackers* and *The Four Swords*. Now, whether you agree with the Big N's focus on connectivity or not, these two games certainly look interesting...

Essentially, *Tetra's Trackers* is a scavenger hunt: You have to run around a course finding pirates whose discovery will reward you with a special stamp – collect enough of these and, come the end of the game (determined by a countdown time), those with the most stamps win. It certainly sounds very simple, and in truth it is. Obviously, there's a bit more to it than that. For instance, at the start of the adventure you get to play a game of memory, with a power-up being assigned to you according to your score. These power-ups are the typical *Zelda* fare (Hookshot, Pegasus boots and so on) and will make your task of finding pirates that much easier.

Tetra's Trackers is very similar to the upcoming *Four Swords* game in that it requires each player to own their own GBA (although no separate cartridges will be needed, thankfully) and get them to sit around a TV. The reason for this is that all of the main action takes place on players' separate screens to keep their plans and actions secret, with a large overhead map and a giant Tetra who talks you through the game, taking up space on the TV.

To be honest, we're not sure about this title. It sounds fun, but how long will it take before it gets old? Only time will tell, and then we'll deliver a full review. For now, it's probably best to go out into the sunshine, gather a few friends and play hide 'n' seek. It's certainly a lot cheaper!

CUBE

CUBE INFORMATION

LOZ: TETRA'S TRACKERS	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PUZZLE
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.NET MOVIES X PICTURES ✓

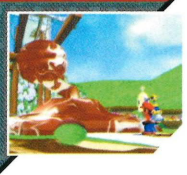
TBA Q4 '03 TBA

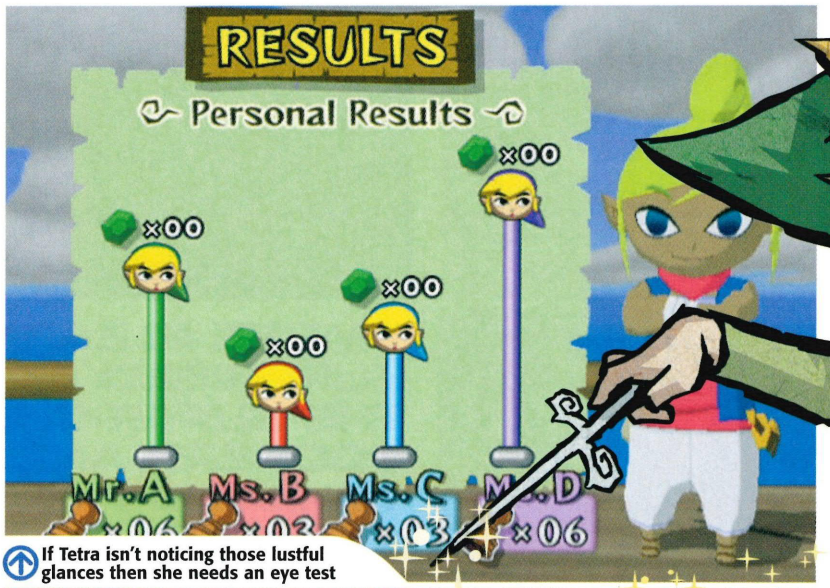
A BIT OF PREVIOUS

LOZ: THE WIND WAKER
GAMECUBE

SUPER MARIO SUNSHINE
GAMECUBE

LOZ: A LINK TO THE PAST
GBA





If Tetra isn't noticing those lustful glances then she needs an eye test





There's a bridge, and some islands. Oh look! It's raining! Reminds us of *A Link to The Past*

Purple and red lag behind as greeny storms ahead to grab the goodies!

THE COMPANY LINE

"EXPERIENCE A NEW LEVEL OF CONNECTIVITY BETWEEN NINTENDO, GAMECUBE AND GAME BOY ADVANCE"

NOA PRESS RELEASE

CUBE TOUCHÉ

How about you join this century and let us take it online?

CUBE EXPECTATIONS

STUCK IN THE PAST?



⊕ Link looks cool in purple
⊖ Is this why you bought a GC?

■ We don't know what to make of this. On one hand it could be a good laugh, with lots of people scrambling around looking for pirates, but on the other it sounds more like an afterthought of the connectivity design. Hmm.



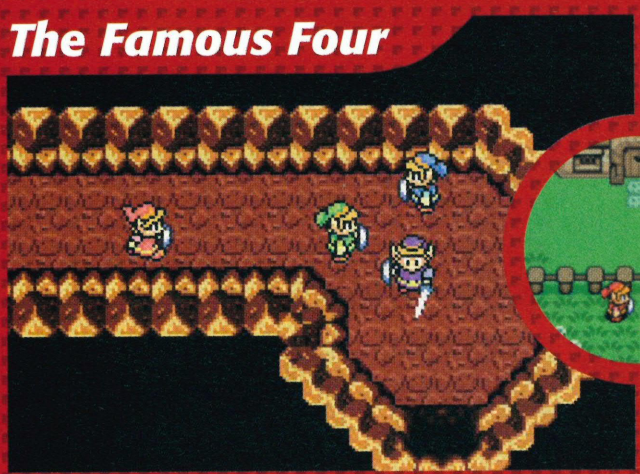
These 2D bits aren't very taxing but they break the gameplay up nicely

Ahh, it's like being back in 1992 all over again! Pass us the TAB Clear



THE LEGEND OF ZELDA FOUR SWORDS

The Famous Four





Remember the third Light World boss in *ALTTP*?

FIRST REACTION

It's the mini-game from the GBA title! Has the potential to be tremendous fun, but it's all a bit awkward really.

HIT!

CUBE INFORMATION

LOZ: FOUR SWORDS	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PUZZLE
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

TBA	Q4 '03	TBA

A BIT OF PREVIOUS

LOZ: LINK'S AWAKENING
GAME BOY

PIKMIN
GAMECUBE

SMASH BROS: MELEE
GAMECUBE



THE COMPANY LINE

"WHILE PLAYERS ARE INSIDE THE CAVES OR HOUSES, THEY CAN SEE SECRET MESSAGES ON THE GAME BOY ADVANCE SCREEN OR PERFORM ACTIONS WITHOUT OTHERS KNOWING"

NOA PRESS RELEASE

CUBE TOUCHÉ

"You will meet a tall, dark stranger…"

A Link to the 'Cube

IF YOU CAST your minds back, you may remember that the GBA release of *A Link To The Past* included a natty little mini-game that could only be played with multiple players – and each person needed their own cartridge, so it was clearly a game only for the stupidly rich – which was a shame, as multiplayer *Zelda* was amazing. Now it seems that Nintendo is doing something sensible and releasing a disc for the GameCube that will allow anybody with a GBA and access to a single GameCube to take part in the fun.

Four Swords asks you to link up your GBAs to a GameCube and sit round a TV where the action is shown. Players have to run around an overworld finding as many Rupees as they can in order to win, but the twist is that they also have to help each other in order to progress through the levels. You'll be throwing other Links across gaps, jumping on switches to open doors, and fighting off boss monsters among other things, and all the time fighting people off those Rupees. The newest feature for this GameCube version though is that when you enter a cave, house or the mysterious underworld the action switches to your own personal GBA screen where you receive secret messages while you continue the hunt by yourself.

Also on the agenda will be small 2D sections. Unlike the ones found in the old NES game *Adventure Of Link*, these are only very tiny, more akin to those in the Game Boy title *Link's Awakening*. That should freshen things up a bit. CUBE

CUBE EXPECTATIONS

FOUR TIMES THE FUN?



⊕ Multiplayer *Zelda* action
⊖ It's a GBA bonus game…

■ **We've played *Four Swords* on our GBAs before, so we can already tell you that it's a fabulous game. This should be even better since you don't need to buy separate cartridges to enjoy it. Will it retail for full price though?**

'Tony: I wanna be like you-hoo-hoo'



Clear level objectives to unlock extra dangly bits for your characters

Try not to be put off by the ridiculous superhero comedy poses!







Depending on you choice, you may not always be on a skateboard

DISNEY'S EXTREME SKATE ADVENTURE

CUBE INFORMATION

DISNEY'S EXTREME SKATE ADVENTURE

PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

Q4 '03	TBA	Q4 '03

A BIT OF PREVIOUS

TONY HAWK'S 3
GAMECUBE

TONY HAWK'S 4
GAMECUBE



THE COMPANY LINE

"THE COMPANY IS HOLDING A NATIONWIDE CASTING CALL SEARCH FOR TEN REAL KIDS WHO WILL BECOME DIGITISED CHARACTERS IN THE GAME"

ACTIVISION PRESS RELEASE

CUBE TOUCHÉ

Let's hope that this doesn't include them spouting out American catchphrases

To a 360° with a fakie... and beyond!

EXTREME SPORTS GAMES (especially skateboarding ones) seem to have become the biggest genre on modern consoles, but one particular franchise has always taken the limelight, and it just so happens that it's the very one that started it all... yep, *Tony Hawk's Pro Skater*. Good news then, that Activision's latest extreme sports game comes from the same developer (Neversoft) despite very different looks.

Aimed at the 11-14-year-old market, *Disney's Extreme Skate Adventure* employs the same design philosophy as the *Tony Hawk* games – sprawling levels dotted with tasks to complete which test your skills to their limit as well as offering the opportunity to rack up huge combinations of moves. The only major difference is the smaller size of each level, which makes them easier to navigate (each is based around a famous Disney location).

Playing the early code was a pleasant surprise. Due to very slightly rearranged controls and the smaller levels it's a lot more immediate, not to mention easier, than *Tony Hawk*. This is obviously what Neversoft is aiming for and it's a good thing for the younger target market. The only major negative point is the awful selection of music. When skating in Andy's Bedroom or the Elephant Graveyard we do NOT want to be hearing generic skate-punk pap, we want classic Disney tunes! Grrrrr.

CUBE

CUBE EXPECTATIONS

THE PERFECT COMBO



⊕ Same engine as *Tony Hawk*

⊖ May be a little simple for some

■ **Disney films are wonderful. The *Tony Hawk's Pro Skater* series is wonderful. Meld the two together, aim it at the younger market and for once we don't get a patronising 'kiddie' game. If the music issue is sorted out then this should be essential for all Disney fans.**



Man cannot live by bread alone.

GREGORY HORROR SHOW

Killer mice!



CUBE INFORMATION

GREGORY HORROR SHOW	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PUZZLE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ☒ PICTURES ☑

TBA | 07 AUG '03 | TBA

A BIT OF PREVIOUS

RESIDENT EVIL ZERO
GAMECUBE

CAPCOM VS SNK: EO
GAMECUBE

VIEWTIFUL JOE
GAMECUBE









Gregory dreams of one day being a real boy...







There's nothing scarier than characters with square heads...

NOW THIS IS one strange-looking game. A square-headed animal, the search for lost souls, a deal with Death and what seems to be the mansion from *Resident Evil* slapped into the middle of it all. What's it all about? Read on...

Based on a Japanese children's show of the same name, *Gregory Horror Show* sees you trapped in a haunted hotel and the only way to escape, as Death has kindly informed you, is to grab people's souls. This can be done using a number of methods, which are not always based around having nimble fingers. Observation and a lot of patience are two skills that you'll have to bring along, as the guests staying at the haunted hotel follow a very strict pattern. They will carry out tasks such as watching television or eating at designated times, and it will be up to you as the player to follow these activities and decide on how these events transfer into a weakness that you can exploit. To simplify, in one sequence we saw a nurse who would walk around the hotel every night before retiring into her room for some beauty sleep. We placed a banana skin on the floor and she tripped over. Pretty obvious, but we've been told that things will get more difficult as you get deeper into the game.

Gregory Horror Show has a very unique style to it, and the flavour of gameplay is thoughtful rather than frantic. We can see this being a hit in Japan, as it's based on a popular TV show, but over here things may be very different. Despite this we think it's going to be great, if a little simple. Keep your eyes open for more info on this one. CUBE

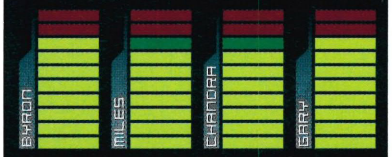
THE COMPANY LINE

"SPY ON THE BEHAVIOUR OF OTHER GUESTS BY PEEPING THROUGH THEIR KEYHOLES"
CAPCOM PRESS RELEASE

CUBE TOUCHÉ
Careful, you might not always like what you see...

CUBE EXPECTATIONS

HIGH JINKS IN A HOTEL



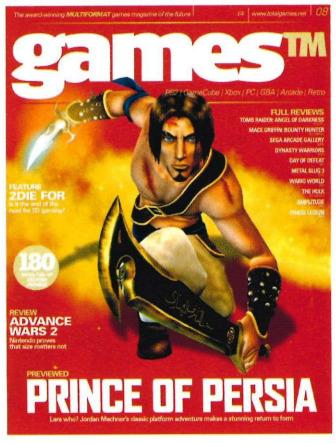
⊕ Thoughtful gameplay
⊖ May be too slow and wearisome

■ **Sometimes we just like to kick back and relax with our games... after all, isn't that what they were designed for in the first place? *GHS* looks like the kind of title that we'll happily sit down and lose ourselves in. From overworked hacks, there's no better compliment.**



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CUBE INFORMATION

NEED FOR SPEED: UNDERGROUND

PUBLISHER:	EA
DEVELOPER:	EA BLACK BOX
ORIGIN:	US
GENRE:	RACING
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES NET MOVIES X PICTURES ✓

TBA TBA TBA

A BIT OF PREVIOUS

NEED FOR SPEED: HOT PURSUIT 2
GAMECUBE

SEGA SOCCER SLAM
GAMECUBE

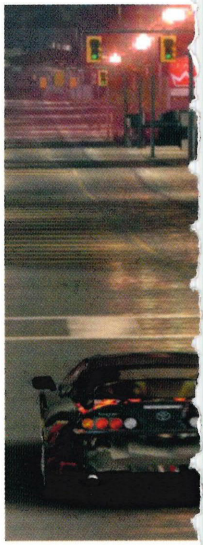
NHL HITZ 20-02
GAMECUBE

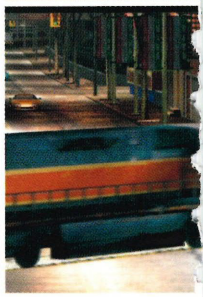


Smoke 'im!



Get extra points for giving your motor a tasteful custom make-over







Race flash cars at breakneck speeds through city streets. It's gonna have to go some to beat *Burnout 2* though.

THE COMPANY LINE

"IT TAKES A CERTAIN AMOUNT OF ATTITUDE AND RAZOR SHARP DRIVING SKILLS TO COMPETE IN THE TOUGH WORLD OF URBAN RACING"

EA PRESS RELEASE

CUBE TOUCHÉ

Just like pressing the Nitrous button then...

FIRST REACTION

Virtual boy racers... wonderful. If you like *The Fast and the Furious* this will be right up your alley

✓ HIT!

Maxed and slammed!

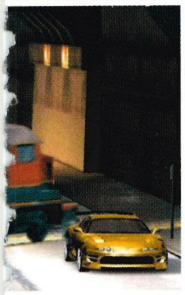
NO DOUBT THE hit film *The Fast And The Furious* prompted EA to capture an as yet untapped market (Well, maybe *GTA* and *Midnight Club Racing* got halfway there), but whatever reason it may choose to suggest in its press release, it's hard to deny it may be onto a winner here.

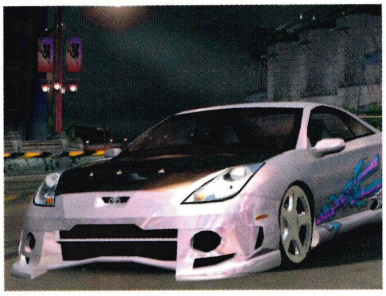
If you hadn't noticed the large numbers of spotty teenagers 'racing' around McCarparks in their 1-litre Novas then you just might have been living with your cranium in the sand for the last few years. Gone are the wishes to own Ferraris and Jaguars. Now it's about the souped-up saloons. Think Subaru Impreza, Mitsubishi Lancer, Nissan Skyline and their ilk. The draw of these motors is, of course, their relative affordability (minus the crippling insurance) and the option of upgrading. *Need For Speed: Underground* hopes to win over the neon massive by licensing out vehicles from companies such as

NEED FOR SPEED: UND

The best looking *Need For Speed* by far







Petrol heads might recognise some of the more exotic cars on offer

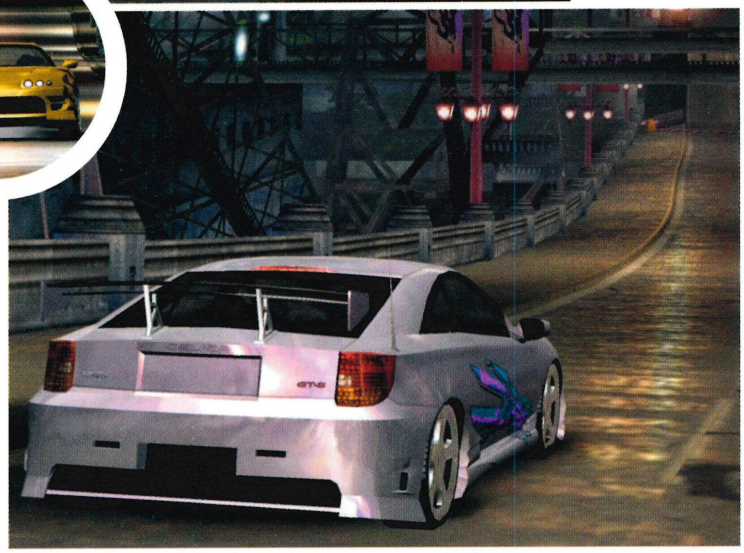
"LET'S HOPE THAT THE RESPECT METER ISN'T TOO TUNED TOWARDS THE TASTE OF OUR BRASH AMERICAN COUSINS"



The equation is simple – if you drive fast, girls will like you and want to hold your hand

Lovely reflections contribute to slowdown in the preview version





ERGROUND

Honda, Acura, Nissan, Mitsubishi, Toyota, Mazda, Subaru, Ford, Volkswagen (let's hope there's a Corrado in there!) Hyundai and Dodge (furthering the theory that *The Fast And The Furious* played a large part in the planning). To go with these will be parts from AEM, Audiobahn, Bilstein, Dazz, DC, Eibach, Enkei, GReddy, HKS, Holley and Turboentics. Add the promised 30 areas of your car that can be stickered-up, the chassis modification options and the focus EA has on customisation, and this may be a serious health hazard for anybody who likes to tinker.

The structure of *Underground* will be nothing new to most people. There are 100 unique events to take part in (not all of them circuit or drag racing) which go some way to deeming your position in the Career mode. However, this is where *Underground* differs from most racers – your ranking is also judged on the looks of your motor. This is where one might get a bit sceptical; after all, beauty is in the eye of the beholder, and a sleek minimalist silver Skyline is surely classier than a multicoloured Supra with hot-rod flame paintwork and green neon? Let's hope the respect meter isn't tuned too heavily towards the taste of our brash American cousins.

The one thing EA seems to be bigging-up (hey, we may as well get into the mood while we're here) is the sense of speed. The developer wants people to feel the exhilaration of clocking 100 MPH while speeding through city streets (presumably missing out the exhilaration of slamming into some poor sap crossing the road at this speed) and the accompanying adrenalin rush. It seems to have the ideas in place, and judging from early videos, an engine to cope with all the speed. If the handling is right and the customisation elements live up to their promise then this could turn out to be a very addictive title, and maybe it could even give *Burnout 2* a run for its money. CUBE

CUBE EXPECTATIONS

NEED FOR SPEED: UNDERGROUND



- ⊕ Impressive lighting looks very stylish
- ⊕ Loads of customisation options
- ⊖ Preview version is a wee bit jerky
- ⊖ A potential case of style over substance

■ *Burnout 2* is our top racer of the moment, but with the custom options this could offer much more. However, the *Need For Speed* games have been decidedly average up to now so let's not get too carried away. Slowdown is apparent due to the amount of graphical effects, but if this is sorted, it could be sweet.

Poking around again...

POKÉMON CHANNEL

Pikachu hits the big screen... AGAIN.

POKÉMON THIS, POKÉMON that... after the horror that is *Box*, Nintendo has another of its critter-endorsed titles up its sleeves – *Pokémon Channel*. If you ever played *Hey You, Pikachu!* then this will look oddly familiar. However, although some sections do indeed have you greeting and befriending a wild Pikachu (minus the voice unit this time) the majority of the game is focused around the idea of searching.

The Pokémon world TV station has lost segments of its beloved channels, and you have to find them and then piece everything together. After this is done you can sit down with the gang and watch the shopping channel, news channel and many other popular Pokémon channels at your leisure. You'll also be able to colour in selected stills from the TV programmes and then you can display them at Smeargle's art gallery, watch DVD-quality cartoons, take part in quizzes and learn how to play new games with Pikachu in the forests, grasslands, mountains and beaches of the Pokémon world via basic communication with the podgy yellow one. Fans of *Pokémon Mini* will also be glad to hear that you'll be able to collect 3D 'Nice Card' lenticulars and play a virtual version of the popular handheld game.

As an addition to the Pokémon franchise this sounds like fun. But on the other hand it could also be seen as a kick in the teeth for the real fans who haven't had a proper console title in years.

CUBE

CUBE INFORMATION

POKÉMON CHANNEL	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PARTY/PUZZLE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ☑

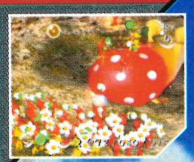
Q4 '03 AUG '03 Q4 '03

A BIT OF PREVIOUS

SUPER MARIO SUNSHINE
GAMECUBE

LUIGI'S MANSION
GAMECUBE

PIKMIN
GAMECUBE



He's happy now, but you don't want to see him angry

FIRST REACTION
Well it can't be any worse than *Pokémon Box*... can it? Still, one for the fans only we think...
☑ HIT!

THE COMPANY LINE

"A HIGHLY INNOVATIVE AND DIVERSE GAME THAT HAS ENOUGH SUBSTANCE TO KEEP EVEN THE MOST AVID POKÉ-MANIAC ENTERTAINED FOR HOURS AND HOURS"
NINTENDO PRESS RELEASE

CUBE TOUCHÉ:
That's funny, so would a Pokémon RPG!



Poké Idol? Please, don't encourage them...

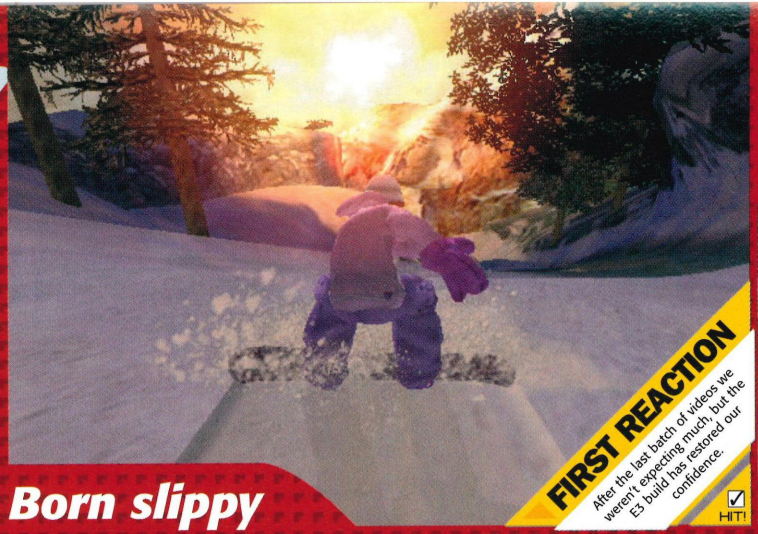
CUBE EXPECTATIONS

WHAT'S ON THE BOX?

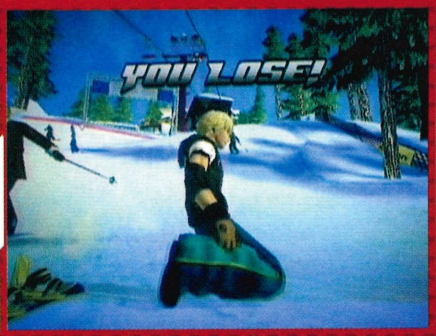


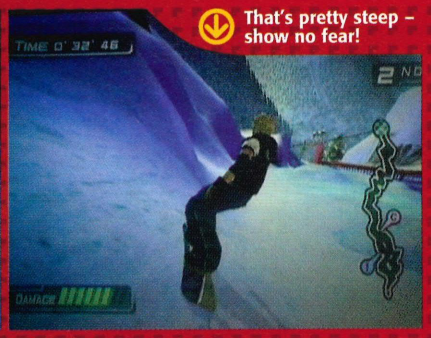
- Lots of bonuses for Pokémon fans
- Befriend a wild Pikachu

■ We like Pokémon. We really do. But we're getting ever so slightly fed up with the endless stopgaps for a proper game. Real Pokémon fans will be asking Nintendo where its real console title is. And who can blame them?



FIRST REACTION
After the last batch of videos we weren't expecting much, but the E3 build has restored our confidence.
HIT!





That's pretty steep – show no fear!

Born slippy

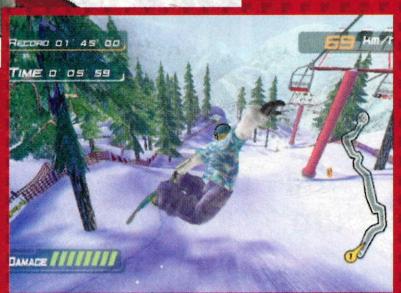
1080° AVALANCHE





The textures have been upgraded majorly over the months

Stunts are important but they're not the be-all and end-all



CUBE INFORMATION

1080° AVALANCHE	
PUBLISHER:	NINTENDO
DEVELOPER:	NSTC
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE
00 25 50 75 100

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

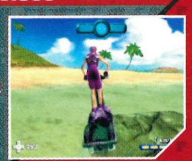
NOV '03 (UK) Q4 '03 (JAPAN) OCT '03 (US)

A BIT OF PREVIOUS

WAVERACE: BS
GAMECUBE

RIDGE RACER 64
N64

WARIO WORLD
GAMECUBE



THE COMPANY LINE

"SLALOM SKILLS HAD BETTER BE TUNED AS YOU GO HEAD-TO-HEAD WITH CPU-CONTROLLED MASTERS OR OTHER PLAYERS"
NINTENDO PRESS RELEASE

CUBE TOUCHÉ:
That frame rate had better stay smooth…

NSTC shocks us all by completely turning around what was a pretty lame take on the series

SNOWBOARD GAMES, AS a general rule, fall into the trap of being 'extreme' and over the top. Lots of huge jumps, lots of baggy clothing and lots of teenagers who just aren't understood by anybody except themselves and their millions of clones. *1080°* on the N64 was different, though. Yes, it had the massive jumps and big tricks, but it also lacked the accompanying attitude and reliance on gimmicks to excite the player. It was well thought out, the courses were properly paced and it rewarded the skilful gamer who had put in months of dedicated practice with huge scores and even greater bragging rights. Initially it seemed that the GameCube update would be taking the series in an entirely different direction – lots of flash and bang. However, the E3 demo showed us that American developer NSTC had instead taken the series back to its earlier ethos – a lovely, stripped-down elegance rather than the usual brash graphics and garish insignia.

Subtle detail like other track users and wildlife with their own agendas sharing the track with you help *1080°* carve a style of its own, and although the landscapes may look bland in some shots, the realistic snow-spraying and sloshing behind you reminds us of when we saw the water splash in *Waverace 64* for the very first time.

With the frame rate set at the magic 60fps, all of the gameplay modes you'd usually expect from a title of this calibre and the wise hand of Nintendo guiding the way, this should prove that carefully planned gameplay always wins over licensed soundtracks and a recognisable face on the front of the box. We can't describe how happy we are that this will be good after all. CUBE

CUBE EXPECTATIONS
SAVED AT THE LAST TURN



⊕ Proven gameplay system
⊖ Could be lacking in features

■ **Despite the plethora of extreme sports titles available on the GameCube, *1080°*'s sense of understated class should help it find a niche of its own. Thank the Lord that NSTC has improved the game so dramatically.**

Prawn in the USA



FIRST REACTION

Another licensed platformer?! Well slap me with a wet tipper. Bright, colourful and faithful to the film.

HIT!

CUBE INFORMATION

FINDING NEMO	
PUBLISHER:	THQ
DEVELOPER:	TRAVELLER'S TALES
ORIGIN:	US
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE

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TOTAL GAMES.net MOVIES ✗ PICTURES ☑

Q3 '03 | TBA | OUT NOW

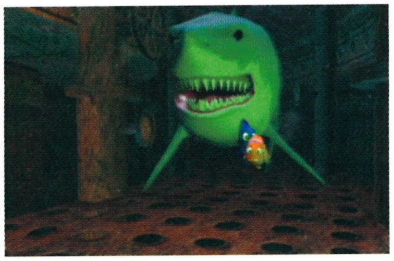
A BIT OF PREVIOUS

WRESTLEMANIA
GAMECUBE

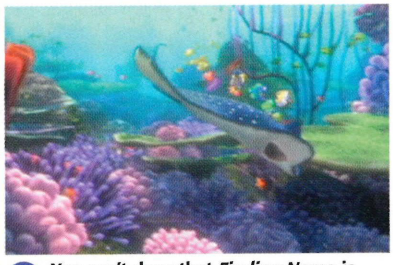
RED FACTION II
GAMECUBE

SUMMONER: GODDESS REBORN
GAMECUBE





That's a damn scary shark... erm... considering this is a kids' game



You can't deny that *Finding Nemo* is beautiful to look at





FINDING NEMO

"Unda da sea, da-dee-dee-da-dum de-dum..." Oh, this is a different film, you say?

THE COMPANY LINE

"THQ WILL ALSO RELEASE DISNEY/PIXAR'S FINDING NEMO FOR PLAYSTATION2, XBOX, GAMECUBE AND GBA CONCURRENT WITH THE MOVIE"

PIXAR/THQ PRESS RELEASE

CUBE TOUCHÉ

Let's hope that the GameCube version isn't just a simple PS2 port then...

DUE TO ARRIVE in shops in the same week as the film hits cinema screens, *Finding Nemo* promises to be an enjoyable slice of gaming action for the younger player. All of the characters will be in there (although we don't know if some of the sadder events of the film will be chronicled in the software) as well as the locations. As you'd expect these days, *Finding Nemo* in its game form will be a platformer, utilising skills that only a fish could have – swimming, darting and, um, well that's pretty much it. Oh – you'll be able to hit bubbles into critters and then 'pop' them out of existence. Pretty cool.

The object of the game is to find your little son Nemo, but you won't always play as his anxious dad. Throughout the game you'll employ other fish in your search, and make oddball friends along the way. There will be two main play styles; the side-on view that you would expect from a platform game, and a more unusual 3D behind-view. In this you generally have to keep up with another fish or other underwater inhabitants. As they move along they release rings, which you have to swim through, gradually edging you closer to them on an on-screen 'scale'. As well as this you have to keep an eye out for obstacles and other fish that might just fancy taking a bite out of your fin. Pretty intense stuff.

Though the character models look full and vibrant, we're slightly disappointed with the environments. There's plenty of flora and detail, but at this stage everything looks too static. It doesn't feel as if you're underwater in a dynamic world. Still, we can look forward to what will hopefully be a great little platform game. CUBE

CUBE EXPECTATIONS

SLEEPING WITH THE FISHES



⊕ Different play styles ensure freshness

⊕ Control different fish

■ We're fans of traditional platform games, but even bigger fans of ones that try to do something a little different. *Finding Nemo*, with its underwater physics, will hopefully inject something new into an otherwise stale genre. Expect the review soon.

Exquisite Execution

"Stylish and addictive. A cracking shooter." Cube Magazine



CAPCOM

NINTENDO GAMECUBE

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CUBE

INFORMATION

007: EVERYTHING OR NOTHING	
PUBLISHER:	ELECTRONIC ARTS
DEVELOPER:	EA REDWOOD SHORES
ORIGIN:	US
GENRE:	ACTION
PLAYERS:	1-2

PERCENTAGE COMPLETE

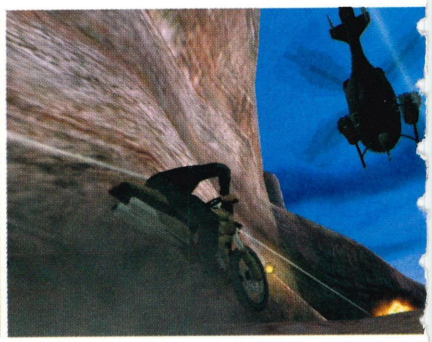
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TOTAL GAMES.NET MOVIES ✗ PICTURES ☑

NOV '03 TBA AUG '03









More action, more gadgets, more babes, same old Bond!

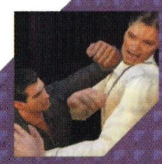
007 EVERYTHIN

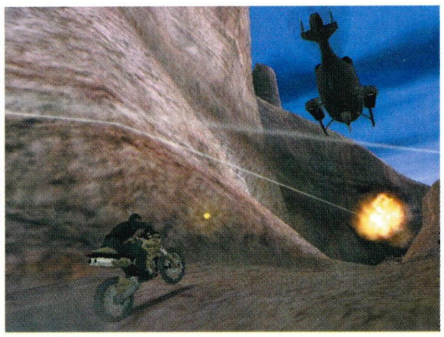


IT'S REMARKABLE HOW the life of James Bond – the exotic locations, the beautiful and extremely loose women, the expensive cars and stylish action – is an almost exact mirror opposite of the life of a games journalist, despite what you may have heard. We sweat, we toil, and this month we can bring you the first details, as well as a bunch of exclusive screenshots, showcasing the latest adventure of the world's jammiest secret agent. *Everything Or Nothing* is the third Bond game to boast a totally original story. In other words, like *Agent Under Fire* and *NightFire*, it's not based on a movie but represents a unique Bond adventure exclusive to console gamers. EA is keeping schtum so far about the plot details, but we do know that none other than Willem Dafoe is on board to play the role of the big baddie, Nikolai Diavolo.

Defoe teams up not just with Pierce Brosnan, but an impressive cast featuring Dame Judi Dench as M, John Cleese as Q, as well as Heidi Klum and Shannon Elizabeth burying the needle on the fit bird-o-meter. Perhaps best of all, though,

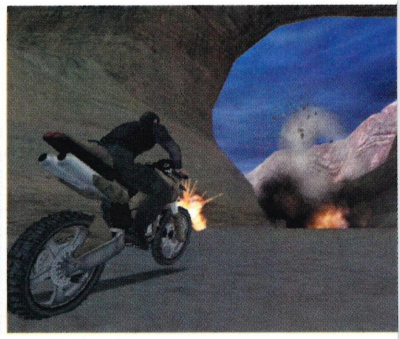
"BOND'S NEWEST GADGET FIRES OUT A ROPE, ENABLING HIM TO DESCEND QUICKLY BUT SAFELY FROM HIGH BUILDINGS OR DAMS"













WHAT A WASTE

PUT THEM TO GOOD USE

■ Bond can pick up pretty much anything that he find in his surroundings... within reason. Guns, bottles, poles – all can administer pain and unconsciousness, and should therefore be accessible to a secret agent.

AN OUTSIDE VIEW

WHO'S A PRETTY BOY THEN?

■ The switch to third-person has been made for many reasons, the main one being that it makes the experience more Bond-like. Not only this, but it also makes the character far more flexible in terms of potential abilities.

G OR NOTHING

WRITER'S BLOCK?

NO CHANCE MATE

■ Bruce Feirstein (he of *GoldenEye* script-writing fame) has been brought in to handle the storyline, so you can expect plenty of typical 'now I'm going to tell you my secret plan' moments. The baddies leave all sorts of vital info for you.

certainly to the Bond aficionados out there, is the presence of Richard Kiel bringing everyone's favourite Bond baddie, Jaws, back to life. All the actors and actresses have been 'cyberscanned' into the gameworld and will lend their voices to make things 100 percent authentic. This might be one of the reasons for going third-person, rather than the first-person viewpoint which has been more or less the norm since *GoldenEye*. And not a moment too soon either. It's about time the developer stopped attempting the impossible – after all, it was never going to beat Rare's tour de force on its own terms. The third-person camera option will create a more cinematic effect and being able to see the character on screen gives Bond himself more of an identity within the game. The script has been written by Bruce Feirstein who, also wrote the screenplays for *GoldenEye*, *Tomorrow Never Dies* and *The World Is Not Enough*, so he knows what he's doing.

A feature that's been made much of is Bond's new ability to abseil down any vertical surface, which makes for some spectacular moments. Running from the enemy, it might look like the game's up when Bond is confronted with a dam or the edge of a skyscraper's roof, but it's not the case – running over the precipice automatically engages 007's newest gadget, which fires out a rope enabling him to descend quickly but safely, taking out bad guys with his gun on the way if need be. There are also going to be vehicles to drive – from motorcycles to helicopters – and this is an area to be more fully explored than it was in either *AUF* or *NightFire*.

PREVIOUS

FROM THE MAKERS OF...

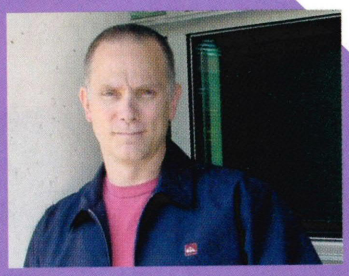
007 NIGHTFIRE

■ A smart take on the Bond theme, but there was something about it that seemed a little shallow. Introduced a lot of new features though.



TOTALGAMES.NET RATING: 79%

IN THE CUBE WITH...



SCOT BAYLESS

POSITION: EXECUTIVE PRODUCER
COMPANY: EA REDWOOD SHORES

CUBE: How did you get into the industry?
SB: I probably shouldn't admit it, but the truth is it was something of an accident. In 1987, I was happily pursuing a successful career as an engineer for a big aerospace electronics company when my brother called me. He asked if I'd like to talk to the head of development at the company he'd just joined in a lead engineering position. The company was SSI and the game was *Pool Of Radiance*, their first AD&D title. To this day, I don't know what possessed me, but I said, "sure" and never looked back.

CUBE: What's your favourite game of all time?
SB: I get this one from time to time and I never know quite how to answer it. I guess it really depends on which platform you're talking about (and maybe the mood I'm in). In the console world, *GoldenEye* was a huge standout for me. It was the first time I'd seen a console FPS that didn't suck. In fact, it rocked. Right now, my obsession is *Metroid Prime*. I'm going to finish it. On Hard. Just as soon as the blisters on my fingers heal...

