2 DISCS! PLAYABLE CHEATS CD PLUS DVD VIDEO

CUBE

NO.25

100% UNOFFICIAL NINTENDO GAMECUBE MAGAZINE

CUBE ISSUE 25

MEDAL OF HONOR: RISING SUN ■ RESIDENT EVIL 4 ■ PIKMIN 2

TWO FREE DISCS



PLAY US MARIO GOLF ON YOUR PAL GC



FULL DETAILS PAGE 6

EXCLUSIVE REVIEW

MEDAL OF HONOR RISING SUN

BIGGER, BOLDER AND BETTER THAN FRONTLINE. IS THIS THE MOST SPECTACULAR FPS EVER?

£3 GAMES VOUCHER INSIDE!

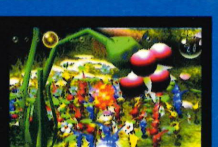
RESIDENT EVIL 4

MONSTROUS 6-PAGE FEATURE

STACKS OF NEW SCREENS TO MAKE YOU SCREAM

PIKMIN 2

There's trouble brewing at the bottom of the garden



KILLER 7

A unique blend of style and violence from Capcom



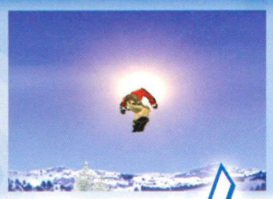
PLUS!

VIEWTIFUL JOE
TALES OF SYMPHONIA
WWE WRESTLEMANIA XIX
BUFFY THE VAMPIRE SLAYER

"excite, enthuse and inform"
HIGHBURY PARAGON

£3.99
9 771475 139021 25







OUT NOVEMBER 28

1080° AVALANCHE

1080°TM Avalanche © 2003 Nintendo. TM, ® and the Nintendo Gamecube logo are trademarks of Nintendo. © 2003 Nintendo.

3+ www.pegi.info

MOUNTAIN'S GONNA GETCHA

"Shows the young upstarts how a snowboarding game should really be done". GAMES TM

NINTENDO GAMECUBE™

www.nintendo.co.uk





WELCOME



THE GAMECUBE IS down to £79.99. Is this an aggressive move by Nintendo to up the ante in the console war during the run up to Christmas, or is it a sorry admission of defeat and an effort to shift stockpiles of GameCubes while the machine still commands some modicum of respect in the market? We won't know for sure until the new year, but whatever the driving force behind it, the decision can and should only have a positive effect. The console war is, afterall about bums and seats. Except the bums are consoles and the seats are, er… whatever you put your console on. Some sort of cabinet, one would imagine, or maybe the floor. Anyway, the point is that when Argos dropped the price of the GC to a similar level for a week earlier this year sales went through the roof. The reason there are fewer developers willing to commit to the GameCube is simply a question of margins. There are more PlayStation2s out there, and therefore more potential sales for a PlayStation titles than a GameCube title. Never mind the fact the PlayStation market is so saturated and a good GameCube game will not only have less fluff to contend with, but also a longer potential shelf life. This was evident when the GC version of *Soul Calibur II* topped the all formats chart – the first GameCube title to do so since *The Wind Waker*, which itself is still in the GC top ten, but that's another debate. The fact is that that following price cuts in Japan the GC is now outselling the PS2. With Xbox still at £130 and PS2 at £140 (at the time of writing), this could be an ideal opportunity to get Nintendo consoles into homes. Nintendo have made the error (one of many, some might say) of trying to be profitable in every area of the business, and that includes hardware sales. As Sony have proved, and it's a lead Microsoft have been only too keen to follow, the key to sustained success is getting machines into homes. Profit comes from software. Back in the SNES days when Nintendo were only up against the increasingly inept SEGA they could get away with it, but not anymore. With a bunch of big titles due either side of Christmas, the increased interest generated by the price drop could be the shot in the arm the GameCube needs to jump-start it's flagging European fortunes.

But enough about that. This month we've got a totally exclusive GameCube review of *Medal of Honor: Rising Sun* and EA makes it a double whammy of Gold Star games with the totally awesome *SSX3* turning out to be even better then we thought, plus all the usual goodness.

Athangyouverymuch

Miles Guttery
Editor



AT A GLANCE

Banjo-Kazooie: Grunty's Revenge	113
Billy Hatcher And The Giant Egg	48
Bionicle	84
Buffy: Chaos Bleeds	80
Conflict Desert Storm 2	78
Disney's Extreme Skate Adventure	112
F-Zero GX	104
Harvest Moon: A Wonderful Life	44
Killer 7	10
Medal Of Honour: Rising Sun	64
Need For Speed Underground	42
Pikmin 2	52
Road Rash Jailbreak	112
Rogue Ops	38
Rogue Squadron III	08
Sonic Heroes	40
Sphinx And The Cursed Mummy	56
SSX3	74
Starcraft: Ghost	46
Tales Of Symphonia	86
Viewtiful Joe	70
Worms 3D	72
WWE XIX	82

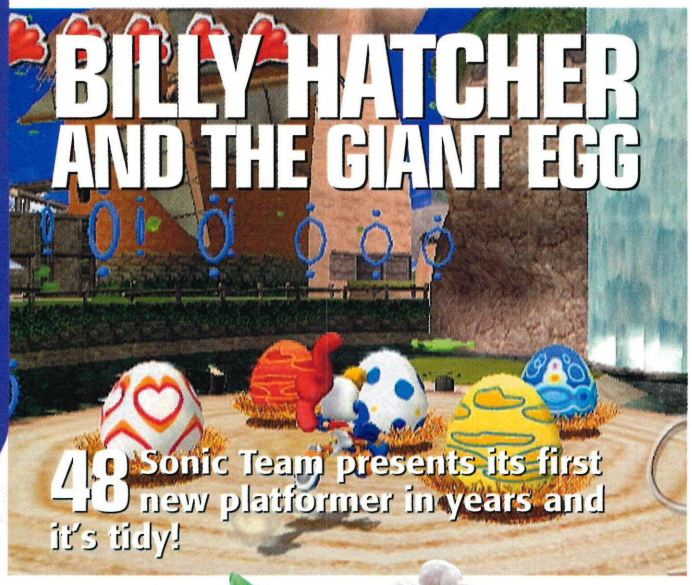
CUBE

ISSUE TWENTY FIVE

ON THE DISC
PAGES 6 & 7

CONTENTS

CUBE – It's a tough old world out there, but we've got all the cheat codes!



BILLY HATCHER AND THE GIANT EGG

48 Sonic Team presents its first new platformer in years and it's tidy!

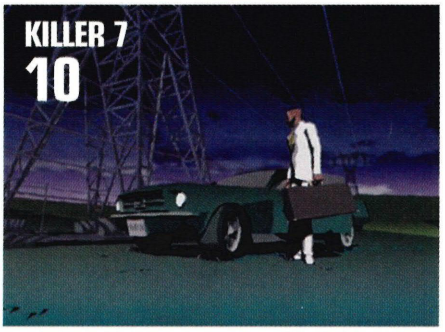


PIKMIN 2

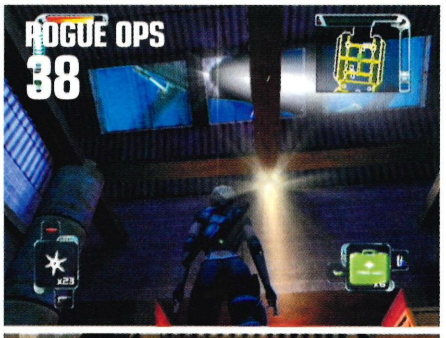
52 The pastoral delights of twin stranded aliens, miniature creatures and gardening!



REBEL STRIKE 08



KILLER 7 10



ROGUE OPS 38



HARVEST MOON 44

UP FRONT
and in your face

A look at the dark side of playing *Rebel Strike* and yet more details of Capcom's magnificent *Killer 7*

Rebel Strike 08
Killer 7 10

GCN
action news

We savaged the globe for this month's most biting, incisive and eventful Nintendo reportage but then somehow forgot it all. Then we did it again, remembered what happened and wrote it all down ..12

PREVIEWS
you ain't seen these, right?

Sorting the wheat from the chaff, we give you the games worth knowing about.

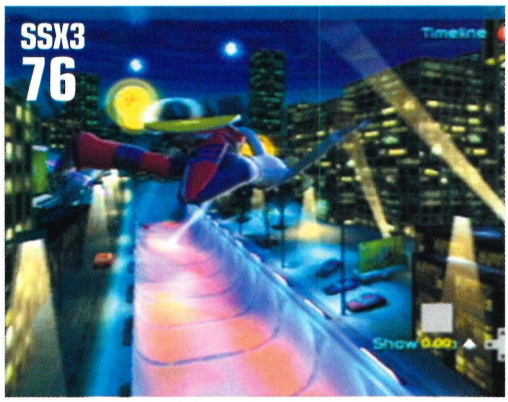
Rogue Ops 38
Sonic Heroes 40
Need for Speed 42
Harvest Moon 44
Starcraft GHOST 46

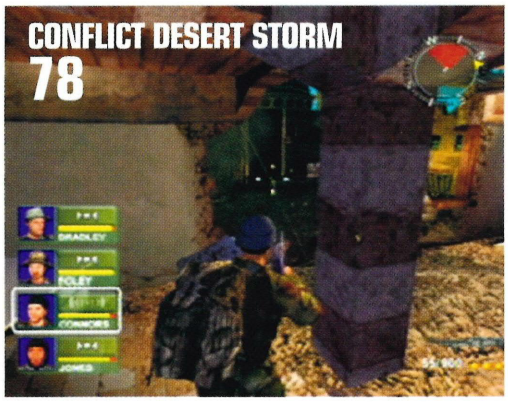
IN-DEPTH
the biggest games blown apart

Giving you the low down on Sphinx and lifting the lid on some of SEGA and Nintendo's most original games of the moment

Billy Hatcher 48
Pikmin 2 52
Sphinx 56

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







REVIEWS

get 'em while they're hot

The world exclusive GameCube review of *Rising Sun*! And *Bionicle*.

MOH: Rising Sun 64
Viewtiful Joe 70
Worms 3D 72
SSX 3 74
Conflict Desert Storm 2 78
Buffy: Chaos Bleeds 80
WWE XIX 82
Bionicle 84

NETWORK CUBE

get with the program

Reach out and touch the CUBE team. That's right – you heard us!

Viewpoint 94
Forum Frenzy 96
Reader Reviews 97
Beat the World 98
Cheating Monkeys 100
Action Replay 102
Guide: F-Zero GX 106
Q+A: Viewtiful Joe 110
Competition 115
Fascias 116
Directory 118
Horizon 122
Back Issues 126
I Love Nintendo 130

ADVANCE

little screen, big thrills

From au-Rare to bonjour – Rare return!

Road Rash Jailbreak 112
Disney's Extreme Skate Adventure 112
Banjo-Kazooie Grunty's Revenge 112

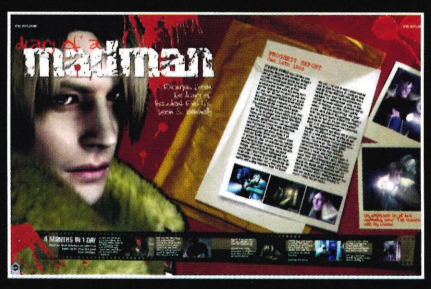
MEDAL OF HONOR RISING SUN



64 Take everything that was good about *Frontline*, then make it bigger, better and more visually exciting, add a dollop of two player co-op and you've got one special game!

diary of a madman

30 All new *Resident Evil 4* screens emerged from the Tokyo game show, so take a trip with us into the mind of hero Leon S Kennedy...





POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

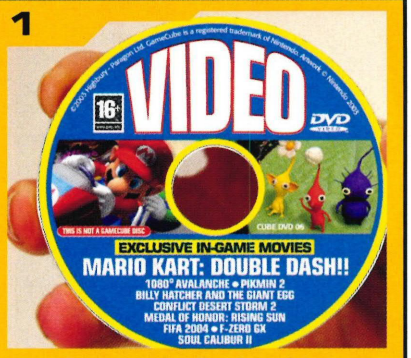
The nights are drawing in, and bringing with them dark skies, drizzly rain, and those lovely bright, crisp mornings. We love and hate the winter in equal amounts, (hey – at least you don't have to feel guilty about staying in and playing games) but one thing remains constant: the quality of our free discs!

THEY MIGHT BE tiny, but each of the two discs are full to the brim with top cheats and videos, so you not only get to read about the latest GameCube hits in this magazine's fair pages, but also watch the games in action too! Please keep in mind that the DVD will NOT work in your GameCube, but only in a standard region 2 compatible DVD player, as long as it has a ridge in the tray that will allow it to hold 3" discs.

USING THE DVD

SLAP IN AND PRESS PLAY

1



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

2



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

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.

ON THE DVD

ATTACK OF THE SEQUELS

Nintendo first party titles are always worth getting excited about, but when they're being supported by SEGA in all their Sonic Team glory, EA's killer first person franchise and Namco on heat, you know something's going right. Check out these videos and weep:

- MARIO KART: DOUBLE DASH!!
- 1080° AVALANCHE
- PIKMIN 2
- FIFA 2004
- F-ZERO GX
- CONFLICT DESERT STORM 2
- MEDAL OF HONOR: RISING SUN
- SOUL CALIBUR II
- BILLY HATCHER AND THE GIANT EGG

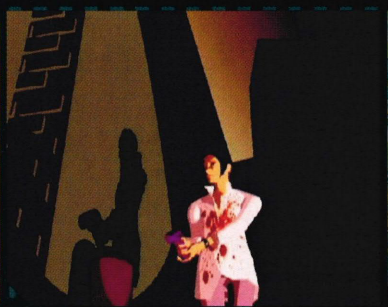


DVD MENU OPTIONS

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



VIDEO DISC FRONT PAGE
Navigate using your remote control

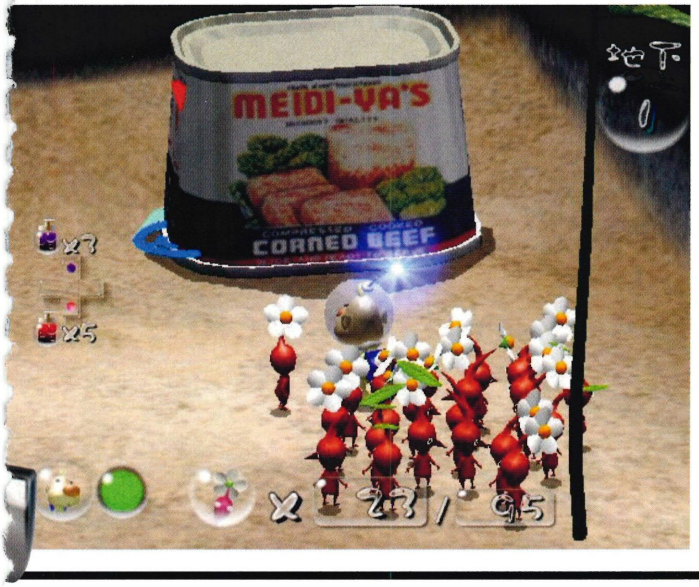


JUST LIKE THE MOVIES
Choose from a whole load of movies



CODE JUNKIES DIRECT
Try not to laugh at this guy





NEXT MONTH

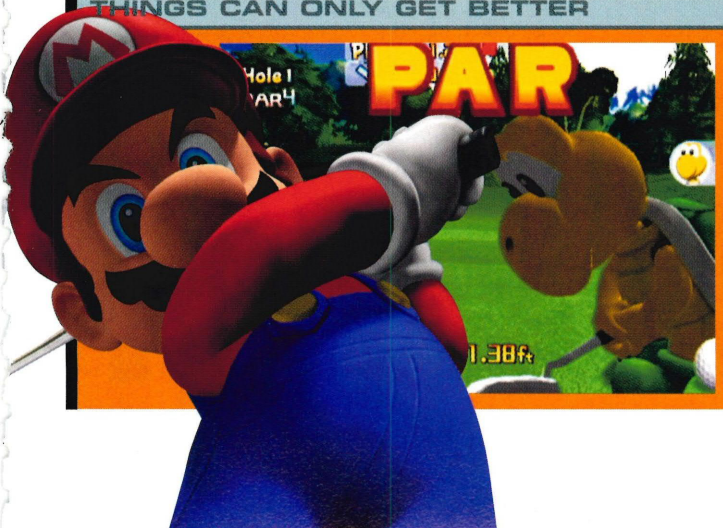
Seeing is believing. There's nothing like watching the newest games on your TV, rather than looking at static screenshots, which is why we're so happy to announce what next month's disc will include:

THE GAMES...

- KILLER 7
- TALES OF SYMPHONIA
- METAL GEAR: TWIN SNAKES
- 1080° AVALANCHE
- HARVEST MOON
- XIII
- ROGUE LEADER III
- RESIDENT EVIL 4

FREELOADER!

THINGS CAN ONLY GET 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: MARIO GOLF
REVIEWED: ISSUE 23
SCORE: 8.5

This sequel of the N64 game does everything right: spot-on controls, gorgeous graphics and packed full of cool secrets, this is perfect gameplay. Can't wait until next year for the UK to receive it? Here's the solution.

USING THE CHEATS

CHEAT TO WIN

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 an American copy of *Mario Golf* on your PAL GC.

ON THE CHEATS DISC

MARIO GOLF (US)
FREELOADER
ALL GOLFERS UNLOCKED
INFINITE POWERSHOTS... PLUS MORE!

SPLINTER CELL (PAL)
INFINITE HEALTH
ALWAYS IN THE DARK
ALWAYS NO ALARMS
OPEN ALL MISSIONS
MOON JUMP

SONIC MEGA COLLECTION (PAL)
HAVE BLUE SPHERE OPEN
HAVE KNUCKLES IN SONIC 2 OPEN
HAVE SONIC 3 PLUS KNUCKLES OPEN
HAVE FLICKY OPEN
HAVE RISTAR OPEN... PLUS MORE!

WARIO WORLD (PAL)
INFINITE HEALTH
LOTS OF COINS
ALL LEVELS OPEN
ALL GBA GAMES OPEN
SMALL WARIO/ENEMIES

1



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

2



...then follow the simple prompts

UP FRONT

CUBE INFORMATION

ROGUE SQUADRON III: REBEL STRIKE

PUBLISHER:	ACTIVISION
DEVELOPER:	FACTOR 5
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-2

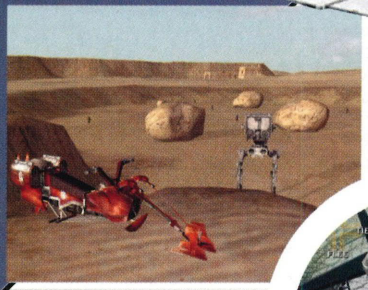
WHAT'S NEW

- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✗ CHARACTER INFO
- ✓ STORYLINE SPOILERS

● **Black Tie Affair:** This month we focus on the dark-side by bringing you screens of the Tie Hunter missions.

DEC '03 | TBA | 7 OCT '03

Latest shots prove that Factor 5 has finally given in to the Darkside





A single Tie Hunter against a Super Star Destroyer? Hmmm...

This looks so good – we can't begin to imagine what the next generation holds

ROGUE SQUADRON

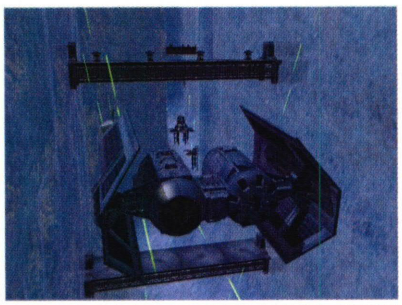
WITH LITERALLY WEEKS to go until *Rebel Strike* hits the US, Activision has released pictures and details from the game's brand new levels. The company was previously very keen to show off improvements in the levels that had already appeared in the prequel, but now the new levels are flowing thick and fast. Just recently we had a chance to go hands-on with a select few of these new levels.

The lush green planet of Dantooine (an old Rebel hiding spot) was the first of these. Luke must fend off Stormtroopers on foot while he searches for a Speederbike with which to flee. This scene is much like *Clone Wars* in that there is a lot of ground-based action going on around you. Once you have the bike you can tear across the grassy plateaus and down into the river valleys. Tie Fighters, droids and rival bikes chase you at all times.

We can also reveal that Tatooine Training makes a return. We already knew that one of the game's many levels would take place in the Dune Sea, but the training level itself will take place in and around Tatooine. Among the usual T-16 missions, third-person and vehicular training missions will also be available. Luke can explore on foot, searching for bonuses,

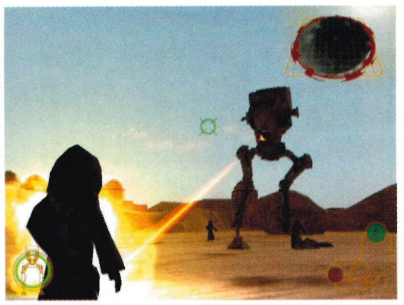
"LUKE CAN EXPLORE ON FOOT, AND CAN EVEN JUMP INTO AN AT-ST AND USE IT TO HUNT JAWAS!"









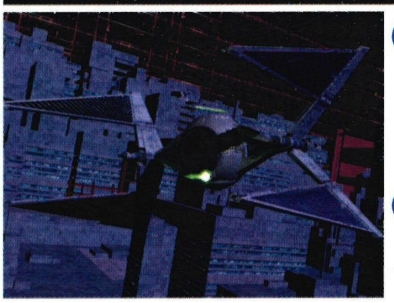


Rebel Strike nominated for the 'best water' award



The B-Wing's shields are perfect for direct attacks. Bring it on





Bump-mapping makes this planet look utterly real. Factor 5 really has excelled itself this time...