CUBE: What's it like to develop a game based on a franchise as huge and enduring as *Bond*?
SB: When you're working with an icon like 007, you never have to explain yourself to your audience. They know the drill – better than you do, sometimes, which can be liberating. You don't need to lead them to an understanding of who Bond is and how he acts. They're already there. Instead, you can focus your attention on the fun and style of the experience. The challenge, of course, is that the very depth of Bond's world means we have a huge list of things we have to pay attention to as we craft the game. The rulebook for the Bond franchise is an inch thick (literally).

CUBE: What was behind the decision to go third-person?
SB: It's pretty simple really. If you want to be Bond, you need to see Bond. I'm approaching this title from a filmic perspective and film first-person conveys a very specific sensibility. Ask yourself what *Die Another Day* would have been like from Bond's POV. It might have been interesting, but it really wouldn't have been Bond. 007 is about action with style. You can't really get that from a first-person perspective.

CUBE: Has the legendary status of *GoldenEye* among Nintendo gamers had any effect on how you have approached *Everything Or Nothing*?
SB: Yes and no. *GoldenEye* was the high watermark of Bond games in the eyes of a lot of gamers. In that sense it's something I think about every day. I'm constantly asking myself, "What are we doing that will spark people's imagination the way *GoldenEye* did?" At the same time, I've never been one to spend too much time looking behind me. I'm focused on driving forward to our vision of what it means to be the world's greatest spy.

CUBE: What are the game's key elements and features?
SB: Obviously, the move to third-person is a key part of the experience this time. It informs a whole raft of decisions we've made about gameplay and presentation. For example, look at hand-to-hand fighting in our previous titles. For obvious reasons, it's not a key part of those games, but in *Everything Or Nothing*, it's huge. Bond has always been good in a brawl and now you get to experience that first hand. We've focused on capturing the flavour of Bond when he's up close with the enemy. He's not a martial artist, but he's an incredibly effective in-fighter.

We're also emphasising stealthy play far more than in previous games. With a uniquely Bond flavour. Bond isn't really about sneaking past a problem. He's very good at stealthy approach. That's what we're trying to capture.

We're also introducing a couple of new Q vehicles, including our first motorcycle – the Triumph TT600. If you want to know what it's like to be in a running battle on a high performance bike at 300kph, then you have a treat in store for you this fall. It's a truly awe inspiring experience.

CUBE: Why do you think Bond has been so popular for so long and how have you captured that in the game?
SB: There are plenty of fictional spies and there are plenty of action heroes, but Bond combines qualities that never lose their appeal. He's always confident. He's always clever. He's always in control. His world is always exotic and exciting. He's who every guy wants to be and every girl wants to be with. In *Everything Or Nothing*, we've focused on some very specific areas that we think are key to evoking those qualities for our audience.

First, we're putting a huge effort into making Bond move the right way. We wanted to capture the ethos of Brosnan on the screen as Bond, not necessarily the literal. If you really analyse how Brosnan moves on the screen, you realise quickly that a move that may look dramatic and powerful in film can make Bond look twitchy and awkward in a game. The animation team has worked incredibly hard to capture the flavour while keeping control the top priority.

The Bond franchise also has a quality of glamour that, at least in part, depends on the appeal of the stars associated with it. My strategy for fulfilling that quality in *Everything Or Nothing* has been to bring top talent to the game. If all you saw was the cast list for this production, you'd assume we were making the next Bond film. That's deliberate. We're not making a movie, but we're most assuredly trying to deliver the same top-drawer experience.

CUBE: How was it to work with such a star-studded cast?
SB: It's been a joy. We spent large chunks of May and June in VO sessions in Santa Monica. It's hard work and, because you're often working with the actors individually, you may have to do several takes for each line to make sure you're able to fit the context of the scene. Without exception, our principle cast have been consummate professionals – and hugely enthusiastic about the project.



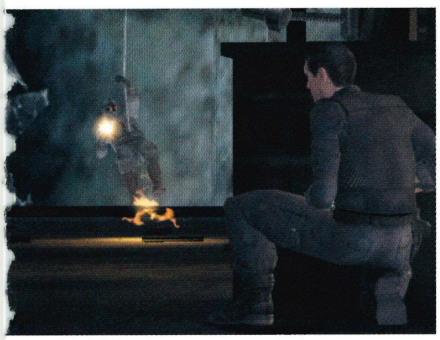




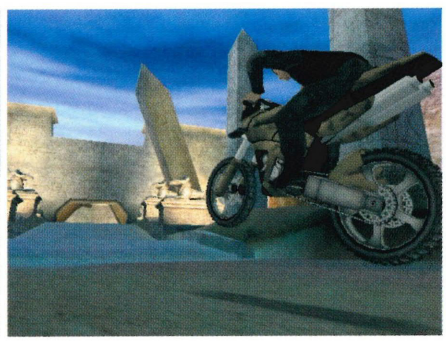
You can choose to approach the levels in an action style or a stealthy style. Both are possible and may have different outcomes

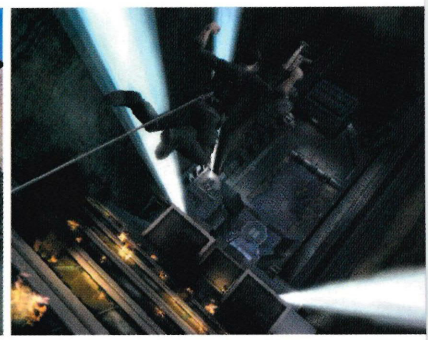
"YOU CAN TRY TO BLAST YOUR WAY THROUGH THE LEVEL, BUT YOU'LL BE ENCOURAGED TO THINK LIKE BOND"

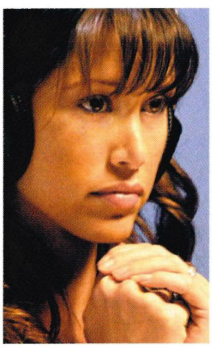


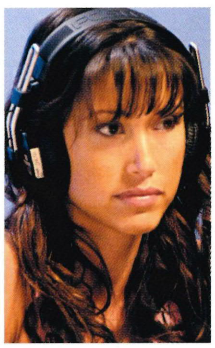










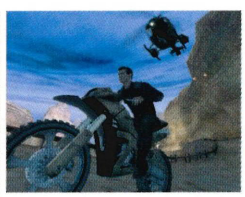


TOTAL BONDAGE

HELLO LADIES!

Pierce Brosnan lends his face and voice to the main character while Judi Dench and John Cleese also reprise their movie roles, probably out of contractual obligation. But the acquisition by EA of Willem Defoe to star as *Everything Or Nothing*'s super-villain has to go down as something of a coup. However, being real blokes, we're more interested in Shannon Elizabeth (the one who got her norks out in *American Pie*) appearing as the latest cyber bond girl, modestly named Serena St Germaine. She can blow our cover any time!





The dirtbike section is just one of the many options found by taking different routes through a level. It's a sneaky way to add replay value though





TIE ME SECRET AGENT DOWN, SPORT

SIGNED AND SEALED

EA has struck a deal with MGM and Danjaq LLC which gives it exclusive interactive rights to the entire *James Bond* franchise until 2010. That includes all the books and all 20 movies plus any new ones that appear within the timescale of the deal. We don't know what plans it has yet, but it would be pretty cool to see some of the classic Bonds turned into games. Wonder if Sean Connery would be up for it...?

CONTINUED

A NEW ADDITION to the *Bond* formula is the ability to take different paths through the game. One sequence in particular that we played at E3 culminated in escaping from an installation and running along a gantry which then split in two. Go left and you find a dirt bike which you can steal to make your escape off-road, but if you turn right you come across a pick-up truck leading to a different driving section entirely. How often the game will fork in this way we don't know as yet, but it will certainly add replay value as you'll be able to go back and discover new sections you'll inevitably miss first time round.

There are also going to be alternative ways to tackle each level. You'll have the option to go in and try to blast your way through but you'll be encouraged to 'think like Bond'. Stealthy and clever play will be rewarded with new gadgets from Q, encouraging a more thoughtful approach.

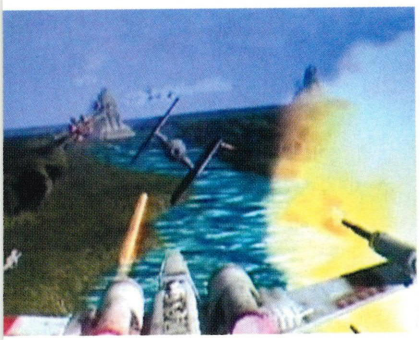
"Playing the role in the interactive realm lets me bring my interpretation of the character to a new generation of Bond fans," says Pierce Brosnan of his appearance in the game, and it hopefully means we should get a gaming experience which really reflects the feel and style of the movies. You can also expect a typically globe-trotting experience, taking in a Peruvian mountain fortress, Moscow and the French quarter of New Orleans. With more than 20 cool new Q gadgets to play with EA has cooked up something rather special and we can't wait to get some quality time with a more complete version in the near future to see how it's all gelling together. You expect me to talk? No, Mr Bond, we expect you to rock!

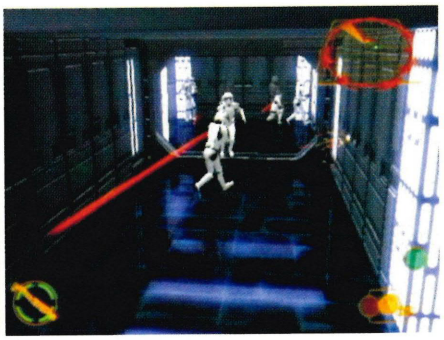
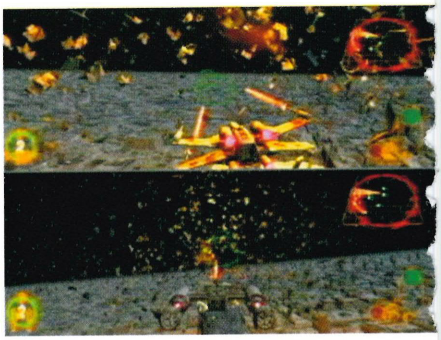
CUBE

CUBE SAYS...

FIRST IMPRESSION

■ The third-person viewpoint lends itself better to the cinematic feel of the game and there are some spectacular-looking elements. This, combined with different paths through the levels and ways to tackle each section, promises a much richer experience. If it all comes together as EA plans, we'll be in for one hell of an action game. CUBE



CUBE

INFORMATION

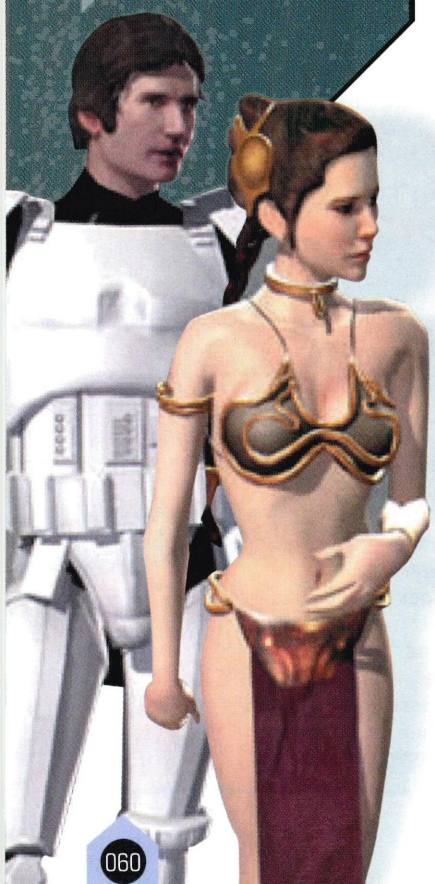
STAR WARS ROGUE LEADER III	
PUBLISHER:	ACTIVISION
DEVELOPER:	FACTOR 5
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-2

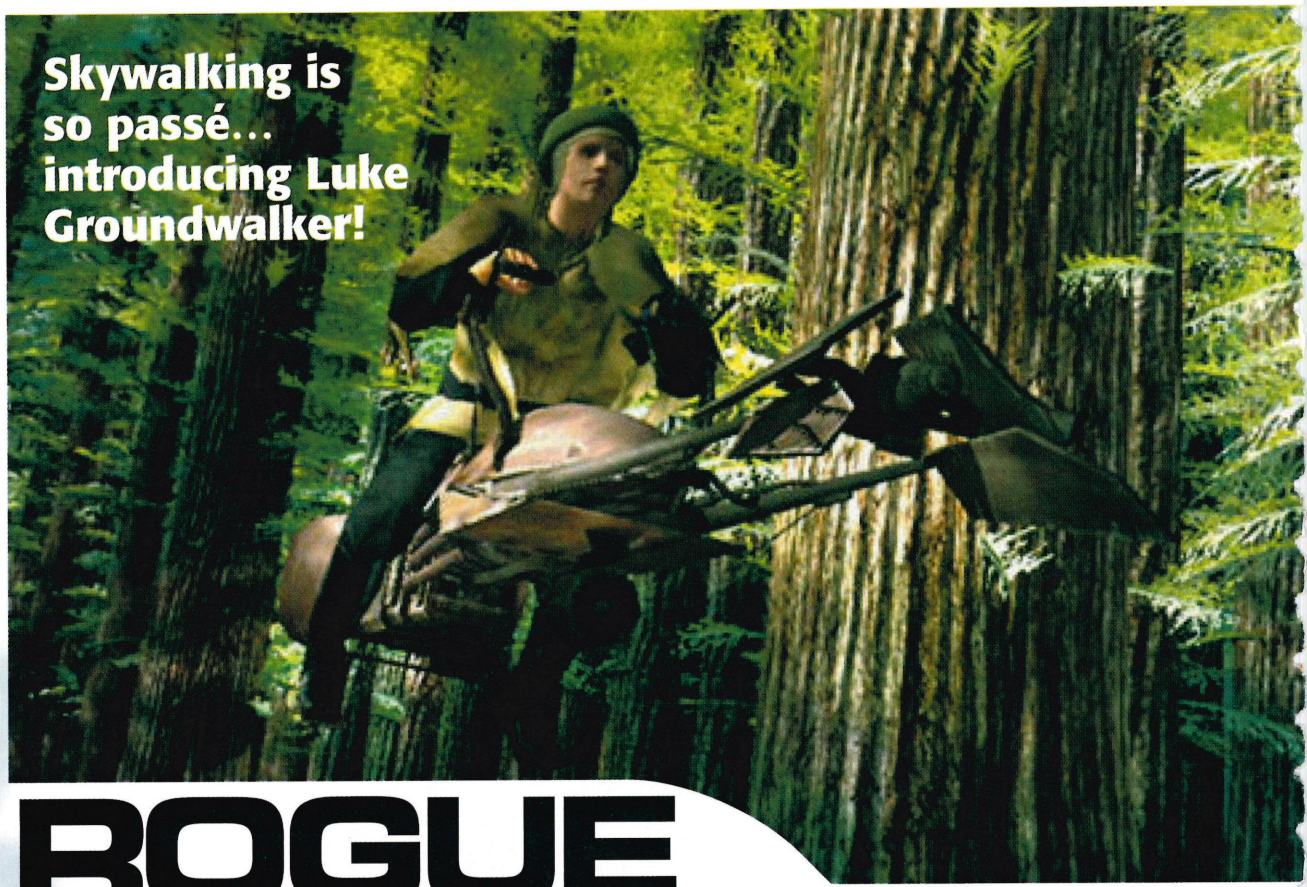
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NOV '03 TBA OCT '03



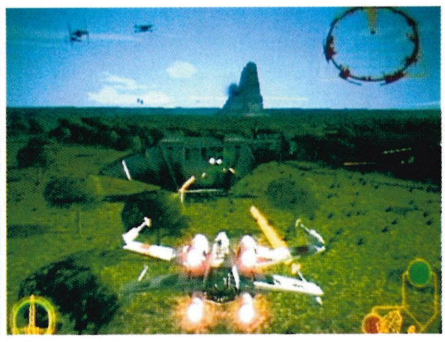
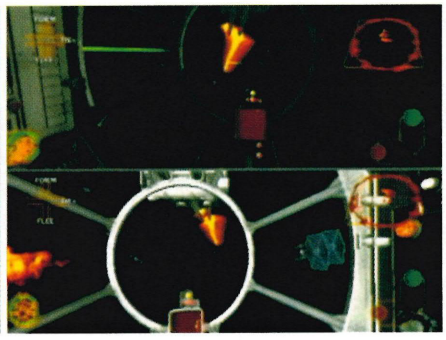
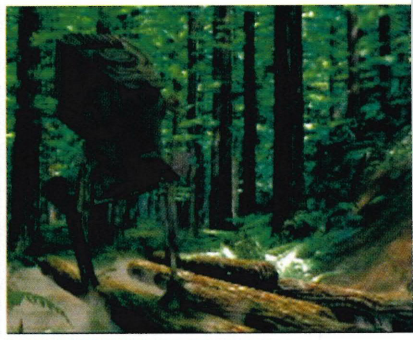


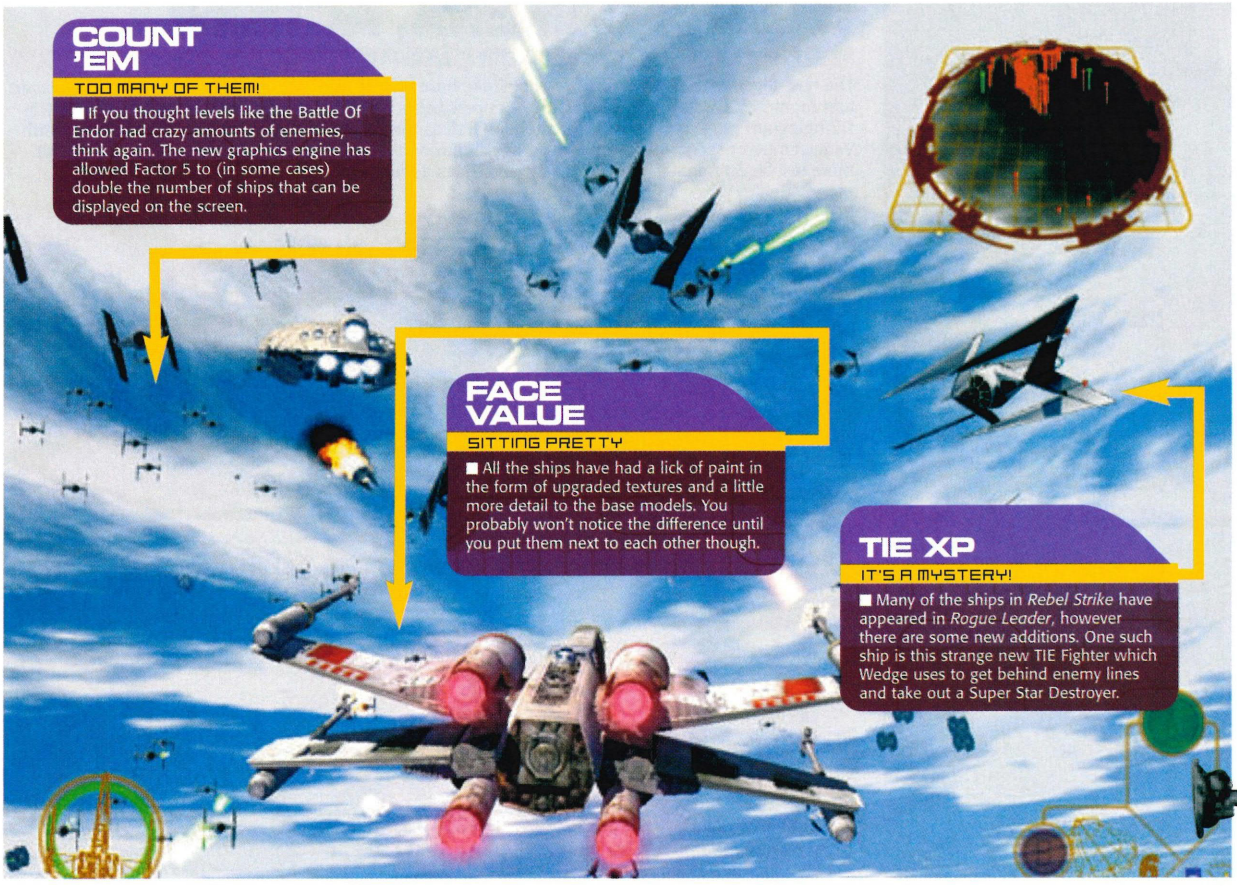
ROGUE SQUADRON III

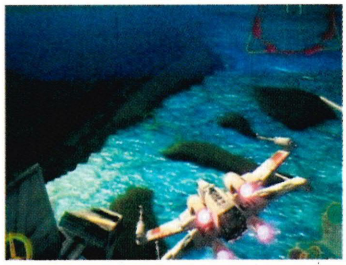
HERE AT CUBE we thoroughly enjoyed *Rogue Leader* – every single bit of it in fact. However, underneath its sumptuous graphics, incredible musical score and classic film moments, the gameplay was a little on the shallow side. The first generation GameCube title was intended to immediately impress, and *Rogue Leader* did just that. Developed in a ludicrously short amount of time, it showcased what the machine was capable of in terms of polygons, effects, music and video. It had its problems – a stuttering framerate on some of the more intense levels, like Hoth, was one of them – but this was a small price to pay for such a faithful recreation of the *Star Wars* universe.

Factor 5 always said that, given more time, it could squeeze far more out of the machine, and *Rebel Strike* is the proof. Before we go into detail on the game's new features, let's talk about *Rogue Leader Ver 2*. Just to show off, Factor 5 has included an upgraded version of *Rogue Leader*, in its entirety, on the *Rebel Strike* disc. The new engine has allowed every level from the GameCube launch title to be recreated at a super-smooth framerate in the form of a two-

"EVERY LEVEL FROM ROGUE LEADER HAS BEEN RECREATED WITH A SMOOTH FRAMERATE IN THE FORM OF SPLIT-SCREEN CO-OPERATIVE MISSIONS"




REBEL STRIKE

player, split-screen co-operative game. We often wondered exactly how the GameCube was running levels like Razor Rendezvous (all that laser-fire, dozens of TIEs and two stonking great Star Destroyers), but now it's running the very same level on two screens at once!

Just to clarify, the single-player *Rogue Leader* experience is not included on the disc. The co-operative slant has enabled the game to take on a more tactical edge, with players working together to achieve a goal within a time limit. For example, on Razor Rendezvous you must use the A-Wing and the B-Wing. Anyone who has played the level in question will know that the B-Wing is the only ship that can take the mass onslaught of laserfire from the Star Destroyer. Previously you had to protect the Frigate as well as take out two Star Destroyers, but now the nimble-but-weedy A-Wing can concentrate on the TIEs and the Frigate while the B-Wing goes in for the kill. On the Bespin level, Player 1 can take out the balloons while Player 2 prevents the TIE Interceptors from destroying the gas canisters. Naturally, the time limits are much tighter in order to keep the challenge high.

PREVIOUS

FROM THE MAKERS OF...

ROGUE LEADER

■ A grandiose showcase for the GameCube's technical abilities and a fine game in itself. This was the *Star Wars* game we always dreamed of.

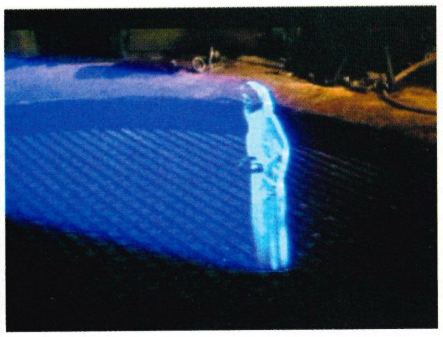


TOTALGAMES.NET RATING: 91%



Swooping low over the planet's surface reveals amazing detail





LIGHTS, CAMERA, ACTION!

FEEL THE FORCE... EVEN MORE

The new levels that are available in *Rebel Strike* have allowed Factor 5 to showcase many more classic film moments. For example, the fact that Princess Leia's capture is in there means that the whole R2-D2 hologram projection scene is featured, as well as the *Carry On*-esque droid capture and the Darth Vader/Emperor scene. The team is keeping schtum on the rest of the scenes for the time being, but there will be 30 minutes of DVD-quality cut-scenes added, and that's just for *Rogue Leader Ver 2*.



Play all of *Rogue Leader* in two-player Co-op mode. Not a bad bonus feature!

RAISE THE BAR

CAN THE GC REALLY DO ANY MORE?

Aside from a smoother framerate it was difficult to see how Factor 5 could improve upon *Rogue Leader*. Though the improvements may not seem vast in still screenshots, the difference really makes itself apparent when the game is moving. Lucky then, that there's a new trailer on this month's Video Disc so you can see for yourself just how sweet it really is!

The extra polygon count has allowed for far more intense space battles and highly detailed forest locales, while the extra bump-mapping brings the forest floor and the snowy Hoth plains to life. The final major improvement comes in the form of improved lighting techniques. These make a huge difference to the space and Bespin levels, as Factor 5 has managed to make the light act extremely realistically.



Scout Walkers patrol the Endor forest. Time to call in your Ewok buddies for help!

Pod racing is for Episode 1 losers. Speeder Bikes are where it's at!





Better get on with it before that Scout Walker clocks what you're up to

THE MULTIPLAYER ASPECT isn't just limited to the *Rogue Leader* remake. Apparently Factor 5 was inundated with emails moaning about the lack of a Multiplayer mode in *Rogue Leader*, so plenty of work has gone into designing specific multiplayer games for *Rebel Strike*. Three different modes have been confirmed at the moment:

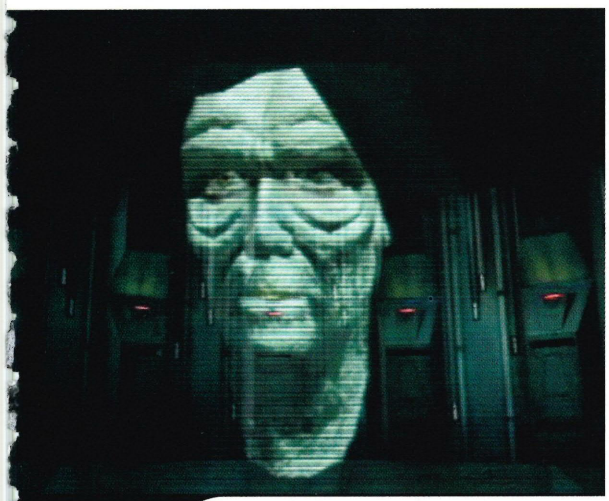
Dogfighting: A one-on-one fight against either a computer opponent or a friend. First person to be destroyed loses – simple, really.

Rampage: Tear through a level and take out as many turrets, ships and so on as you can within the time limit. You have to make sure you completely destroy the ships to ensure the kill; one player may clip a TIE and send it spinning, but your opponent could get the deathblow in before it blows up, thus stealing the kill.

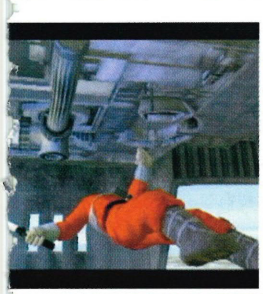
Tag & Defend: This is similar to the way some of the co-op missions work, only here you get to choose between several levels and ships. Protect a ship or installation while your buddy goes off in search of prey, then tag each other when you want to change.

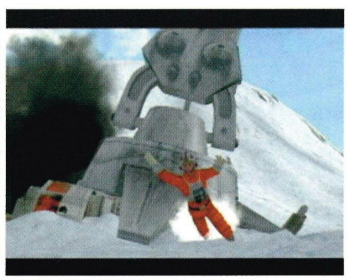
Factor 5 has mentioned that while some levels are based on the *Rebel Strike*

"IMAGINE SETTING UP LOG-TRAPS AND CATAPULT ATTACKS FOR THE AT-STS WHILE YOUR MATE TEARS AFTER THE FLEEING STORMTROOPERS"



Be honest now, didn't you always secretly think the Dark Side was kinda cool?







The new Hoth battle sections put you so close to the action can almost smell the smoke!



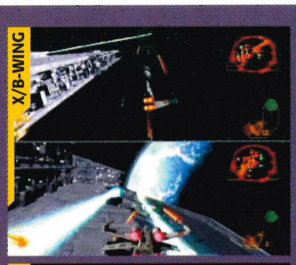
JUMP RIGHT IN!

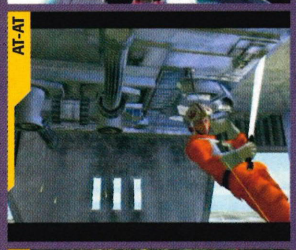
A LUKE OF ALL TRADES

As well as the various Starfighters, you can now jump into pretty much any vehicle that takes your fancy. The current list extends to:

- X-WING
- Y-WING
- A-WING
- B-WING
- MILLENNIUM FALCON
- SNOWSPEEDER
- T-16 SKYHOPPER
- TWIN-POD CLOUD CAR
- AT-ST
- TAUN-TAUN
- SPEEDERBIKE
- ON FOOT
- TIE ADVANCED X1
- TIE XP

You can also get the Ewoks to do your bidding and harpoon your way into an AT-AT, but you don't get to directly control either of these. The AT-AT scene is the classic film moment where Luke crashes his Snowspeeder and chucks a grenade into the AT-AT's belly. If you come across any laser-cannons, mini-guns or gun turrets in general, they will always be at your disposal. The Hoth ground cannons in particular are pleasingly effective against the unsuspecting TIEs.



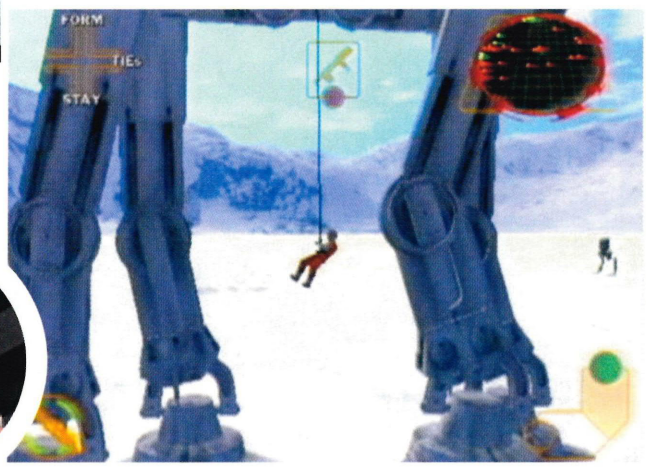














Wonder why no one has come up with the concept of a walking car yet. That would rule!

Be on the lookout for angry little furry creatures. They're not as cuddly as they look

settings, the team found that the *Rogue Leader* levels were more suited to multiplayer gaming. As far as we're concerned though, the most exciting battles will come from the Forest Moon of Endor. Imagine being able to set up log-traps and catapult attacks for the AT-STs while your mate tears after the fleeing Stormtroopers on a Speederbike! Quality stuff...

All of which brings us to the new additions in the game. We've gone into detail on the technical upgrades elsewhere in this feature. Looking good wasn't ever a problem though, and thankfully *Rebel Strike* features far more varied gameplay to counter the point-and-shoot affairs of yesteryear. You can now land, run around and jump into most vehicles that you come across. For example, you can take part in a combat mission over the temples of Yavin 4 before landing and taking out the ground patrols in third-person. Then there's Hoth, where you can fly in, land, run around and shoot Stormtroopers, jump on a Taun-taun, take control of a laser-cannon... the list goes on. Or perhaps you might prefer setting up log-traps and catapults for the AT-ST attack on Endor, ambush another AT-ST, use it to take out the enemy, and finally leap onto a Speederbike to silence the cowardly Stormtroopers? Rest assured there's plenty of variety.

With over 13 single-player missions (as well as the secrets), Multiplayer modes and the *Rogue Leader* Co-op mode, there's more than enough to keep anyone happy. This article, as with other *Rebel Strike* features that are around at the moment, is based on brief hands-on playtests with the E3 code. Next issue though we'll be bringing you the first ever hands-on playtest with the finished code, when we'll blow the lid on what could be the greatest film-based title of all time. CUBE

CUBE SAYS...

FIRST IMPRESSION

■ *Rogue Leader* was a fantastic experience, and *Rebel Strike* looks to improve on it in every way. With several Multiplayer modes, varied gameplay types and a huge co-op option, it's hard to see how anything could possibly go wrong. The third-person character sections have raised concerns for some, but they will simply add another dimension to the gameplay. In short, *Rebel Strike* is going to be special! CUBE









CUBE

INFORMATION

XGRA	
PUBLISHER:	ACCLAIM
DEVELOPER:	ACCLAIM STUDIOS CHELTENHAM
ORIGIN:	UK
GENRE:	RACING
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

TOTAL GAMES.NET MOVIES ✗ PICTURES ✓

SEP '03 TBA SEP '03

PREVIOUS

FROM THE MAKERS OF...

XGIII

Acclaim's first generation GameCube title is fast, smooth and intense – exactly what you want from this kind of game.



TOTALGAMES.NET RATING: 82%

XGRA

Acclaim fuels our need... our need for speed

IT MUST'VE BEEN a difficult few months for the *XGRA* team. However different the two games may be, it's inevitable that Acclaim's futuristic racer will go head-to-head with Nintendo's *F-Zero*. On a PR front at least, it would be foolish to try and one-up Nintendo's offering of Shigeru Miyamoto and AV's Toshihiro Nagoshi, so sensibly Acclaim has kept quiet and will let the game do the talking. Having now played *F-Zero GX* and *XGRA* in near-complete forms, we can assure you that if you're a high-speed racing fan, there is no decision to be made – you need both.

When **CUBE** visited Acclaim Cheltenham last Easter, *XGRA* was at an early stage. All the elements were there, and the potential was huge, but there's a big difference between having great ideas and actually realising them. Thankfully nearly everything the team dreamed of has been squeezed into the final game and, a few frame rate issues aside (normally the last aspect to be addressed), *XGRA* is all set to get the blood pumping.

"F-ZERO AND XGRA COULDN'T BE ANY MORE DIFFERENT – XGRA IS ANYTHING BUT A STRAIGHTFORWARD ARCADE BLAST"







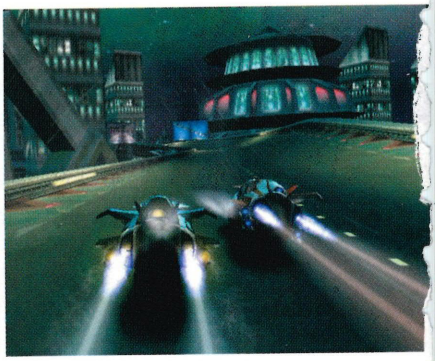




As we reported in issue 17's In-Depth, the main difference between Acclaim's and Nintendo's offerings is the fact that *XGRA* is anything but a straightforward arcade blast. Based around a sponsored Career system in which the player must earn money, respect and fulfil contractual obligations in order to progress, *XGRA* is a far more involving experience. In the new version all of the tracks and special features were up and running, and the experience is intense to say the least. A 'pack-hunt' is the best way to describe a typical XG race – it is possible to break away from the pack, but the contractual obligations may involve you chasing certain characters, or concentrating on destroying a specific company's advertising boards, therefore meaning that a breakaway win won't always be the priority. With the intense speed, primary and secondary weapons, rival racers intent on revenge and your own orders to fulfil, you won't have a split-second to spare. We pity the players who have to choose between this and *F-Zero*.





CONTINUED

THE MOST OBVIOUS

difference between *F-Zero* and *XGRA* is the weapons system. Whereas *F-Zero* limits itself to the Power Rams and Energy Spins, *XGRA* dedicates an entire system to its primary and secondary weapons. With the system now complete, we can tell you exactly how it all works:

PRIMARY WEAPONS

This weapon type is dependant upon your sponsor, and can vary from an Electric Grapple, to Twin Cannons, to Lasers etc. PWs have three levels of intensity, which are attainable by completing set tasks in the game. PWs are set to the A button, and fire off in short bursts that drain your Weapon Meter. This meter takes a few seconds to regenerate once drained.

SECONDARY WEAPONS

The Secondary Weapons add a tactical element to the proceedings, and it's these weapons that can make or break a race. Collecting floating power-ups (dotted along the track every few hundred metres) upgrade your SW to the next one in the cycle. Keep collecting power-ups and you'll keep cycling through the dozen or so weapons that are available. They come in the form of mines, boosts, invincibility, rapier (protruding lasers), rockets etc. Once you reach your intended weapon you can freeze your selection by tapping X. Pressing X again will fire that weapon. Situations change so quickly in *XGRA* races, so the team has added a new feature which enables you to dump weapons and go back down the scale to an earlier weapon. Say, for example, you're on the final lap and you're all set to use your rapier. You get hit by a series of big weapons, and all of a sudden it's doubtful whether you'll even finish the race. The Weapon Dump feature allows you to go back down to the Invincibility weapon, giving you those ten seconds that you so desperately need.

These kinds of split-second decisions are made even more intense by the fact that the enemy AI is so good. Pick up some mines and the opposition will stay a little way back. Charge up the rapier and any racers on the horizon will do their absolute best to stay ahead of you. Annoy a racer in one event, and they won't forget about it. You can be sure that your actions throughout the Career mode will gain you a large number of enemies – don't be surprised if by the end of it the entire field is after you.