Get up close and personal with the Empire's new Tie ship. It's lucky then that the Rebels nicked it

taking out enemies and jumping into other vehicles such as Speederbikes. He can even jump into an AT-ST and use it to hunt Jawas!

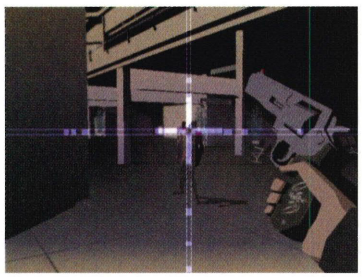
Another level requires Wedge to pilot the mysterious new Tie Hunter ship into enemy territory. The Rebels discover information concerning the Kuat Drive Yards. The Empire is constructing a Super Star Destroyer in orbit above Fondor – having just 'acquired' a Tie Hunter (from the previous mission in the Gas Corridors – see last month's Video Disc), Wedge uses the ship to get past the shields. Once inside, he can evade the gun turrets (Tie Hunters are the most manoeuvrable of the Empire's fighters) and destroy the mammoth ship. Sticking to the subject of enemy vessels, you can also fly a Tie Bomber, though in this mission you actually play as the Empire. As part of its attack on Bakura, the Empire sends Tie Bombers out to the surrounding moons in order to wipe out any survivors. These moons have deep, icy chasms, and the Tie Bombers have to use their bombs to destroy any signs of life. On the flip-side of this mission you have Luke, who has been sent to save the local population from the hands of the enemy. There is a vast fleet of Ties in orbit above Bakura, and you need to take them out before you can land on the planet.

With all the levels shown in issue 23's In-Depth, the extra levels on last issue's Video Disc and these new levels, *Rebel Strike* is shaping up to be epic. You may well see reviews of this game in a few weeks. CUBE however isn't willing to review such an important game based on incomplete code that is missing certain levels, and this is why we're waiting until next issue, when we'll bring you a massive review.

CUBE

III REBEL STRIKE





The magnificent *Killer 7* – but no Yul Brynner sadly...

Capcom touches on first gameplay details, but remains extremely coy

KILLER 7

CUBE INFORMATION

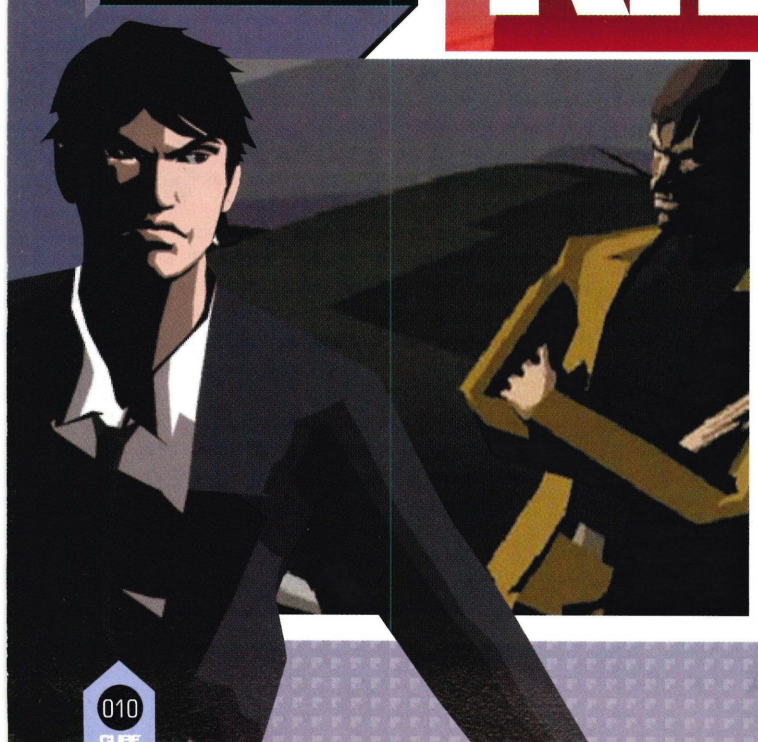
KILLER 7	
PUBLISHER:	CAPCOM
DEVELOPER:	PRODUCTION STUDIO 4
ORIGIN:	JAPAN
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

WHAT'S NEW

- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✗ CHARACTER INFO
- ✗ STORYLINE SPOILERS

● **Bloodbath:** Finally we get some sort of feeling for how Killer 7 plays – in-game screens and pad configuration galore!

TBA | DEC '04 | TBA



WELL, IT HAD to happen eventually, but for a while there we did wonder. Capcom has finally released screenshots of *Killer 7* that show how the gameplay will work. These shots were given out to accompany the game's showing at this year's Tokyo Games Show.

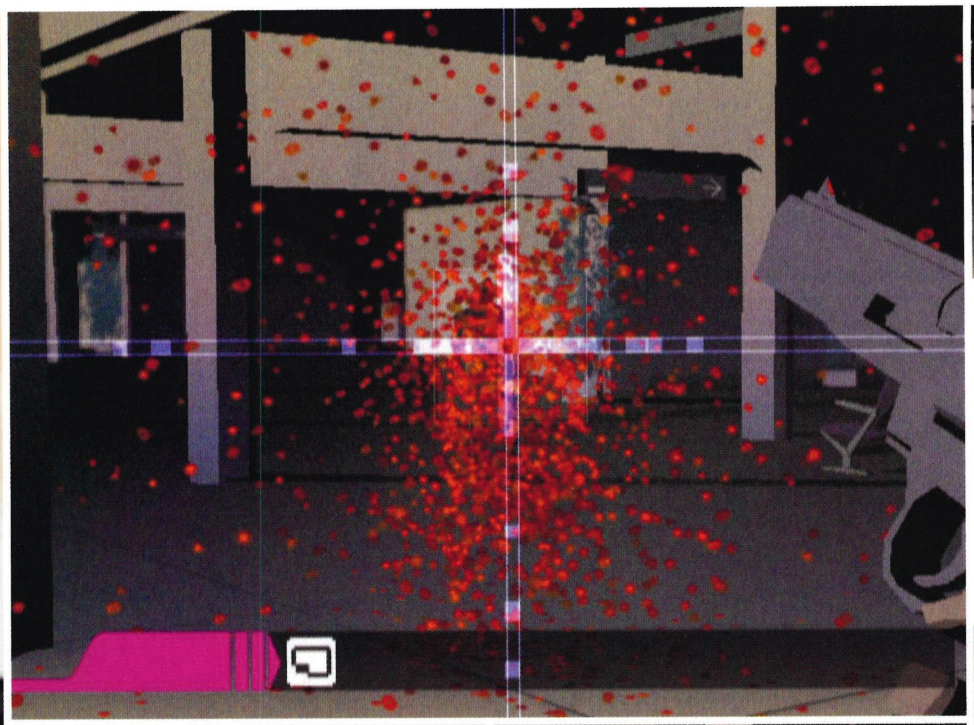
It turns out that the joint Grasshopper-Capcom detective title will take on quite a few different gameplay styles, but for now it seems to be a shoot-'em-up. It's still too early to say for sure though because these in-game shots show only one character: Dan. Several other characters use guns as well, but one uses knives, and others have heightened perception and telekinetic powers. Even Dan himself can punch and kick, so the shooting could turn out to be a very small part of the game. Still, the shooting is the only info Capcom wants to talk about now, so here's what we know.

Depending on the situation the camera will change from third-person to first-person. The third-person view is for exploring/looking around you etc, and the switch occurs when enemies are close by. At this point the action becomes on-rails and gun sights appear on the screen. With one gun you can use the Analogue stick to aim, and with two the C-stick comes into play.

When it comes to the weapons, each character tends to specialise. There are Magnums, twin revolvers, twin sawn-off shotguns, twin Uzis and a sniper rifle.

How all this is going to come together is beyond us though. The game is still due for a (albeit non-committal) 'winter 2003' release in Japan. If the game's development was going as planned it would have been playable at TGS, and it wasn't. Studio head Mikami-san is obviously hesitant when it

"MIKAMI-SAN BELIEVES THAT YOU CAN'T UNDERSTAND THE GAME UNTIL YOU PLAY IT"



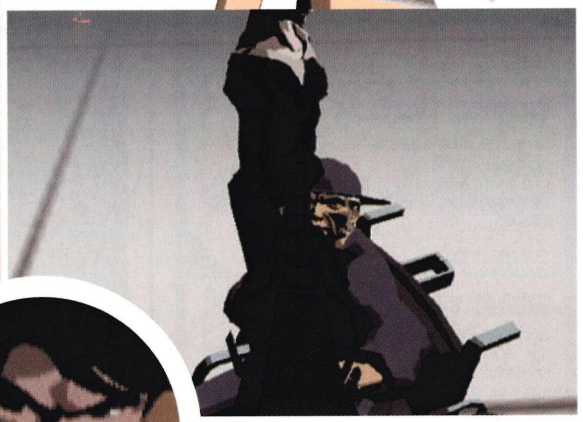


Get the target in your sights, squeeze the trigger and then squeeze the other one. Ah, the joys of two guns

... KABOOM! Well, more of a 'kerpow' actually but the blood kind of says it all really don't you think?







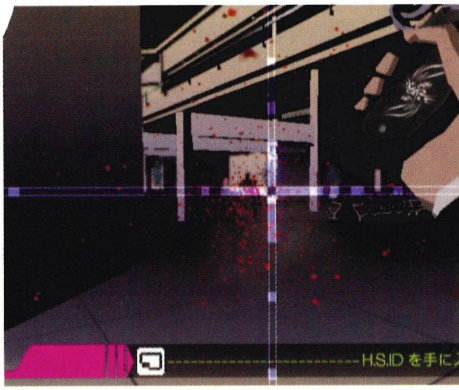
Dan's lesser known schizo personality – Wheelchair Smith

comes to allowing people to play the game. He's even reluctant to show stills of the game, because he really believes that you can't even begin to understand the game until you play it. On top of *Killer 7* Mikami-san is also extremely busy with *RE4* right now, so things must be getting a bit hectic at Capcom HQ.

When it comes down to it though we're still really looking forward to *Killer 7*. The art style continues to impress, and we're looking forward to finding out more about the different characters, information which Capcom is promising will appear within the next month or so.

As soon as we can get hold of the manically busy Mikami-san we'll make sure we get the answers that everyone wants to hear. Until then enjoy these new screens.





Looking good, 'stylish' is not the word – 'ohmygodhow-coolisthat' – however, is

Is there anything funnier than cartoon blood? Les Dennis? Nah. Bill Hicks? Hell yeah...

GCN GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

NEWS BULLITEN
All biggest stories, announcements and developments happening in the world of the "Big N"
PAGES 14-15

CRIME WATCH
In the **CUBE** with the producer of True Crime and a simply *Viewtiful* compo to whet your whistle
PAGE 16

STAR WARS
What yanks would call the "skinny" on the *Rebel Strike* bonus disc and what's happening with online gaming
PAGES 18

REPORTAGE
Sourcing the very best games of the moment form around the globe and giving you the low-down
PAGES 20-21

DATA BURST
Release lists, charts, gadgets, facts, figures, our most played games... everything worth knowing
PAGES 22-23

ROUND UP
Splinter Cell: Pandora, a *Mission Impossible* interrogation, a look at the view from Japan and **CUBE**'s final thought for the month
PAGES 26-27



TOKYO-A-S

In the words of its president: Nintendo past, present and future

TRADITIONALLY NINTENDO DOESN'T turn up at the yearly Tokyo game show, preferring instead, when it's got a wealth of new games or hardware to showcase, to hold its own Spaceworld conference. As we know, Nintendo does things in its way or not at all. This year however, with no Spaceworld for the second consecutive year, was something of an exception as Nintendo's head honcho was in attendance.

Taking the stage at a packed Makuhari Messe convention centre in Tokyo the president of Nintendo, Satoru Iwata, delivered the keynote speech to kick off Japan's largest and most significant gaming expo of 2003. Iwata-san touched upon subjects such as the videogame industry in general, what types of console sell and why, his scepticism about online gaming and Nintendo's future plans for gamers.

Titled "Twenty years after the Famicom (NES)", Iwata-san began his address by noting how much development had changed from being a handful of people producing new genres and million selling games to the days of the SNES where teams were fifty strong and production of a game took years not months. Interestingly his take on the N64 was that the move to three dimensions was successful as it made gaming ideas fresh again.

カミソフトHOW-GO



TGS '03 wasn't full of new announcements but there were enough games to keep the gamers very happy



Killer 7, Baten Kaitos and *R Racing Evolution* were the games that impressed on the GameCube. Thank God for third-parties!

Software history lesson dealt with, Nintendo's president turned to hardware. Noting unease at PlayStation2 being successful due to its in-built DVD player, again we heard echoes of Nintendo's long-standing belief that multi-functional hardware is not necessarily the route a company primarily into creating games should be taking. Sony doesn't take this tack and neither does Microsoft, both of them seeing not only DVD playability as essential, but that similarly important is the need to provide for online gaming.

Much like the rest of Nintendo's stance on gaming at the moment – the aversion to violence, the emphasis on connectivity – its views on networked gaming are also at odds with its competitors. The implications of this thinking on the GameCube's successor, currently called the N5, are obvious: a DVD player is far from assured and online gaming will be at best tentatively catered for.

In the meantime at least, until the arrival of the N5, Nintendo will release a wireless adapter for the GBA that, via radio signals, can link up to five separate GBAs (see full story, page 14) and in terms of new ideas that's all that was given away.

Overall the Tokyo Game Show was something of a muted affair all round. Neither Sony nor Microsoft announced anything startlingly original and while Iwata-san's speech recognised how his company got to where it is today, the only thing obvious about the Japanese giant's future plans seems to be that what others do, Nintendo don't.

CUBE



EASTERN PROMISE

WILL GAMES GET CHEAPER?

The announcement of Nintendo's iQue player in China (see page 22 for details) has an interesting aside in that Iwata-san told us Nintendo plans in this region to experiment with online software distribution. It's long been speculated that we'll all ultimately buy our games by downloading them and this is Nintendo's first step in doing exactly that. If this method becomes common practice, expect the price of games to drop dramatically.



MegaMan RPG was just one of the new titles at TGS '03



"WHAT OTHERS DO, NINTENDO DON'T"

SOUND BYTE

"THE BEST STORY OF THE 20TH CENTURY AND THE BEST GAME SYSTEM OF THE 21ST CENTURY – THE RE-IMAGINATION THE WORLD HAS AWAITED"

Konami Japan's website puts even the most rabid of fanboys to shame, effectively saying that *Twin Snakes* r00lz!!! GC pwns!!!

GLOBAL F-ZERO AND MARIO GOLF TOURNAMENTS



I'm king of the world! See how you compare to the worlds best gamers with internet league tables courtesy of Nintendo...

IN A WELCOME development that's as close as we're likely to get to online GameCube gaming for the next couple of years, Nintendo is currently holding a worldwide *F-Zero GX* championship and a *Mario Golf* hidden tournament challenge with scores for both games being registered on specially created websites.

In the *F-Zero GX* challenge the set up is solely time based and applies to the Ruby Cup. Anyone owning a Japanese or US copy of *F-Zero* can enter a secret controller command (see how to enter) on the Ruby Cup Time Attack mode screen, to translate times to a code. Typing this code into the official Web-site gives a worldwide ranking.

The *Mario Golf* Tournament works on a similar principle of entering a secret code granting you a readout of a score that can be entered on the website to give a ranking. Going one better than *F-Zero GX*, *Toadstool Tour's* code to score translation comes from a brand new hidden tournament called the Peach Invitational (again, see How to Enter for details of how to play).

Although European regions aren't yet specifically catered for by these leaderboards, when the respective games launch over here (in November for *F-Zero GX* and early next year for *Mario Golf*) expect similar scoreboard websites. You can be sure that we'll be on there. CUBE

HOW TO ENTER



F-ZERO GX

1. Set a new record in the Ruby Cup
2. On the Ruby Cup Records screen enter the following code: hold down the L-button then enter R, A, Z, A, C-up, C-left, A, C-down, R, Z
3. Make a note of your passcode
4. Go to www.f-zerogx.co.jp and click on the global leaderboard to enter your code and see how your times stack up against the rest of the world

MARIO GOLF

1. At the title screen hold the Z Button and press Start
2. Go to the Contests option, then Passwords Tournaments and type ELBUT3PX
3. Complete a round and your score is converted to a code
4. Go to www.mario-golf.com and click on the Leaderboard to enter you score.

Memory card overwritten

Nintendo of Japan has halted production of the frankly way too small capacity Memory Card 59 and will now only make the Memory Card 251. Should've been that way in the first place...

251 the new standard



Recent estimate by Nintendo

1.6 BILLION

... of how many games it's sold worldwide

"I'M IN OVER MY HEAD HERE! I DON'T KNOW WHAT I'M GOING TO DO IF I COME ACROSS ANOTHER ONE OF THOSE THINGS..."

full story page 30

GO ON PUNK...

WARIO WARE

First in-game screenshots and gameplay details

SPEAKING LAST MONTH to Yoshio Sakamoto, *Wario Ware's* producer, he told us that the focus with translating his handheld classic to the GameCube was to make *Wario Ware* more of a party game and a multiplayer experience, mixing familiar GBA mini-games with all new console imaginings. Unsurprisingly then, that's exactly what these brand new screens show.

Gameplay-wise there's a familiar but reworked solo player mode being implemented and in multiplayer modes there are all new styles of game such as following orders to move and squat when playing, as other players rate (by pressing buttons) your off-screen performance.

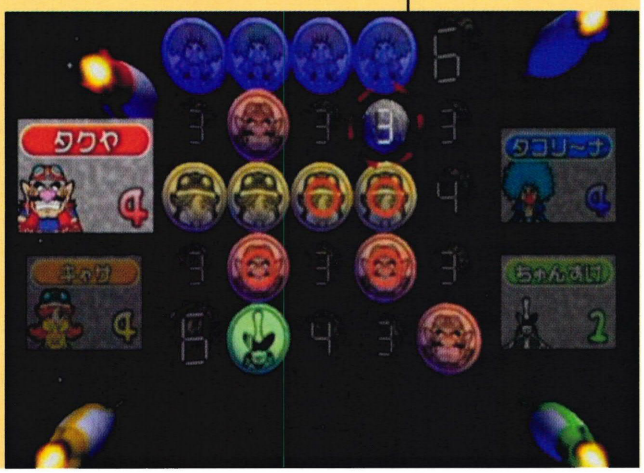
Madder than a bag of badgers, *Wario Ware* on the GameCube is easily one of our most anticipated games this year but, better still, as you read this – it's already out in Japan!







It's crazy, it's wacky, and it'll be reviewed next issue



The cost of a brand new

£79

GameCube in Britain!



New Pokémon titles first to support it



NINTENDO UNVEILS WIRELESS GBA ADAPTER

AS OF NEXT year Nintendo will sell a device to wirelessly link Game Boy Advance handheld consoles. Developed in conjunction with Motorola (of mobile phone fame) this link-up adapter functions up to a distance of several metres using radio signal transmissions to allow up to five gamers to simultaneously connect and play, handy if you're on the school bus.

The first games to support this device are the pocket monster updates *Pokémon Fire Red* and *Pokémon Leaf Green*. In Japan, these games are to be bundled with the wireless adapter. It's worth noting that this adapter works only with games specifically designed for it and until it's officially announced for Europe, importing one shouldn't be a problem as GBAs are region free.



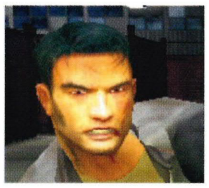
POKÉ WHAT?

If you're wondering exactly what *Pokémon Fire Red* and *Pokémon Leaf Green* actually are, fret not: *Pokémon Fire Red* is a GBA remake of *Pokémon Red* for the GameBoy and *Pokémon Leaf Green* is a GBA remake of what we call *Pokémon Blue* that was also originally on the Game Boy, the Japanese version of which was called Green. You see what they've done there?

...MAKE YOUR DAY!

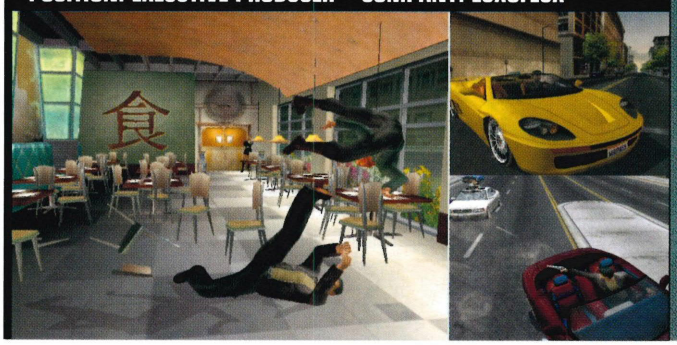
TRUE CRIME

IN THE CUBE WITH...



CHRIS ARCHER

POSITION: EXECUTIVE PRODUCER COMPANY: LUXOFLUX



We've brought you multiple Previews and In-Depth looks at Activision's so called *GTA* beater, and now, only a month or so until its UK launch we've let the game's producer have the final say before our review:

CUBE: What are your Top 3 videogames of all time?
CA: Wow, this is tough. I would probably have to say *Ultima 4*, *NHL 94* and Sid Meyers *Pirates*. These were amazing games for their time.