CUBE



Hah – missed, punk! The action is constantly intense

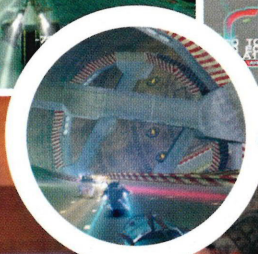





Floating droids hold the starter signs in place



Contract kills show up as targets over the opponent racers' heads

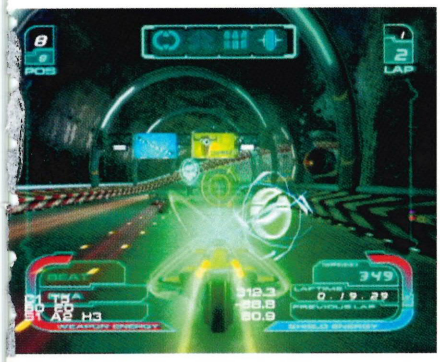




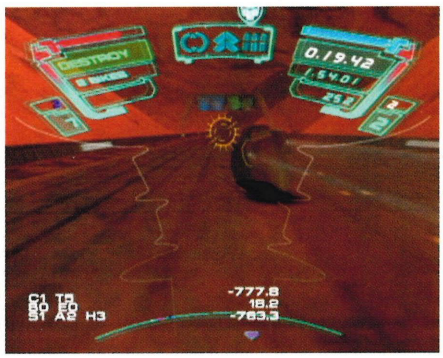
The intros show off the track detail

"YOU CAN BE SURE THAT YOUR ACTIONS THROUGHOUT THE CAREER MODE WILL GAIN YOU A LARGE NUMBER OF ENEMIES"



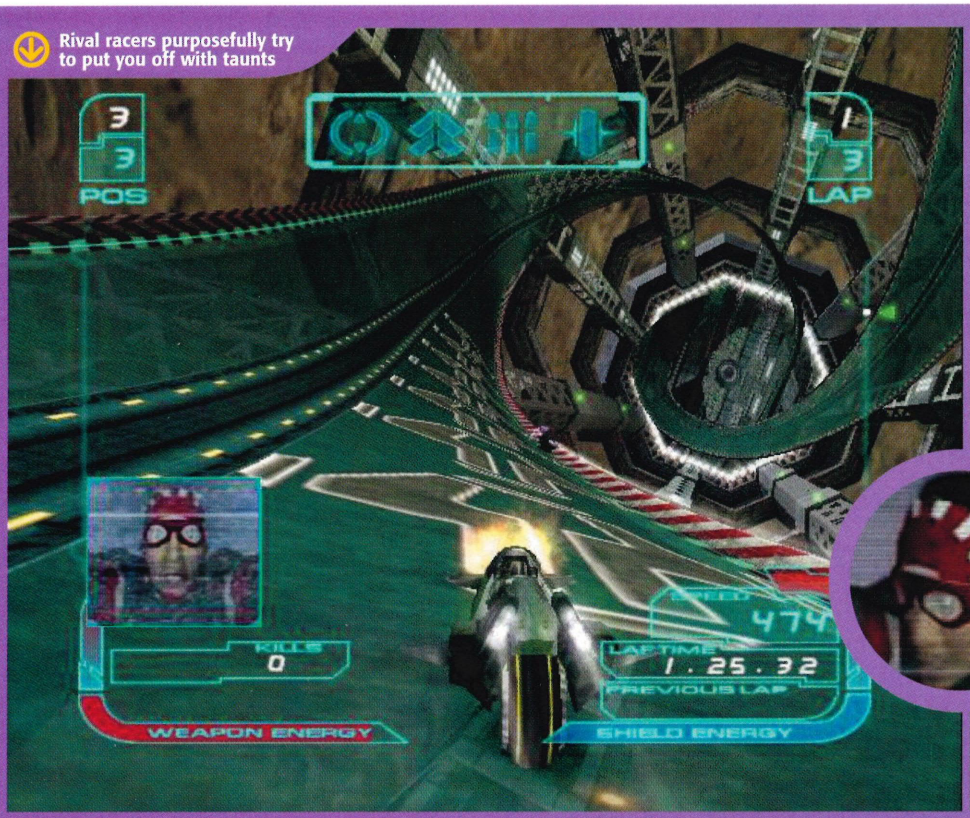








Rival racers purposefully try to put you off with taunts



VOICES IN YOUR HEAD

SCREEN-IN-SCREEN AGGRO

One aspect of the game that wasn't in place last time was the in-game chatter. The team promised us that animated rivals would appear on the screen and give you grief. The result is a constant barrage of taunts, abuse and eventually mercy cries. When there's a pack of you fighting it out, you won't get a moment's peace as the racers scream down the radio at you. The messages aren't low quality stills either. Each character is fully rendered and animated to suit whatever type of message they're giving you.



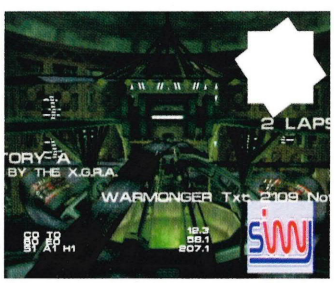
THINK BIG

IT'S ALL SO COMPLICATED

Some of the tracks in *XGRA* are very impressive, and although *F-Zero*'s attempts may initially appear more striking, *XGRA*'s could well be chucking around more polygons. The architecture evident with the Outer Space tracks and Factory tracks is unbelievably detailed, while other tracks feature multiple routes twisting and turning around each other. You soon begin to understand why the team is having a few framerate problems.

In all honesty we thought that the track designs were a little ambitious when we first saw them, but credit where credit is due – they don't appear to have been cut down one little bit. If anything the textures are now more detailed than they were before. It's amazing what you can squeeze out of a £100 box.





The white spaces are just placeholders for what will be a spinning SiNN logo

The Factory track reaches a pinnacle before seeing a vertical drop into the core

CUBE SAYS...

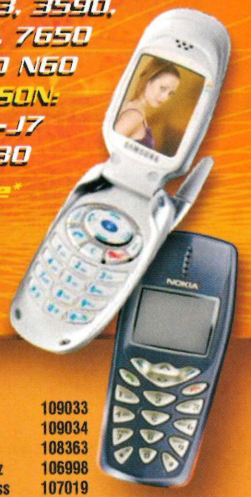
FIRST IMPRESSION

■ *XGRA*'s depth, coupled with its intense races, give it the potential to be every bit as exciting as *F-Zero GX*. The only aspect that has yet to be confirmed is the frame rate. A game with this speed needs to be running at a constant 60fps. While the game is maintaining this at most times there are areas where it drops. If this can be sorted in the next two months, Acclaim will have an absolute gem on its hands. It's just a shame that some people will have to choose between the two. CUBE

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MOTOROLA: C330
and many more*



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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
112733	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
107854	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

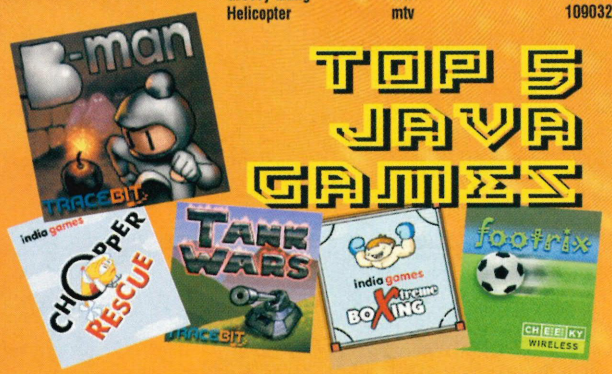
90's

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

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	Destiny's Child	107027
Never Gonna Give You Up	Rick Astley	108365
Englishman In New York	Sting	109877
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Dawson's Creek	TV Theme	109873

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ISSUE 22
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CUBE REVIEWS

ISSUE TWENTY TWO

JUST A BIT LONGER

HANDS UP IF you're a PAL release this issue? Hello? Anyone? Hey *Wario*, I can see your fat arse hiding over there!

Okay, maybe that's an exaggeration, but since when were there so few PAL releases that they were outnumbered by the import games? We expected it, of course – the summer drought is here in full effect, and the releases that are on the cards aren't all that special. We've seen some decent review scores for *Wario World*, but having actually waited for the game to come in (thus playing it) before reviewing it (hence the reason why we're a month behind everyone with the review), we can confidently say that it's by no means a Nintendo catalogue highlight.

Fear not, though, because an amazing event is just around the corner. Next issue sees possibly the best reviews section in the history of **CUBE**, with *F-Zero GX*, *Final Fantasy*, Kirby's Air Ride, *Mario Golf*, *XGRA* and the PAL arrival of *PN03*. Does it get much better? Don't think so...

CHANDRA NAIR



VIEWTIFUL JOE

Take the 'can't get enough' gameplay from the best old-skool scrolling beat-'em-ups, add humour and Jap craziness, then sprinkle with GameCube magic dust. Henshin-a-go-go baby!

72

CUBISTS

What's the craziest thing we would do if our parents went on holiday and left us in charge of the house?

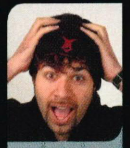
MILES GUTTERY



EDITOR, CUBE

HOME ALONE: Turn it up to 11
WHAT??: Miles does this quite a lot in his own house, but the chance to do it in someone else's is just far too hard for him to resist. What are we talking about? Flicking his air-mullet, strapping on a Flying-V and then pulling some shapes, of course!

CHANDRA NAIR



DEPUTY EDITOR, CUBE

HOME ALONE: Play some games
WHAT??: No really – it's true. You may well think that working on a games magazine means that you just get to play games all day long, but poor Chandra is lucky if he even gets to play one game a month. Awww, get the violin out... muppet.

GARY ADAMS



STAFF WRITER, CUBE

HOME ALONE: Flip the telly
WHAT??: As you may have read elsewhere in this issue of **CUBE**, Gary came out with a classic 'Garyism' this month when he proclaimed to everyone that all he would do is flip his big TV on its side in order to play *Ikaruga*. Hardcore.

BYRON WILKINSON



STAFF WRITER, CUBE

HOME ALONE: Get completely hammered
WHAT??: Byz has this rather unusual dream about getting absolutely slaughtered, and then lying around the house all day in his own excrement... which is a little bit strange if you ask us, but hey, each to their own, right?

ALISON FRITH



SUB EDITOR, CUBE

HOME ALONE: Have a booze cruise
WHAT??: So how exactly can you have a booze cruise in a house? Well, dur... you jump into the bath with a load of plastic boats, and then you make waves while sipping on cocktails, obviously. Where's your imagination, huh?

MARTIN MATHERS



DEPUTY EDITOR, GAMES™

HOME ALONE: Get dressed up
WHAT??: Mart's girlfriend (what... you thought he was gay?!) doesn't really approve of his wrestling fetish, so being home alone will give him the perfect opportunity to get that fetching lycra on ready to practise his holds on his cat.

STEPHANIE PEAT



SENIOR DESIGNER, CUBE

HOME ALONE: Get slightly paranoid
WHAT??: Steph can't handle being in a house for too long – she prefers to rough it on the streets, or better still on a park bench. Her inbuilt fear of houses could well result in her trashing the place like some sort of caged animal.

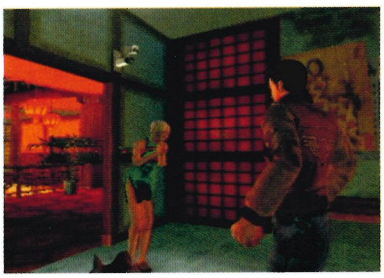
NICK TRENT

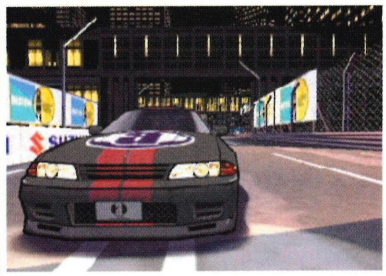


ART EDITOR, CUBE

HOME ALONE: Get the boyz round
WHAT??: Being married has meant Trenty has to sit in at weekends and talk about *Big Brother*, knitting and babies, so having a house to himself is like being a kid again. Lads, beer and videogames – a perfect mix.

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








82 Capcom seems to have this obsession with making its games ridiculously hard. We thought *VJ* was hard, but it's a breeze when compared to this. That doesn't stop it from being great, though.

DEAD TO RIGHTS
78 What EA is doing bringing this to Europe nearly a year after we reviewed the US version is beyond us. Still, at least you've got another game to get you through the drought.

WARIO WORLD
80 At no stage during its development were we ever more than slightly intrigued, and the final product doesn't even try to surprise us. Definitely one for the fans.

AUTO MODELLISTA
84 It came out of nowhere, and it shows. If Capcom had listened to the criticisms of the PS2 version, this could well have been amazing. As it is, it's decidedly average.

GT CUBE
86 It looks like Nintendo isn't the only publisher who is trying to fob us off with GBA-quality graphics. MTO is at it as well! What is the world coming to…

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

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

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

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

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

VIEWTI

Henshin-a-go-go-baby!





Dodging an attack allows you target and punish enemies



VA-VA...ZOOM

By pressing B, you can focus the action into a close-up, granting you stronger blows and extra moves such as the flaming torpedo. When surrounded by enemies these close-up moves are essential stuff.

Capcom's latest gives us a view to a thrill...

AS IT DRAWS inspiration from comic book superheroes, B-movie villains and old school 2D beat-'em-ups (run from left to right, punch, kick and beat the boss) you might think that *Viewtiful Joe* is shallow and unrefined, a case of style over substance, a game that's all surface looks but no gameplay depth. It's not. In fact, it's one of the most demanding games ever made by Capcom and, more importantly, it's got a gleeful wealth of exactly what you want from a game – fun. *Viewtiful Joe* is such a riotous explosion of colour and astounding visuals tied to a brilliantly useable control system that there's little in the videogame world (or anywhere else, for that matter) that

CUBE

INFORMATION

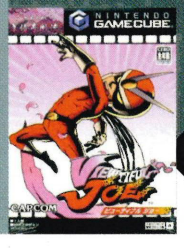
VIEWTIFUL JOE	
PUBLISHER:	CAPCOM
DEVELOPER:	PRODUCTION STUDIO 4
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	04 BLOCKS

STATS

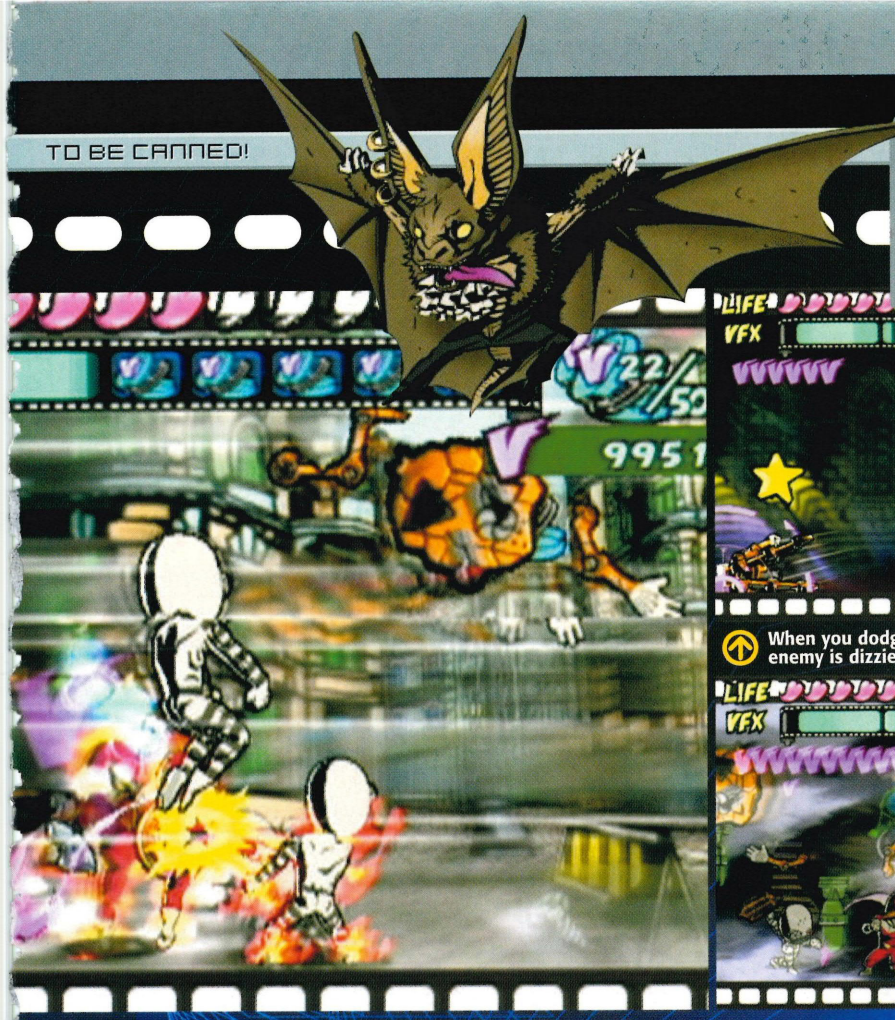
- COMIC BOOK VISUALS
- TIME-BENDING GAMEPLAY
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TO BE CANNED!



SPECIAL EFFECTS: Collect 50 of these VFX tokens and you'll add an extra portion of time to your time bending abilities.







When you dodge an attack an enemy is dizzied and left open



He may look like a berk, but it's all played tongue firmly in cheek



compares to the sensation of playing it. *Viewtiful Joe* provides the kind of enjoyment and immersion that makes you forget how long you've been playing, only – like the comic books and B-movies to which it pays homage – it's something of a niche title that won't please everyone.

The game begins with a cut-scene of Joe and his girlfriend Sylvia at the movies watching an old superhero flick featuring Joe's hero, Captain Blue. The Captain is a portly fella who 'fights against evil, for what is right, to save the world' all wrapped up in snug blue lycra. In a climactic final battle Captain Blue is surprisingly defeated. Next, the towering mech suit that did old Blue the damage reaches out from the screen, grabs Sylvia, and sends 'Six Machine', a robot version of Viewtiful Joe, crashing out into the cinema. Six Machine grabs Joe and dives back into the world of the movies so Joe can rescue his girl, fight against evil, for what is right, to save the world. All of which provides an excuse for seven levels of quasi-2D platforming through toon-styled streets, sewers and underground missile facilities, beating the crap out of an assortment of vampires, Green Goblin-like characters and jive-talking, helmet-sporting rhinos named Dave!

Viewtiful Joe is a laugh; it unashamedly pays homage to trashy movies, yet its production values are more like a Hollywood blockbuster. A film reel counts in each scene, followed by squeals of "Ready, Action". Punching sounds are typically 'chop socky' and when you die an irate director shouts "Cut, cut, cut!" *Viewtiful Joe* also features a novel take on *Matrix*-style bullet-time, accompanied by *Crouching Tiger*-esque acrobatics. As a wonderfully coherent, stylised homage to films, this game is astounding, but that's just a neat sub-plot in its design since essentially it's a beat-'em-up.

Viewtiful Joe's combat is astounding. While you may have groaned at the mention of bullet-time, in the same way that the game's cartoon look

PAUSE!



Okay, since when did you last see a game that looked quite like this? Never, that's when...

FUL JOE

"PROVIDES THE KIND OF ENJOYMENT AND IMMERSION THAT MAKES YOU FORGET HOW LONG YOU'VE BEEN PLAYING"



CHILD'S PLAY?: There are two extra difficulty settings to be unlocked but even finishing this game on the easiest setting, Kids, is difficult.



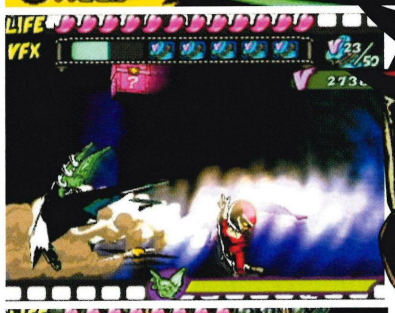
RETAIL THERAPY...

... BUT ONLY FOR THE RICH AND STYLISH

The more 'Viewtiful' your moves, the more points you're given to spend on upgrades. In the power-up shop you can buy health, bombs, boomerangs, flying and sliding kicks and extra lives. Better than these, though, is an upgrade to your VFX bar so it replenishes more quickly (an item you should buy as soon as possible) and something called a 'take 2' which acts as a refill to your health bar when you die. Both these items are essential in the final stages, but to get enough points to be able to buy them you need to have dodged and attacked, dizzied opponents and played stylishly by stringing together multiple hit combos.

It's a Japanese game, but most items make sense







Bombs can be bought in the power-up shop – hold kick to boot them around

The backwards cap, slack 'pants' and goatee... why, it's Fred Durst





"IT'S SO DAMNED PLAYABLE"

PLAY! puts to shame so many others that use a similar style, its fighting system makes other time-warping brawlers look shoddy. Starting out as Fred Durst-a like, ordinary Joe, initially you can only punch, kick and jump to fend off enemies as you plough from one end of the screen to the other. You soon meet up with Captain Blue though, and he'll teach you some special effects. After the obligatory sparring with your mentor you'll learn how to slow and speed up time, then on later levels you're able zoom your viewpoint to deliver punishing levels of damage along with extra moves such as spinning kicks and torpedo dives.

Pressing the L-trigger slows time to your advantage, allowing you to easily evade high and low attacks and counter them with your own combo of punches, kicks and so on. Helpfully, on the lower difficulty levels you'll see a skull pop up high or low to indicate where an adversary is about to strike – all you need do is duck if it's high or press up for a mini-jump (where you merely lift your legs) to avoid a low attack. Avoiding an attack dizzies an enemy, thus allowing you to pummel them senseless (you can do this anyway without having to dodge) and possibly send them crashing into approaching foes. Speeding up time (pressing the R-trigger) unleashes a flurry of blows along with other effects, such as making you impervious to fire or sending a miniature version of yourself into the background in order to open up previously inaccessible item boxes.

Playing around with time also comes into play in the puzzle elements of *Viewtiful Joe*. Slowing time next to a floating platform supported by a rotating fan will slow the blades, making the platform drop and allowing you to jump on it. Then, once on the platform, speeding time up sends you soaring into the air, granting access to places you couldn't previously reach. Clever eh? In fact, you'll frequently seem to be stuck only to realise that by ingenious use of time tricks and your zoom functions you can repel bullets, raise water levels, cheat

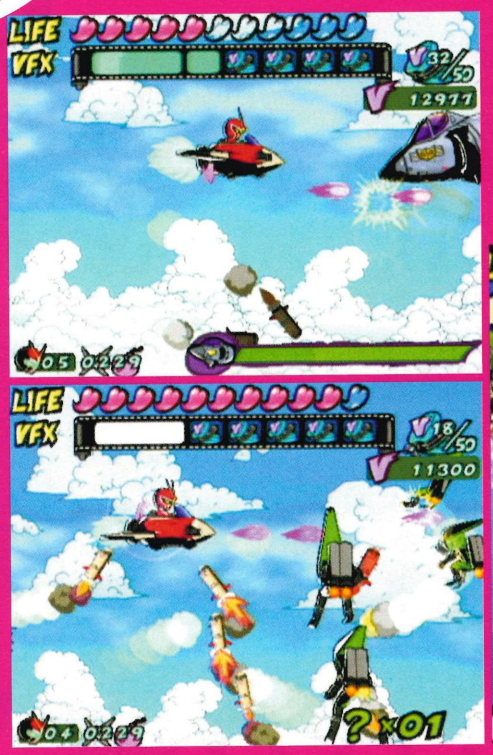


gambling machines... whatever the puzzle requires.

Now, whilst we've told you a selection of Joe's neat abilities, you might think that this is still just a side-scrolling beat-'em-up. It may look great, but surely it can't be that good. Well, it is, and here's why; some games are hailed as great because, although they might not be absolutely fair or the difficulty curve is too erratic, they've got wonderful graphics, a brilliantly realised franchise and/or an atmosphere you can't help but get involved in – *Star Wars: Rogue Leader*, for instance. *Viewtiful Joe* has similarly unrivalled visuals and a unique atmosphere, but the difference between it and other games is the degree of absolute control. Fighting as Joe is fun, and that's its biggest selling point – it's so damn playable!

For example, in an 'average' encounter you could slow down time to dodge a sweep from an adversary then counter with a kick to their chops, zoom in, deliver a hook that sends them skywards and as they're airborne double jump and polish them off with a rotating spinning kick and

PAUSE!



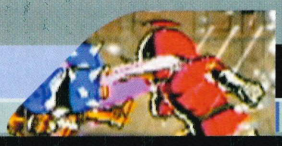
BACK TO THE OLD-SKOOL

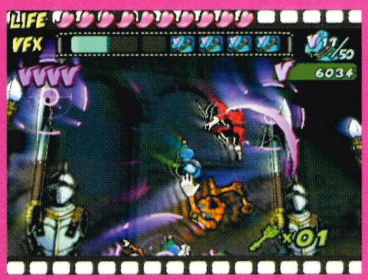
A LESSON IN GAMING NOSTALGIA

A section of the third level sees Joe pilot the Six Machine in a side-scrolling shoot-'em-up scenario. Cleverly, Production Studio 4, whilst including the genre's usual ability to shoot and drop bombs, has also managed to incorporate Joe's special moves of being able to zoom and torpedo, and, of course, you can mess around with time. This section doesn't last very long but it's a neat addition all the same.



Playing this reminded us of Capcom's shooter, *UN Squadron*. Come on, let's have a GC update, eh?







All the bosses have patterns of attack to learn



TIME SPLITTERS

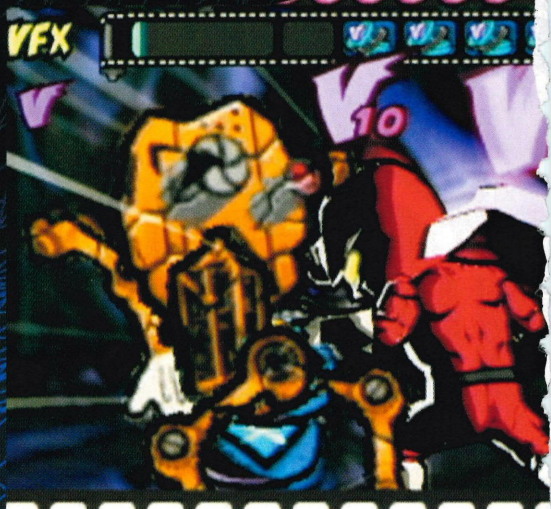
TAKING EVASIVE ACTION...

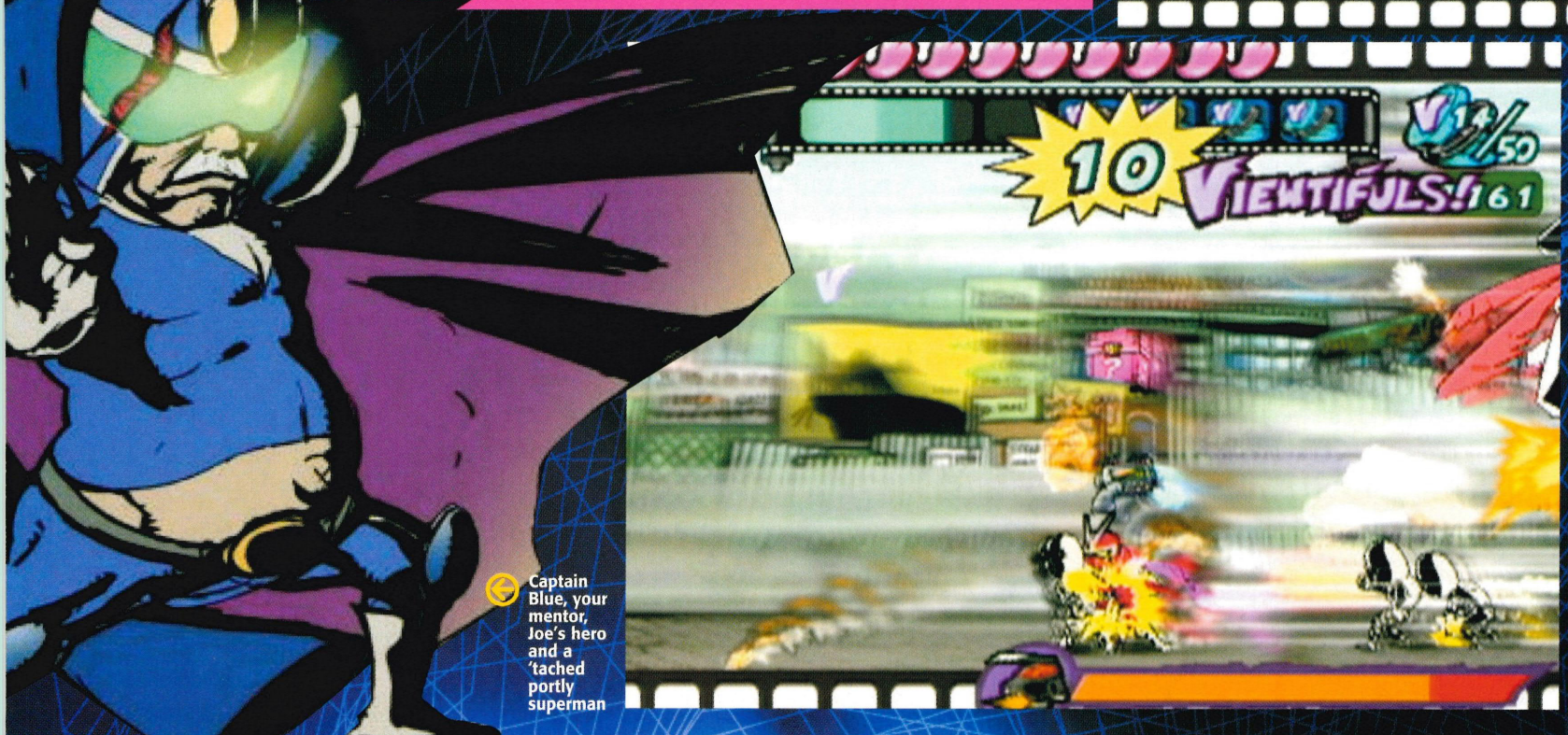
As with all of the boss encounters (and much of the normal combat) you'll need to use your slow-mo VFX as often as possible both to land the most powerful blows and avoid getting hurt. By decelerating time, any projectile fired at you (and most strikes from a boss) will be automatically avoided – for instance, Joe pirouettes around bullets. If you choose to attack the bullet in Slow-mo mode, Joe will deflect the projectile back towards the enemy.

However, the bigger the hit you've avoided the larger the portion of your VFX bar that depletes. It's worth just trying to avoid attacks without using slow-mo as running out of VFX turns you back into vulnerable and ability-less ordinary Joe. You can do this easily enough by learning an enemy's patterns, however some of the faster attacks can only be avoided while you're in Slow-mo mode.

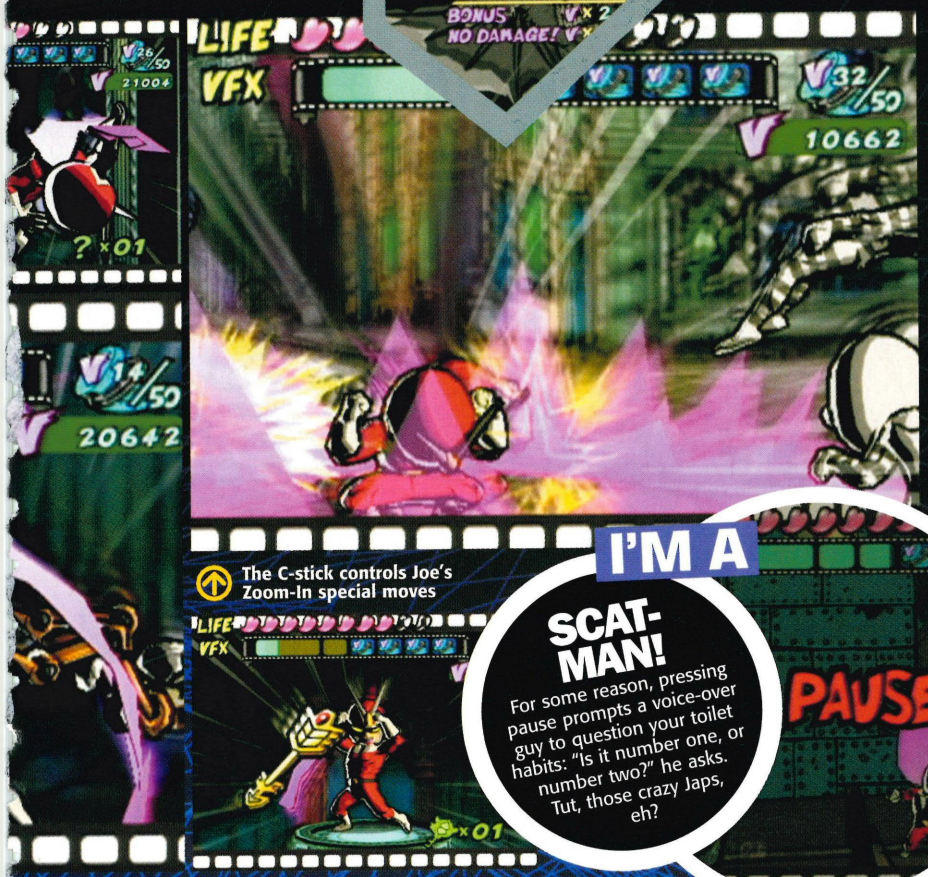


Zoom in on enemies and you'll deliver more damage

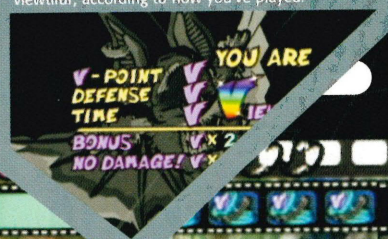




Captain Blue, your mentor, Joe's hero and a 'tached portly superman



MAKING THE GRADE: At the end of each scenario you're given a grading such as 'awesome', 'crappy' or 'viewtiful', according to how you've played.



The C-stick controls Joe's Zoom-In special moves

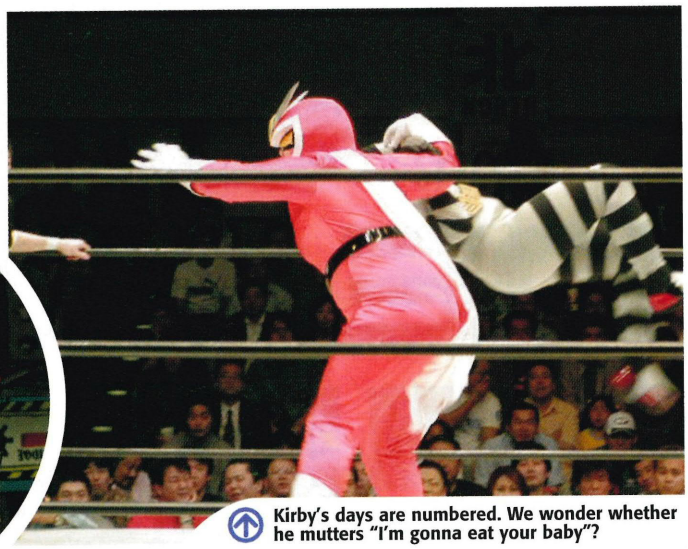
I'M A SCAT-MAN!

For some reason, pressing pause prompts a voice-over guy to question your toilet habits: "Is it number one, or number two?" he asks. Tut, those crazy Japs, eh?

LORD OF THE RING

PRETTY IN PINK

In the UK most game advertising is just some shop-front display and maybe an ill-advised advert on TV. Japan, however, does things differently. Weighing in at 200 pounds, hailing from Capcom HQ and wrestling in a fetching shade of rouge... it's the real life Viewtiful Joe! Capcom is sponsoring this guy in Japan to be a full-time pro wrestler. We wonder if it's going to do the same thing with *Killer 7*, after all one of the characters is meant to be a retired wrestler. But then again, seeing as the other characters use telekenesis, emphatic mind control, and the ability to shower blood at will, it might not go down too well.



Kirby's days are numbered. We wonder whether he mutters "I'm gonna eat your baby"?

PLAY! watch their robotic body parts explode like a firework. And that's just taking down one solitary enemy!

The sheer playability of this game is what makes it so unique and enjoyable and Capcom has tweaked the game mechanics to reflect this. The more stylishly and combo-laden you play, the more enemies you take out using various moves, the more 'viewtiful' your gameplay and the higher the rewards. Performing the moves themselves is fun and by doing so you earn more points to spend on better moves and upgrades. Effectively, you're actively encouraged to play as well as possible and to show off. In fact, pull off a selection of particularly neat moves and in the background you'll hear an audience whoop, cheer and applaud.

So why haven't we scored it over nine? Difficulty, that's why. *Viewtiful Joe* initially has two settings – Kids, which is perfectly playable up until the penultimate level, and Adults, which is pretty tough from level three onwards. Now it's not that we don't like a fair challenge, but by level six – a repeat of previous boss encounters followed by an irritatingly long and laboured extra encounter with a flaming lion – it simply stops being fun and becomes more like a chore. Unless you're prepared to spend literally hours playing the same boss encounters again and again to get to the final level, *Viewtiful Joe*'s replayability is considerably damaged. Because of this you're likely to miss out on the unlockable extras of two extra difficulty levels and two extra characters.

It's a shame that such a brilliantly unreal, playable and fantastically well-crafted game has been sullied by something as easily fixable as an irritatingly difficult level, but all the same, while it lasts, and if you've got the patience, playing *Viewtiful Joe* more than exceeds the visual pun of its title. In fact, it's stunning.

BYRON

CUBE VERDICT

VIEWTIFUL JOE

ONE OF THE BEST GAMES OF THE YEAR SO FAR

VISUALS
Even more striking and sumptuous than *The Wind Waker*!

AUDIO
Cheesy voice acting that's amusing for all the right reasons.

GAMEPLAY
Perfectly coherent in-game physics make it an absolute joy to play.

LIFESPAN
First time through can take around 12 hours and there are neat extras.

ORIGINALITY
The mix of gameplay and visual styles makes this game unique.

ALTERNATIVE

Still the best platformer on GameCube, and it's a suitable challenge to boot.



SUPER MARIO SUNSHINE

Reviewed: Issue 9 CUBE Rating: 9.4

2ND OPINION

KER-POW! "The most stylish game on the GC so far. Worries about the size can be forgotten – *VJ* is as lengthy and as enjoyable as we could ever have hoped!"

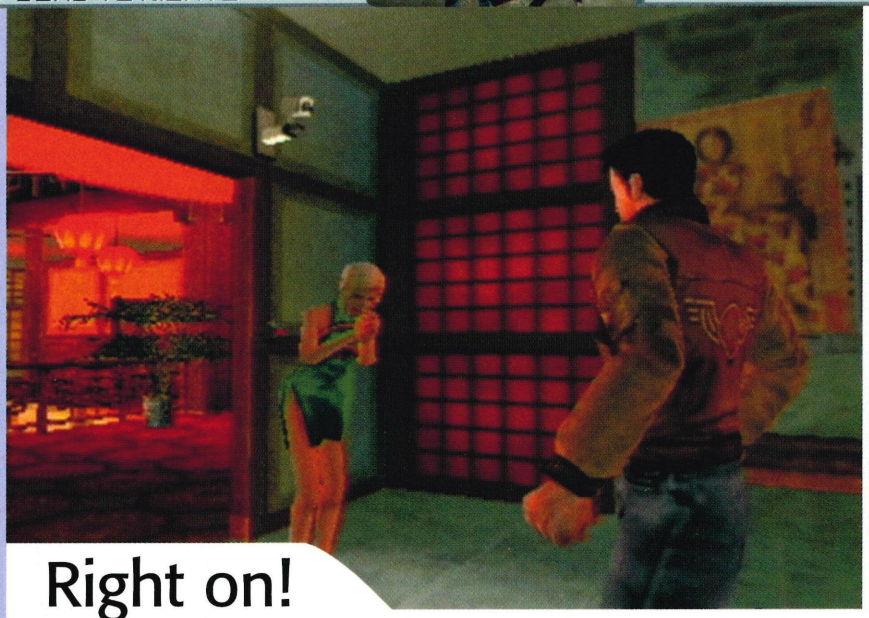
LUKE

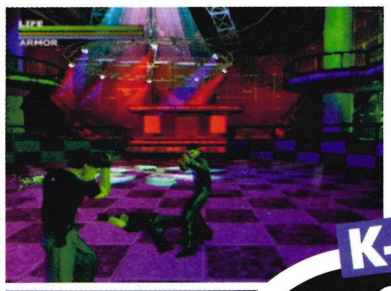
FINAL SCORE

8.7

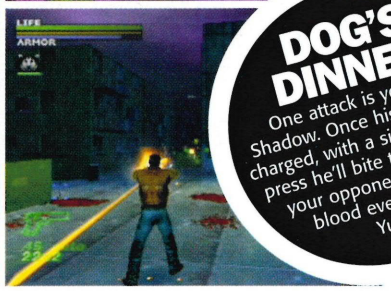
HANDLES AND PLAYS EVEN BETTER THAN IT LOOKS. A BIT TOO HARD THOUGH.







The storyline and characters lead you to varied places. One minute a nightclub... the next, Chinatown.





K-9

DOG'S DINNER

One attack is your dog, Shadow. Once his stamina is charged, with a simple button press he'll bite the throat of your opponent spurting blood everywhere. Yum!

Right on!

DEAD TO RIG

CUBE

INFORMATION

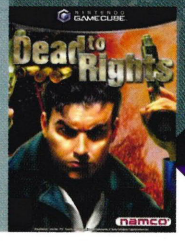
DEAD TO RIGHTS	
PUBLISHER:	EA
DEVELOPER:	NAMCO
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	04 BLOCKS

STATS

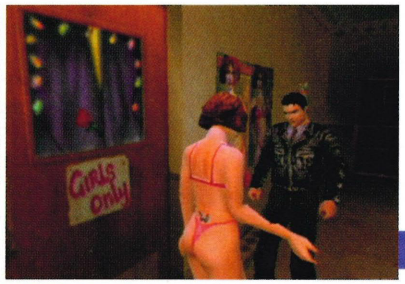
- KILL EVERYTHING...
- ... SOMETIMES WITH YOUR DOG
- CONTROL AN EROTIC DANCER
- FIND YOUR DAD'S KILLER

TOTAL GAMES NET MOVIES ☑ PICTURES ☑

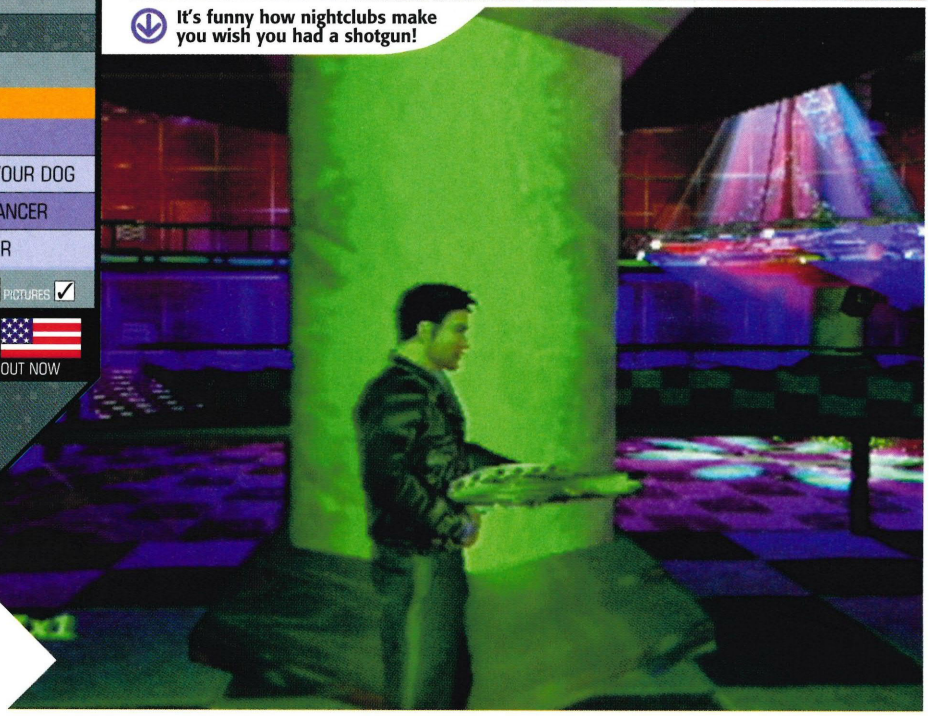
15 AUG '03	TBA	OUT NOW







It's funny how nightclubs make you wish you had a shotgun!

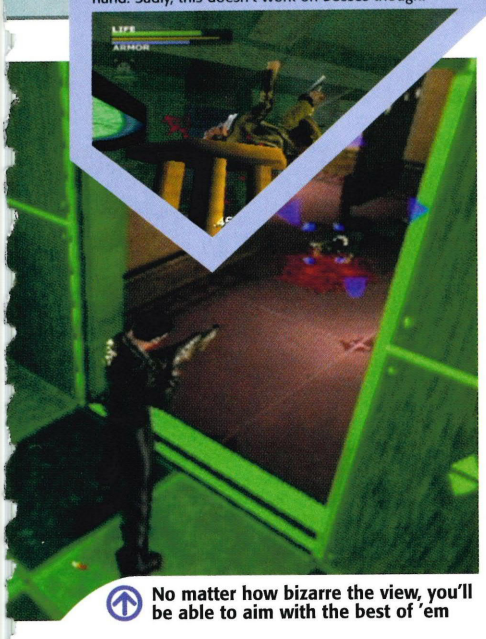


Good cop, bad cop or just Shenmue with guns? you decide...

OKAY, THIS came out in November stateside, and it's been out on the Xbox for ages, so forgive us for not getting too excited about *Dead To Rights*. It doesn't help that it received mediocre reviews across the board – a shame since it's from Namco, which is usually a good thing.

Essentially, *Dead To Rights* is a 3D scrolling beat-'em-up. You travel around different locations shooting the hell out of everyone you see and occasionally getting out of a spot of bother with some vague thinking-type stuff... mostly involving guns. You can also partake in some lovely close combat where you can indulge in such wholesome acts as cracking somebody's skull with the butt of the gun that you just broke their arm to get hold of, or smashing their back in two on your kneecap. The reason for this violence? Well, your father was killed and, being in the police force, you happen to have some very powerful weaponry at your disposal. Cue your arrest, not just for going on a rampage against the local gang, but also because you happen to have been framed for the murder of the locally celebrated entrepreneur who you

LET'S TWIST AGAIN: If you need a gun you can always run up to somebody and twist one out of their hand. Sadly, this doesn't work on bosses though.



No matter how bizarre the view, you'll be able to aim with the best of 'em



When the going gets tough... the tough roll their sleeves up and play games xxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxxx

ACID DROP

PACKING THE PECKS

Dead To Rights isn't just shoot, shoot, shoot. Throughout the game you will have to partake in various mini-games of sorts, such as lifting weights or picking locks in order to test your ability under pressure. This happens most often towards the beginning of the game, while in the prison. To get hold of some acid – which you require to make good your escape – you need to collect 25 units of the only currency that matters in the slammer – cigarettes. Not only does beating people up get you some of these (no moral worries here – they're all after you because of your past occupation, see) but 'hitting the gym' and breaking a few strongman records will earn you respect and cigarette packs from the muscle-flexing inmates. Of course, as always this is easier said than done...

HTS

suspected knew something about your father's death. It's a right old mess for sure, and to make matters worse the death penalty awaits. Of course, you manage to escape, and the rest of the game chronicles your search for the bad guys, making discoveries and spilling a lot of blood.

The game is being touted as an action-adventure, but it's more of an action-action-adventure. Sure, you spend a lot of time running around looking for people, but more often than not the only way forward is to have your fists clenched. There are loads of different guns to use, all of which act differently, and gunning down a room full of bad guys is always satisfying. The controls are just like *Vice City*; you use the shoulder buttons to target and the relevant buttons to fire. This usually works okay, but we did have one problem, namely that after shooting somebody in the stomach, say, they are not flagged as being dead although you can see that they're in no position to fight. Of course, this means that you're still busy targeting somebody in a non-threatening position while you're being shot at from all sides. The simple way of fixing this is to let go of the shoulder button and target again, but target-management can be fiddly in the heat of action.

Visually, the game isn't so hot. There are never many colours on the screen at once, and the ones that are always seem to clash quite horribly. Style-wise, it's lacking. However, there are no major problems with the animation or character models, other than an overall sloppiness that seems to permeate the whole game. The textures lack any sort of bite, and the architecture of the various structures doesn't capture the imagination in any way whatsoever. Considering the amount of bullets and blood that ends up flying around the screen at any one time, the framerate manages to stay pretty smooth. On a brighter note, the voice acting and music is pretty sweet with convincing dialogue and tunes that get you pumped for action.

The action, story and move-set keep things moderately interesting, but after a while the woolly targeting starts to grate. The presentation feels like a 32-bit title though, and the game mechanics lack any satisfying depth. If you're after a fairly mindless, shallow arcade romp this might fit the bill, at a push. Just. If you're really bored...

GARY

"CRACK SOMEBODY'S SKULL WITH THE BUTT OF THE GUN THAT YOU JUST BROKE THEIR ARM TO GET HOLD OF"





CUBE VERDICT

DEAD TO RIGHTS

AVERAGE SHOOTER WITH SOME THINKY BITS

VISUALS
The character models are okay, but everything else is a little dull

AUDIO
Great voice acting, and reasonable ambience throughout

GAMEPLAY
A few puzzle elements but mostly it's about fighting

LIFESPAN
15 chapters to fight through, but once it's over, it's over.

ORIGINALITY
You don't see many kung-fu action titles around these days, oddly.

ALTERNATIVE

Capcom's space shooter is arcade-tough and gorgeous to look at. A much better game.



P.N.03

Reviewed: Issue 19 CUBE Rating: 8.3

2ND OPINION

GUNDOG! "Shenmue – how? this is *Max Payne* with some brawling and trite *Hypersports 4 Gangstas* events. But not good. And what's that teleporting dog about?"

WILL

FINAL SCORE

6·8

DEAD TO RIGHTS HAS ITS PLUS POINTS, BUT THERE'S NOTHING HERE THAT JUMPS OUT AT YOU

Have a rotten day! (That hasn't been done before...)

Flying critters can cause a lot of problems for our chum



BOX-HAPPY

PUNCH-UP

Fall from a level and you'll have to run around this ghost world punching boxes looking for an exit. The longer you hang around, though, the more money you'll lose – so hurry!



Don't be scared now, Wario. Take a step inside...



CUBE

INFORMATION

WARIO WORLD	
PUBLISHER:	NINTENDO
DEVELOPER:	TREASURE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	10 BLOCKS

STATS

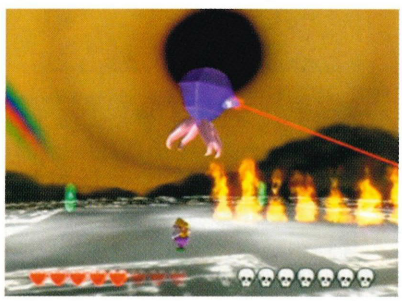
- PLAY AS THE PORTLY WARIO
- TAKE OUT BAD GUYS
- FOUR WORLDS TO EXPLORE
- BOSS FIGHTS GALORE!

TOTAL GAMES.net MOVIES ☑ PICTURES ☑

OUT NOW | OUT NOW | OUT NOW



The final boss of the game! Dinner hasn't even been started yet...



Keep control of Wario or things could get slippy!



WARIO

Generously proportioned hero in mediocre game shocker!

NINTENDO seems to have developed a worrying habit of late. It's been evident in pretty much all its first-party line-up since the release of the GameCube, and while we salute developers making the effort to take games in different directions on paper, in the harsh reality of daylight and the opening of wallets, it's more than a little frustrating at times. Of course, we're talking about shorter, easier games. *Luigi's Mansion*, *Mario Sunshine*, *The Legend of Zelda*, *Pikmin*... all wonderful pieces of software but seriously lacking in slog-time.

The structure of *Wario World* is very reminiscent of old 16-bit titles – you run around a large twisting level activating short cuts and overcoming simple puzzles in order to collect gems and coins. On the way there are all manner of bonus items to pick up and various tangential tasks that all serve to increase your final score. The good thing is that you don't need to scour the entire environment for collectibles – all that's essential are three red gems to unlock the exit and there are multiple chances at earning these throughout the the level. Of course. That's not to say that searching for extra items is inconsequential. For the curious gamer, rewards are plenty, both in high scores and earning continues.

However, by far the most important reward is building up the Wario statues by finding all of the red gems – do this and your Heart Meter will increase, allowing you to take more damage during the game and rendering tough situations like boss fights a lot easier.

GOBBY GOBLIN: Rescue these nattering chaps and they'll thank you by dropping a few hints and tips into your oversized ear.



"THE STRUCTURE OF WARIO WORLD IS VERY REMINISCENT OF OLD 16-BIT TITLES"







WORLD

So far so good, but there are a few massive problems with *Wario World* that really hold it back. The first concerns his moves. There's no problem with what's there – jumping, turning, butt-bouncing and picking things up is all easy and intuitive, but throughout the game there's an ever-present feeling of *Mario 64* in some of the level design. You run towards platforms expecting to triple jump, try and change direction quickly so that you can somersault, or press B to lunge forwards, but find that Wario's move set is just far too rigid for this kind of action. Not only does it feel like a 16-bit game in its structure, but also in your interaction with the environment.

The other major gripe is its length. With such basic core elements, padding out the gameplay would not only have been painfully obvious, but also rather uncalled for, but where's the replay value? After you've done it once (in say, ooh, a Saturday afternoon), that's it. There really is nothing to go back for – not even a multiplayer mode. This is crying out for a co-operative option of some kind, or even just added difficulty levels. Had Nintendo or Treasure taken out the save game system then people would be a lot more endeared to *Wario World*. After all, this is a game of relatively short length that has you collecting coins in order to buy continues. Adding save options just makes it far easier to play and takes out any 'risk and reward' fun.

This is a game that will only appeal to a very specific audience – those who have an irrational obsession with games from a simpler time, when save files took the form of a piece of paper scrawled with a totally unreasonable series of digits and letters. That would probably explain why we had a lot of fun with *Wario World*, but then we didn't pay £40 for it, and neither should you. It's a good enough game in its own right, but despite the next-gen looks and sound, the gameplay feels tired and way past its prime. A rental at the very best.

GARY

SPIN, SPIN SUGAR

THAT'S FIGHTIN' TALK!

The best thing about *Wario World* is the combat. No longer limited to simply jumping onto goons' heads or punching them, you now have the option of beating them into submission, picking them up and performing three different dynamic moves – a throw, a Piledriver or Wild Swing-Ding (bear with us).

Busting out a throw will take out anything in your projectile's path as well as activate switches that it may encounter on its way, a Piledriver has the added bonus of causing slight collateral damage in the area where you land, and a Wild Swing-Ding causes you to spin round and round, destroying everything in the vicinity. This comes in useful not only for ridding the level of nasties, but when on some occasions you come across simple puzzles that take advantage of this move – for instance, asking you to activate a turning wheel by spinning something against its surface. This action isn't exclusive to a comatose enemy, but can also be performed with stone pillars and other inanimate objects.



Spend as much time as you can with the controls. You'll need them later on!

CUBE VERDICT

WARIO WORLD

FUN WHILE IT LASTS – BUT THAT'S NOT FOR VERY LONG

VISUALS
Colourful and fun, but sometimes very basic too

AUDIO
Frantic tunes and decent voice-acting lend themselves well to the game

GAMEPLAY
A little too rigid and linear for those used to the likes of *Mario Sunshine*

LIFESPAN
No replayability on top of an already very short game

ORIGINALITY
A tried and tested formula that harks back to the 8-bit days

ALTERNATIVE



Larger, more fluid and more devious than *Wario World*. This is how platformers should be done.

SUPER MARIO SUNSHINE

Reviewed: Issue 10 **CUBE Rating:** 9.4

2ND OPINION

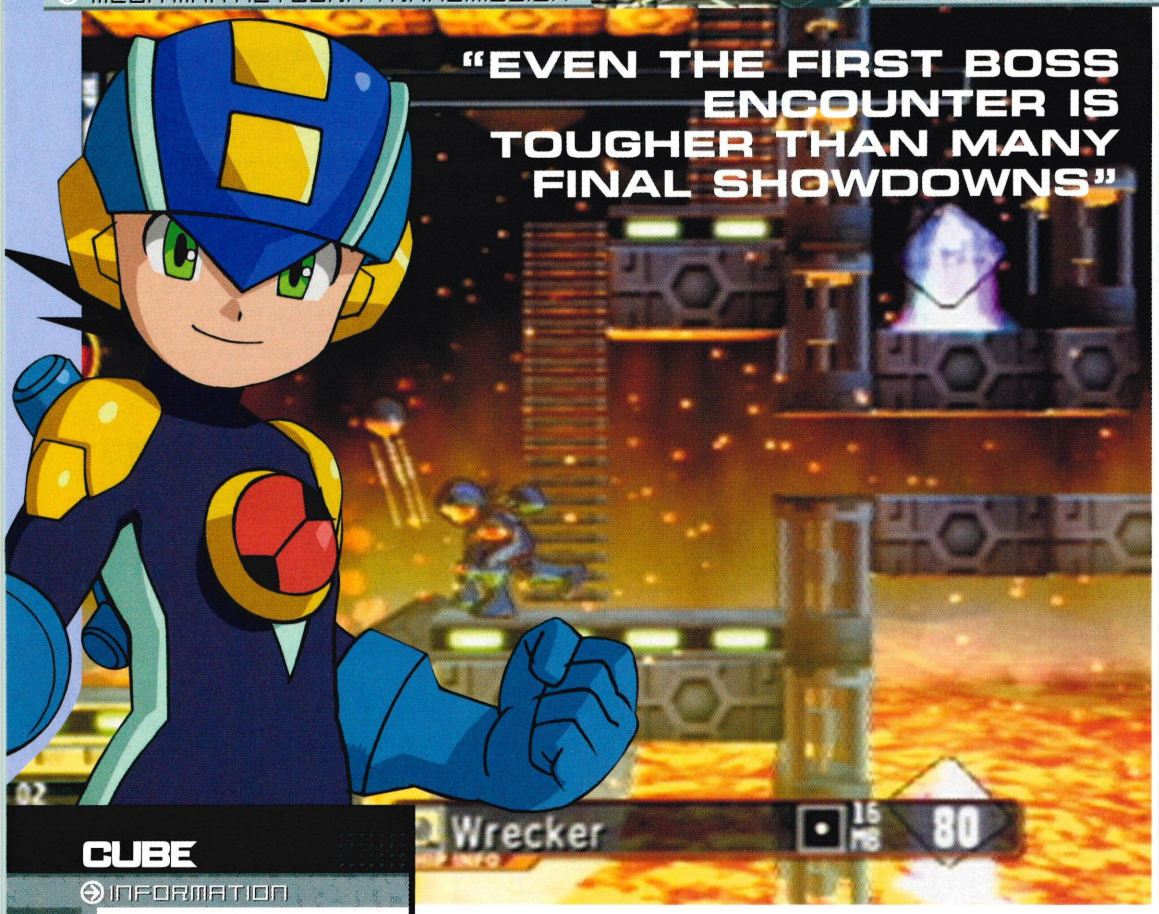
MWHAHA! "Could this game be any more basic? It's so short and easy, it hurts – unless you're looking for a game you can finish in less than a day, try elsewhere."

MARTIN

FINAL SCORE

6·2

A CERTAIN BREED OF GAMER WILL LOVE THIS, BUT IT'S FAR TOO STIFF TO PLAY FOR MOST





Trying to maintain a good mix of chips represents one of the game's many challenges.

CUBE

INFORMATION

MEGA MAN NETWORK TRANSMISSION	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	6 BLOCKS

STATS

- OLD-SKOOL PLATFORM ACTION
- OVER 100 'CHIPS' TO COLLECT
- FIRST GC MEGAMAN GAME
- HARDEST CUBE GAME SO FAR?

TOTAL GAMES.NET MOVIES ✗ PICTURES ✓

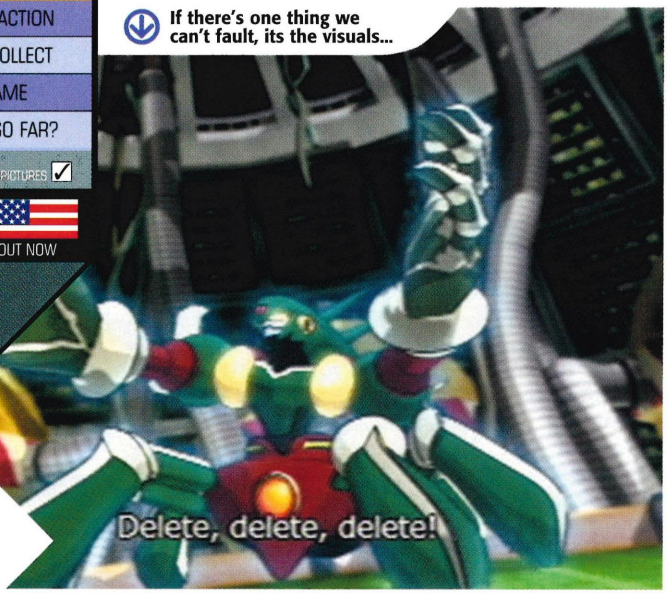
OUT NOW | OUT NOW | OUT NOW



MEGAMAN TRANS

Capcom's birthday boy is back!

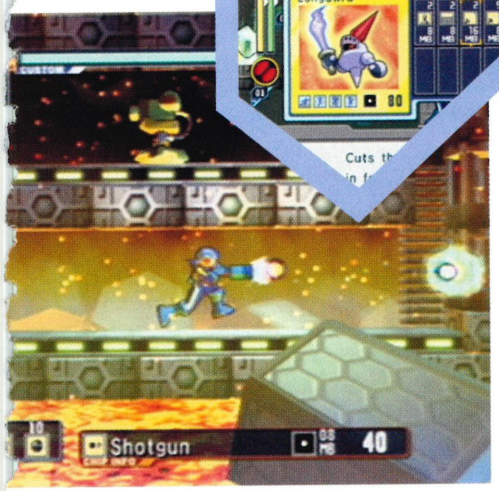
If there's one thing we can't fault, its the visuals...





To celebrate his 15th anniversary, MegaMan targets the GameCube...

IT REALLY doesn't feel like 15 years since the first *MegaMan* game came out. The NES original has spawned so many sequels and spin-offs and even the character himself has had so many appearances and cameos that we daren't begin to count how many games he's appeared in. The important figure, though, is how many games he's appeared in for the GameCube which, before this one, is none. It's a little surprising that this is so different to the usual *MegaMan* formula. Surprising, but not disappointing because, well, it's really quite good.



TAKEAWAY TREATS: All the game's sub-weapons come courtesy of collectable 'Chips', each of which gives you access to limited usage of a new move.



The linearity may be disappointing but it's made up for with the frantic action.



As well as using Battle Chips, Mega Man can fall back on his trusty blaster.

This blast is the result of Mega Man dying. Expect to see it quite a lot!

MIXING IT UP

NOT WHAT IT SEEMS

All too often when a developer attempts to combine two or more genres, the result is less than spectacular. More often than not, what comes out the other end is far more original than it is enjoyable. This time though, Capcom has got it right. Fusing the card-collecting aspect of the GBA *MegaMan Network* games with his typical platform adventures may seem like an odd concept but it works like a charm. The best part is that even though both elements have had to be watered down to work so well together, you'd never know it. The platforming is amazingly precise and the collecting not too dull, meaning you'll be kept playing for a fair while, especially given the toughness of some of the sections.

GOTTA CATCH 'EM ALL!

CAN YOU COMPLETE THE CHIP COLLECTION?

A major part of the game is centred around the collection of Battle Chips, your source of special weapons throughout. Much of the difficulty experienced in the early levels can be attributed to the fact that your initial Chips are predominantly weak but once you begin to replace these with the rarer and more powerful ones you find, the game does start to get easier. Chips can be obtained from hard-to-reach locations and from defeated foes but the best ones come from bosses – while they are hard to get (boss battles make for some of the hardest moments in the whole game), they'll certainly help to turn the tide in your favour.



Basic chips like this will serve you well.

OLD SKOOL

GO AHEAD AND JUMP

Platforms fans have been somewhat underwhelmed with the GC release schedule, but if this doesn't tide you over until *Viewtiful Joe*, nothing will



NETWORK MISSION

Set between the two *Battle Network* GBA games, Network Transmission starts with a virus problem and snowballs from there. Not wanting to give too much away, let's just say that some familiar faces will crop up, and thanks to this virus they may not be on your side. This makes for some great boss battles which may be the toughest aspect of the game (even the first boss encounter is tougher than many final showdowns, and the next few aren't much easier either) but they also rate as one of the game's most enjoyable elements, however frustrating they may be.

The graphics are probably the game's most varied aspect, ranging from the spectacular to the just plain dull. As with practically all cel-shaded titles, stills really do the game no justice at all and until you've seen this in motion, splendid animation and all, it's difficult to comprehend how pretty it can look. 'Can', not 'does', you understand. Far too often backgrounds and areas are incredibly plain. It may be that this is to stop the foreground feeling cluttered, but nevertheless it does bring down the lovely characters and animation a little.

Network Transmission is impressive simply because it attempts something fairly ambitious for the series and, for once, actually succeeds. It may be a bit linear for some or just too damn tough for others, but there's no denying that it's a respectable example of the genre. It's a little on the short side, but in terms of actual content this is one of the most solid and responsive games in a long time. Obviously, fans of the series will probably get the most out of it but whether you like the little guy or not, this is an excellent diversion for those who like their games with a healthy serving of retro.

LUKE

CUBE VERDICT

MEGAMAN NT

FUN BUT SHORT-LIVED... A GREAT PLATFORMER

VISUALS
The cel-shaded look works well, although some areas are a bit bland

AUDIO
As expected, fair sounds and token Jap-rock soundtrack

GAMEPLAY
A mix of old-skool platforming and Pokémon-style collecting

LIFESPAN
It's no epic but it takes some time to complete your chip collection

ORIGINALITY
Some nice ideas make this one of Mega Man's most innovative games

ALTERNATIVE

It may be 3D but *SMS* is still one of the few other 'Cube platformers that's worth playing



SUPER MARIO SUNSHINE
Reviewed: Issue 10 CUBE Rating: 9.4

2ND OPINION

TOUGHMAN! "Ack, I'm dead. Try again. Bum! Dead again! Let's see... dead, dead, dead, jump, dead. I think I'm getting too old for this, sigh."

MILES

FINAL SCORE

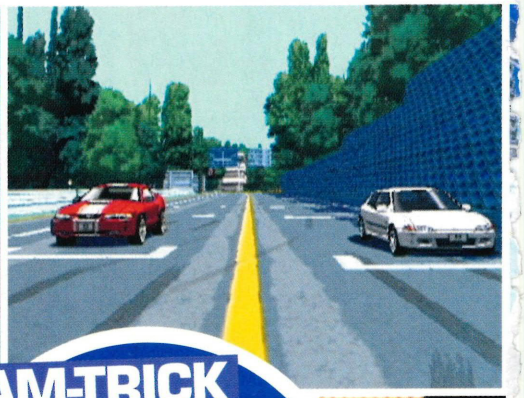
7.8

IT MAY NOT BE THE LONGEST GAME IN THE WORLD, BUT IT'S A JOY WHILE IT LASTS

DID YOU KNOW: THIS VERSION IS BASED ON THE UPGRADED

Slick cel-shaded racing!







INSTANT REPLAY!
After pounding around the track you are treated to a complete replay of the race, and can then watch the action from many different angles.



CUBE

INFORMATION

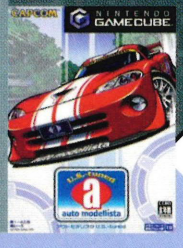
AUTO MODELLISTA	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	19 BLOCKS

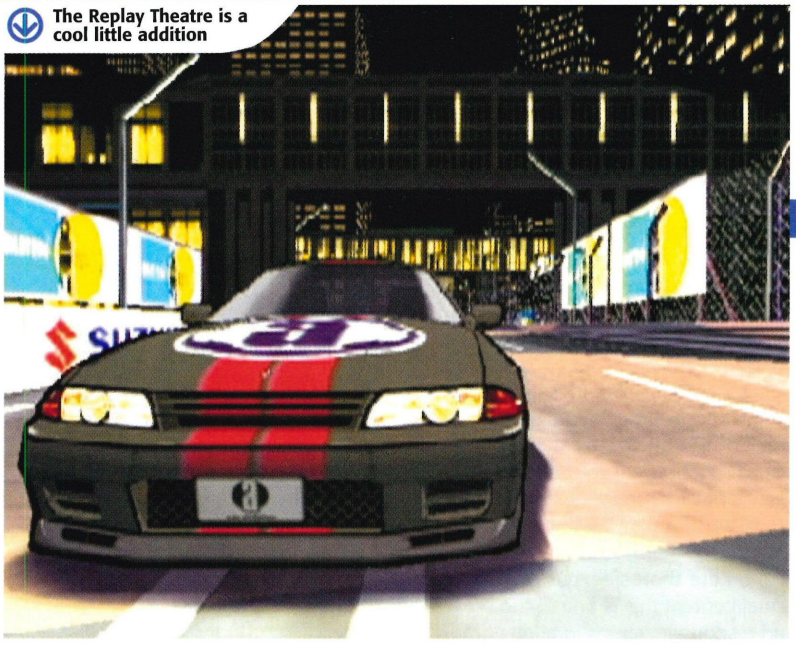
STATS

- LOTS OF VEHICLE LICENCES
- DIRT, TARMAC AND RALLY COURSES
- HEAPS OF UPGRADES FOR CARS
- UNIQUE CEL-SHADED GRAPHICS

TOTAL GAMES.net MOVIES X PICTURES ✓

TBA | OUT NOW | TBA





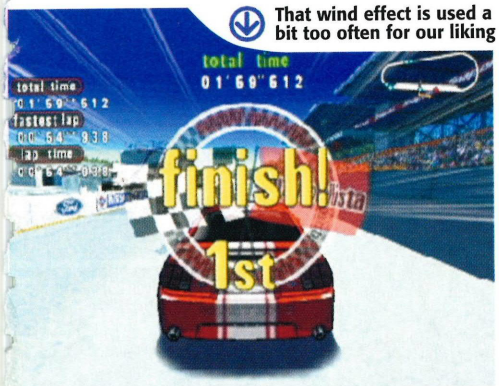
The Replay Theatre is a cool little addition

It certainly looks very nice, but is it the model racer?

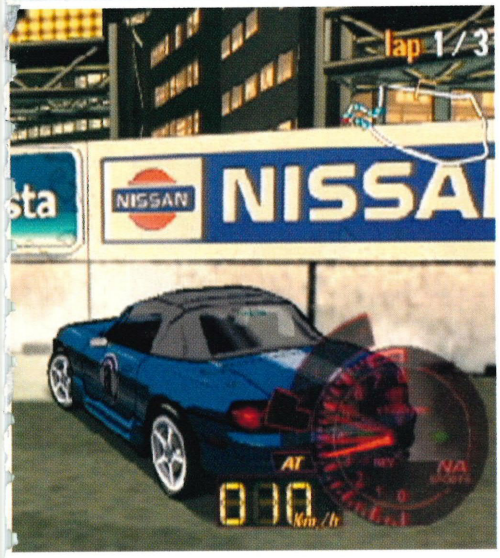
THE THRILL of racing around a circuit with your foot flat to the floor has always been a hobby of ours, particularly since *Burnout 2* arrived in the office. High speed racing games have always attracted a large number of gamers, but too many of these games look and feel strangely alike after a while and soon end up on the pile of games ready to trade in.

When you first see *Auto Modellista* running on the Game Cube the effect is quite hypnotising, as the stunning cel-shaded graphics make familiar cars seem somewhat new and interesting. There are loads of great cars on offer with big name licences like Dodge, Subaru, Mazda, and Nissan. The game itself has a number of interesting ideas to

AUTO MOD



That wind effect is used a bit too often for our liking



accompany the groovy Seventies funkadelic arcade graphics and features a number of gameplay modes for your enjoyment. In Garage mode you can select a vehicle for your garage and then proceed to challenge other drivers in the many championship races. Unlike some other racing games, there is no money involved, so buying additional items or cars is not required. Winning these races will result in secrets being unlocked and new parts; sticker sets and spoilers are available. The Arcade mode gives you a complete free range of vehicle selection along with the ability to race any of the circuits. What is nice about this mode is it gives you a chance to test all the cars and you can even select which music track will be played as you race.

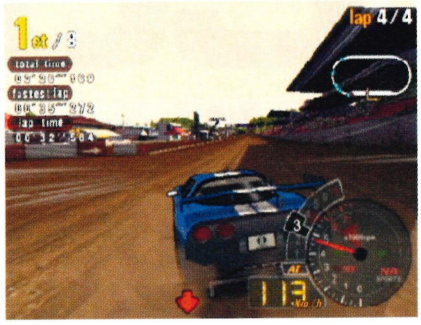
As you roar along the track you can't help but enjoy the feeling of speed created by the cel-shaded graphics. The wind blur can seem a little irritating, but then it does help to create the buzz factor of real pace.

THE RIGHT STUFF!

STAY ON TRACK

There are loads of different circuits and tracks to choose from, including Sazuka, where the Japanese Grand Prix is held every year. Every track is also treated to the cel-shaded makeover and a number of different surfaces have been used to further test your skills. Ever fancied driving a car around a speedway dirt track or slipping your way around a deadly ice course? Now you have the chance!



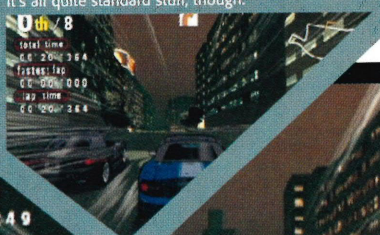


Unfortunately, the handling can leave a lot to be desired and often you can find yourself weaving along the straights and spinning out around the sharper bends. After a while it does become easier to control, but this will also reveal that the handling of almost every car is the same and only the speed and acceleration differs very slightly.

To be honest, *Auto Modellista* isn't a bad game and in places it has a few very impressive features, like the graphics and number of cars available. However, the lack of realism with regard to handling reduces any lasting impression, as they could in fact be all the same car with a different outer casing. This could be explained by the fact that it's a straight port of the PS2 version, but then that has already had a UK release and featured online gameplay, which has been removed for Cube owners. Not a bad game, but we GameCube players deserve better than this!

RUSS

NIGHT LIFE: The races happen at all times of the day, and the world around you is lit up to reflect it. It's all quite standard stuff, though.



After a few races your car will start to look a little less boring... unlike this

WHAT'S IN THE GARAGE?

CUSTOMISE THE WORLD!

The garage is the place to be when playing *Auto Modellista*, as this is where most of the secrets appear. To begin with, there is a choice of garage design for those who want the perfect surroundings for their car. You can also design your own logos and paint schemes for all your vehicles. Once you have chosen your favourite car you can then set about winning races in order to collect hidden parts, secrets, stickers and body kits. This does get extremely hard as you progress through the game, but then the rewards are quite high.

"THE STUNNING CEL-SHADED GRAPHICS MAKE FAMILIAR CARS SEEM SOMEWHAT NEW AND INTERESTING"

CUBE VERDICT

AUTO MODELLISTA

FAST CEL-SHADED ARCADE-STYLE RACER

VISUALS
Nice cel-shaded graphics and a constant, high framerate

AUDIO
A decent selection of tunes to play while you're racing

GAMEPLAY
The controls are a little twitchy with almost every car.

LIFESPAN
The Garage mode offers plenty of playability designs, upgrades, etc.

ORIGINALITY
Cel-shaded racing games are not everyday titles on the GameCube.

ALTERNATIVE

The daddy of racing games on any system, equalled only by the likes of *Gran Turismo 4*.



BURNOUT 2
Reviewed: Issue 19 CUBE Rating: 9.3

2ND OPINION

CEL-OUT! "For all its style and varied options, *Auto Modellista* lacks that certain something that makes licensed racing games great."

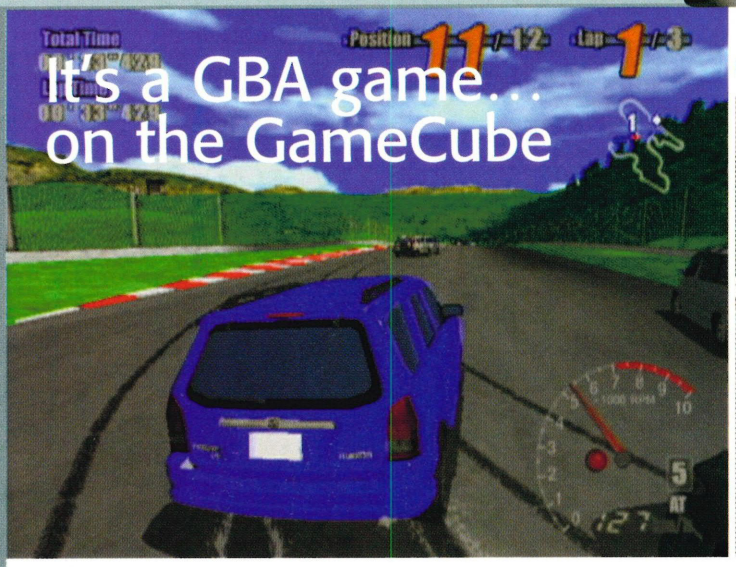
CHANDRA

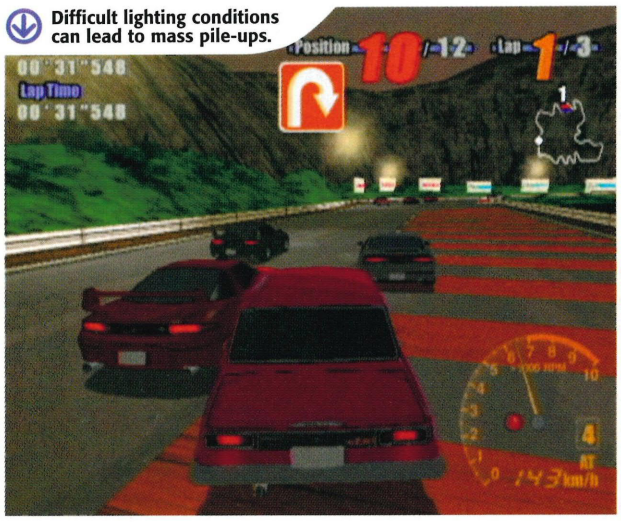
FINAL SCORE

6.9

CEL-SHADED GRAPHICS SPRUCE UP WHAT IS A MEDIOCRE RACING AFFAIR

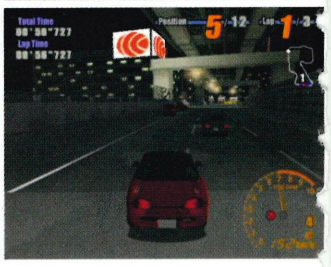
ELLISTA





Difficult lighting conditions can lead to mass pile-ups.