CUBE: How did you get into the videogame industry?
CA: It was luck mostly but being an avid gamer definitely helped. I was going to college and working at Egghead Software when some nice fellows from Virgin Interactive came in and were looking for customer service reps. I said, "HELL YEAH", left my job and the rest is history.

CUBE: Can you pretend that we don't know anything about *True Crime*, and explain to us what you're trying to offer?
CA: Driving, fighting, shooting all at the highest level with no compromise to any of the parts. A branching storyline; multiple endings; upgrade-ability of your character; never repeating missions, 240 square miles of recreated LA to explore; Hollywood voice cast including Christopher Walken and Gary Oldman and a top West Coast hip hop soundtrack.

CUBE: How is *True Crime* different from something like *Vice City*?
CA: I believe that *True Crime: Streets Of LA* is the next step, or the next evolution in the genre. We are compared to the other titles in this category because we have the best pieces of each (free roaming with a deep cinematic story), while kicking everything up a notch. We are attempting to give players out there the deepest driving, fighting and shooting of any game in this genre.

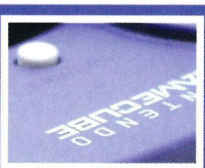
CUBE: What part of the game are you most proud of?
CA: I don't think I can call out only one thing in particular, its more the overall idea that the player out there will soon be able to play the deepest combination of fighting, driving and shooting with freedom to do what you want, while also having a strong story-line voiced by the likes of Christopher Walken and Gary Oldman, while cruising around in 240 square miles of re-created LA

CUBE: *True Crime* is a vast affair - how do you even begin to plan a game like that?
CA: It takes months and months to plan a game like *True Crime* and even with all of that planning you still have to adjust and evolve the game so that it is even better than what it looked like on paper. It could not have been done without the amazingly talented Luxoflux team. CUBE

US copies of Soul Calibur shipped on all formats

1.6 MILLION

The Link-enhanced GameCube version outsold the rest!



Mega Man Anthology

Capcom is set to release a compendium of every *Mega Man* game ever made. This upcoming compilation is titled *Mega Man Anniversary Collection* and takes in all the platforming character's exploits across 15 years and will also include additional unlockable content such as original artwork, producer interviews and anime videos.

announced and on its way



COMPETITION

COMPETITION

Henshin -a-go-go Baby!

Capcom's spandex sporting, temporal tampering, absolute wonder of a game – *Viewtiful Joe* – lands on our shores at the end of this month. To celebrate Joe's debut Capcom has decided to give five **CUBE** readers a copy. To win the game we scored 8.6 in this very issue, calling it "brilliantly unreal, playable and fantastically well crafted" simply answer the following question (there's a visual hint in last month's **CUBE**):

The producer of *Viewtiful Joe*, Atsushi Inaba, previously worked on which Mech game that used a forty-button, dual-stick controller complete with an Eject Button?



Just look at him go! It could be yours, if you really want it...

WIN!

THE DEADLINE FOR THIS COMPO IS 25 NOV 2003



VIEWTIFUL JOE

THE GOOD THE BAD & THE VIEWTIFUL



CAPCOM®

VIEWTIFULJOE.CO.UK

NINTENDO GAMECUBE™

MAKE YOUR WORLD MORE VIEWTIFUL...

VIEWTIFUL JOE

© CAPCOM CO., LTD. 2003 ALL RIGHTS RESERVED. NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.

Rebel Strike Bonus Disc: hands on!

RETRO WARS

AS CONFIRMED IN our last issue, lucky Americans who pre-order *Rebel Strike* will be able to pick up a free bonus disc before the launch of the game. We've managed to grab a copy and can reveal the contents in full:

REBEL STRIKE ONE-LEVEL PLAYABLE DEMO
The level starts after Luke crashes his Snowspeeder. Fight off Stormtroopers while using Thermal Detonators on the AT-ATs.

With that complete you can jump on a Taun-Taun, cross the frozen desert and use your X-Wing to protect the Troop Carriers.

REBEL STRIKE TRAILER
The classic game trailer that came with CUBE 22's Video Disc.

GLADIUS TRAILER
New footage of LucasArts' imminent action RPG.

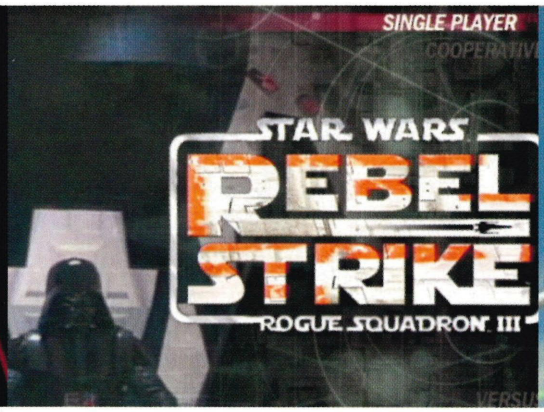
REBEL STRIKE ARTWORK
A whole ton of concept art from the development of *Rebel Strike*, which to be honest is a bit useless, unless you really are that much of a *Star Wars* nut and call yourself something like Skywalker109 on forums.

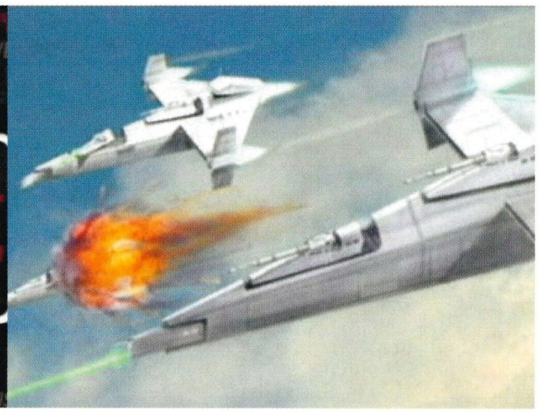
ATARI STAR WARS ARCADE GAME GAMECUBE CONVERSION
The 1982 original *Star Wars* arcade game has been converted for the GameCube, complete with dodgy sound effects and voiceovers. Fantastic!

Activision has confirmed that Europe will also be seeing this bonus disc – pre-orders have already begun, though bonus discs will only be available through GAME stores. Get down to your local store now to be the first to get some *Rogue III* action. CUBE

Yeah, it looks rubbish, but it's strangely alluring, and still highly addictive!



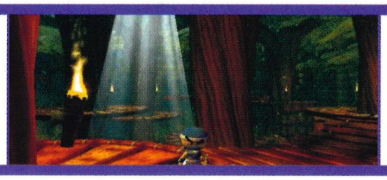




I-Ninja

Sony Computer Entertainment Europe has recently announced that it has secured *I-Ninja* as a PS2 exclusive to be released in Q1 2004. The Argonaut-developed title, published by Namco, will however be released for the GameCube in the States early next year.

...no longer Europe bound



Amount by which GC Soul Calibur II...

30 PERCENT

...is outselling other console versions in the US



NINTENDO PARTNER AOL

World's biggest ISP makes online gaming possible but no more likely

NINTENDO OF AMERICA has struck up a partnership deal with internet service provider America Online. Under the agreement, any third parties that develop GameCube titles will be licensed AOL connectivity software to enable their games to feature networked online gaming.

As we've previously reported Nintendo itself currently sees little value in online gaming and has no current plans to enter the online arena during this generation of consoles.

What can be taken from this deal is that if anyone such as SEGA or Capcom, for instance, wanted to make more online compatible games they could do simply and easily. Why though would a third party seriously consider making an online title for the GC? Modem sales are low and the risks of creating such titles – online games are costly and time consuming to develop and only sell to a niche of consumers – means that only the most optimistic/deluded of publishers would even consider taking a stab at online. The moral of this story: online gaming for the GameCube will come only from companies other than Nintendo, yet third parties are unlikely to show much interest with so little potential return.

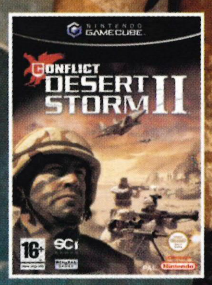
CONFLICT DESERT STORM II

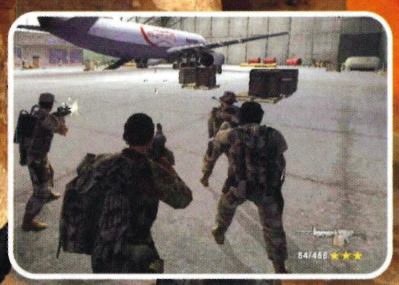
NOVEMBER 2003

WWW.CONFLICT.COM

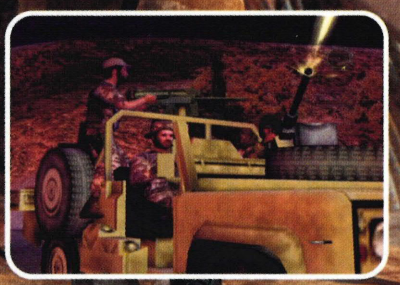
"A multi-player co-operative blast...could be Gamecube's best yet" Cube

"If you're remotely into 'proper' wargames, then this is the one for you." 90% NGC









BACK FOR SOME UNFINISHED BUSINESS!

PIVOTAL GAMES

NINTENDO GAMECUBE

SCi GAMES

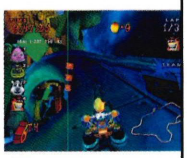
© 2003 SCi Games Ltd. All Rights Reserved. Conflict: Desert Storm II is a trademark of SCi Games Ltd. Developed by Pivotal Games. Pivotal Games is a trademark of Pivotal Games Ltd. All Rights Reserved.
Nintendo Gamecube is a trademark of Nintendo



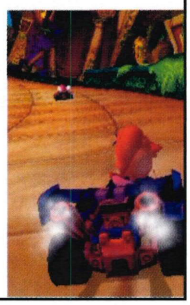
CRASH NITRO KART

Anyone fancy going up against *Mario Kart*? Erm, nope...

Mario Kart. There – we've said it. As inevitable as summer bringing a drought of games is that any cute-themed, kart-based racer must in some way be compared to Nintendo's classic driving series. So, here goes: *Crash* looks about as good, the items are similarly diverse, the one player contains lots more unlockable characters, it's LAN enabled and it's quite a bit faster than *Double Dash!!* Whether these differences are enough to make it worth getting, seeing as it's out over here about a month after *Mario Kart* remains to be seen, but it's looking pretty good.



A cross between *Mario Kart* and *F-Zero*, but can it be as good?



The *Crash* characters are nowhere near as recognisable as *Mario's*

BATEN KAITOS



NAMCO IS FAST becoming Nintendo's new best friend. What with Link turning up in *SCII*, Miyamoto-san remaking *PacMan*, the pair teaming up on *Donkey Konga* and Namco bringing *Tales Of Symphonia* and a limited edition GC to the market, the two companies can't seem to get enough of each other – just wish they'd get a room!