GT CUBE

Engines revvy? Forget dodgy PS2 ports – how about a GBA port for size...

CUBE

INFORMATION

GT CUBE	
PUBLISHER:	MTO
DEVELOPER:	IN-HOUSE
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	02 BLOCKS

STATS

- OVER 100 CARS TO COLLECT
- SPECIAL DRIFT MODE
- WIN CAR UPGRADES
- FOUR-PLAYER RACING

TOTAL GAMES.net MOVIES ✗ PICTURES ✓

TBA | OUT NOW | TBA

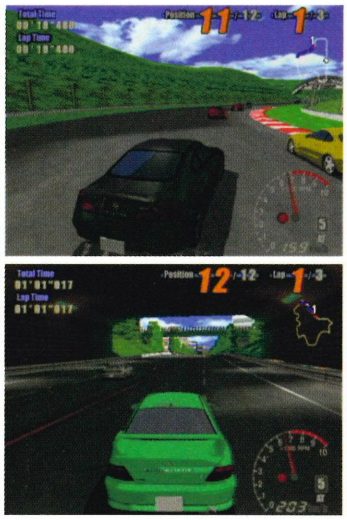
IT'S TOUGH to figure out what *GT Cube* is trying to do. On one side of the coin the soundtrack, visuals and easy handling point to an arcade racer, but on the other, the presentation, sedate speed and upgrading system feels more like a sim. It's great if you get the best of both worlds but *GT Cube*, although competent enough, doesn't offer enough in either area.

When you first load it up there are quite a few things to be getting on with. Aside from the obvious Championship mode there are the Quick Race and Multiplayer Race modes that you'd expect, along with a replay gallery that lets you view past races in all their glory, plus a special Drift mode. Structurally it's exactly the same as the GBA version, with you completing three laps around a specially designed course while trying to link together sideways drifts. In its GameCube iteration this proves to be slightly harder, but it's still extremely addictive and a worthy addition to the menu. Like all good racers, though, the Championship mode is what you'll be wanting to get stuck into. Like the *Gran Turismo* series there are several leagues, each split into races that sometimes dictate what type of car you'll have to enter with (three-door, a certain type of Honda or under a specific size, for instance), or it may be open to any vehicles of any specification. After getting a Gold Cup on each race you'll be rewarded accordingly – be it an upgrade or a new car. Pretty formulaic stuff so far, but *GT Cube* has several problems.

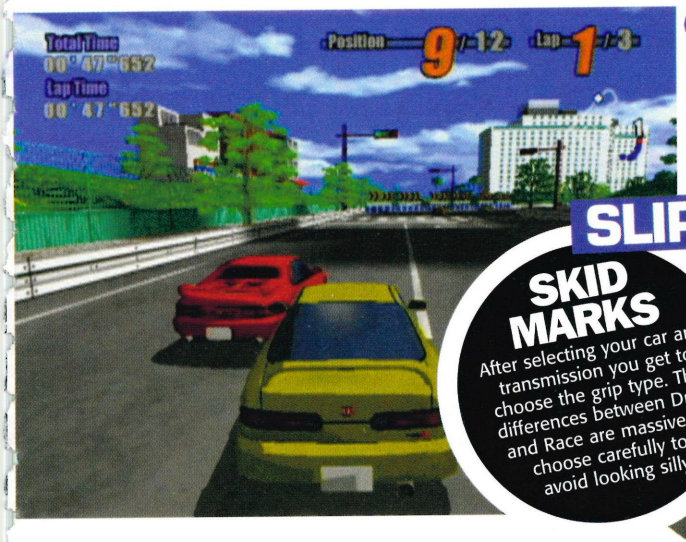
Visually, the game is difficult to judge. Cel-shading, when done well, looks fantastic. But unfortunately with *GT Cube* the style just doesn't seem to fit – it almost seems 'forced', for want of a better word. The car models look great



As you win more races, the trophies you collect gather on the garage shelves







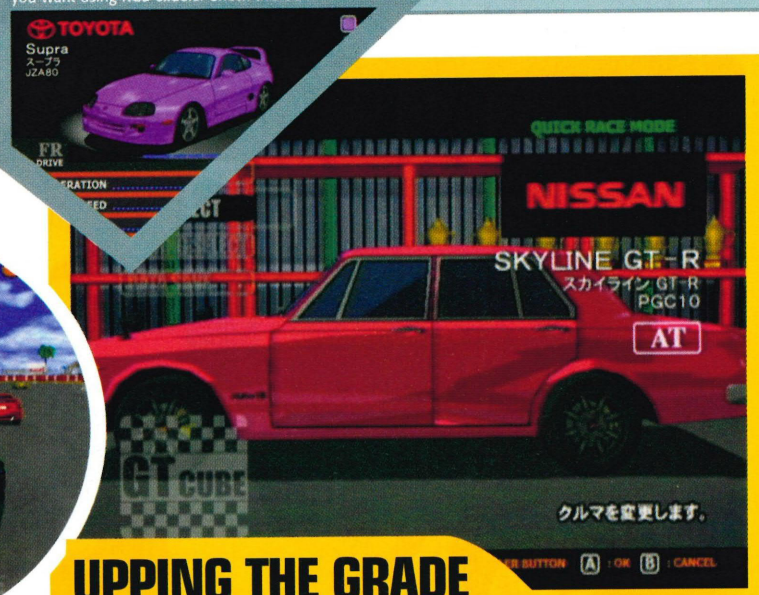
With *GT Cube*, forgetting about your braking points and just hammering into the corner at full speed probably won't matter much

SLIP-SLIDE!

SKID MARKS

After selecting your car and transmission you get to choose the grip type. The differences between Drift and Race are massive – choose carefully to avoid looking silly.

PAINT YOUR WAGON: You may be glad to know that you can change the colour of your car to any shade you want using RGB sliders. Check this out!



UPPING THE GRADE

THE PRICE IS RIGHT

Sometimes, after winning a particular race, you're rewarded with a new part such as a muffler kit or new seats. These parts, while not making any major cosmetic differences, help boost the performance of your car on the racetrack. It doesn't work quite as well as it should though. In other games you can fiddle around with things as intricate as the gear ratios, for instance, and really tweak the car to your personal settings, but in *GT Cube* things are different. Adding upgrades is a very linear experience – simply click on the symbols that signify an addition. There's no testing out different set ups on a track to get the perfect fit. The reason for this is that you don't earn money after races so you don't ever have to make the tough choice of what to buy next. It's all a little bit too easy and simplistic on that score.

on all accounts but the trackside detail fluctuates horribly. Some courses look lively and fresh, others look bare and deserted. One element that does stay constant throughout, though, is the dull texturing, and this mish-mash of quality does the overall look no favours. As for the sound – oh, the sound. The engine noises are okay, with each car sounding slightly different and the horn button providing much amusement if you're that way inclined, but the music... it makes the stuff on *Eurotrash* sound like Chopin. It may well be an idea to play *GT Cube* wearing a bright green bracelet, clutching a glowing baton and sipping water every two minutes so you don't look quite as ridiculous if somebody asks what you're listening to.

The biggest issue isn't the ear-bleeding quality of the music though, but the complete lack of progressive sense. You start the game with access to some very nice cars, which you'll no doubt opt to use immediately, but then realise that this has a direct bearing on what cars your opponents drive. Clearly, it's much easier to simply enter a race in a one-litre mini-truck and creep round the circuit. Of course, in the races where you have no choice this isn't so much of an issue, but where's the fun in unlocking a car that has less power than the one you currently use? What other racers of this type do so well is force you to learn the basics in an inadequate vehicle and pat you on the back with scarily-powered vehicles whose intricacies are a joy to learn, but *GT Cube* gives them to you from the start.

GT is a competent enough racer but it lacks any spark that could ignite real interest. Trudge through the races, earn cars and trudge through some more. There's no satisfaction in unlocking machines and the upgrade options are linear. This is the closest thing to *Gran Turismo* on the GC at the moment, but that doesn't mean much.

GARY

"ONE ELEMENT THAT DOES STAY CONSTANT THROUGHOUT IS THE DULL TEXTURING"

Ahhh the Skyline. 'A £50,000 PlayStation, as Jeremy Clarkson once described it



The Supra: handles beautifully, goes like the clappers and looks like an inflatable hovercraft

CUBE VERDICT

GT CUBE

UNINSPIRING RACER THAT FAILS TO EXCITE

VISUALS
Range from average to awful, depending on the lighting.

AUDIO
We don't know what to make of the music. It leaves us confused.

GAMEPLAY
The handling of the cars is easy to learn, the course layouts are dull...

LIFESPAN
It takes a while to unlock everything, if you can be bothered.

ORIGINALITY
This type of racer has been around for a few years now.

ALTERNATIVE

Fast, fun and exciting. Don't pay for your chair – you'll only be using the edge of it.



BURNOUT 2

Reviewed: Issue 19 CUBE Rating: 9.3

2ND OPINION

WHERE'S THE GBA? "Is this ported from the GBA version? In all seriousness, why release a game that is in every way the poor relation to all other driving games out there?"

MILES

FINAL SCORE

4.9

DOES NOTHING PARTICULARLY WRONG, BUT MANAGES TO BE SO DRAB AND LIFELESS

HUNTING SEASON IS NOW OPEN

XBOX WORLD GAME OF THE MONTH — "Alongside Halo in the list of Xbox Shooters you simply must own" — 9/10

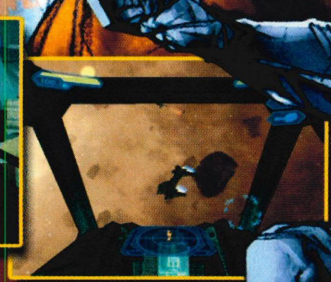
PS2 — "Exceptional." — 9/10

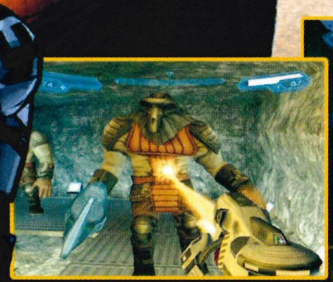
PSW — "Mace Griffin is Halo for Playstation2. It's that good." — 9/10

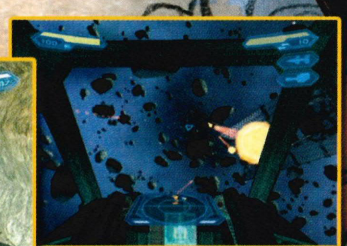
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NETWORK CUBE

ISSUE TWENTY TWO

CUBE needs you! Letters, texts, compo entries, challenge entries... we need your input, NOW!

YOUR LETTERS

VIEWPOINT

90 It's not so much a letters page as a collection of words arranged randomly on a page



FORUM FRENZY

92 Blimey, you lot can talk for England. Not that we mind of course, not when it's this entertaining!

READER REVIEWS

93 You get to do some of our work for us... fantastic! You also get to disagree with everything we say

CHEATING MONKEYS

96 Last Father's Day the monkeys discovered that their true father is none other than Miles. During their extensive counselling sessions we've had to draft in a whole team of new monkeys instead.



REGULARS

BEAT THE TEAM

94 We had such a big response to the *Burnout 2* challenges that we've done a few more, as well as resurrect *Ikaruga* and get some *Viewtiful* scores on the game of the moment.

ADVANCE

110 Five, yes you read right, that's five GBA reviews this issue, among which is the mind-blowing *Advance Wars 2*. Do you prefer five smaller reviews or two medium reviews? Write in and let us know.

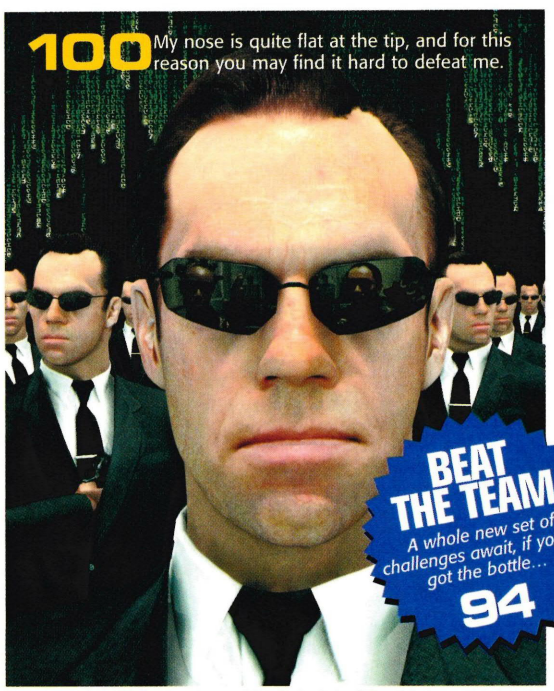
YOU WHAT?!

112 Why is it that when it comes to marketing, Nintendo seems to do completely the opposite of what it should so obviously be doing? **CUBE** explains the problem.

COMPETITION

114 Not only can you get a free copy of *Wolverine's Revenge*, but one lucky winner can also get five games picked by us from the **CUBE** cupboard!

GUIDES



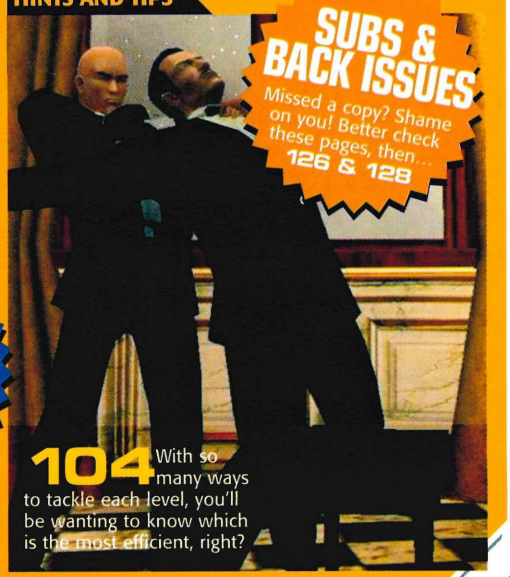
100 My nose is quite flat at the tip, and for this reason you may find it hard to defeat me.

BEAT THE TEAM
A whole new set of challenges await, if you've got the bottle...
94

ENTER THE MATRIX

HITMAN 2

HINTS AND TIPS



SUBS & BACK ISSUES
Missed a copy? Shame on you! Better check these pages, then...
126 & 128

104 With so many ways to tackle each level, you'll be wanting to know which is the most efficient, right?

CONTENTS

Viewpoint 90
Forum Frenzy 92
Reader Reviews 93
Beat The Team 94
Cheating Monkeys 96
Cheating Monkeys Action Replay 98

GUIDES & SOLUTIONS
Enter The Matrix 100
Hitman 2 104
Sonic Adventure DX 108

ADVANCE
Jet Set Radio 110
Rock 'n' Roll Racing 110
SEGA Smash Pack 111
Sonic Pinball Party 111
Advance Wars 2 111

THE REST
Directory 118
Horizon 122
Back Issues 126
Subscriptions 128
I ♥ Nintendo 130

CUBE VIEWPOINT

THERE ARE MORE LETTERS IN CUBE'S DAILY MAILBAG THAN THERE ARE UNWANTED CHRISTMAS PUPPIES...

If you write in you'll have good luck for a year. Luke Spong of Charminster didn't and suffered a nasty trouser accident. You've been warned.

GET IN TOUCH

The letters page gets more accessible by the month. Only this week we received a letter in Runes from 4th Century Saxony!

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!

GAMECUBE SUXS, PAH!

Dear **CUBE**,

I'm in a bad mood at the moment, so I thought I'd send you an email about my anger at Xbox magazines (mutter of abuse). I really love your magazine, and as a result I own all the issues to date. You see, the reason why I like your mag so much is that you are fair and don't constantly slag off other consoles.

Now we come to the bit about Xbox mags – not a single one is fair to other consoles! Not one!!! Every Xbox mag I have read has said something along the lines of "Obviously the Xbox version is best" or "It beats the GameCube and PS2 versions" or even "GameCube sucks in comparison". This sort of propaganda leads me to believe that Microsoft is giving Xbox magazines extra money to slag other consoles off. What do you think? It's got the cash.

I own all three of the 'next generation' consoles and the only preference I have is that the GameCube and Xbox are graphically better than the PS2. The PS2, Xbox and GameCube all rock. The Xbox may be a little bit more powerful but that does not make it a better console.



Another reason I'm in a bad mood is my Dreamcast has packed up. I was reading your review of *Soul Calibur 2* and thought, "I can't wait for that game to hit the UK," then I thought "I think I'll play the original *Soul Calibur*". So I put the shiny over-used disk in the wonderful Dreamcast and turned it on. I watched the intro vid and then it stopped. Just stopped. Turned off. And now I'm really, really mad. So I'm going to go and punch some walls and shout a lot.

JAMES NICHOLS

CUBE: ***Do you feel better now you've got that off your chest?***

I ADMIT IT – I WAS STUPID BACK THEN



Dear **CUBE**,

I love games with big storylines and *Resident Evil* has to be the winner. When I first played it I hated it. I didn't like the controls, I didn't like the views and I definitely didn't like the fact that you started off with only a knife. After that I didn't play on it until last Xmas when my Mum got it for me. I started playing it again and because I was older (and slightly wiser!) I really enjoyed it and I couldn't stop playing it.

Now I've bought all six books by SD Perry, I've bought the soundtrack and read the comics. *Resident Evil Zero* kicks ass and I can't wait for *Resident Evil 4* to come out. I'm going to get *Resident Evil 2* & *3* as well. The Game Boy game wasn't half-bad either. The *Gun Survivor* games were a letdown but what can you do? It should have been a game you play at arcades like *House Of The Dead*. I thought the film was good but the next one, *Nemesis*, should rock, I can't wait to see Jill!

One question: When *CODE: Veronica* comes out, is it the PSone or PS2 version? Wouldn't it make sense to use the PS2 version as the graphics and suchlike won't need changing?

WILL BERRY, BRISTOL

CUBE: ***Well, since there never was a PSone version of CODE: Veronica, it's probably a safe bet to say it'll be the PS2 version...***

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

STUCK IN THE 90'S

DVD? OOOH, NO, WE DON'T LIKE CHANGE...

Dear CUBE,
What a pleasant surprise it was to find discs attached to the cover of this month's CUBE. But after getting home I found out they weren't the demo disks I was expecting. Even though I was a little disappointed I checked out the Cheats disk and was very happy with it, but the DVD on the other hand was just completely useless. You are making the same mistake as the now defunct G-Force magazine. We are not PS2 or Xbox owners (well, maybe some of your readers are) and therefore the majority of us do not have DVD players. Would it really be so hard to come up with a menu system and DVD player software? Anyway, sorry about the moan, the rest of the magazine is great as always. Keep up the good work.
DAVID HALL, LONDON

CUBE: ***The majority of people these days either own or have access to a DVD player. Unfortunately, Nintendo itself is the only company with the proprietary technology to produce a GC-compatible video disc and to cover the costs of this you'd be looking at CUBE's cover price going up to £6 or £7.***





GONE FOR GOOD, SOB

Dear CUBE,
Hi, how are you? I just wanted to say that when I discovered your *Animal Crossing* Diary all those issues ago, I was overjoyed. Therefore, as I rushed one sunny day to the newsagent to buy the new CUBE, hoping to rush home and read this month's instalment, you can imagine my squeals of despair as I realised you'd cut the article.

So I am writing to beg you to reconsider this. As you know, thousands of us have import copies and we love to hear about other towns and their townsfolk. My boyfriend may well moan because I have to read the diary before he gets to read anything else but hey, yesterday I introduced him to my town and lo and behold, Monique the cat in acre D-4 already has her eye on him. He likes the attention I feel, seemingly (I caught him sneaking around whilst I was asleep this morning, checking his AC post!)

Anyway, I had a nice chair lying around and was going to send it to you but it didn't fit in the envelope. Sorry!
ELLA CLARKE, BANGOR

CUBE: ***We have received many similar letters mourning the demise of the AC Diary, but it did run for a good few issues, and sometimes we think you just have to move on. Rest assured, however, because Martin still lives happily in Alftown and he communicates in the office through the medium of squeaks.***

BYE THEN

A 50p price increase!? Sorry, guys, you're just not worth it!

CUBE: ***Hmmm... a VIDEO disc AND a CHEATS disc for the price of a chocolate bar? Yeah, that's way over the top...***

TXT LIFE

LET'S TALK ABOUT TXT

We want your text!

WILL MARIO EVER LOSE SOME WEIGHT?
CUBE: Not likely. If all that jumping about doesn't do it, nothing will!

DID YOU KNOW THAT DONKEY KONG WAS SUPPOSED 2 B CALLED MONKEY KONG BUT NINTENDO SPELT IT WRONG?
CUBE: Yes.

CAN YOU USE THE GAME BOY SP TO THE CUBE OR AM I BEING DENSE?
CUBE: You are being dense.

IN ZELDA THE WIND WAKER DOES A 4TH PERSON LIKE TINGLE, BUT IN BLUE EXIST BECAUSE I CAN'T FIND HIM. I SAW A PICTURE OF HIM IN CUBE ISSUE 19, PG 4
CUBE: No.

ENTER THE MATRIX RULES, EXCEPT THE END LEVELS. PS WHERE DID YOU GET UR CHEATIN MONKEYZ
CUBE: We spanked them until they agreed to work for us.

WILL DAVID HAYTER PROVIDE SNAKE'S VOICE IN MGS: TTS?
CUBE: He will indeed.

CAN YOU TELL ME HOW I CAN GET DA FASCIA HOLDER? AND HOW I CAN GET THE SNES STYLE HORI PAD (AND WHAT COLOUR/PRICE)
CUBE: Try www.jpngames.co.uk for a Hori pad. Issue 16 had a fascia on the cover and can be ordered from the back issues page.

HELP I CAN'T DECIDE! SUPER MONKEY BALL 2 OR BURNOUT 2
CUBE: Burnout 2, unless you plan to play a lot of multiplayer

FF:CC – 4 PLAYERS NOT NEEDED?
CUBE: Not required, but better with.

A LITTLE ONE-SIDED?

Dear CUBE,
I am writing to you about something that you guys already know about (anyway, this is more aimed at the younger readers) and that is the demise of videogames.

Games are going the same road as music and all this is caused by a systematic anomaly in the matrix which dictates that anything popular with the mass market will become clogged up by commerciality and slowly asphyxiated ergo, vis a vis... sorry where was I? Oh yes, so like the music industry which has its S-Clubs, Cheeky Girls, Pop Idols (PUKE) we have games like *Batman* thingy, rehashes of PS2 games and so on, and whose fault is it? Well, among others, Sony.

I can hear all the Nintendo Fanboy accusations coming, but really I don't care. I mean, when was the 'Golden Age' of videogames? The answer is BEFORE Sony came into the industry. Before that, game designers could fulfil their dreams, now their dreams have been given a rule book: Rule number 1: NO DREAMS.

Games now lack the magic they used to have (there are exceptions – *Zelda*, *Mario*, *Animal Crossing*). A game doesn't have to have magic in it to be good (*GTA3*, *Halo*, *Burnout 2*, *Splinter Cell*, *Metroid*... well the last one for me is kinda magic). What I'm talking about has nothing to do with magic, just quality games, which brings me back to my first point – asphyxiation.

In this case Sony is the boa and Nintendo the victim. The question is, why is the company which makes the best games suffering? Well, because it broke the first rule, and because its marketing department sucks, but if it wasn't for Sony there wouldn't be as much need to have great ads because the public wouldn't need 'Spider-Man' written on the box to buy the game!

Anyway, my point is we are now in the Dark Age of videogames where only the strongest and biggest survive – so I am not predicting the demise of Nintendo (because it is absolutely loaded). The boa isn't killing Nintendo but Nintendo's creativity (I'm as confused as you are by now). Actually it's not killing it, it's only restraining it (Shigeru Miyamoto has not 'lost it', he's only being bound by the shackles of reality, made of Dollars and created by... Sony (what, that again?) SO ALL OF YOU TAKE THE RED PILL AND JOIN ME IN THE MUSHROOM KINGDOM OR HYRULE. WHICHEVER!
AAAAAAAAAAHAHAHAHAHAHAHA!!!
NINTENDO DISCIPLE

CUBE: ***There are elements of truth in what you're saying, and elements of rose-tinted spec wearing. Sony kickstarted the games industry when it was in danger of becoming set in its ways, but brought with it the dreaded casual gamer.***

TOUCHY...

BRING BACK THE JD!

Dear CUBE,
I am sending this email because, after reading a letter in issue 19 by Trong Hoang, I felt that Trong was trying to blame the Muslim community for the apparent removal of a level in *Hitman 2*. I quote: "You go into a mosque shooting a couple of Pakistani people and you get half a million Asian lads complaining about it."

This is far from the truth because the first PS2 version saw you going into a Sikh temple – not a mosque, which relates to Muslims only – shooting Sikhs, not Pakistanis. And it was the Sikh community that filed the complaint against *Hitman 2*. This controversy was fuelled by *The Sun* newspaper and led to a number of changes in the game, which are that a bottle of Jack Daniels has been removed from the temple, the turbans which the enemies used to wear on their head are no longer there and one foreign language comment is no longer included on the guards' list of phrases.

These changes do not include an entire level being removed.

I think that CUBE should have pointed out the mistakes in its comments.
NIZAMUL HOQUE

CUBE: ***Sorry about that, Nizamul, we stand corrected.***

CUBE FORUM FRENZY

It has a fresh new look and an overhauled feel. No, we're not talking about S-Club Juniors, but the **CUBE** forum!

Capcom on acid? Byron's eyes are bleeding? Mario Kart online? All this and more from CUBE's very own online chatrooms. You know it makes sense...

TOPIC: VIEWTIFUL JOE...OMG!

Author: Cacophanus
Sweet lairy ****, *Viewtiful Joe* is simply bloody incredible. It's like *Streets Of Rage* on acid.

Author: Number45
I concur, most definitely. Of the 30 mins I managed to get of the game last night after some Live! RTCW I have to say it was incredible – a joy both visually (nothing else looks like this) and aurally (importers needn't worry, everything's in English with Jap subtitles).

But it's easy to get into and hard to put down. If this manages to stay fresh throughout the game, I'd say it could be my favourite GameCube game ahead of all of the first-party stuff. Did take me ages to work out how to get out of the Combat training though... it's too easy to forget the the Z button is there!!!

Author: Guugy
LOL *Streets Of Rage* on acid. Ahhh, that's made my day. So is there a demo of this game?

Author: Retrobob
I saw the video of *Viewtiful Joe*, I thought it looked cheesy and crap. I'll wait for the reviews.

CUBE: Definitely one for the action fans. We've been playing it non-stop since it arrived and would have to agree that in terms of pure enjoyment, it's up there with the best. That a good enough review for ya? If not, check out page 72.

TOPIC: F-ZERO SEEMS TOO FAST!!

Author: Mario
I keep watching the video on the free DVD with **CUBE** and it just seems a bit too fast. I love speed, I want it even faster, but the ships don't look right moving/turning at the speed they are. Anyone else feel the same?

Author: Nimmo
The tracks are designed with the game's speed in mind, remember. I'm sure the learning curve won't be too harsh either... Besides, racers are MEANT to be fast. ^__^

Author: Zilon
I thought that too – it doesn't look right going really fast and then turning like it does. Hopefully you won't notice it when you're playing it, though

Author: Majora
Of course it doesn't look right turning at those speeds, it doesn't look right moving at that pace anyway. The cars don't look right, or the tracks, because this isn't a 'realistic' racer we are dealing with. In other words, what we see isn't supposed to look right. *F-Zero* is going to be an OTT experience with an intense focus on speed. We can't complain at that... can we?

CUBE: Oh come on now, too fast?! Actually, looking at Byron's eyes you may have a point... Byron? Hello? This is the second time we've had to phone A&E this week, and it's only Tuesday.

TOPIC: WHY SHOULD I PAY TO PLAY?

Author: The Critic
I've heard of many new games where you have to pay per month for an online game. Why should I do this? I have played *Anarchy Online* and didn't see any reason at all ya know to pay for a month just so I could have fun. Which it wasn't in the end. You trying to tell me all the best games require me to pay for them each month?

Author: Master Hunter
Online games have something offline games don't have from a developer's perspective – maintenance. Servers need to be regularly checked for cheaters, fixed when it goes down, monitored etc. All this costs money. These resulting costs are collected via users' payment. Personally, I'd rather pay for a properly maintained server than leave things to chance.

CUBE: It may be expensive and impractical to keep servers running but we still weep late into the night for an online *Mario Kart*. When will you listen to us, oh vengeful Nintendo Gods?

HONOURABLE MENTIONS

People that shouted loudest over the last four weeks

THANKS TO

Everyone who succeeded in transferring to the new forums without complaining too much, the new user mods who will be keeping the place tidy and Metalgearrex for delivering the best news of the century so far. We're going to ignore Brave Ulysses for his comment about Transformers.

TOTAL GAMES .net

WHERE IT'S AT!

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

STEP ONE:

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

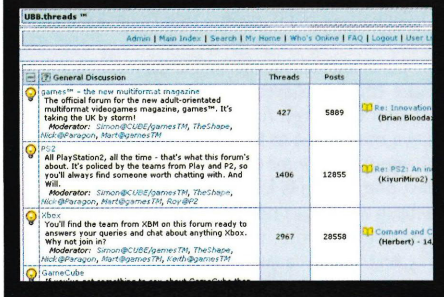
STEP TWO:

Type the following into the Net browser window: **www.totalgames.net/forum/**. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be 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

If you particularly love or hate a game, or just disagree with us, here's your chance to write us a 130-word review. If we print it you'll win a JOYTECH memory card for your troubles. Good deal, huh?

WIN JOYTECH MEMORY CARD

THE NINETY PERCENTERS...

LOZ: WIND WAKER

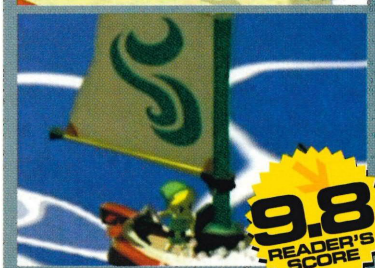
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ISSUE REVIEWED:	19
CUBE RATING:	9.5

I'VE RECENTLY PURCHASED a copy of *Zelda*, and I can confidently say it is nothing short of brilliant. I did have my doubts about the graphics, but after playing it you see that a photograph is not necessarily how the game actually looks when you are playing. The controls are so smooth and fluent and make full use of the pad. The gameplay is amazing; there are so many other little challenges to complete, as well as the main storyline – you'll find yourself on your 'Cube for twice as long. It does tend to be a little bit too childish at times, but you'll be so engrossed in the game that you probably won't even notice this. If you have a GameCube then you won't find a better game to play on it. This is Nintendo at its best.

MIRAN CHAUHAN, BUCKINGHAMSHIRE







9.8 READER'S SCORE

TIMESPLITTERS 2

PUBLISHER:	EIDOS
DEVELOPER:	FREE RADICAL
ISSUE REVIEWED:	11
CUBE RATING:	9.5

OKAY, LET'S GET the major question out of the way first: is *TimeSplitters 2* better than *GoldenEye*? In my opinion, yes it is. There are more imaginative weapons (and more of them at that), there are more modes in multiplayer (and more opponents) and the story is new and inspired – unlike 007's adventure, which simply followed the exact story of the film. However, my favourite thing about *TS2* is the fact that it has a pinch of comedy, just like every great game should (*Conker's Bad Fur* day, anyone?). The comedy is portrayed through the characters, video clips and the hilarious way opponents run after you've engulfed them in flames! Free Radical has come up with a winner here – it's a class act all the way!

ADAM SCOLLEY, CAITHNESS







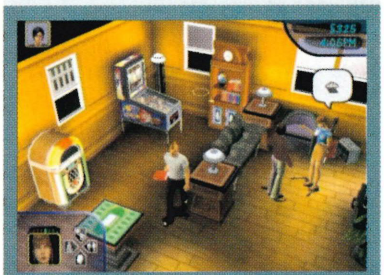
9.5 READER'S SCORE

THE SIMS

PUBLISHER:	EA
DEVELOPER:	MAXIS
ISSUE REVIEWED:	18
CUBE RATING:	8.6

THE SIMS COULD well be the world's most addictive game on any format in history, maybe even more so than *Tetris*. Get A Life mode is, if not a little difficult in places, one of the best 'mission' modes in any game. You need to go through six stages of life, including sharing a one-room house with Mom, to retiring and living in a huge mansion and sailing away on a yacht. Along the way you must get a wife, have kids, survive a painfully annoying room-mate and much more. Play The Sims, however, is the best part in my opinion. The game is also extremely realistic and true to life in the smallest of areas; for example your Sim will shoo other people out of the bathroom when they need to go to the loo. *The Sims* is no doubt essential. Roll on the next version!

JONATHAN POOLE, YORKSHIRE







9.6 READER'S SCORE

CUBE

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BEAT THE TEAM

AT THEIR OWN GAME

WIN!

Some JOYTECH kit for all the family to enjoy!

ITS TIME FOR the challenges once again! Send in your **CUBE**-beating scores and we'll see to it that you're in with a fair chance of winning some goodies. Two controllers, a 4MB memory card, a GBA link-up cable and a gold RGB cable are all up for grabs for the lucky winner.

On a side note, we had an overwhelmingly positive response to last month's whisper of league tables, so here's the plan: Send in (with the usual proof, of course) times/laps/scores/combos of *Ikaruga*, *Super Monkey Ball* 1/2 (Monkey Target scores would be good) *Tony Hawk's 4*, *Pikmin*, *Burnout 2* or anything else of a similar ilk and we'll see what we can do! Of course, there will be prizes for those who can knock down the champions of each month...

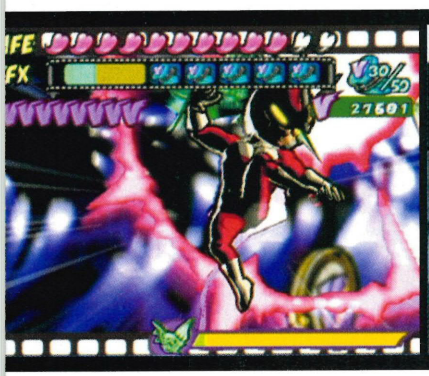


THE WINNER!

CUBE WINNER

Once again, people are completely thrashing us. Dave Every steamrolled a lot of the competition, as did Matthew Adrian Cheek, Thomas Kelly, Jof Kersbergen and Victor Moolen. The winner this time though, after random picking from a hat as a tie-breaker, was Seijin Thomas from London! Oh, by the way, please keep sending really long, meandering letters – any excuse to not work is good! Here's a toast to you Debbie Knight.

CHALLENGE TWO:	HOVERCRAFT
SCORE:	9,265 YARDS

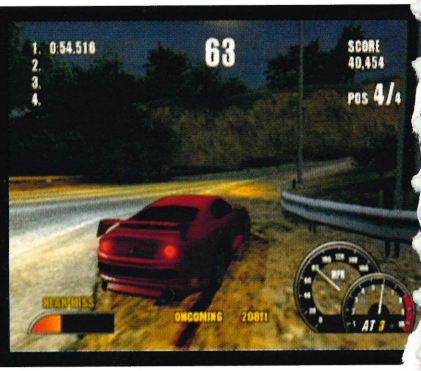






You've had enough time to get good at *Ikaruga*. Now try and beat Gary

Yes, we know you don't normally use the Muscle car. That's the point!



IMPORT CHALLENGE

VIEWTIFUL JOE

GET THE GRADES

When it comes to lycra-suited super heroes, Byron thinks he's the boy. Fancy cracking open a can of whoop-ass on his rump? Get a 'Viewtiful' grade on the first boss on level 6 (the giant Bat) of *Viewtiful Joe* and we may just bestow you with gifts of the joyful kind. We're expecting multiple winners, so we'll probably have to randomly pull a winner out of a used swag bag. Or something.



BYRON'S GRADE

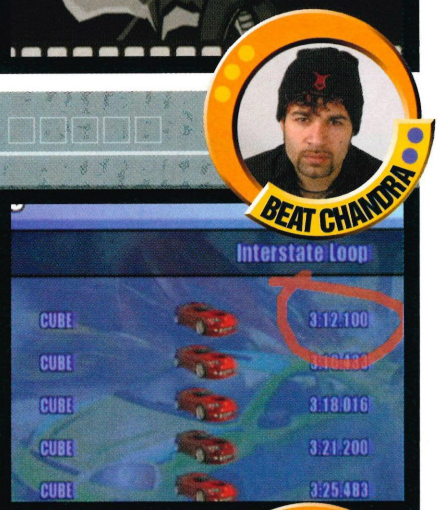
VIEWTIFUL!

CHALLENGE TWO

BURNOUT 2

88 MPH!

Chandra just can't seem to keep those sticky fingers of his away from *Burnout 2*. Interstate 88 is where he whiles away most of his hours these days, due to the wide tracks and the fast straights that it has. Why not try to see if you can manage to beat his total time in the Japanese Muscle Car, using the same track and with dry road conditions. As far as he's concerned, you don't stand a chance.



CHANDRA'S TIME

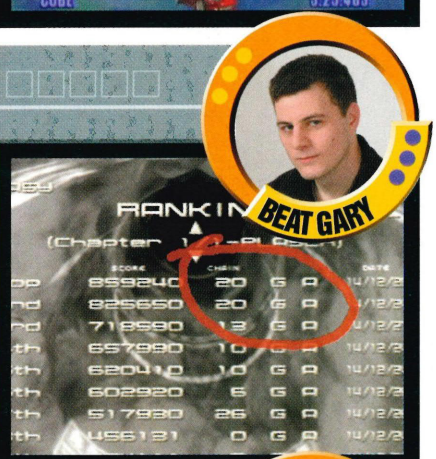
3:12.100

CHALLENGE THREE

IKARUGA

MAKE THAT A COMBO

Anyone who's anyone knows that combos are where the real skill of *Ikaruga* lies, and in a bout of self-doubt Gary recently dug out his copy of *Ikaruga* to see if the old magic was still there. It wasn't. After a frantic evening of gradually tearing out each and every hair on his head, here's the score for you to beat on Chapter 1, on Normal mode. For some reason Gary is expecting everyone to beat his score.