This close relationship has been going on for far longer than you might have expected, and new blockbuster *Baten Kaitos* has been given a firm date of 5 December in Japan. At a minute long, the latest trailer shows just how much work and how much budget has gone into making it. The CG cut-scenes are magnificent, and the magical effects easily rival *Final Fantasy X-2*.

Our contacts who managed to play the game in Japan have reported that despite being card-based, the battles are fluid and exciting, and bring a whole new style of fighting to the RPG genre.

We are very excited about this game, not just because of what it means for the two companies, but also because we're huge fans of Japanese RPGs. CUBE

Just one of the modes of transport in the magical world of *Baten Kaitos*. The Japanese launch is merely six weeks away



CANNED

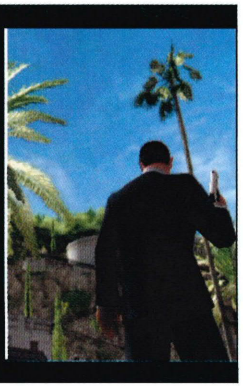
Yet more games sink down the plughole, glug

THE PUBLISHER PREVIOUSLY known as Infogrames has cancelled two of its GameCube titles. *Terminator 3: Rise Of The Machines* and *Driver 3* will now launch only on PS2 and Xbox. It's other major release, *Mission Impossible: Operation Surma* remains unaffected.

In making this decision Atari told us that *Terminator 3* was canned because the GameCube version was incomplete to the extent that it couldn't make the contractual release date of launching within a few weeks of *Terminator 3* being made available on DVD.

As for *Driver 3*, we've been told that developer Reflections simply don't have the resources to adequately develop three home versions and that consequently Atari are focusing their work on Microsoft and Sony's home consoles.

Doesn't do much for the 'GameCube owners get a raw deal' arguement, does it? So it looks like we're going to have to jump ship yet again to get a bit of Tanner action, still we're not too miffed about losing Arnie, *T3* and the *Terminator: Dawn Of Fate* were both tosh. CUBE



Metal Arms is getting praise from everyone





The environments are vast and the controls are easy to get to grips with...

The action is frantic, but that's just how we like it. Keep it coming robot scum!



I Robot – bite my shiny metal ass!

METAL ARMS
GLITCH IN THE SYSTEM



GETTING TO PLAY the preview code of a game is always very revealing. Sometimes we find that games aren't as promising as they once seemed or in fact should be. Sometimes, when games are excessively scrappy its an indicator of an as yet unconfirmed delay, and sometimes a game comes from out of nowhere and completely blows us away. *Metal Arms* is one such game.

Playing as the eponymous Glitch over forty missions and fighting on the side of the Droids of Iron Star in a battle against General Corrosive (the universe's most professional full time git, lover of iron oxide, and a robot that's trying to overrun the Droids' home town located deep in the core of Iron Star), *Metal Arms* is shaping up to be an absolute classic.

Its got wit and humour in abundance as TV and cartoon scriptwriters penned much of the script and it also comes complete with a wonderfully intuitive, functional and playable feel where jumping around, peppering bots with lead, lobbing explosives, riding vehicles, sneaking and sniping all works sumptuously.

Both a platformer and a shoot-'em-up, *Metal Arms* is an entirely android populated place, sanctioning – and we like this a lot – as much tin-head carnage as your mortal mind can muster. However, General Corrosive's minions don't short circuit on sight. Adversary robots hunt in packs and utilise somersault attacks, all the while squealing and chattering to each other displaying a sentience and intelligence that well outstrips most other games. As a consequence, laying waste to them, a major part of the gameplay, is deeply satisfying, especially when watching the way they explode in a flurry of nuts, bolts and flames.

We haven't even mentioned the seven multiplayer modes, the range of weapons, the way you can commandeer vehicles, not even the bits where you possess other robots. Suffice to say *Metal Arms* is out in November. Add it to your Christmas list. CUBE

"AS MUCH TIN-HEAD CARNAGE AS YOUR MORTAL MIND CAN MUSTER"



UK RELEASE LIST

CUBE's at-a-glance guide to the most interesting blips on the gaming radar

GAME	GENRE	PUBLISHER	RELEASE DATE	ANTICIPATION
Viewtiful Joe	Beat-em-up	Capcom	October 31	★★★★★
F-Zero GX	Racing	Nintendo	October 31	★★★★★
Worms 3D	Puzzle	SEGA	October 31	★★★★
Harry Potter Quidditch World Cup	Sports	EA	October 31	★★★
True Crime: Streets Of LA	Action Adventure	Activision	November 07	★★★★
Rogue Squadron III	Action Adventure	Activision	November 07	★★★★★
XIII	FPS	Ubi Soft	November 14	★★★★
Mario Kart: Double Dash!!	Racing	Nintendo	November 14	★★★★★
Tony Hawk's Underground	Sports	Activision	November 07	★★★★★
Billy Hatcher And The Giant Egg	Platform	SEGA	November 21	★★★★★
Pikmin 2	Puzzle Adventure	Nintendo	November 28	★★★★★
1080°: Avalanche	Sports	Nintendo	November 28	★★★★★
Mario Party 5	Party	Nintendo	December 5	★★★★
Starcraft: Ghost	Action Adventure	Vivendi	Q4 2003	★★★
The Hobbit	Action Adventure	Vivendi	Q4 2003	★★
SSX 3	Sports	EA	Q4 2003	★★★★
Mario Golf	Sports	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	★★★★
Sphinx And The Cursed Mummy	Adventure	THQ	Q1 2004	★★★★
Final Fantasy: CC	RPG	SquareSoft	2004	★★★★★
Mario Tennis	Sports	Nintendo	2004	★★★★★

IMPORTANT DATES...

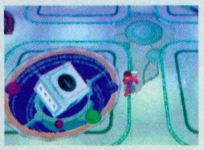
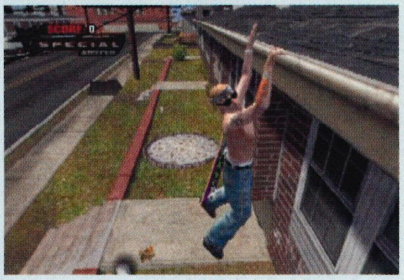
If you're a UK GameCube owner you should look abroad if you want the very best and latest software. After all with the Freeloader mounted on this very issue you can play the US version of *Mario Golf* months before it comes out over here.

JAP RELEASE DATES

Tales of Symphonia	Namco	OUT!
Harvest Moon	Natsume	OUT!
Made In Wario	Nintendo	OUT!

US RELEASE DATES

Tony Hawk's UG	xxxxx	31 Oct
True Crime	Activision	07 Nov
MOH: Rising Sun	EA	14 Nov

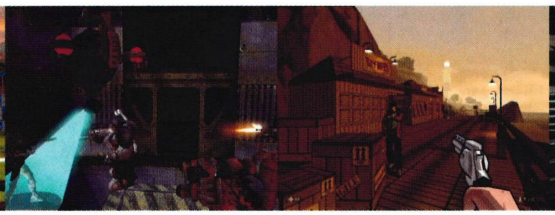
SOUND BYTE

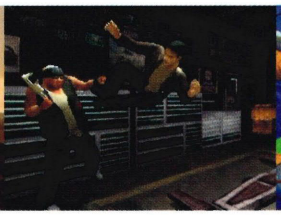
"IF I'D WANTED ALL THAT COMPUTER GAME BULLST, I'D HAVE GONE HOME AND STUCK MY D*** IN MY NINTENDO"**

Quentin Tarantino

Mistaking Nintendo for doing *The Matrix* CGI, movie man Tarantino lets 'em have it


HARRY POTTER


STARCRAFT GHOST


XIII


TRUE CRIME

WORMS 3D

CUBE MOST PLAYED

Those games that keep us inside and safe from harm



METAL ARMS

The solo player game is where *Metal Arms* is at its best, although a run around with the Multiplayer modes is also a pretty satisfying blast. Mark our words: this is a genuine sleeper hit in the making...



MARIO GOLF

With Peach's new tournament opened and a challenge to set we've been back to *Toadstool Tour*. As well as trying to beat our scores you can have a crack at getting a world ranking. See page 14 for details.



FINAL FANTASY: CC

Not all of us are into it, but there's a lunchtime trio of devotees who swear the magic system works much better and, as intended, whilst playing with others makes it a lot easier to find secret locations and mystery items.

DATA BURST

Japanese market share of all the various formats in the east

PSONE	0.76%
PS 2	35.11%
GAMECUBE	15.99%
GBA	8.71%
GBA SP	38.32%
XBOX	0.67%
WONDER SWANCOLOR	0.18%
SWAN CRYSTAL	0.26%

REALITY BYTES

What to do about delays...



POSTPONEMENTS, SET BACKS and hold-ups – these and more are inevitable if you're an avid Nintendo gamer. Still, knowing that Nintendo games always get delayed doesn't make the wait any easier. *Crystal Chronicles* – delayed until sometime next year... urrgh! *Pikmin 2* – ditto until 2004 – damn! Worse still are the third parties. Acclaim's *XGRA*: think November. EA's *Everything Or Nothing*: March '04. Even games that needn't have been delayed, Ubi Soft's *Beyond Good & Evil* and *Prince Of Persia*, we now have to wait for since Sony stepped in and nabbed them as PS2 exclusives until (you guessed it) 2004. Bugger!

As a gamer what can you do? Other than look elsewhere or buy from abroad, you can do absolutely nothing. But, as *Enter The Matrix* taught us, hitting deadline can leave a game feeling unfinished so given the choice and although the wait can be annoying, we'd always rather hold on until a game is 100% done and dusted.

PERIPHERAL VISION

GC ON THE MOVE

N-gauge your SP



WHY OH WHY do the Japanese get all the best toys? A company called DigitalAct is in the process of developing this GBA SP videophone adapter. Yep, that's right – Video. But because we use a different mobile system over here it's pointless trying to import. Now if Nintendo were to get these adapted for Europe Nokia might as well give up with the N-gauge now. Now to scupper that PSP... Bwhahaha!

GAMECUBE CHARTS

WEEK ENDING 13 SEPT 2003

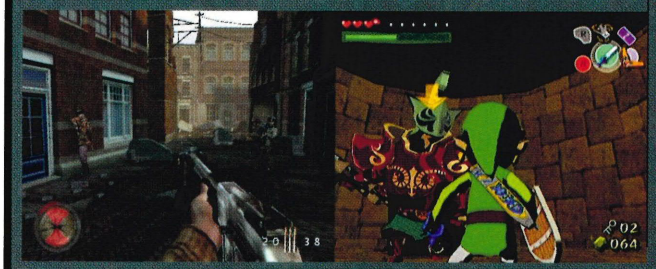
You can tell that it's been a painfully sparse couple of months for the GameCube when a launch game, *Rogue Leader*, continues its unprompted reign in the top spot. Below it the rest just swap a few positions as the only genuine new entry is *P.N.03*. Still, it's Christmas soon...

UK CHART

ChartTrack

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

POS	LAST	TITLE	PUBLISHER	SCORE
1	1	STAR WARS: ROGUE LEADER	LUCASARTS	9.1
2	7	MEDAL OF HONOUR: FRONTLINE	EA	8.6
3	3	THE LEGEND OF ZELDA: TWW	NINTENDO	9.5
4	2	SONIC ADVENTURE DX	SEGA	6.1
5	NEW	P.N.03	CAPCOM	8.2
6	6	JAMES BOND 007: NIGHTFIRE	EA	7.9
7	5	FIFA 2003	EA	8.2
8	10	SONIC MEGA COLLECTION	SEGA	8.0
9	NEW	SUPER SMASH BROS. MELEE	NINTENDO	8.3
10	4	LORD OF THE RINGS: THE TWO TOWERS	EA	7.7



MOH: FRONTLINE LEGEND OF ZELDA: WINDWAKER

A LINK TO THE PAST

During this very month back in 1999... SEGA launched the Drreamcast in the UK

On 15 October SEGA announced that in its first 24 hours on sale the Dreamcast had sold 100,000 units. It was, in retrospect, the pinnacle of its success. The promise of playing online with up to six billion other players ran into numerous problems and with the PlayStation2 on the horizon the fortunes of SEGA's last console began an ever increasing decline from bad to worse to game over. Yet looking back at the games for the system – *Jet Set Radio*, *Shenmue* and *Samba De Amigo* to name but a few – the Dreamcast was the most underrated console to have ever been so widely ignored by the games buying public. Still, without its sad demise SEGA may never have started developing for Nintendo.



WORLD OF NINT

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

Who am I? (US)

Over in the States Nintendo is spending a colossal $50 million on a marketing campaign that revolves around the question/slogan "Who are you". Apparently as Nintendo has the widest range of personalities through which it tells us you can "unleash your other self... your game self", asking who you are, manages to, er, prove or show, or somehow make consumers, er, ... nope, sorry, we don't get it. Do Nintendo actually care who you are or is it some existential question? More to the point, forget about who we are, where's *Pikmin 2*? Why the excruciating delay to *Crystal Chronicles*? Anyway, make sense of it yourself by visiting www.nintendo.com/whoareyou/



Are you Donkey Kong? This sumo wrestler certainly is...

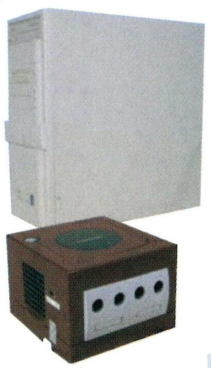
A degree in GameCubeology (UK)

Nintendo and SN Systems have agreed to supply development hardware and software outside of the official game development community and grant access to universities to feature GameCube development as part of the core of their syllabus. The first universities to benefit will be Hull, Abertay, Northumbria and Liverpool John Moores.

Commenting on this development, Andy Beveridge, Director at SN Systems, said: "These students are the future of the games industry and it is essential we invest in their development. Businesses need to work more closely with educational establishments to ensure students have the relevant skills when they graduate."

Visit the relevant university homepages for more info.





Going cheaper and cheaper (US)

Having already started selling the GameCube for only $99 (£60) Nintendo of America is continuing its aggressive discounting by announcing a drop to the price of its Player's Choice range. The following games now cost only $19.99: *Star Fox Adventures*, *Pikmin* and *Luigi's Mansion*. Similarly reduced in price but to $29.99 are *Metroid Prime*, *Animal Crossing* and Super Mario Sunshine.

Nintendo scoops yet more awards (UK)

At the recent European Computer Trade Show (ECTS) Nintendo won the award for Publisher of the Year. Further success came with *Advance Wars 2* winning the accolade of handheld game of the show.

The price is right (UK)

Nintendo has substantially slashed the cost of its 128-bit GameCube to a mere £79! Complementing this substantial price cut (unbelievably a GameCube is now cheaper than a GameBoy Advance SP), are four more additions to the £19.99 Players Choice range of games: *Super Mario Sunshine*, *Starfox Adventures*, *Mario Party 4* and *Metroid Prime*.

PacMan freebie! (US)

First unveiled at this year's E3, Nintendo's reworking of the classic Namco title *PacMan*, now called *PacMan Vs*, is set to be bundled for free with three of Namco's upcoming games: *R: Racing Evolution*, the impending budget version of *PacMan World 2* and *I-Ninja*. Disappointingly *I-Ninja* is no longer going to be released in Europe.

ENDO

Chinese take away (CHINA)

Having missed out on the SNES, N64 and the GameCube, finally China, where piracy is rampant, is to receive legal Nintendo products in the form of the curiously named iQue. Costing around £35 this device looks like a DreamCast Pad but actually allows cheap downloads of SNES and N64 games to be bought and stored on its in-built flash memory card. Games can be purchased at selected retailers and simply taken back home to play thus neatly sidestepping the whole counterfeiting issue that's kept Nintendo out of the region for so long. The iQue hooks up directly to a TV and will be available in mid-October.



Bang on (JAP)

Just in time to make into this months news is Nintendo's further unveiling of *Donkey Konga* including the drum itself and the very first screenshots. Featuring over thirty types of song (Latino, dance, anime-style, etc.) and a multiplayer mode where the drums register not only the playing of the person hitting them but also hand claps from participants nearby, *Donkey Konga* is – take note importers – out in Japan by Christmas.





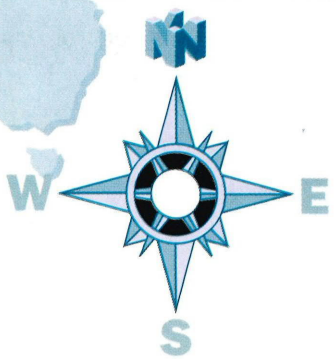
Forbidden treasures (JAP)

It seems never a month goes by without Japanese gamers being treated to an exclusive, desirable and Eastern-only gaming trinket, and we feel compelled to tell you about it. This month is no different, only we've got two of 'em. The red number is a brand new flame model GameCube and GBA for Bandai's upcoming mech-'em-up, *Mobile Suit Gundam*. The stripy number is a limited edition run to commemorate the Hanshin Tigers winning the baseball league championship. As ever, unless you know someone living in Japan or are willing to pay through the nose on import, you'll never get your hands on either of these machines.



Sales of the unexpected (JAP)

Japanese gamers love their role playing games, so much so in fact that when *Tales Of Symphonia* went on sale in a package with a specially created mint-green GameCube, the number of GameCubes bought in that initial launch period sent Nintendo to number one in the console sales charts!



GAMECUBE CHARTS

WEEK ENDING 29 AUGUST '03

Proving they love golf games even more than RPG's, Japanese gamers have sent *Mario Golf* straight to the top. In America, *Soul Calibur II* cleaned up.

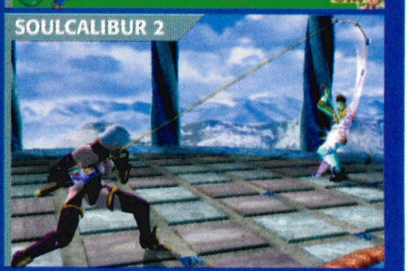
JAPANESE CHART

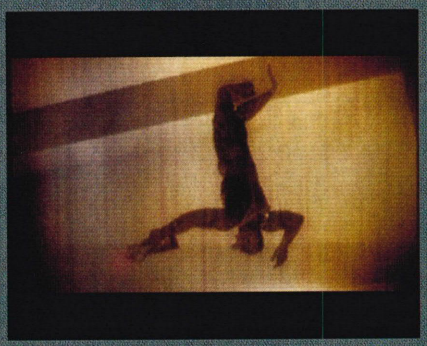
POS	LAST	TITLE	PUBLISHER
1	NEW	MARIO GOLF	NINTENDO
2	NEW	TALES OF SYMPHONIA	NINTENDO
3	NEW	HARVEST MOON	NATSUME
4	1	FINAL FANTASY: CC	NINTENDO
5	4	F-ZERO GX	NINTENDO
6	3	ANIMAL FOREST E+	NINTENDO
7	2	KIRBY'S AIR RIDE	NINTENDO
8	5	JIKKYOU PP BASEBALL 10	KONAMI
9	6	POKEMON BOX	NINTENDO
10	7	POKEMON CHANNEL	NINTENDO

US CHART

POS	LAST	TITLE	PUBLISHER
1	2	SOUL CALIBUR II	NAMCO
2	1	F-ZERO	NINTENDO
3	3	MARIO GOLF	NINTENDO
4	NEW	TIGER WOODS 2004	EA
5	NEW	BILLY HATCHER	SEGA
6	NEW	P.N.03	CAPCOM
7	6	ZELDA: WIND WAKER	NINTENDO
8	8	LORD OF THE RINGS	EA
9	9	THE SIMS	EA
10	10	SPLINTER CELL	UBI SOFT





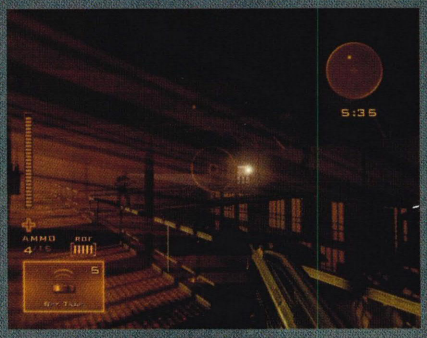


SPLINTER CELL PANDORA TOMORROW

Due out in the first quarter of next year – that's any time from January to April – Ubi Soft have been stealthier than Sam Fisher himself about gameplay details of the *Splinter Cell* sequel, *Pandora Tomorrow*, thinking we'd be happy to just print these screenshots. We weren't. Instead we found out the following: Sam has new moves such as flipping off walls and hanging by his feet, new gadgets are present, GBA Link-up is provided for and there's also a multiplayer mode, most likely co-op. Check out next month's Video Disc...



It's all very *Metal Gear Solid 3*. The graphics engine has been upgraded significantly to cater for the new environments



The lighting routines have also been completely redone and the team has really gone to town on these sections

MISSION IMPOSSIBLE: OPERATION SURMA

IN THE CUBE WITH...



STEVE LOTSPEICH

POSITION: PRODUCTION DIRECTOR
COMPANY: PARADIGM

CUBE: How did you first get into the videogame industry?
SL: Paradigm Entertainment grew out of Paradigm Simulation in the mid-1990s. The company got involved in the game industry as a result of working with Nintendo on the Nintendo 64 console. We provided technical support as the processors were being developed and that grew into the creation of *Pilot Wings 64*. Shortly thereafter we split off the entertainment division from the simulation company and have enjoyed a string of success on the Nintendo 64 and later moving onto other console platforms as well.

CUBE: What are your favourite in-house titles?
SL: We are proud of all the projects we have worked on. If sales are an indicator of success, we have four titles that are especially noteworthy as they have all sold near or above the one million unit mark. In chronological order the list includes *Pilot Wings 64*, *F-1 World Grand Prix*, *Beetle Adventure Racing* and *Spy Hunter*.