GARY'S SCORE

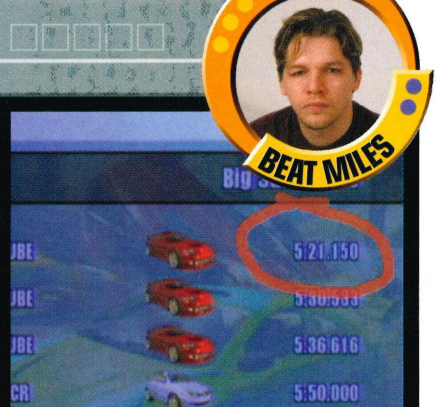
20 COMBOS

CHALLENGE FOUR

BURNOUT 2

GETTING GROVEY

The recent XBM-**CUBE** *Burnout 2* wars really got Miles' blood pumping. In fact, the gauntlet has been thrown down once again, and so he has been practising rather a lot recently, in the old Japanese Muscle car. Apparently it's a "real man's car." Miles should know – he da man, right? Big Surf Grove, in night-time conditions with the same car. Do you think you can beat the time? Miles doesn't…



MILES' SCORE

5.21.150

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

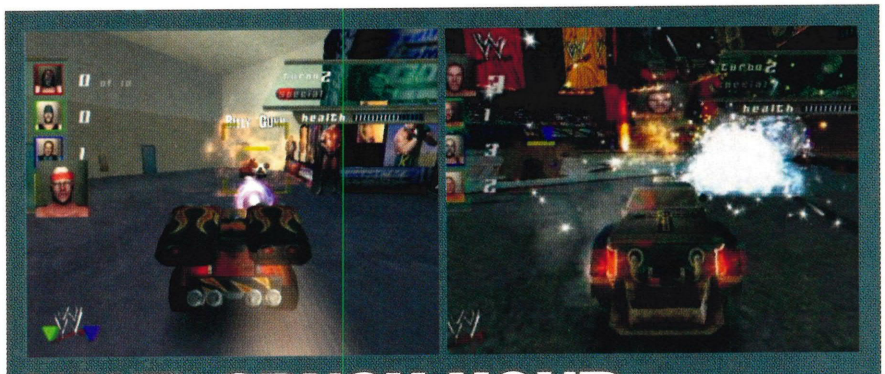
THE DEADLINE FOR THIS ISSUE'S CHALLENGES IS 10 AUG '03 SO GET PLAYING!

CUBE

ISSUE TWENTY TWO

CHEATING MONKEYS

The Cheating Monkeys have had a hard time this month – a lack of bananas in the **CUBE** office has caused riots! Who took them? That wily Miles has a strange yellow tinge to him...



WWE: CRUSH HOUR

We won't repeat our distaste at wrestling AND cars all over again, but for all those who love nothing more than going for a drive with The Undertaker, here are a few cheats:

UNLOCK BRADSHAW
Finish the Season mode using Brock Lesnar

UNLOCK D-VON DUDLEY
Finish the Season mode with Bubba Ray Dudley

UNLOCK KEVIN NASH
Press L, X, Z, Y at the character select screen.

UNLOCK LITA
Go through Season mode with Matt Hardy. Lita will be your tag partner in the survival series.

Win against the opposition to unlock her.

UNLOCK HULK HOGAN
Select The Rock in the Survivor series in Season mode and beat the opposition

UNLOCK STEPHANIE MCMAHON
Finish the Survivor series with Kurt Angle

UNLOCK RIC FLAIR
Finish the Season mode with Triple H, The Big Show or Rob Van Dam

DEAD TO RIGHTS

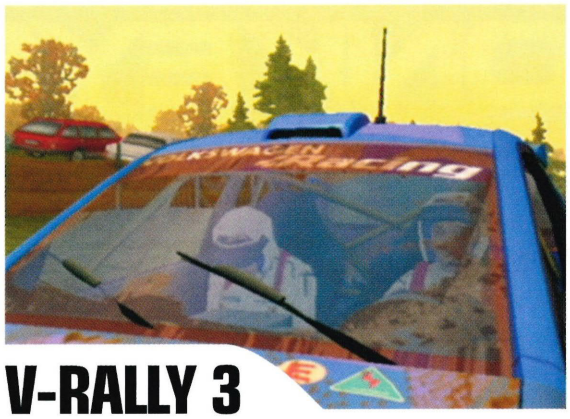
It's a tough city out there, Jack. But never fear, the monkeys are here! Check these out:

UNLOCK	ENTER
ALL DISARMS MODE	B, B, X, X, Right while holding L + R on the new game screen
BOOMSTICK MODE	Right, X, X, X, B, A while holding L + R on the new game screen
BULLETPROOF MODE	Up, Up, Up, B, Down while holding L + R on the new game screen
UNLIMITED ADRENALIN	Left, Right, Left, X B while holding L + R on the new game screen
UNLIMITED HEALTH	B, Y, Left, Up, Right while holding L + R on the new game screen
STRONGER CLOSE COMBAT	Y, X, X, X, Left while holding L + R on the new game screen



It's been out in the US for a lifetime, but it's only just arrived over here

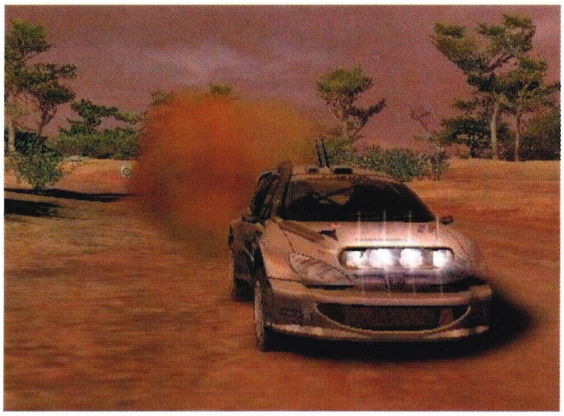
CUBE
GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!
LIVE CHEATS HOTLINE
0906 9060374
Calls cost **£1.50** per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from **8am till 11pm**. If you have any queries



V-RALLY 3

Brum, brum. Screeeeech, wakka wakka, bang! We like fast cars, but Mr Vin Diesel, please refrain from polishing your head in our vicinity. Thank you.

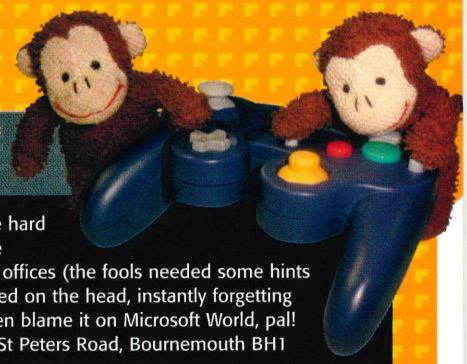
UNLOCK:	BY DOING:
FLAT CARS	Entering 21051975 PTITDAV as your name
FLOATING CARS	Entering 210741974 MARTY as your name
JELLY CARS	Entering 07121974 FERGUS as your name
SMALL CARS	Entering 01041977 BIGJIM as your name
SQUASHED CARS	Entering 25121975 PILOU as your name
SECOND LICENCE	Winning the 2.0L championship twice
MITSUBISHI LANCER EVO VI	Win 1.6L Championship
SEAT CORDOBA RENSOL	Finish Challenge mode
SUBARU IMPREZA 2000	Finish 2.0L Championship Career mode
TOYOTA COROLLA V-RALLY	Set a record on each circuit





Not as good as it should've been, but who cares when you've got Jelly car cheats!?

CHIMP'LL FIX IT



Unfortunately, there was an accident. We know it will be hard to take, but please, sit down and try to keep calm. While transporting the caged cheating monkeys from the XBM offices (the fools needed some hints on *Burnout 2*) they were dropped and indecently bumped on the head, instantly forgetting how to read. If these questions get answered wrong, then blame it on Microsoft World, pal! **CUBE** Magazine, Paragon Publishing, Paragon House, St Peters Road, Bournemouth BH1 2JS or drop them an email at cube@paragon.co.uk



Will the Super Monkies never let go of their grip on the nation? Damn their furry feet...

MONKEY NUTS

Dear Cheating Monkeys,

I LOVE *Starfox Adventures*, but the part where you have to free the Queen Cloud Runner is driving me nuts! How on Earth am I supposed to do it?

KELLY STURKEN

The monkeys say...

"Here's what to do: Go to the left side of the cage that holds the Queen, and jump over to the switch using the crates. After hitting the switch run to the adjacent spot on the opposite wall and flick the second switch, which opens a gate. Slap your disguise back on and get another barrel from the lower floor of the castle, which you should then hurl it at the pillar supporting the cage. Simple when you know how!"

REDOING IT ALL OVER AGAIN!

Hey Monkeys, I need some help with REmake.

1) What do you do with the Wooden Mount?

2) What do you do with the X-rays in the lab?

There's a banana in it for you.

WILLIAM BERRY, VIA EMAIL

The monkeys say...

"Quite simple, Bill:

1) Use the Wooden Mount on the impression above fireplace to gain a map of the second floor

2) Arrange the X-rays so that the first and last letters in the patients' names form the pattern ABCDEFGH. Switch the switch and check out which organs are highlighted. The corresponding patients' initials make up the code you need to unlock the door on B2.

Now where's our banana?"

MONKEY SEE, MONKEY DO

Dear Cheating Monkeys

Super Monkey Ball 2 is the most frustrating game I have ever played! I was playing level 7-3 Obstacle for hours and still have no idea how to reach the goal. Can you help?

CARL WINSTANLEY

P.S. Monkeys rule

The Monkeys say...

"Yes, yes, this is rather tough isn't it? The simple way to do it is like this: Go along the platform on the left side and when you reach the centre, fall off. While doing this hold down on the stick, so that you hit the ramp underneath you. As soon as this happens, hold up. You should roll right into that goal!"

PS. We know.

CUBE CHEATING MONKEYS

ISSUE TWENTY TWO

CODE JUNKIES



Every month we'll be bringing you all the latest Action Replay codes for the greatest GameCube games!

WARIO WORLD

Master
1 YP55-6GTH-1MAN2
2 8XRX-0H7V-7WR33

Infinite/max health
1 48QY-6GKC-U9HYE
2 2D45-2DXF-PVD07

Lots of coins
1 NBU4-ZYNE-QXC7F
2 FMCE-MNCZ-8C1FK

All levels open
1 8UJT-B0JP-HVJ3T
2 8HPY-H01Z-H9PZ0

GREENHORN FOREST

All Spritelings/Hint
1 EWH9-VTRH-1WQTH
2 WDUT-GATV-4DTY7

Completed gold statue/stamp
1 3EDN-22P2-3M53U
2 DGQQ-X7GB-B7R5T

Have all treasures/stamp
1 V5XA-KF9A-PH91P
2 KUEX-RGMG-WEFEH

Have all red diamonds
1 DGJW-XE51-ZFG43
2 2GQ5-8RBP-DF07N

Full diamond display
1 JQTD-T9AE-W2D9G
2 ZC9Z-1NFP-B20UQ

GREENHORN RUINS

All Spritelings/Hint
1 XHTQ-6B6Q-4XVZH
2 V3XE-EQBH-VQWWD

Completed gold statue/stamp
1 HEHF-V7BJ-HQ4HA
2 3J0Q-RMUB-MRM3C

Have all treasures/stamp
1 RTXU-4TGV-UTPPW
2 GKQ7-Y6JG-3C145

Have all red diamonds
1 DMGH-QV6B-5MZNB
2 J92Q-G8P1-GGEQJ

Full diamond display
1 G5CC-UXED-9ZE2N
2 NXR1-R4HX-23KTJ

HORROR MANOR

All Spritelings/Hint
1 RU15-PJ9E-ERKPD
2 27CN-UQ7E-NJFB3

Completed gold statue/stamp
1 KEH7-34P3-MD452
2 E2B1-GPBV-AMC01

Have all treasures/stamp
1 8T5W-1HC5-H74EU
2 E0TA-0Z7F-3662N

Have all red diamonds
1 AZZ6-XU4A-2B4PC
2 NKUD-4V59-UDZAJ

Full diamond display
1 0EN1-C55C-XE2XB
2 NYTD-P5CC-JFKP6

WONKY CIRCUS

All Spritelings/Hint
1 87E9-CHYU-7V2J3
2 16VJ-CJPX-4KRCJ

Completed gold statue/stamp
1 MFME-2JBA-62PW5
2 VBD2-FKKQ-6AW6F

Have all treasures/stamp
1 JFNM-9VF9-FMZ5M
2 4NKU-5HDZ-8139A

Have all red diamonds
1 2QKM-Y0AH-W7YHF
2 C14H-036T-2K0NR

Full diamond display
1 FV49-QJ4V-N1DQB
2 6RWM-K7D3-TF899

SHIVERING MOUNTAINS

All Spritelings/Hint
1 8M6X-V0ZG-7R9CH
2 XK49-AW04-TK8T6

Completed gold statue/stamp
1 TDCX-8JMA-QH5HK
2 ZR3R-CRVV-0T9VA

Have all treasures/stamp
1 HJCN-71XD-QU0B0
2 DKC7-YM3K-QRCY0

Have all red diamonds
1 P1RY-M2KP-QQNCH
2 8801-5DE2-55MR0

Full diamond display
1 1T03-46BT-YYG6Q
2 FG4W-VHU1-2METC

BEANSTALK WAY

All Spritelings/Hint
1 48TW-WT7B-PUTTH
2 T8TF-4C6T-HDUKX

Completed gold statue/stamp
1 12W0-TQ6D-F9RTV
2 TZ3C-P409-EVGJM

Have all treasures/stamp
1 B5M2-X93D-2AKVW
2 91P7-86G7-J5UZ3

Have all red diamonds
1 WC9U-86R8-695G7
2 9U83-UFJZ-ZJTH9

Full diamond display
1 G108-VFXM-BZ7JR
2 XREN-CR00-QMRA3

MIRROR MANSION

All Spritelings/Hint
1 YTDZ-VDVJ-DWPME
2 YQEU-HRFN-XTH74

Completed gold statue/stamp
1 GRJK-YPUF-NUZQD
2 YABF-YVN6-985NY

Have all treasures/stamp
1 RZWF-NXK5-7ZKHD
2 N6H1-QXZ3-KRMF9

Have all red diamonds
1 58Q5-Y3BF-W1WY8
2 A1TN-VH8U-VTVTU

Full diamond display
1 569B-Z0AM-FCQQ0
2 0GGM-8WC4-35GW2

PECAN SANDS

All Spritelings/Hint
1 QCTW-UAEP-ME6Q9
2 UCPX-BDH1-ZQJ4E

Completed gold statue/stamp
1 WJEC-W20J-WGWMT
2 J8HK-05H8-H6VRB

Have all treasures/stamp
1 RBV2-UJ29-EK8N5
2 UHNG-0YC6-DR61G

Have all red diamonds
1 HJT2-H52E-TNCYF
2 ETFT-D792-Z84AG

Full diamond display
1 PK13-JQA5-99HPF
2 HZPK-R87U-XANPA

All levels open and complete + GBA games
1 GM21-K70H-HEQD7
2 8HPY-H01Z-H9PZ0
3 TR3C-B22X-EG86D
4 7HMX-WCRK-CBDD6
5 ZC9Z-1NFP-B20UQ
6 YA6W-FZAZ-R0Q98
7 8VX5-M8PN-XW67V
8 NXR1-R4HX-23KTJ
9 8V9Z-EPYV-U7A48
10 YPPH-8AP5-ZA3ZJ
11 NYTD-P5CC-JFKP6
12 ZZM8-2EGX-VB6QW
13 XUWW-2RVH-WE390
14 6RWM-K7D3-TF899
15 HRCP-V08Q-QCEUF
16 6W3Z-VHFA-ZRA8M
17 FG4W-VHU1-2METC
18 134F-2CXW-PWVMY
19 B36W-7WWK-FJ4ER
20 XREN-CR00-QMRA3
21 G0RY-6XR9-H2VZ4
22 K1C8-YWZ2-NDE54
23 0GGM-8WC4-35GW2
24 A454-XP69-ERTQ7
25 DKNF-EFHW-BV003
26 HZPK-R87U-XANPA

Only use one of these codes at a time:

Tiny Wario/bad guys
1 X2QD-QMHE-TQU46
2 0B34-DTYN-J1Z76

Small Wario/bad guys
1 Q17V-PW6W-3Y43M
2 50BK-6EA4-MRQF0







HITMAN 2

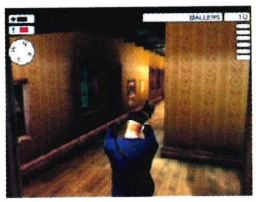
Master
1 P703-663F-5CN8H
2 CHGV-WEG5-6FC6X

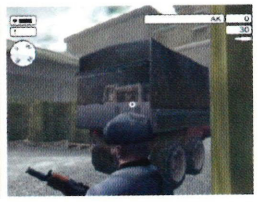
Infinite health
1 MAKE-V4D4-MBZ3E
2 JXYG-VUY7-RJ81Z

Infinite ammo/no reload
1 1DP3-KAHV-CBP9H
2 T5VU-3WKV-D2VPP
3 KY2G-CB61-K786Q

Infinite saves
1 CP4W-MNGN-JHFTD
2 HVJ3-NDW5-NNDRM

L + D-pad left for all items/weapons
1 Z11R-G6J0-T7366
2 E3GE-750M-8UJ5Y
3 3K89-YZ4Q-11EHK
4 K1VW-F3XM-MQ4UK





HULK

Master
1 3QEQ-P1HY-N7R0E
2 991J-QCZX-GXRN3

Infinite health
1 KEVH-AAV5-ZPTHB
2 VNP9-RER1-RBX5G

Infinite rage
1 JUBV-P1YQ-MBRD5
2 XXWQ-B2CD-GB7CT

Infinite continues
1 XTEQ-N9KA-X1354
2 ERZG-3RHG-9XQV9

2 x Hulk health
1 DCAJ-AKZ0-53Q26
2 YYTG-69HV-QNABX

2 x enemies' health
1 MP4A-B0VN-H2H13
2 DPZH-ER71-QC8HW

All enemies have half health
1 R4JR-ET3F-BB3NH
2 RAWY-BB0W-ANNWZ

Enable wicked punch
1 77WB-5KY4-E6A9E
2 DUYT-QZUT-4AY1A

Instant puzzle solution
1 NPMJ-98J7-J39PT
2 XQGG-WHAT-XDYUQ

ISS3

Master
1 R22X-6X3Z-C4PGM
2 CCTY-60V1-Z3Q3Z

P1: Scores 20 (Press D-Pad Up)
1 KDXK-A9YZ-6ZTWD
2 XGH0-M6Y4-AGEBN
3 W3PW-B2KY-UMV58

P1: 0 Goals (Press D-Pad Down)
1 N5UF-XPM8-FQ752
2 N3Z7-Z169-V97DN
3 N4WZ-BUUC-72GQ6

P2: Score 20 (Press D-Pad Left)
1 VK06-H6CC-QA3N5
2 A2UJ-C99H-T1D79
3 JF7F-NBE7-EBCN5

P2: 0 Goals (Press D-Pad Right)
1 0MKF-2JYP-ZWZNG
2 35GA-E90M-03Q6Q
3 1UJV-4MNH-4BM4N

Infinite Catalogue Points
1 9UD9-79EM-TP4UQ
2 WDQW-KXX3-5M3TP

Up-tempo game
1 URX1-N44W-DCACE
2 6GHJ-J52V-NTP8V

Levitating Ball (Hold D-Pad Up)
1 5JPY-MKU5-YD2ZY
2 XGH0-M6Y4-AGEBN
3 C1FK-073T-TBX2N

mBob says: reload your mobile!

T-Mobile
Vodafone
Orange
O2

via sms only £1.50 /msg

logo or ring tone sms# 87050

1. Send an SMS, eg. **DO CTONE 180001** or **DO PLOGO 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 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.

java games sms# 87050 WAP users

1. Send an SMS, eg. **DO CLOAD 420001** to the short number **87050**.
2. When your phone receives the bookmark (ie. link) you can fetch the application by using the link.

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 PPOLYTONE 310001 07081234567.**

picture messages

Please, check that your phone is compatible to take picture messages. If unsure, please, go to www.fun4me.com. Can also be used as background motives on series: 33?0 ,3330, 3410, 3510, 52?0 and 5510.



48 1061 | 48 1105 | 48 1083 | 48 1082 | 48 1076
48 0718 | 48 0624 | 48 0530 | 48 0769 | 48 0261
48 0644 | 48 0742 | 48 0743 | 48 0748 | 48 0754

logos

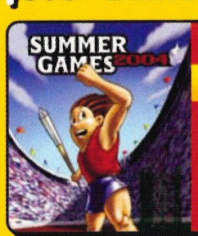
Please, check that your phone is compatible to take picture messages. If unsure, please, go to www.fun4me.com.



28 0003
28 0130 | 28 0071 | 28 0035 | 28 0097 | 28 0122
28 0141 | 28 0064 | 28 0362 | 28 0557 | 28 0602
28 0655 | 28 0656 | 28 0006 | 28 0659 | 28 0738
28 0696 | 28 0669 | 28 0670 | 28 0671 | 28 0672

java-games:

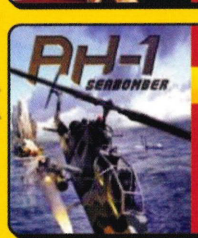
Please note that your WAP settings must be activated before you call. You will be charged by your WAP provider for the normal cost of a download.



Summer Games

Nokia 7650, 3650, 5100, 6100, 6610, 6800, 7210, 7250, 3510i, 8910i, 3410. Siemens M50, S55.

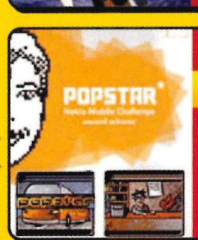
Challenge your fellow athletes or improve your personal best in 100m dash, long jump, javelin, discus and 110 hurdles. In tournament mode, you can play with your friends and find out who has the quickest fingers.
Code: **420033**



AH-1 Sea Bomber

Nokia 3300, 3510i, 5100, 6100, 6200, 6220, 6610, 6800, 7210, 7250, 7250i, 8910i

Your coast patrol mission is suddenly interrupted by a sneaky attack from the depths. As the initial strike fails, you have your chance to fight back. Dodge the enemy missiles, and defend your country with a load of depth charges!
Code: **420013**



Popstar

Nokia 3510i, 3650, 5100, 6100, 6610, 6800, 7210, 7250(i), 7650, 8910i

Be your very own popstar with this award winning game. Go touring, rehearse, shop, do whatever you want. You are a popstar now!
Code: **420054**

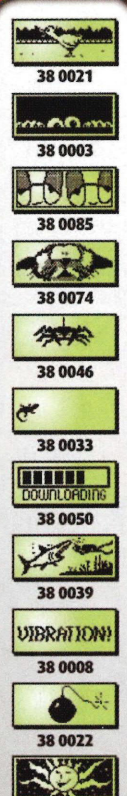


Star Trek Nemesis

Nokia 7650, 3650.

First-person space shooter based on the hit movie from Paramount. Assume command of the Enterprise and fight through a fleet of Romulan ships, locate Shinzon's mammoth flagship, the Scimitar and engage in a battle to the death.
Code: **420041**

screen savers



38 0021
38 0003
38 0085
38 0074
38 0046
38 0033
38 0050
38 0039
38 0008
38 0022
38 0025

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

ring tones polyphonic & monophonic! extra HOT!

TONE / ARTIST	MONO	POLY
TOP HITS		
ROCK YOUR BODY - Justin Timberlake	182383	580499
BRING ME TO LIFE - Evanescense	182376	580498
ONE STEP CLOSER - Linkin Park	180465	580487
X' Gon' Give It to Ya - DMX	182364	580375
SING FOR THE MOMENT - Eminem	182347	580348
SOMEWHERE I BELONG - Linkin Park	182355	580350
CHEEKY SONG - Cheeky Girls	182338	580333
CAN'T STOP - Red Hot Chili Peppers	182322	580310
IN DA CLUB - 50 Cent	182343	580329
LOSE YOURSELF - Eminem	182268	580280
SCANDALOUS - Misteeq	182384	580394
SEED 2.0 - The Roots	182385	580387
DANGER! HIGH VOLTAGE - Electric Six	182287	580289
UNDERNEATH YOUR CLOTHS - Shakira		580490
NOT GONNA GET US - t.A.T.u	182286	580286
BY THE WAY - Red Hot Chili Peppers	182143	580494
CATCH - Kosheen	182146	580482
KISS KISS - Holly Valance		580476
TV/FILMS		
SIX FEET UNDER	182387	580497
CHARLIE'S ANGELS	180969	580424
DEMPSEY & MAKEPEACE	180860	580404
HITCHCOCK THEME	180515	580402
WOODY WOODPECKER	180358	580400
BATMAN (original theme)	180893	580423
ROCKY (Gonna Fly Now)	180311	580076
JACKASS	181308	580147
TERMINATOR	180522	580098
KNIGHT RIDER	180171	580048
GHOSTBUSTERS	180342	580002
20th CENTURY FOX - Opening Fanfare	182113	580010
STAR WARS	180249	580008
ALWAYS...BRIGHT SIDE OF LIFE	181307	580001
AUSTIN POWERS	182348	580337
HALLOWEEN	180138	580160
EXORCIST	180217	580003
JAMES BOND	180194	580279
GAMES		
COMMAND & CONQUER - PC	181143	580358
INTERNATIONAL KARATE - Commodore	180376	580291
METAL GEAR SOLID 2 - PS2	182056	580284
BATTLEFIELD 1942 - PC	182135	580119
SUPERMARIO - Nintendo	180507	580009
HALO - XBox	182107	580360
FINAL FANTASY VII - PC		580367
SILENT HILL 2 - PS2		580368
WING COMMANDER - PC		580370
RETURN...CASTLE WOLFENSTEIN - PC	181257	580366
MORTAL KOMBAT - SNES	182117	580364
HITMAN 2 - PC	182171	580361
SUPERMARIO SUNSHINE - Gamecube	182211	580148
DOOM - PC	180872	580133
SOUL CALIBUR - Dreamcast	181118	
BUBBLE BOBBLE - C64	180371	580123
BOULDERDASH - Commodore 64	180366	
WAR CRAFT - PC	180871	
RETRO & MODERN CLASSICS		
STAN - Eminem	180169	580478
UNFORGIVEN - Metallica	180187	580444
WHAT IS LOVE - Haddaway	180204	580472
AROUND, AROUND - ATC	180158	580470
BOHEMIAN RHAPSODY - The Queen	180295	580495
LIGHT MY FIRE - The Doors	180059	580492
CLEANIN OUT MY CLOSET - Eminem	182125	580022
DILEMMA - Nelly	182239	580237
WITHOUT ME - Eminem	182222	580110
03 BONNIE & CLYDE - Jay-Z	182267	580233
CALIFORNIA LOVE - Tupac	180188	580017
NOTHING ELSE MATTERS - Metallica	182229	580192
THE LOGICAL SONG (RAMP) -Scooter	182119	580151
SINCE YOU'VE BEEN GONE - Rainbow	182362	580355
THE END - The Doors	182363	580356
GANGSTA'S PARADISE - Coolio	180765	580034
LOSE YOURSELF - Eminem	182268	580280
CAN'T STOP - Red Hot Chili Peppers	182322	580310
DILEMMA - Nelly	182239	580237

Please, check that your phone is compatible to take polyphonic ring tones. If unsure, please, go to www.fun4me.com Polyphonic ring tones are also available on selected Sony Ericsson ja Siemens handsets.

get more tones at: www.fun4me.com

also 2ND lines! you can also call our order number:

0906 515 0500...

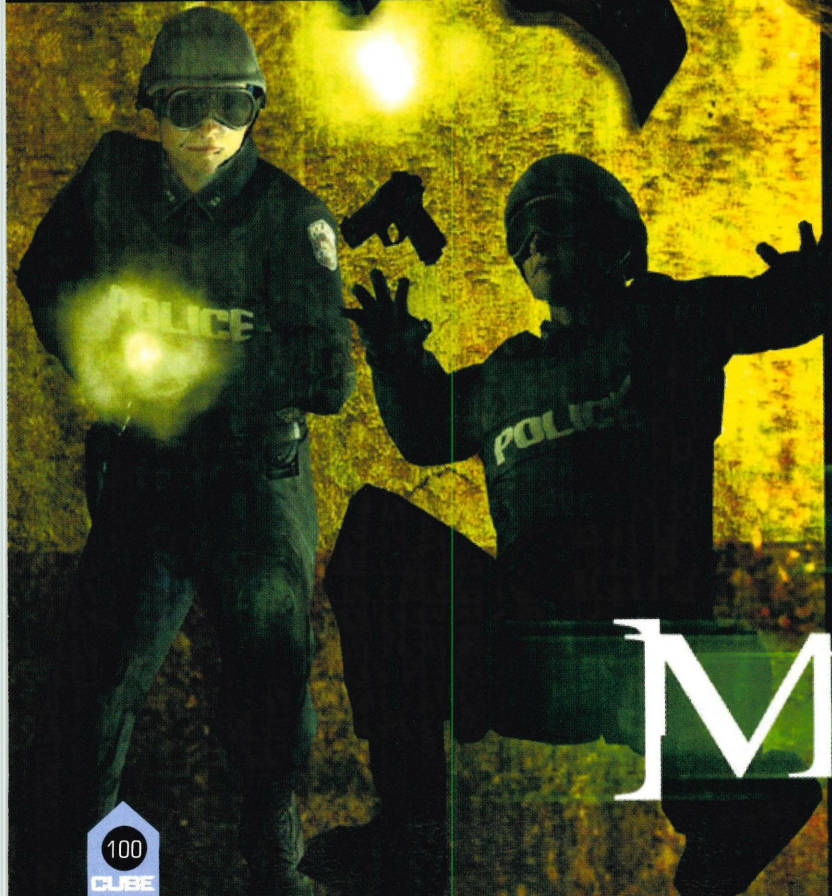
...for your new ring tone or logo. Just follow the simple steps and we will send you the selected product within seconds. The service is available on selected Nokia handsets in England, Scotland, Wales and Northern Ireland. Calls cost £1.50/minute. Please ensure that owner of subscription accepts order.

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 received mobile originated SMS for T-Mobile and at £1.50 per sent mobile terminated SMS for O2,Vodafone and Orange. Three SMSs are required to deliver most items. You will need a mobile subscription for the above operators 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



INFORMATION

ENTER THE MATRIX	
PUBLISHER:	ATARI
DEVELOPER:	SHINY ENT
GENRE:	FIGHTING/SHOOTING
PRICE:	£39.99
PLAYERS:	1



Forget Neo. Forget Morpheus. You have your own humanity-saving mission to be getting on with. The informant is real... the informant is 'CUBE'

ENTER THE MATRI

HACKING

Using the in-game hacking system to get the most out of the Matrix can be a daunting task, so why not follow this step-by-step guide and open everything?



DRIVE A:

This drive contains nothing but the bare basics. There are a few small things to play about with but nothing worthy of a master hacker.

DIR This is the first thing you should enter. It'll give you a full directory of what's on Drive A: This is the only drive you'll have access to at the moment.

```
A:\>DIR A:

DIRECTORY OF A:
SYSTEM
TOOLS
TEXT
```

LOGIN If you want to have access to anything else in the system you'll have to log yourself in as GUEST. This will get you access to Drive B:

```
A:\LOGIN
ENTER PASSWORD (IF YOU
ARE A GUEST, TYPE
"GUEST")
>GUEST

LOGIN ACCESS
APPROVED
ACCESS TO MEDIA DRIVE
B: - GRANTED
B: IS NOW ACCESSIBLE
```

CHEAT CODES

To do some cheating, use the CHEAT command that is in Drive A: and enter one of these codes:

7F4DF451	Infinite Health	FFFFFFF1	Invisibility
1DDF2556	Infinite Ammo	FF00001A	Movement Is At Double Speed
0034AFFF	All Weapons Unlocked	13D2C77F	Unlock Bonus Test Level
7867F443	Faster Logos Flight Speed	D5C55D1E	Multiplayer Fighting

OTHER COMMANDS

Once Drive B: is fully open, you'll have access to a few new commands that each allow you to get further into the Matrix:

VIEW Look at any artwork or maps you have unlocked.

PLAY Lets you watch any cut-scenes you have seen in the game.

DECODE Allows you to decode secret messages that you might stumble upon.

DROP Make the game that bit easier by dropping weapons of your choice into the levels of the game.

TRACEKILL If at any point while hacking you're being traced, use this before the time runs out to avoid having to restart.

VIRTUAL Once you have had your fill of the artwork and movies in Drive B: you're going to want to get further into the system. The Drive V: (Virtual Drive) is the next thing to unlock but it won't be easy. Once you have entered this command you'll be asked for the password (which if you checked all the text files in Drive A: you should know is FROZENFISH), and then sent to the (AUTHORISATION PUZZLE), which you must complete correctly within a set time limit. Succeed and Drive V: is yours.

SECRET

Use either COWBOYCURTIS or FREEMIND as the login password and you can hear secret messages from Morphius.

BASIC COMMANDS

There are a number of commands that, although not essential to unlocking anything, are worth knowing. These can all be found in Drive A:

REBOOT	Starts the hacking program from scratch.
HELP	Gives an explanation on how to use a command.
CLS	Clears the screen.
EXIT	Takes you back to the Start Screen
READ	Lets you read any .txt files
ECHO	Will repeat any words typed after the command.
BEEP	Entering a group of numbers between 1 and 8 after this command will create a series of beeps.
VIBRATION	Enter any number up to 100 after the command to make the pad vibrate.

DRIVE B:

This holds most of the media files in the system. Some of the media files need to be unlocked by completing levels in the game, so you won't have them all at your disposal until you have beaten the main game.

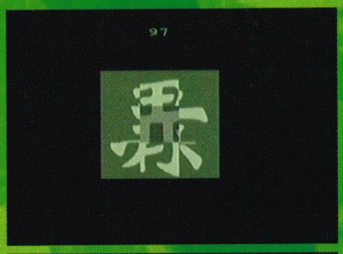
TOOLS You won't be able to open anything in Drive B: until you get into TOOLS. Unfortunately it has been locked up tight with a five-digit binary code. You only need to use the numbers 1 and 0 and you'll be given clues to help you guess at what it is. It changes every time so you'll just have to work it out (it's a bit like the old Mastermind board game).

```
A:\>DIR B:\TOOLS
TOOLS DIRECTORY IS BINARY
ENCRYPTED.
ENTER 5 DIGIT ACCESS
CODE: (0 TO QUIT)
>11011
FOUR DIGITS CORRECT.
TWO DIGITS IN THEIR
CORRECT PLACE.
ENTER 5 DIGIT ACCESS
CODE: (0 TO QUIT)
>
```

AUTHORISATION PUZZLE

With only 99 seconds on the clock you're pretty pushed for time, especially if you don't know what you're trying to achieve. There are two solutions to the puzzle: one will send you to the red solution message and the other will send you to the blue solution message.

You want to get the red solution, as the blue solution will lead you to being traced and you'll have to start over unless you use the TRACEKILL command fast enough.





DRIVE V:

The Virtual Drive holds the most advanced commands and will have you meeting and chatting with the other rebels.

```
ROOTSEARCH THIS IS THE
FIRST THING YOU HAVE TO
DO ONCE INSIDE DRIVE U:
AND WILL GIVE YOU ACCESS
TO YOUR EMAIL AND THE
PORTHEY COMMAND.

A:\>ROOTSEARCH
SEARCHING FOR ROOT
ADMIN PASSWORD:
THISISNOTREAL
SUBMITTING PASSWORD:
THISISNOTREAL
ADMINISTRATOR:
AUTHENTICATED.

U:\ROOT ACCESS
GRANTED.
```

MAIL On using the MAIL command you'll be prompted to enter the Root Admin Password (THISISNOTREAL), then it will give you a list of phone numbers that you can try out your DIAL command on.

```
MAIL V2.4 – (YOUR FREE
TRIAL PERIOD HAS EXPIRED.)
CHECKING ADMIN EMAIL
ACCOUNT.
(1) – EMAIL(S) IN INBOX
DO YOU WISH TO READ
EMAIL(S)? Y

EMAIL 1 OF 1
--------------------

DIAL:
001-949-555-0112
001-714-555-0187
001-310-555-0142
001-310-555-0111
--------------------
```

DIAL Use this to ring through the numbers given to you in the email. The first two numbers won't be connected to anything but the third will give you a message from Morphius and the fourth a message from Trinity. She will give you the code 942.

```
A:\DIAL 001213555O142
DIALLING...
CONNECTED.
PLAYING MESSAGE...
```

Forget spikes – this is the look Chandra is going for





Sometimes the big guns are the only way forward



SECRET
While you're dialling the numbers, why not try calling 001-949-555-0101 to get a message from a rather itchy lady?

PORTKEY Now use the PORTKEY command followed by the 942 that Trinity provided you with and you can chat to her for a bit and she'll send you a CRACK command. Just what you've always wanted.

```
> KNOCK. KNOCK.
> HI, IT'S ME, TRINITY.
> THANKS FOR OPENING THE PORT.
> BEEN HAVING ANY PROBLEMS WITH THE SYSTEM?
> NO
> YEAH WELL THAT'S NO SURPRISE, TO GET THIS FAR YOU OBVIOUSLY HAVE THE KNACK.
> DO YOU KNOW HOW TO GET INTO YOUR RAM DRIVE?
```

CRACK Use the CRACK command followed by 8RAM as Trinity told you and you'll have unlocked your RAM Drive.

```
A:\CRACK 8RAM
ACCESSING RAM DRIVE...
ENCRYPTION CODE:
AGHR22N5
ENTERING CODE: UNLOCK RAM: —AGHR22N5
CODE... ACCEPTED

ACCESS APPROVED
ACCESS TO RAM DRIVE: — GRANTED
RAM: IS NOW ACCESSIBLE
```

DRIVE RAM:

This is where you can finally unlock the secrets that you have been searching for.

TRAINING If you look under Trinity you'll find a TRAINING command. If you have completed the main game with either character then you can use the SWORD file with it to unlock the Sword in the main game. This weapon will only be available until you reset the machine though.

```
A:\>TRAINING
RAM:\PROG\SWORD.DSK

SEARCHING...
OPENING CHARACTER —
RAM:\BIO\NIOBE.BIO
DOWNLOADING:
RAM:\PROG\SWORD.DSK
.....
SUCCESSFUL.
SWORD WEAPON ENABLED
```

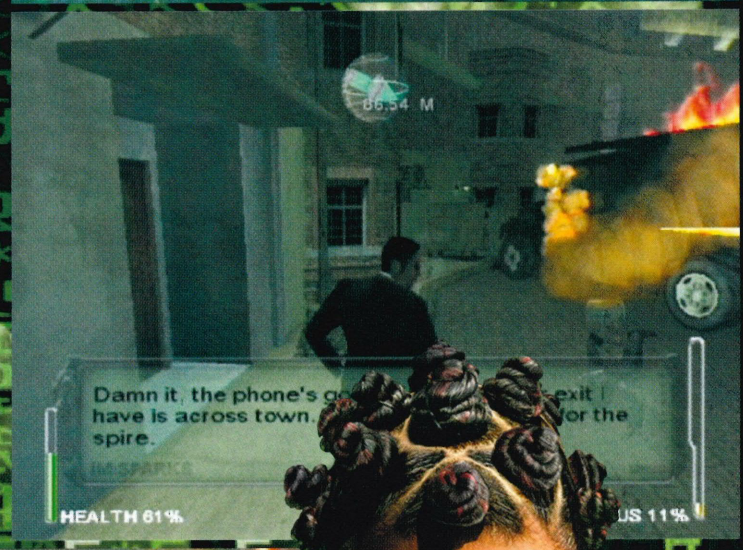
HANDSHAKE This will let you talk to Sparks on the Logos. He thinks he's a bit of a comedian, but just do what he tells you and you'll receive the EMP command, which you use to save the supposedly doomed Logos. Once he has had his laughs he'll unlock the multiplayer mode and training construct for you.

Before he leaves, he'll give you a message from Neo who will congratulate you then shut down the hacking program.

```
A:\HANDSHAKE
PINGING:
LOGOS...LINK OPEN
—
—
— CONTACTING OPERATOR
OPERATOR IS TYPING.
HI...SPARKS HERE...I CAN'T CHAT FOR LONG.
```



One man against a chopper? Not a problem





No one is going to argue with a Grenade are they?



INFORMATION

HITMAN 2	
PUBLISHER:	EIDOS
DEVELOPER:	IO INTERACTIVE
GENRE:	FPS
PRICE:	£39.99
PLAYERS:	1

We've been swamped with letters on how to get through this very tricky game, so grab your weapon of choice and prepare to do some rubbing out

HITMAN 2



STUCK ALREADY

...FROM SOOZ, VIA EMAIL

This game is soooo difficult, I can't even get through the first level. It's so huge and there are so many things going on that I can't figure out what is the correct thing to do. Are all the levels going to be this hard? If so, I don't think I'll be getting very far with it.

The game can be a bit daunting to start with, but once you get into the swing of things you won't have nearly as many problems. The levels are vast and the way in which you choose to complete your mission is completely up to you. There are various ways to go about it and all the characters and equipment provide different opportunities. For example, in the first level, you can gain access to the house in any of the following ways:

a) Take out the postman who's making his way inside the building and steal his clothes so you can enter without raising any suspicion.

b) Kill the delivery boy who is carrying the grocery trays into the kitchen around the back of the house. If you can do this and take his clothes without alerting a guard then you can grab a tray and wander straight into the kitchen.

c) Just burst in and shoot everyone you see.

In addition to these, there will be choices to make on how you kill your target and how you make your escape. The best thing to do is spend time getting to know the levels, pick the right weapons for the job and then use whatever means necessary to get your man.



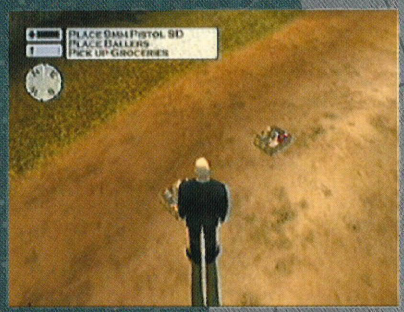


LOSING GUNS

...FROM ROB HACKETT, PRESTON

I am completely stuck on the first level of the game. I have figured out that you have to take the postman's uniform but I can't get inside with my guns as the guards frisk me and kill me. I've tried leaving them behind so I can get in but then I am unarmed and always end up dying very quickly. Help me!

You're going to have to start thinking a bit more like an assassin if you're going to get through this game. Before you enter the gardens, walk around the back of the house to see a delivery boy carrying in some grocery trays. When he has gone inside, drop your guns into one of the trays he has left on the ground and let him carry them in for you. The guards will now let you in and your guns can be found inside one of the trays in the kitchen.



You need to think like an assassin if you want to get through this game!



There are a few cunning ways you can sneak your guns into the house...



SOMETHING FISHY

STEVE KNIGHT, COVENTRY

I've got through to Mission 6, Tracking Hayamoto, and have got completely stuck. I have managed to get into the house a couple of times but there are too many guards in there – and if I shoot the target, no matter what disguise I am wearing, the guards kill me easily as I am outnumbered. Why don't the disguises work for me and how do I kill my target without shooting him and alerting the guards? Please help me, I'm really stuck!

It won't matter what disguise you're wearing on this level – if you get too close to any guard, they'll open fire on you. The reason...? everyone is Asian except you, so you stick out like a sore thumb no matter what you're wearing.

There are plenty of guards wandering around and if they are alerted you'll have a tough time fending them all off. It's better to keep a low profile and get to the cook's room then put on his outfit. Although this won't fool anyone else around the house, it will get you into the kitchen, which is where you want to be to take out Hayamoto Jr.

You need to put some of the poisonous fish in a bowl, along with the transmitter that you're meant to be planting on him. The bowl will be given to Hayamoto and he'll scoff the lot, planting the transmitter inside his stomach and killing him at the same time. Now all you need to do is make your escape.



THE ART OF DISGUISE

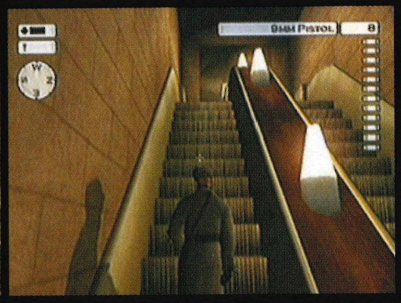
...FROM FIONA, VIA EMAIL

I am really enjoying this game but I can't figure out how to use the disguises effectively. They seem to work for a while but then the guards will suddenly realise who I am and start shooting at me. It is very annoying as I am trying to get a Silent Assassin rating. Hope you can help me. Great mag, by the way.

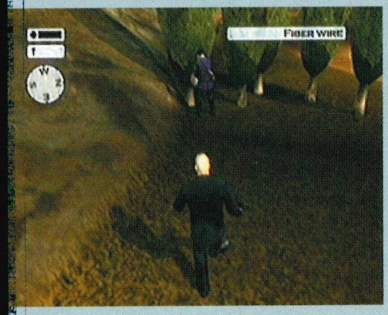
There are a few ways to make your disguise more effective. Firstly and most importantly, make sure you walk and don't run. Any guards that you run past will become suspicious and open fire. Also, try not to hang around guards too long – the disguise will fool them for a while but if they are staring directly at your face for more then a few moments, they'll realise you're not who you're meant to be.

You also have to keep in mind that just because you're dressed as a postman, you don't have the right to wander all around a person's house! If your disguise doesn't warrant you being there, the guards will try to kill you on the spot.



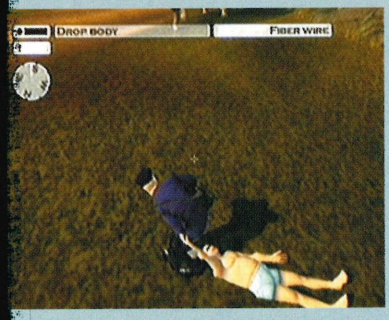


ROTTEN GARROTTIN'



If you want a Silent Assassin rating you'll have to exercise stealth where possible

The garrotting wire is tricky to get the hang of, but once you do it'll increase your chances of being stealthy



EMMA DEANS, LUTON

I am having real problems using the wire to strangle people. They always hear me coming whether I'm crouching or not. This means they run off and alert the guards and I have to struggle through the entire level. I am getting though the game anyway but it makes life very difficult at times and my rankings are always awful because of it. Can you give me any tips?

It's a tricky weapon to get to grips with – but once you know how, you'll be using it all the time to help you get your Silent Assassin rating. When you're creeping up on an enemy, make sure you're in Stealth mode. This is achieved by just tapping the L button rather than holding it down – if you do the latter you'll just crouch and although it looks and sounds like they won't hear you they nearly always will. Also, when you're preparing to strike, hold down the R button; then, when the time is right, let go. This will make the attack faster and your victim will be less likely to get away.

WEAPONS OF CHOICE

...FROM MICHELLE VIA EMAIL

I have the shed about half full of weapons now, so I have quite a lot of choice on what I take into the missions. What are the best weapons to take with you? I am really struggling with the second half of the game.

Each level has different requirements and a different layout, which will determine what you should take with you. It'll also depend a lot on how you intend to complete the level. If you're going for a Mass Murderer rating, you can load yourself up with automatic weapons; but if you want to do things right, you'll need a sniper rifle and some fibre wire. Your best bet is to get used to the level and work out for yourself what you'll need, then go back to the shed and get it.





When you complete a mission the weapons you picked up will be available to you in the shed



Don't forget to search bodies and areas so you can make use of the weapons you find later

UNLOCKING WEAPONS

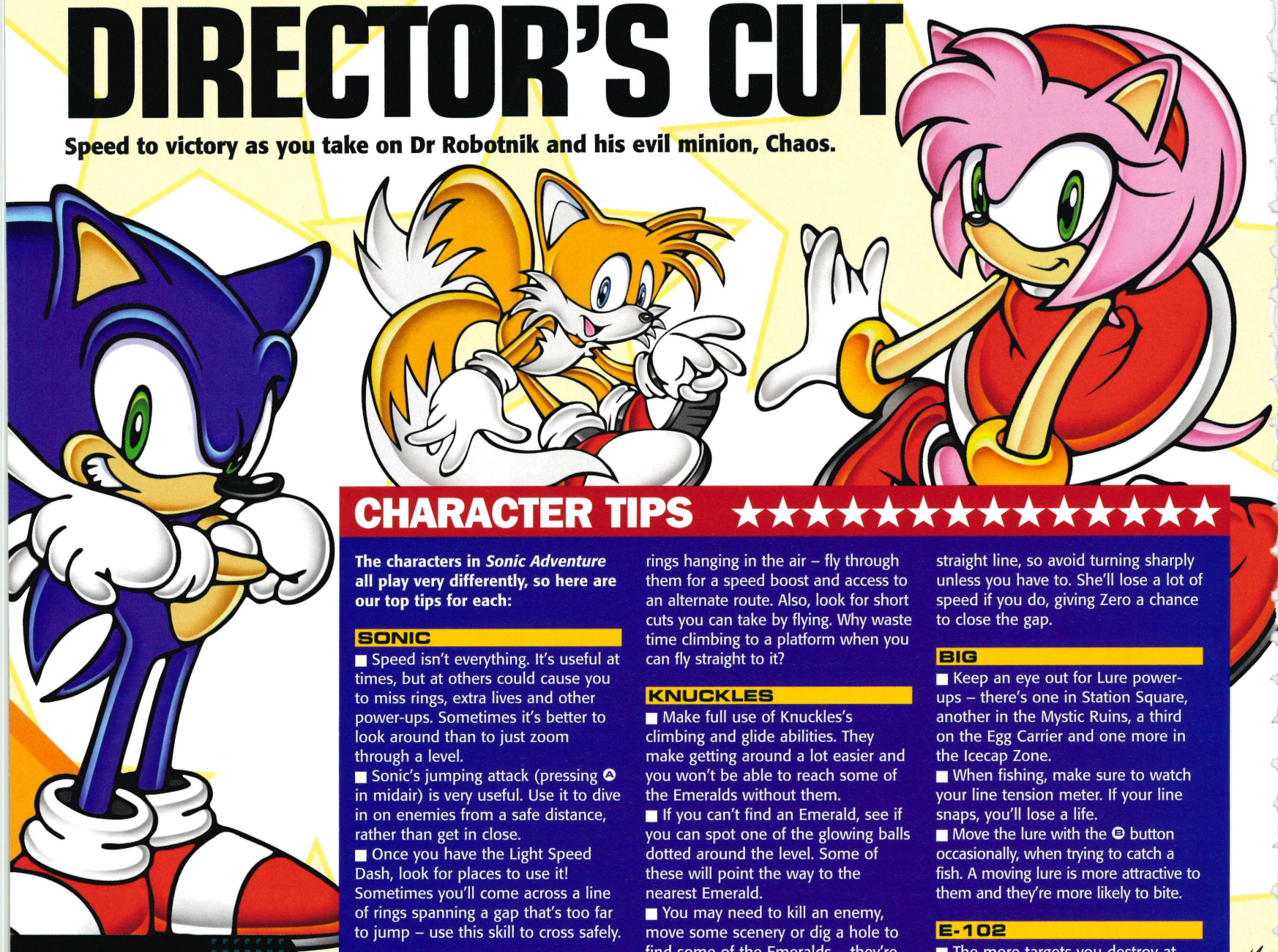
...FROM WINGNUT22, VIA EMAIL

I am a fair way through the game, but when I go to my shed in the church I have barely any of the weapons. You can see all the outlines of the weapons that I could have but I don't even have half of them. How do you unlock them?

Any weapon that you pick up and finish missions with will be automatically added to your arsenal in the shed and be selectable in the following missions. Make sure that you take any weapons that your victims may have and always keep an eye open for weapons that are lying around. If you check around the first level you can find a sniper rifle in the garage and a golf club in the main bedroom.

SONIC ADVENTURE DX DIRECTOR'S CUT

Speed to victory as you take on Dr Robotnik and his evil minion, Chaos.



CHARACTER TIPS

The characters in *Sonic Adventure* all play very differently, so here are our top tips for each:

SONIC

- Speed isn't everything. It's useful at times, but at others could cause you to miss rings, extra lives and other power-ups. Sometimes it's better to look around than to just zoom through a level.
- Sonic's jumping attack (pressing A in midair) is very useful. Use it to dive in on enemies from a safe distance, rather than get in close.
- Once you have the Light Speed Dash, look for places to use it! Sometimes you'll come across a line of rings spanning a gap that's too far to jump – use this skill to cross safely.

TAILS

- Being fast with Tails is more important that it is with Sonic – you'll have to beat your rival to the end of the level, in order to complete it. Keep the speed up and don't stop to pick up rings you don't need.
- Look for short cuts through the levels. On some, you'll see large green rings hanging in the air – fly through them for a speed boost and access to an alternate route. Also, look for short cuts you can take by flying. Why waste time climbing to a platform when you can fly straight to it?

KNUCKLES

- Make full use of Knuckles's climbing and glide abilities. They make getting around a lot easier and you won't be able to reach some of the Emeralds without them.
- If you can't find an Emerald, see if you can spot one of the glowing balls dotted around the level. Some of these will point the way to the nearest Emerald.
- You may need to kill an enemy, move some scenery or dig a hole to find some of the Emeralds – they're not always out in the open.

AMY

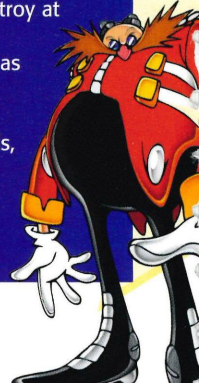
- If the robot (Zero) is getting too close, you can hit it with your hammer to stop it in its tracks. It's much better to avoid it, though – only do this as a last resort.
- Amy's fastest when moving in a straight line, so avoid turning sharply unless you have to. She'll lose a lot of speed if you do, giving Zero a chance to close the gap.

BIG

- Keep an eye out for Lure power-ups – there's one in Station Square, another in the Mystic Ruins, a third on the Egg Carrier and one more in the Icecap Zone.
- When fishing, make sure to watch your line tension meter. If your line snaps, you'll lose a life.
- Move the lure with the B button occasionally, when trying to catch a fish. A moving lure is more attractive to them and they're more likely to bite.

E-102

- The more targets you destroy at once, the bigger your time bonus will be. Try to collect as many as you can before releasing the B button.
- Keep moving! As with Tails, time is of the essence – you'll need to complete each level before the counter reaches zero.



INFORMATION

SONIC ADVENTURE DX	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
GENRE:	PLATFORMER
PRICE:	£39.99
PLAYERS:	1

CHAO GARDEN

If you want to complete the game fully, you'll need to train your Chao in order to win races – here's how to go about it...

- Read the info screens in the Station Square Chao Garden. They'll give tips and hints on how to look after your Chao.
- *Sonic Adventure DX* links up to *Sonic Advance 1 and 2* – their Tiny Chao Gardens can help train your Chao, if you have enough rings.
- When a Chao's ready to breed, a ring of flowers appears around it. Drop a second Chao into the ring and you should get an egg for your trouble.



Hero and Dark fruits help to create different types of Chao

- Spend the rings you've collected in the Black Market – the items on sale here change over time, so come back later if they don't have what you want. If you need more rings, just send Sonic through the Emerald Coast a few times.
- The animals you collect from defeated enemies are the main way to increase your Chao's stats – try and give them to your Chao after every level, so as not to waste them.



Train your Chao using animals collected during the game.

- Different skills are needed for each race – make sure you're using the right Chao, or you'll come in last!

HIDDEN EGGS

There are extra Chao hidden in the game, but you'll have to hatch them first!

GOLDEN CHAO EGG

You can get this one right at the start of the game. Look for an egg-shaped rock inside the Town Hall's gates, in Station Square. There's a shop outside that you should be able to get into, with the Golden Egg sitting on a plinth. Switch the rock with the egg and take it to the Chao Garden.



Find a replacement, then make off with the real one!

SILVER CHAO EGG

This one can be found in the first area of the Mystic ruins. Head down to the bottom of the waterfall pit and press the large, grey stone platform into the wall. This causes the egg to drop into the water. Go and grab it and then take it to the nearest Chao Garden.



Take the mine cart near Tails's workshop to the Chao Garden.

BLACK CHAO EGG

The best time to get this is when Amy is thrown in jail. After completing the Hedgehog Hammer mini-game, head back to the cells. Open the one next to yours by jumping on the switch, then take the egg and carry it to the nearest Chao Garden.



Spell out 'Eggman' to open the door.

UNLOCKABLES

HERE'S HOW TO UNLOCK THE SECRET MODES AND GAMES

EXTRA CHARACTERS

Play the game with Sonic and you'll unlock the other characters as you go along.

SUPER SONIC

Complete the game with all the other characters to open Super Sonic in Adventure Mode.



Complete the game with Super Sonic to see the true ending.

TRIAL MODE

More levels will unlock in Trial Mode as you progress through the game. You can only play levels and sub-games here that you've already completed.

MISSION MODE

Complete the game with any character to unlock their extra missions.

GAME GEAR GAMES

A number of classic Game Gear Sonic games are available to unlock. They appear under 'Mini Game Collection' on the main menu screen. The games open up in the following order:

Sonic The Hedgehog
Sonic Drift
Sonic Chaos
Sonic Spinball
Sonic Labyrinth
Sonic The Hedgehog 2
Dr Robotnik's Mean Bean Machine
Sonic & Tails 2
Sonic Drift 2
Tails' Sky Patrol
Sonic Blast
Tails Adventures

Games are unlocked at 20, 40, 60, 80, 100, 110, 120 and 130 Emblems in Adventure and Trial modes. Three more games are available by completing 20, 40 and 60 missions, in Mission Mode. When all Emblems have been collected and all missions are complete, the final game will be available to play.



There are 12 Game Gear Sonic games to unlock.

WELCOME TO ADVANCE...

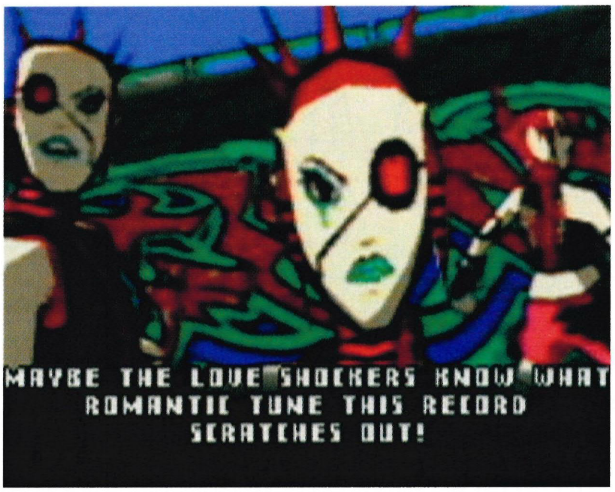
We love you so much that we've decided to do away with the old format and treat you to a five-game special! Lots of remakes this issue – where's the originality gone? Never mind. At least *Advance Wars 2* is here...



ADVANCE

You'll never put a better bit of butter on your knife

JET SET RADIO



Gorgeous cut-scenes illustrate the action and set you up for the next level

CUBE
INFO
PUBLISHER: INFOGRAMES
DEVELOPER: VICARIOUS VISIONS
GENRE: SPORT
PLAYERS: 1-4
RELEASE: 12 SEPT '03
STATS
- GREAT CUT-SCENES
- DIFFICULT TO CONTROL...

JET SET RADIOOOOOOOOOO! The game that kick-started the cel-shading phenomenon and a defining title on the Dreamcast makes an appearance on the GBA, and considering the graphical style, it's more than a little surprising. Based on the same engine as the *Tony Hawk's* games, this understandably comes with all the associated problems (disorientating and sometimes awkward viewpoint) but also brings along engaging gameplay, a tough challenge and one killer soundtrack. Being based around exploration, speed and reflexes more than airborne trickery, *Jet Set Radio* asks you to perform complex joypad manoeuvres in order to 'tag' walls with graffiti. Do enough and you move onto the next level, where you may have to repeat the task once again or spray moving targets. Add a vigilant police force, a style beyond slick, a four-player battle game and clever level design and you have yourself a very hip game.

CUBE RATING 8.8

CUBE
INFO
PUBLISHER: VIVENDI
DEVELOPER: BLIZZARD/ MASS MEDIA
GENRE: RACING
PLAYERS: 1-2
RELEASE: OUT NOW
STATS
- REMAKE OF THE CLASSIC
- MULTIPLAYER SUPPORT



After racing you can fiddle around with your settings, buy new cars or progress to the next level

ROCK 'N' ROLL RACING

AN OLD SNES title remade for the GBA. Didn't see that one coming, eh? But feeble attempts at joshing aside, this was an excellent title all those years ago. The compact racing and small, intense tracks are perfectly suited to the small screen and although the controls are a little iffy at first (the power-slide button is mapped to R, which also activates the jump), like *Jet Set Radio*, you soon adapt. The basic structure of the game is that you race around little tracks, blowing your opponents sky-high with weapons and trying not to come last. Finish the race in any respectable position and you win cash that can be spent on upgrading your ride. Unoriginal, yes, but it's so well put together that the only complaint we have is that once again, you can't save your best times on each track! Bah!

CUBE RATING 8.8





Choose your character carefully, as each has different skills

The isometric view can be confusing at times but you soon get used to it

SEGA SMASH PACK

CUBE

INFO

PUBLISHER:	THQ
DEVELOPER:	CODEFIRE
GENRE:	ASSORTED
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- CLASSIC GAMES
- RETRO HEAVEN

GOLDEN AXE, ECCO *the Dolphin* and *Sonic Spinball* are the games included on this cartridge, and as with most multi-titled offerings, it's a mix of good and bad. While there are no problems with the emulation of any of the games, *Golden Axe* really hasn't aged very well at all – clumsy combat and dull play mechanics tarnish a fond memory. *Sonic Spinball* is a classic example of a love/hate game; SEGA's mascot-themed pinball with a very tough difficulty level and objectives that aren't always 100 percent clear may cause problems for some, and the ever-present problem of not saving high-scores is still as infuriating as ever. The gem of the cartridge, though, is *Ecco*. Still as beautiful and mesmerising as ever, this is an unusually tender game with sometimes ludicrous challenges and a hypnotic soundtrack. One out of three isn't terrible, but it's not very good either.

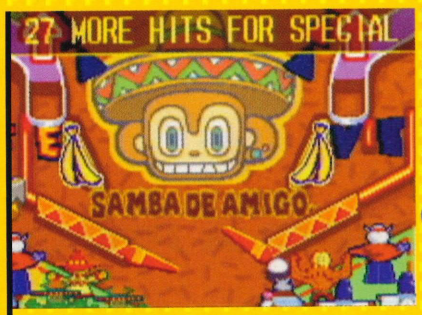
CUBE RATING 5.5

Sonic Spinball is cracking fun, but the lack of score saving makes it very frustrating





It didn't look too hot in the day. Time isn't kind





Unlock the real Samba level in this mini-game

The story is simple, but keeps things humming along

CUBE

INFO

PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
GENRE:	SPORT
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- ANOTHER SONIC TITLE
- HANDHELD PINBALL

SONIC PINBALL PARTY

SEGA'S THIRD PINBALL outing on the GBA both manages to better its predecessors and also disappoint. The three tables (NiGHTS, Sonic and Samba De Amigo) are all excellently realised with the associated sound effects and music an aural delight, and all take full advantage of their videogame setting by including contextual elements which should please all SEGA fans. Another plus point is the amount of play options; Arcade, Story, Tiny Chao Garden, Casino and support for up to four players on one cartridge means that you certainly get your money's worth. The only problem we came across was the ball physics – they're very simple, thus limiting what you can do with the ball and two flippers. Due to this, once you've skimmed through the main game there's a good chance of getting bored with the tables after only a short amount of time. Recommended, but be cautious.

CUBE RATING 7.5



ADVANCE WARS 2

Each CO has their own special powers and skills, rendering your choice extremely important



CUBE STAR GAME

CUBE

INFO

PUBLISHER:	NINTENDO
DEVELOPER:	INTELLIGENT SYSTEMS
GENRE:	STRATEGY
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- MORE OF THE SAME
- ON-THE-FLY TUTORIAL

AFTER ADVANCE WARS, this is essentially more of the same – but when dealing with one of the most perfectly crafted pieces of software to be released this millennium, this can hardly be a bad thing. A refined scoring system and more CO powers are changes outside of the more obvious unit additions, and those who hated the dragging tutorials of the first game will be pleased to know that they've been ditched in favour of an on-the-fly mode of teaching. Despite the lack of any major overhauls to the gameplay system, *Advance Wars 2* carries on its predecessor's tradition of delivering one of the most compulsive and finely balanced games out there today. Not one for the adrenalin junkies, this will have you simultaneously chewing your lip in frustration and exasperating family members as you tell tales of your daring strategies. Get your thinking caps back on, soldiers.

CUBE RATING 9.3



YOU WHAT!?

THIS MONTH... SELLING A PRODUCT

When you think about effective marketing campaigns, product placement, in-yer-face advertising and nationwide chainstore promotions, which companies springs to mind?

Probably Sony. Orange perhaps? Or maybe Vodaphone? One thing's for sure though – the last company you're going to think of is Nintendo. In the current marketplace, in-house or third-party marketing teams can make or break a company, and Nintendo is only hanging in there because of its strong brand name and the consistently high quality of its products.

As the years go on though Nintendo's brand awareness is waning, and a quality product alone isn't going to see it toppling Sony or Microsoft in the next console war.

Over the next two pages we're going to be looking at actions that we may think are obvious – sadly though Nintendo has chosen to ignore them.

FISHER PRICE SIR?

WHAT NINTENDO DID:

Purple – it's the new silver you know? If you were trying to sell the mass-market a cool new product that was probably going to be sitting next to their TV/stereo, what colour would you make it? Black, silver, or even white would go down well. But purple!? Don't get us wrong, the standard GameCube looks great... if you're trying to sell it to kids or mums. Admittedly the GameCube was available in Black from the start, but the colour Nintendo chose to market was the purple version. In-store promotions the world over boasted the purple box. The majority of people only bought a purple one because Black had sold out.



WHAT NINTENDO SHOULD HAVE DONE:

Two years after the GameCube was released in Japan, Nintendo suddenly had a brainwave. It decided to release the Platinum model. Hello!? This colour should have been there from the start. Both the Black and Platinum models are sleek and sophisticated, yet very cool at the same time. These colours should have spearheaded the machine's launch in all territories. Nintendo has adopted this strategy with the GBA SP, but as always Nintendo seems to be two years behind when it comes to marketing strategies.



There can be no arguement that Nintendo and Panasonic should have released this beautiful piece of kit in the West

NINTENDO, BUSTED!

BIG-SCREEN FAILURE

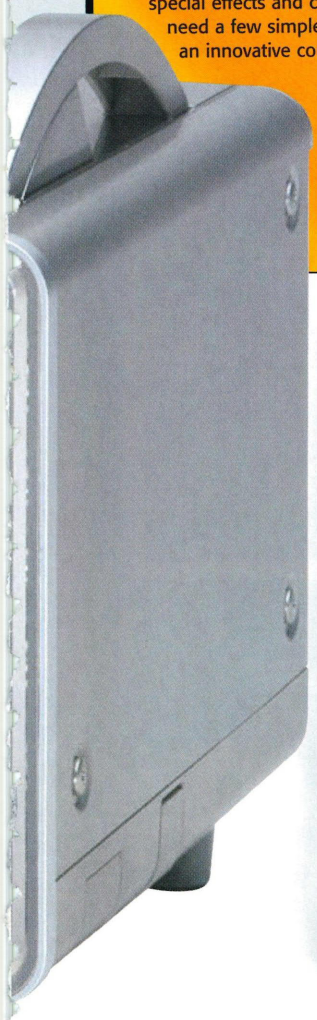
WHAT NINTENDO DID:

Can anyone remember a really cool GameCube advert? Hard work isn't it? The *Metroid Prime* one was okay. Nintendo just doesn't seem to get the point though when it comes to television and cinema advertising, and if anything the adverts for the N64 were better. Anyone remember the "Let's see that one again!" for *F1 World Grand Prix*. Sure, it was a rubbish advert but at least you remembered it. At the moment Nintendo seems incapable of creating anything other than a rotating GameCube logo and some in-game sequences. Come to think of it, we're not even getting that at the moment. What was the last GameCube advert you remember? We'd say it was *Wind Waker in May*. That's three months without any advertising whatsoever, and hardly any store presence. Nice one.

WHAT NINTENDO SHOULD HAVE DONE:

How about hiring a company that has some decent ideas? Nintendo actually paid an agency to come up with a rotating logo and some in-game footage. It could've paid a bunch of university/college students a tenth of that and got some amazing new adverts. Advertising isn't necessarily about loads of special effects and computer graphics – you just need a few simple but cool ideas. Surely such an innovative company can do better?







GUESSING GAMES

WHAT NINTENDO DID:

Nintendo is so stubborn when it comes to releasing information. Most of the time CUBE finds its information from people other than Nintendo, and by the time Nintendo releases an official press release the whole world knows about it anyway. A good example is LAN. What has Nintendo said about LAN? Absolutely nothing, yet we have third-parties and middleware solutions providers telling us all we need to know about how *Mario Kart* LAN is going to work. Nintendo itself despises the rumour mill, but it never does anything to try and help its situation.

WHAT NINTENDO SHOULD HAVE DONE:

The information always manages to find a way out. Nintendo needs to tell the world what its plans are rather than let rumours takes the steam out the eventual announcement. LAN is a major gameplay enhancement, and Nintendo needs to be shouting about it rather than saying nothing. How exactly does it work? What cables will we need? Will all four people need a copy of the game and a broadband adapter?

These are questions that people are asking now, and Nintendo should wake up and capture the interest before people get fed up and go somewhere else.



DV-WHAT?

WHAT NINTENDO DID:

Right from the start, Nintendo has always maintained that with the GameCube it wanted to provide a pure gaming machine. It is not a multimedia set-top box. We don't have a problem with that, after all, most people have DVD players now, and at a launch price of £159 you couldn't argue. The fact that GameCube relied on pure gaming as opposed to a whole string of other multimedia assets worked in Nintendo's favour, as it gave chainstores a whole different slant to use in their brochures. Sadly though it also meant that the general public regarded the machine as something different to the PS2 and Xbox. The lack of a CD/DVD player coupled with the lower price gave the GameCube a 'poor man's PS2' image, and this is something that it has never managed to shake off.

WHAT NINTENDO SHOULD HAVE DONE:

We have never met anyone who didn't take one look at the Panasonic Q and declare their undying love for it. There has never been any doubt in our minds that this should have been released in the West. Yes, it goes against the pure gaming ethos, but Nintendo should have provided it as an option. The Q is a gorgeous piece of kit that would have flown off the shelves. It's the sort of thing that people would buy just to use as a DVD player, let alone for the fact that it is also an amazing gaming machine.



We don't get how Nintendo of Japan's collective mind works. We want this now



FAR-EAST SHAKE-UP NEEDED

It's difficult to sum up this feature. If Nintendo can't see the problems within itself, then we don't see how it's going to improve. The main problem lies with Nintendo of Japan calling all the shots. How a group of Japanese directors can know what the best marketing tactics are for the US and Europe is beyond us, but the lack of a Q release gives a good enough indication of what their opinion is worth... i.e. diddly squat.

CUBE

COMPETITION!

LET'S TWIST AGAIN!

Free stuff rules and you know it

SOMETHING YOU HAVE to remember when you enter a competition is that prizes aren't free. Nothing in this life is free, right? Right... but then again some prizes are very easy to come by... like when KFC agrees to give away a load of games in exchange for us bigging it up. "What's that, Colonel? You want us to talk about the Chicken Twisters? Oh, go on then." Little does old Sanders know that us bigging up the KFC Chicken Twister isn't really that much of a big deal 'cos they're what the entire **CUBE** team lives on anyway.

Sure, we could go to Burger King or McDonald's, but, well, it's just wrong. When you want chicken, and if you want a twister, you go to KFC. Obvious innit? There ain't no chicken like Kentucky Fried Chicken.

Anyway, the point is that we have ten copies of *X-Men 2 Wolverine's Revenge* to give away as well as five mystery GameCube titles (exact titles to be decided when we can be bothered to find the key to the cupboard – they'll be good though) for the overall winner. Bring it on.



WE'RE SO CRAZY!

It's all free, see? Not a catch in sight – no naked photos, no signing your life away – just pure gratis games. This month's question is:

TASK: THINK OF A NUMBER BETWEEN 1 AND 20. IF IT'S THE NUMBER WE'RE THINKING OF, YOU WIN! WHAT CRAZINESS IS THIS? WELL, YOU DON'T WIN... BUT YOU'LL BE IN WITH A CHANCE OF WINNING.



Send your answer, along with your name, address and postcode, to:

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The editor's decision is final. No correspondence will be entered into. Employees of Paragon Publishing or any companies related to this competition may not enter. The closing date for entries is 28 August 2003. Proof of sending entries is not proof of receipt.

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r n b

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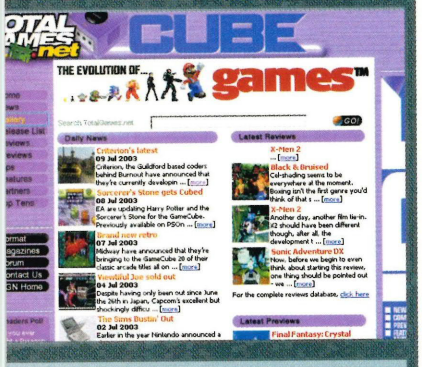
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MAGICAL VACATION

IT'S A MYSTERY!

Okay, we admit it – a few months back we told you that you'd be able to get every CUBE Fascia ever created by visiting www.totalgames.net. While this was true for a very short period of time, the CUBE Web-site has now been given a major facelift, and sadly one of the elements that was lost in the transition was the Facia Download section.

Rest assured, we're doing our best to get it up and running again, and fingers crossed, by the time you read this, the page of goodness in question will be back online.



Aww, the first Fascias we ever printed. Ah, the memories



Soon they'll all be back on the CUBE Web-site... promise







CIRCLES OF POWER

Who would win out of Capt Falcon, Ciaran and the legendary Solid Snake?

Well, raptor boy has got some serious muscle going on, Ciaran is a bit of a cutie-pie, and Solid Snake is the King of stealth... we'd say Ciaran every time. He's got a big sword and the ability to cast planet-shrivelling spells from 50 paces, see? Anyway, this page is supposed to be about fascias innit? Enjoy!

FEELING LEFT OUT?

You soon won't be able to get hold of the issues with which we packaged the fascias anymore, but if you really want one, just email us!



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108874 007 - Golden Eye
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109083 Aladdin - Elton John
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107029 Always On Time - Ja Rule
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110260 03 Bonnie and Clyde - Jay-Z
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109867 Can't Touch This - MC Hammer
108291 Cleaning Out My Closet - Eminem
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107756 Gangstas Paradise - Coolio
111142 Gossip Folks - Missy Elliott ft Ludacris
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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 Sheriff - 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 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 - tATu
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
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
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

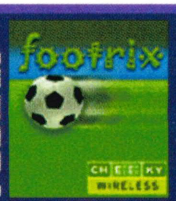
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CUBE DIRECTORY

ISSUE TWENTY TWO

The next three pages are your ultimate buyer's guide. If there's a game you're thinking about buying, check here first to see how **CUBE** rated it.



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
18-Wheeler AM-PRO Trucker	Acclaim	In-house	1-2	N	N	8	PAL	4.4
2002 FIFA World Cup	EA	In-house	1-4	N	N	13	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	N	N	12	PAL	8.1
Agent Under Fire	EA	In-house	1-4	N	Iss 9	7	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis,	1-4	N	Iss 10	10	PAL	9.1
Animal Crossing	Nintendo	In-house	1-4	Y	N	12	NTSC	8.5
ATV 2	Acclaim	Climax	1-2	N	N	16	PAL	8.1
Barbarian	Virgin	Saffire	1-4	N	N	11	PAL	4.3
Batman: Dark Tomorrow	Kemco	Hot Gen	1	N	N	20	PAL	3.9
Batman Vengeance	Ubi Soft	In-house	1	N	N	6	PAL	6.2
Battle Houshin	Koei	In-house	1	Y	N	7	NTSC	7.0
Beach Spikers	SEGA	AM2	1-4	N	N	10	PAL	8.0
Big Air Freestyle	Ubi Soft	In-house	1-2	N	N	14	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	N	N	18	PAL	8.3
Black & Bruised	Vivendi	Digital Fiction	1-2	N	N	20	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	N	N	15	PAL	7.7
BloodRayne	Vivendi	Terminal Reality	1	N	N	19	PAL	4.0
Bloody Roar: Primal Fury	Activision	Eighting	1-2	N	N	6	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	N	N	14	PAL	4.5
Bomberman Generation	Majesco	Hudson Soft	1-4	N	N	8	NTSC	8.0
Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	N	N	19	PAL	9.3
Burnout	Acclaim	Criterion	1-2	N	N	6	PAL	8.4
Capcom Vs SNK: EO	Capcom	In-house	1-2	N	Iss 10	9	PAL	8.2
Cel Damage	EA	In-house	1-2	N	N	6	PAL	4.3
Conflict: Desert Storm	Sci	Pivotal	1-4	N	N	18	PAL	8.2
Crash Bandicoot	Vivendi	Eurocom	1	N	N	13	PAL	5.6
Crazy Taxi	Acclaim	In-house	1	N	N	6	PAL	7.3
Dakar 2	Acclaim	In-house	1-2	Y	N	17	PAL	9.0
Dark Summit	THQ	Radical	1-2	N	N	8	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	N	N	6	PAL	7.4
Defender	Midway	In-house	1-2	N	N	17	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	N	N	19	PAL	8.9
Die Hard: Vendetta	Vivendi	Bits Studios	1	N	N	13	PAL	8.2
Disney's Magical Mirror	Nintendo	Capcom	1	Y	N	11	PAL	5.9
Disney Sports Skateboarding	Konami	In-house	1	N	N	12	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	N	N	6	PAL	5.0
Donald Duck: Quack Attack	Ubi Soft	In-house	1	N	N	6	PAL	6.2
Doshin The Giant	Nintendo	In-house	1	N	N	12	PAL	7.4
Dr Muto	Midway	In-house	1	N	N	17	PAL	5.0
Driven	Bam!	In-house	1-2	N	N	6	PAL	7.0
Eggo Mania	Kemco	Hot Gen Studios	1-4	N	N	11	PAL	5.2
Enter The Matrix	Infrogrames	Shiny	1	N	N	20	PAL	6.8
ESPN INT Winter Sports '02	Konami	In-house	1-2	N	N	6	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	N	N	12	PAL	9.3
F1 2002	EA	In-house	1-2	N	N	9	PAL	7.6

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
F1 Career Challenge	EA Sports	In-house	1	N	N	21	PAL	6.4
FIFA Football 2003	EA	In-house	1-4	N	N	13	PAL	8.2
Fireblade	Midway	Avalanche	1	N	N	16	PAL	6.5
Freekstyle	EA	Hypnos Ent	1-2	N	N	12	PAL	7.4
Gauntlet: Dark Legacy	Midway	In-house	1-4	N	N	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	N	N	18	PAL	6.5
Giftpia	Nintendo	Skip Ltd.	1	N	N	20	NTSC	7.5
Godzilla: Damm	Infogrames	Pipeworks Studios	1-4	N	N	13	PAL	4.0
Harry Potter: COS	EA	Eurocom	1	N	N	14	PAL	7.0
Hitman 2	Eidos	IO Interactive	1	N	Issue 22	21	PAL	7.9
Hulk	Vivendi	Radical	1	N	N	21	PAL	6.4
Ikaruga	Atari	Treasure	1-2	N	N	17	PAL	9.0
ISS 2	Konami	Major A	1-4	N	N	6	PAL	8.2
ISS 3	Konami	KCEO	1-4	N	N	21	PAL	4.9
Jedi Knight II: Jedi Outcast	Activision	LucasArts	1	N	N	14	PAL	4.7
Jimmy Neutron: Boy Genius	THQ	In-house	1	N	N	18	PAL	4.0
Kelly Slater's Pro Surfer	Activision	Treyarch	1-2	N	N	11	PAL	7.6
Kinniku Man 2	Bandai	AKI	1-4	N	N	16	NTSC	8.9
Knockout Kings 2003	EA	In-house	1-2	N	N	14	PAL	7.9
Legend Of Zelda: WW (import)	Nintendo	In-house	1	Y	Iss.19	15	NTSC	9.5
Legend Of Zelda: Wind Waker	Nintendo	In-house	1	Y	Iss.19	19	PAL	9.5
Legends Of Wrestling 2	Acclaim	In-house	1-4	N	N	15	PAL	4.0
Legends Of Wrestling	Acclaim	In-house	1-4	N	N	7	PAL	4.6
Lost Kingdoms	Activision	From Software	1	N	N	8	PAL	7.0
LOTR: The Two Towers	EA	In-house	1	N	N	16	PAL	7.7
Luigi's Mansion	Nintendo	In-house	1	N	Iss.1	6	PAL	7.8
Mario Party 4	Nintendo	Hudson	1-4	N	N	13	PAL	9.0
Matt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	N	N	11	PAL	8.2
Medal Of Honor: Frontline	EA	In-house	1-4	N	Iss.15	14	PAL	8.6
Men In Black II: Alien Escape	Infogrames	Melbourne House	1	N	N	16	PAL	4.2
Metroid Prime	Nintendo	Retro Studios	1	Y	Iss.18	17	PAL	9.6
Micro Machines	Infogrames	Sheffield House	1-4	N	N	16	PAL	5.2
Minority Report	Activision	Treyarch	1-2	N	N	15	PAL	5.0
Mortal Kombat: DA	Midway	In-house	1-2	N	N	15	PAL	8.6
Mr Driller Drill Land	Namco	In-house	1-2	Y	N	17	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	N	N	11	PAL	7.1
NBA 2K3	Infogrames	Nintendo	1-4	N	N	8	PAL	6.8
NBA Street	EA	NFX	1-2	N	N	6	NTSC	8.4
Need For Speed: Hot Pursuit 2	EA	In-house	1-2	N	N	12	PAL	5.3
NFL Quarterback Club 2002	Acclaim	In-house	1-8	N	N	4	PAL	6.1
NHL Hitz 2002	Midway	Blackbox Games	1-4	N	N	6	PAL	8.4
NHL Hitz 2003	Midway	In-house	1-4	N	N	14	PAL	8.4
NHL Hitz 20-03	Midway	Blackbox	1-4	N	N	11	NTSC	8.6
Nightfire	EA	In-house	1-4	N	N	14	PAL	7.9
Nintendo Puzzle Collection	Nintendo	In-house	1-4	Y	N	17	NTSC	7.0
One Piece Treasure Battle	Bandai	In-house	1-4	N	N	15	NTSC	5.8
Outlaw Golf	THQ	Hypnotix	1-2	N	N	19	PAL	7.9
Pac-Man Fever	Namco	In-house	1-4	N	N	12	PAL	5.7
Pac-Man World 2	Namco	In-house	1	N	N	16	PAL	4.2
Pac-Man World 2 (import)	Namco	In-house	1	N	N	5	NTSC	6.1
Phantasy Star Online I+II	Infogrames	Sonic Team	1-4	N	N	16	PAL	7.5
Pikmin	Nintendo	In-house	1	N	Iss.7/8	7	PAL	9.0
Pokémon Box	Nintendo	In-house	1	N	N	21	NTSC	2.9
Product No 03	Capcom	In-house	1	N	N	19	NTSC	8.3
Pro Rally	Ubi Soft	In-house	1-2	N	N	13	PAL	5.9
Rally Championship	SCi	Warthog	1-4	N	N	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	N	N	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	N	N	20	PAL	7.8
Reign Of Fire	Bam!	In-house	1-2	N	N	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	N	N	9	PAL	6.0
Resident Evil	Capcom	In-house	1	N	Iss.11	10	PAL	9.0

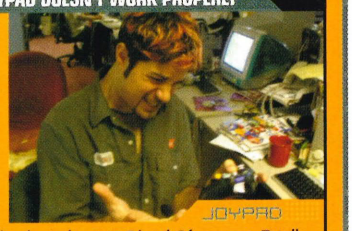
Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP 5

EXCUSES FOR LOSING AT MULTIPLAYER GAMES

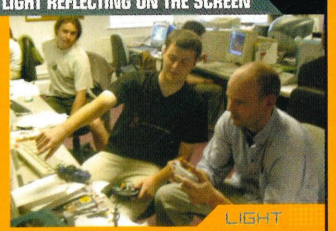
Excuses – we've all used 'em. It doesn't matter how magnanimous you are, sometimes you just can't accept defeat and there are a few faithful old chestnuts that can always be called upon In order to cheapen your opponent's victory...

1 THIS JOYPAD DOESN'T WORK PROPERLY



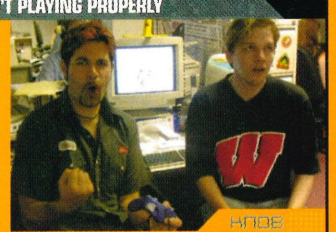
This is like the Volvo 240 Diesel Of excuses. Totally reliable, it's also virtually impossible to disprove, a bit like the sort of 'headaches' that keep you off work/school certain days.

2 THERE'S LIGHT REFLECTING ON THE SCREEN



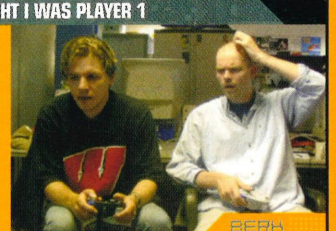
Relies upon there being some sort of light source present so not always applicable, but still a damn good whinge if the conditions are right. It's God's fault, then.

3 I WASN'T PLAYING PROPERLY



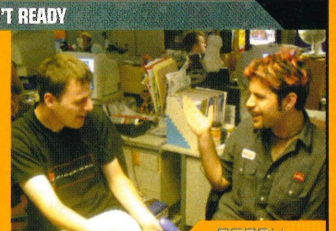
How can your opponent glean any satisfaction from victory when you were just knobbing around and not really trying? Ideal for getting them to agree to a rematch.

4 I THOUGHT I WAS PLAYER 1



Perfect for split-screen racing games, but can work for beat-'em-ups too. This one should be used sparingly as there's the danger of looking a bit of a berk yourself.

5 I WASN'T READY



Off to a bad start? Conceded an early goal? Your mate scored straight after unpausing the game following an hour-long phone call from his girlfriend? Drop in this gem. Job done!

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Resident Evil: Nemesis	Capcom	In-house	1	N	N	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	N	N	16	PAL	9.0
Robotech: Battlecry	TDK	Mediactive	1-2	N	N	13	NTSC	8.0
Rockman EXE Transmission	Capcom	Akira	1	N	N	18	PAL	8.0
Rocky	Rage	Steel Monkeys	1-2	N	N	1	PAL	8.3
Scooby Doo!	THQ	Heavy Iron Studios	1-2	N	N	13	PAL	5.2
SEGA Soccer Slam	SEGA	Blackbox Games	1-4	N	N	11	PAL	9.0
Simpsons Road Rage	EA	Radical Ent	1-2	N	N	6	PAL	7.5
Smashing Drive	Namco	Point Of View	1-2	N	N	5	PAL	3.8
Skies Of Arcadia Legends (import)	SEGA	Overworks	1	N	Iss.20	16	PAL	9.0
Skies Of Arcadia Legends	SEGA	Overworks	1	N	Iss 20	20	PAL	9.0
Summoner: A Goddess Reborn	THQ	Volition	1	N	N	17	PAL	6.0
Smuggler's Run: Warzones	Take Two	Rockstar	1-4	N	N	1	PAL	7.1
Sonic Adventure 2: Battle	SEGA	Sonic Team	1-2	Y	N	6	PAL	7.6
Sonic Adventure DX	SEGA	Sonic Team	1	Y	N	20	PAL	6.1
Sonic Mega Collection	SEGA	In-house	1-2	N	N	15	PAL	8.0
Soul Calibur II	Namco	In-house	1-2	N	N	19	NTSC	9.2
Speed Kings	Acclaim	Climax	1-2	N	N	21	PAL	6.7
Spider-Man: The Movie	Activision	Treyarch	1	N	N	7	PAL	6.0
Splinter Cell	Ubi Soft	In-house	1	Y	N	19	PAL	8.8
Spyhunter	Midway	Point Of View	1-2	N	N	7	PAL	5.9
SSX Tricky	EA	EA Big	1-2	N	N	7	PAL	8.0
Starfox Adventures	Nintendo	Rare	1	N	Iss.12	12	NTSC	9.4
Star Wars: Bounty Hunter	Activision	LucasArts	1	N	N	15	PAL	6.9
Star Wars: Rogue Leader	Activision	Factor 5	1	N	Iss. 2/3	6	PAL	9.1
Star Wars: The Clone Wars	Activision	LucasArts	1-4	N	N	13	PAL	6.7
Super Bubble Pop	Jaleco	Runecraft	1-2	N	N	18	PAL	5.5
Supercross World	Acclaim	In-house	1-4	N	N	9	PAL	4.6
Superman: Shadow Of Apokolips	Atari	Sheffield House	1	N	N	21	PAL	6.5
Super Mario Sunshine	Nintendo	In-house	1	N	Iss.11	10	NTSC	9.4
Super Monkey Ball 2	SEGA	Amusement Vision	1-4	N	N	16	PAL	9.1
Super Monkey Ball	SEGA	Amusement Vision	1-4	N	N	6	PAL	9.0
Super Smash Bros. Melee	Nintendo	In-house	1-4	N	Iss 6	11	PAL	8.3
SX Superstar	Acclaim	Climax	1-2	N	N	21	PAL	4.8
Taz Wanted	Infogrames	Blitz Games	1-2	N	N	11	PAL	5.6
Tetris Worlds	THQ	Radical	1-4	N	N	11	PAL	4.7
The Sims	EA	Maxis	1-2	N	N	18	NTSC	8.6
Tiger Woods PGA Tour 2003	EA	In-house	1-2	N	N	14	PAL	9.0
TimeSplitters 2	Eidos	Free Radical	1-4	N	Iss1	11	PAL	9.5
Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	N	Iss 4	6	PAL	8.6
Tony Hawk's Pro Skater 4	Activision	Neversoft	1-2	N	N	3	PAL	9.2
Top Angler	Xicat	Sims Co	1	N	N	21	PAL	4.9
Top Gun: Combat Zones	Virgin	Digital Integration	1	N	N	10	PAL	6.9
Turok Evolution	Acclaim	In-house	1-4	N	N	11	PAL	6.1
Ty The Tasmanian Tiger	EA	Krome Studios	1	N	N	13	PAL	4.8
UFC Throwdown	Ubi Soft	Crave	1-4	N	N	11	PAL	6.4
Universal Studios	Kemco	In-house	1	N	N	6	PAL	3.0
Vexx	Acclaim	In-house	1	N	N	18	PAL	7.0
Virtua Striker 3 Version 2002	SEGA	Amusement Vision	1-2	N	Iss10	8	PAL	8.4
V-Rally 3	Atari	Eden	1-4	N	N	21	PAL	7.8
Waverace: Blue Storm	Nintendo	NSTC	1-4	N	Iss 5	6	PAL	8.9
Winning Eleven 6	Konami	In-house	1-4	N	N	17	NTSC	9.2
Worms Blast	Ubi Soft	Team 17	1-2	N	N	7	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	N	N	15	PAL	2.5
Wrestlemania WWE X8	THQ	Yukes	1-4	N	N	12	PAL	6.7
WTA Pro Tennis Tour	Konami	In-house	1-4	N	N	12	PAL	4.5
WWE: Crush Hour	THQ	Jakks Pacific	1	N	N	21	PAL	6.8
XG3: Extreme G Racing	Acclaim	In-house	1-4	N	N	6	PAL	8.2
X-Men 2: Wolverine's Revenge	Activison	Genepool	1	N	N		PAL	7.0
X-Men: Next Dimension	Activison	Exact Ent	1	N	N	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	N	N	9	PAL	7.0

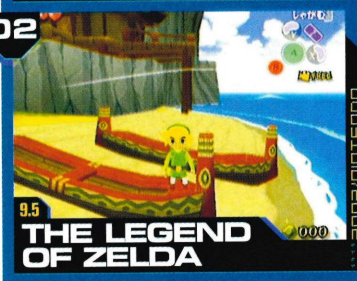
Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP 10 GAMECUBE

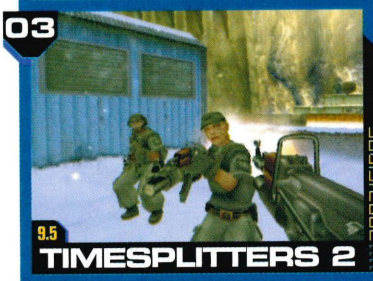
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01 METROID PRIME 9.6 — 2002/NINTENDO



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03 TIMESPLITTERS 2 9.5 — 2002/EIDOS



04 STARFOX ADVENTURES 9.4 — 2002/NINTENDO



05 SUPER MARIO SUNSHINE 9.4 — 2002/NINTENDO

06 BURNOUT 2 9.3 — 2003/ACCLAIM

07 ETERNAL DARKNESS 9.3 — 2002/NINTENDO

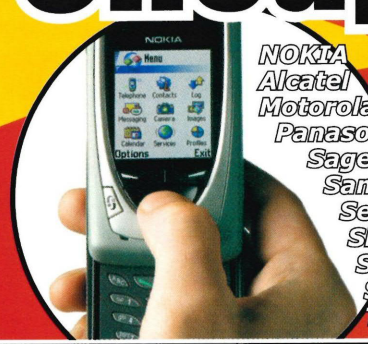
08 WINNING ELEVEN 6 FE 9.2 — 2003/KONAMI

09 TONY HAWK'S PRO SKATER 4 9.2 — 2002/ACCLAIM

10 SOUL CALIBUR II 9.2 — 2003/NAMCO

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Avril Lavigne - Losing Grip: 8944
Avril Lavigne - Sk8er Boi: 7858
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Bhangra - Husan: 8620
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Big Brovaz - OK: 8126
Black Sabbath - Iron Man: 8256
Blazin' Squad - Reminisce: 8140
Blazin' Squad - We Just Be: 8933
Blue - U Make Me Wanna: 8235
Blue Ft - Sorry Seems: 7985
Busta Rhymes - I Know What: 8587
Busted - Year 3000: 8052
Busted - You Said No: 8590
Cheeky Girls - Cheeky Song: 7961
Cheeky Girls - Take Your: 8619
Christina Aguilera - Fighter: 8753
CKY - 96 Quite Bitter Beings: 6080
Clay Aitken - Lift Me Up: 8790
Coldplay - Clocks: 8248
Cosmic Rough - Because You: 8943
Craig David - Rise & Fall: 8609
Daniel B - I Can't Read: 8291
Daniel B - If You're Not: 7936
Dannii Minogue - Don't Wanna: 8754
Darius - Girl In The Moon: 8760
Delta Goodrem - Born To Try: 8215
Delta Goodrem - Lost Without: 8781
Dillinja Ft - Twist 'em Out: 8789
DJ Sammy - Boys Of Summer: 8179
DJ Sammy - Sunlight: 8756
DMX - X Gon' Give It To Ya: 8593
Electric Six - Gay Bar: 8724
Eminem - Cleanin' Out: 7542
Eminem - Lose Yourself: 8137
Eminem - Sing For Moment: 8201
Eminem - Without Me: 6604
Evanescence - Bring Me To: 8605
Faithless - Insomnia: 8097
Fast Food Rockers - Fast Food: 8780
Flaming Lips - Fight Test: 8941
Flip & Fill - Field Of: 8787
Flip & Fill - I Wanna: 8035
Flip & Fill - Shooting Star: 6937
Good Charlotte - Girls And: 8606
Good Charlotte - The Anthem: 8945
Grandaddy - Now It's On: 8750
Guns 'n' Roses - Sweet Child: 8589
IIO - At The End: 8748
InMe - Neptune: 8266
Ja Rule Ft - Mesmerize: 8237
Jaimeson Ft Angel Blu - True: 8053
Jennifer Lopez - All I Have: 8066
Jennifer Lopez - Baby I Don't: 8783
Jennifer Lopez - Jenny From: 7930
Junior Senior - Move Feet: 8180
Justin Timberlake - Cry Me A: 8067
Justin Timberlake - Like I Love: 7851
Justin Timberlake - Rock Body: 8602
Kelly Rowland - Stole: 8109
Kings Of Leon - What I Saw: 8749
Kurtis - How Did You: 8786
Kym Marsh - Cry: 8290
Las Ketchup - Ketchup Song: 7799
Linkin Park - Somewhere I: 8209
Lisa Maffia - All Over: 8591
Love Inc. - Superstar: 8012
Madonna - American Life: 8576
Marilyn Manson - Mobscene: 8628
Metallica - St Anger: 8934
Milk Inc - Walk On Water: 7685
Missy Elliott - Work It: 7781
Mis-teeq - Scandalous: 8233
Moloko - Forever More: 8937
Murderdolls - White Wedding: 8946
NAS - I Can: 8251
Nelly - Dilemma: 7952
Nelly - Hot In Herre: 6636
New Found - Understatement: 8947
Oasis - Songbird: 8125
Ono - Walking On Thin Ice: 8752
Panjabi MC - Jogi/Beware: 8940
Panjabi MC - Mundian To: 8054
Pink - Just Like A Pill: 7238
Placebo - Bitter End: 8191
Porn Kings - Shake Ya: 8219
R Kelly - Ignition Remix: 8210
Red Hot - By The Way: 6769
Red Hot - Can't Stop: 8143
Red Hot - The Zephyr: 7831
Red Hot - Universally Speak: 8743
Room 5 Ft - Make Luv: 8246
Ruben Studdard - Flying: 8791
S Club - Say: 8727
Scooter - Logical Song: 6818
Scooter - Nessaja: 7683
Scooter - The Night: 8936
Scooter - Weekend: 8249
Sean Paul - Get Busy: 8262
Shania Twain - Forever And: 8745
Stone Sour - Bother: 8091
Sum 41 - Over My Head: 8948
Tatu - All The Things: 8108
Tatu - Not Gonna Get Us: 8716
Tomcraft - Loneliness: 8608
Tommi - Like What: 8935
Transplants - DJ DJ: 8744
Wayne Wonder - No Letting Go: 8782
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Phoenix Nights: 7538
Pulp Fiction: 6715
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Busted - Year 3000: 8337
Busted - You Said No: 8651
Christina - Dirrty: 7898
Christina Aguilera - Fighter: 8655
Coldplay - Clocks: 8344
Coldplay - Got Put A: 8769
Dannii Minogue - Don't Wanna: 8770
Delerium - After All: 8771
Deltra Goodrem - Lost Without: 8772
DJ Sammy - Boys Of Summer: 8365
DJ Sammy - Heaven: 8366
DJ Sammy - Sunlight: 8773
DMX - X Gon' Give It To Ya: 8659
Electric 6 - Gay Bar: 8661
Eminem - Cleanin' Out: 7859
Eminem - Lose Yourself: 8101
Eminem - Sing For Moment: 8375
Eminem - Without Me: 6976
Evanescence - Bring Me To: 8774
Fast Food Rockers - Fast Food: 8775
Foundations - Build Me Up: 8531
Frank Sinatra - New York: 8382
Gareth Gates - Spirit In: 8393
Good Charlotte - Girls And: 8665
Good Charlotte - Lifestyles: 8400
Guns 'n' Roses - Sweet Child: 6977
Jane's - Just Because: 8776
Jennifer - Baby I Don't: 8777
Jennifer Lopez - Jenny From: 8100
John Travolta - Grease: 8411
Junior Senior - Move Your: 8414
Justin - Like I Love: 8417
Justin Timberlake - Cry Me A: 8416
Justin Timberlake - Senorita: 8778
Las Ketchup - Ketchup Song: 7877
Madness - House Of Fun: 8922
Madness - One Step Beyond: 8927
Metallica - Enter Sandman: 7165
Metallica - St Anger: 8929
Mis-Teeq - Scandalous: 8448
Nelly - Dilemma: 7951
Panjabi MC - Mundian To: 8464
Pogues - Fairy Tale NY: 8920
R Kelly - Ignition Remix: 8476
Red Hot - Can't Stop: 8478
Robbie Williams - Feel: 8102
Rolling Stones - Paint Black: 8536
Room 5 - Make Luv: 8494
S Club - Say Goodbye: 8779
Scooter - The Logical Song: 8503
Sean Paul - Get Busy: 8682
Stranglers - Always The Sun: 8918
Stranglers - Golden Brown: 8921
Survivor - Eye Of The Tiger: 8526
Tatu - All The: 8527
Tatu - Not Gonna Get Us: 8528
Tina Turner - Simply The Best: 8545
Toploader - Dancin' In: 8548
Turin Brakes - Average Man: 8689
UB40 - Red Red Wine: 8562
Van Morrison - Brown Eyed: 8563
Wayne Wonder - No Letting Go: 8700
Angel: 8949
A-Team: 8454
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Sesame Street: 8966
Simpsons: 7164
Star Trek: 8274
Star Wars: 8543
Thunderbirds: 8272
X-Files: 8699

PICTURES / SCREENSAVERS



ANIMATED SCREENSAVERS

NOKIA 3330, 3410, 5210 & 5510
WAP NEEDED TO DOWNLOAD!



JAVA GAMES

Nokia 3410, 3510i, 6310i, 6610, 7210, 7650
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Motorola T720 - WAP NEEDED!



Fruit Machine: 8007



Ice Penguin: 8009

OTHERS -
Aston Golf *: 8001
Black Widow: 8002
Chains: 8003
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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. (Ire 126.91c / min.), average call is 2-3 mins. Call from a landline - charges may be more from a mobile. *Text orders cost £3. Text orders other than Nokia, add manufacturer to end of text message, e.g. icube 3676 sagemi. For the Help Line / Compatibility - call 0871 750 3970. Fax-Back Service 0871 750 3974. Alcatel pictures, operator logos & mono ringtones: 511,512,525,715. Motorola mono ringtones: T192,T193,T250,T260,V100,V50,V8088. Motorola poly ringtones: A830,C330,C333,C336,C350,T720. Nokia pictures, operator logos, poly & mono ringtones: 3510,3510i,3650,5100,6100,6610,6800,7210,7250,7650. Nokia pictures, operator logos & mono ringtones: 3210,3310,3330,3410,5210,5510,6210,6250,6310,6310i,6510,8210,8250,8310,8850,8890,9210i. Nokia operator logos & mono ringtones: 6110,6130,6150,7110,8810,8910i,9110i,9210,nk702. Nokia operator logos only: 5110,5130,nk402. Nokia mono ringtones only: 6090,8110i,9000i,nk503. Panasonic poly ringtones only: GD67,GD75,GD87,GD88,GD95,GD96. Sagem mono ringtones only: most models - check web site for details. Samsung pictures & mono ringtones: N500,R210,T108. Samsung pictures & poly ringtones: N600,N620,N625,N628,S105,S300,T100,T208,T400,V100,V200,V205. Samsung poly ringtones only: A800,S100. Samsung mono ringtones only: N100,N300. Sendo mono ringtones only: J520,J530,P200,P220,S200,S220. Sharp poly ringtones only: GX-10. Siemens pictures, operator logos, poly & mono ringtones: C55,M55,S55,SL55. Siemens pictures, operator logos & mono ringtones: A50,C45,CL50,M50,ME45,MT45,MT50,S45,SL45. Sony Ericsson poly ringtones only: P800,T300,T310. Trium mono ringtones only: 110,Eclipse,Mystral,Odyssey.

ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT!

Next Month... Next Month... Next Month... Next Month...

HORIZON

CUBE EXCLUSIVE REVIEW



F-ZERO GX

WHAT A RUSH!

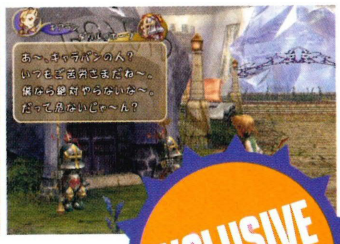
Oh, if you could see our little faces right now... every **CUBE** member is on the edge of their seat waiting for the phone call that tells us AV's futuristic dazzler is here. How on Earth will we write a magazine when our eyes are bleeding?

FINAL FANTASY CC

YOU WAIT AGES FOR ONE GOOD GAME...

... and then two absolute corkers come at once. Chandra has bagsied *Final Fantasy*, so he won't be allowed to play *F-Zero* (hey, wtf!? - Chandra). The most original RPG in years, or an unfocused slash-'em-up? We'll see...





EXCLUSIVE REVIEW!

INTERVIEW

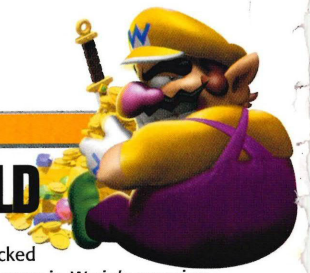
DEVELOPER DIARY

FACTOR 5

We visit *Star Wars* fanatics Factor 5 to find out exactly what happens to people who spend the best part of their lives working with giants like LucasArts and Nintendo. That means we'll have to go to California... damn.

SOLUTION

PROBLEM SOLVED



P.N.03/WARIO WORLD

Neither of these are gargantuan epics so we'll be splitting the guide section between them. Some wicked shooting tactics coupled with every secret hoarded away in Wario's mansion should be enough to get you through the summer.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube titles, including:

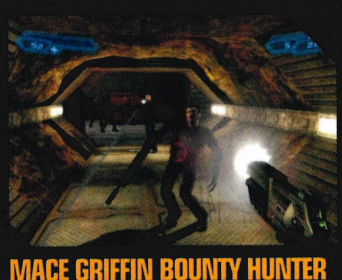
THE BIGGEST GAMES!



MARIO GOLF
Camalot has never disappointed before now, so this should be a coker!



P.N.03
Capcom's dirty dancer hits the UK running



MACE GRIFFIN BOUNTY HUNTER
Let's hope it's better than Boba's version, eh?

PLUS

- Beyond Good & Evil
- Mario Tennis
- 1080° Avalanche
- R. Racing Evolution
- Metal Gear Solid: TS
- Turtles
- SSX 3
- Killer 7
- Mario Kart: Double Dash!!
- ESPionage
- The Suffering

NEXT ISSUE

ISSUE 23 ON SALE 28 AUGUST 2003

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ACTION REPLAY

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Oh, and if you've got any games in particular that you need cheats for, just email us and you never know – it may just happen.

BONUS PLAY IMPORT GAMES ON YOUR GAMECUBE

VIDEO DVD

Exclusive footage of the games that you'll be buying this year, courtesy of a lovely little DVD!

- **Final Fantasy CC**
- **Metal Gear Solid: TS**
- **Spyhunter 2**
- **ESPionage**
- **The Suffering**
- **The Italian Job**
- **Tales of Symphonia**
- **World Racing**
- **Soul Calibur II**
- **GT Cube**

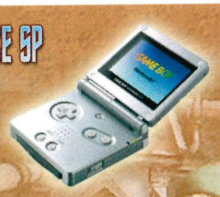
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*Note: Contents and appearance are subject to change

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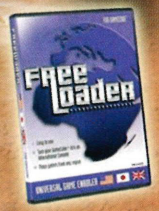


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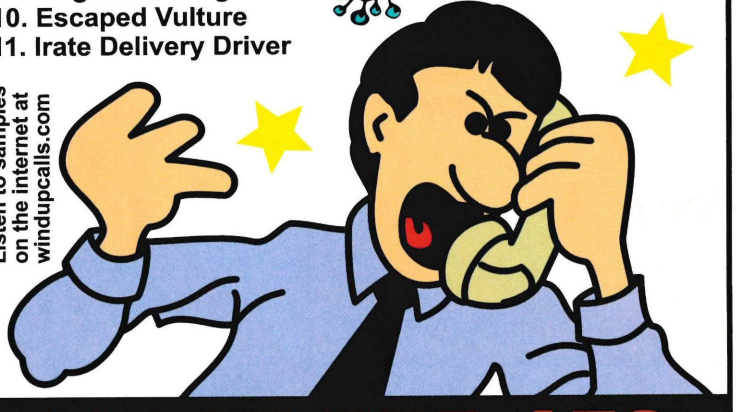
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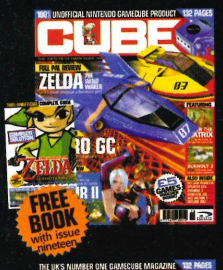
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ISSUE SIXTEEN

Massive PAL review of *Resident Evil Zero* plus a huge In-Depth on *P.N.03*. Also check out the *Super Monkey Ball 2* Q&A and get your free *RE Zero* fascia



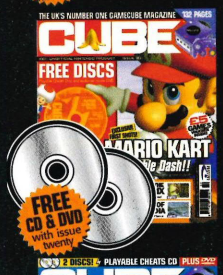
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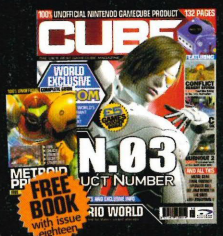
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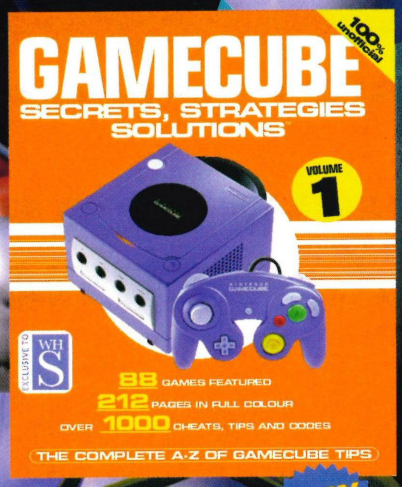
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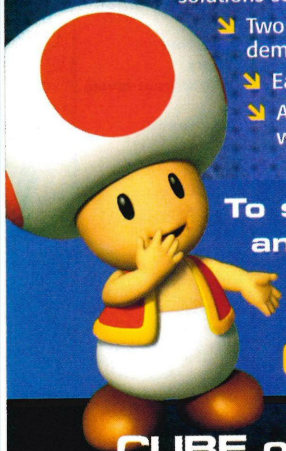
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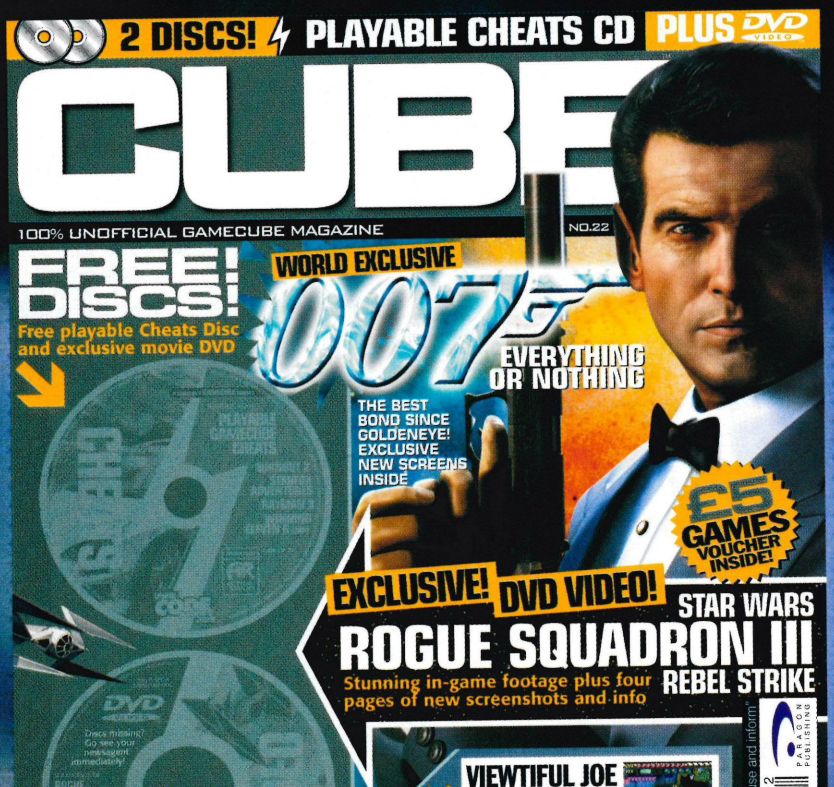
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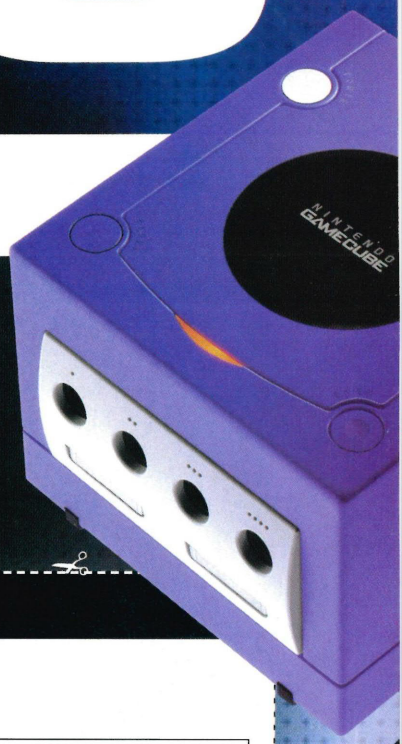
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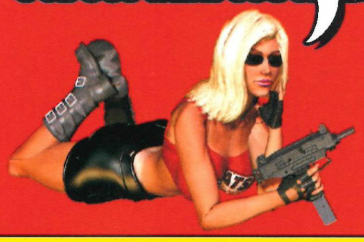
I ♥ NINTENDO

IN A STRANGE turn of events, a lot of people view *Snowboard Kids* as *Super Mario Kart* on snow. Perhaps it's the simplistic control, maybe it's the subtle strategies that only present themselves after hours of play, or it could be the cool weapons. Possibly even the twee sound and graphics. Either way though, we view *Snowboard Kids* as a hugely underrated N64 title, and one that we can only hope Atlus will think about resurrecting in the near future.



For those not in the know, *Snowboard Kids* has you racing around grassy fields, burning deserts and, of course, snowy hills on a board. Along the way you can pick coins that allow you to upgrade your boards or 'buy' weapons or items, perform tricks that earn you more coins and, not forgetting, trying to be the first to break the tape. The real joys of *Snowboard Kids* only reveal themselves when playing multiplayer – preferably with three other friends. This is mainly down to two things – the first being that you have to complete laps when racing. Get to the bottom of the mountain and you'll have to get onto the ski lift to go back to the top. Of course, only one person can use the lift at a time, meaning that if you're sneaky enough you can quickly claw back a lost position. But best of all are the weapons. There are hardly any cheap shots and with practice, everything is useful. You can turn people into snowmen, chuck bombs, slow people down, speed yourself up... but our favourite is the parachute. Chuck one of these babies at somebody while they're in the air and they'll float down... slooooowly. Now we know what you're thinking – wait until they're on an important jump and ruin it for 'em. We say wait until they're very high up and watch them waste precious seconds as they gradually make their way down to earth. It might look weak these days but it's still one of the best multiplayer games around.

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