CUBE: What features are you most proud of in *Mission: Impossible*?
SL: *Mission: Impossible* is known for its high-tech gadgets and weapons, and this game is no exception as we have incorporated a number of unique devices to help the player through this adventure. Some of Ethan's cool gadgets include the micro-cord rope for hanging horizontally, digital binoculars to capture pictures for mask-making, a sonic imager for seeing through doors, night vision mode enabled through high-tech contact lenses and the wasp remote controlled camera that doubles as a lethal tazer device. The player also experiences a sky-diving mission, a stunning "mission moment" executed by the unrivalled Ethan Hunt.

CUBE: How do you think it'll compare to the other games of its genre?
SL: We believe *Mission: Impossible* will fare well against other games in the genre, with a nice set of distinguishable, well-executed features. *Operation Surma* combines stealth action, hand-to-hand, ranged combat and puzzle solving which takes standard stealth game play to a new level.

CUBE: Will there be any exclusive extras or GBA link up for the GameCube version?
SL: We haven't decided at this stage.

MI2 should be good considering the quality titles Paradigm has been responsible for in the past

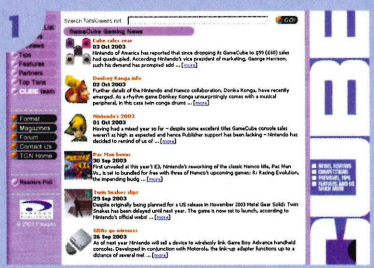


cube.totalgames.net

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...

TOTAL GAMES .net



UP-TO-THE-MINUTE NEWS
Every day of the week our rabid news hound updates the GameCube stories that matter.







SUCCESS AT LAST!

Nintendo sees the light on home turf

SOME OF YOU may be starting to worry about the state of GameCube, and understandably so. What with publisher support dropping like a lead balloon and sales figures way below expectations, you have to wonder why Nintendo isn't acting. Still, that's an ongoing problem. What is very interesting though, is the fact that the GameCube's performance in Japan has seen a complete about turn. Over the past two months sales of the machine have been very impressive, even managing to outsell the PS2 (how Sony's machine is still selling so well is beyond us – surely everyone in Japan has at least two by now). This is down to one thing: the sudden appearance of RPGs. It may have passed you by, but all of a sudden Nintendo's 128bit console has become the console of choice for RPG lovers. Example 1: *Final Fantasy* – the four-player option has got the Japs hooked, plus it's *Final Fantasy* and that's enough for most people. Example 2: *Tales Of Symphonia* – scoring higher than *FF:CC* in Japan, Tales shifted by the bucket-load.

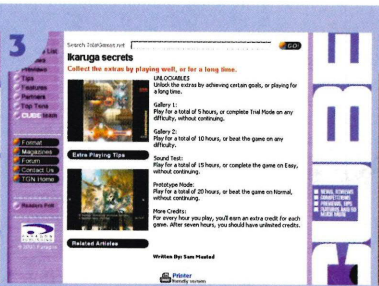
These two games alone have whipped Japanese gamers into a frenzy, and luckily for Nintendo this pace is set to continue. Namco's *Baten Kaitos* is set to hit Japan on 5 December, and is already the talk of the town. It has big names and a big budget and will certainly make big bucks. However, the question is will we see the same thing happening in the West? The answer is a tentative probably.

RPGs have become an important genre in the West (the US more-so than Europe), and when they finally start arriving (Feb '04) gamers will embrace them. Until then though, we have huge titles such as *Rebel Strike*, *F-Zero GX*, *Soul Calibur II* and *Mario Kart*.

When you look at it like that, the momentum will already be high by the time the RPGs arrive. So, in response to the worried letters we've had over the last month, we say this: don't worry. The $99 (and now £79) price-cut along with the Q4 releases and Q1 '04 RPGs will make this recent lull period a distant memory. CUBE



CUBE, WITHOUT THE PAPER
Read back issues of **CUBE** without even having to go and buy them! We're too good to you...



THE HOTTEST CHEATS IN TOWN
Our sister magazine CUBE SOLUTIONS is perpetually updating this page just for you. Yes, YOU!



THE FORUM
The **CUBE** forum is one of the most subscribed and lively GC discussion salons in the country.

GCN GAMECUBE NEWS

FINAL THOUGHT...

IS NINTENDO OUT of touch? Having long adhered to the ethos of family entertainment, staying clear of violent or controversial games, the company's president, Satoru Iwata, recently predicted that the PS2 launch of the notorious *GTA* in Japan (it's only just come out over there) would arouse little interest from the Japanese gaming public. He was wrong. Colossally so, as due to phenomenally high initial demand an extra print run of over half a million copies was required.

But then so what? Nintendo (somewhat strangely we think) doesn't even see itself in direct competition with Microsoft and Sony. Does it even matter then if it misjudges what other console gamers want? Put simply, yes, of course it matters. Regardless of what system the best football, FPS or racing game is on, gamers will obviously want to play it. It's true that Nintendo itself offers games that no-one else does, but that isn't enough.

In America Nintendo is spending millions asking punters the rhetorical question, "Who are you?" Well here's an answer: if we're aware of Nintendo then we're gamers, and we'd like to experience any and every type of exciting bit of gameplay, peripheral, idea... whatever is worth playing. Of course we still want Nintendo-style games, but we also want the freedom to choose from as large a range of third party games as possible. As a platform the GameCube hasn't and won't be able to offer this. There's still an absolute wealth of good stuff to look forward to but when Nintendo consider the GameCube's successor they probably shouldn't rely on just their own blinkered judgement as to what people want to play.



2 FUN 2 FURIOUS

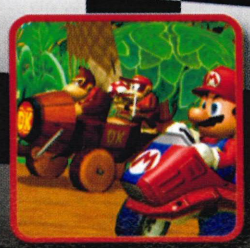
"The best multiplayer racing game, bar none." **LOADED**

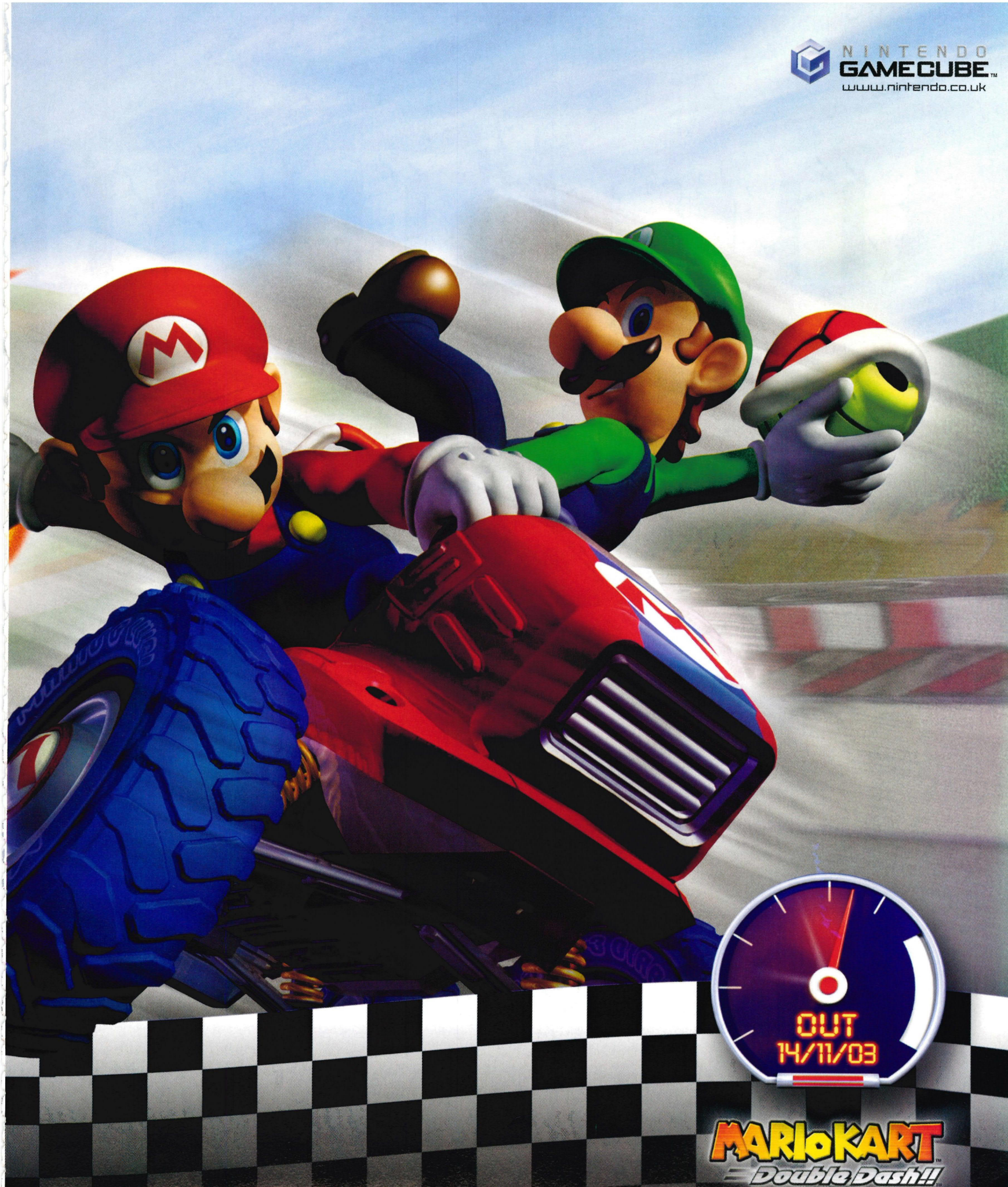
"Mario Kart. The most fun you can have sitting in front of a telly, with your clothes on, playing videogames." **CUBE**

"This is one game where nobody wants to get left behind." **NGC**








NINTENDO
GAMECUBE
www.nintendo.co.uk
OUT
14/11/03
MARIO KART
Double Dash!!

diary of a madman

Excerpts from the diary of Resident Evil 4's Leon S. Kennedy

4 MONTHS IN 1 DAY

Here's a brief timeline of what I've been up to over the past four months:

30 SEPT '98: Finally got out of that hellhole after defeating William Birkin for the fourth time. Claire went off to find Chris. I had to find somewhere safe for Sherry before I continued.



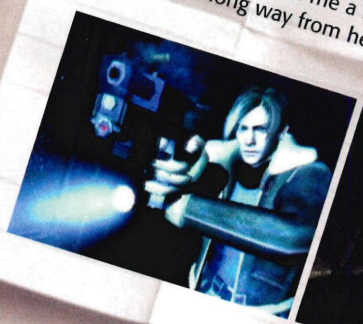
MID OCT '98: With Sherry now in government custody (her body contains evidence of the G-virus), I came to an agreement with an "underground anti-Umbrella organisation" that allowed me the full

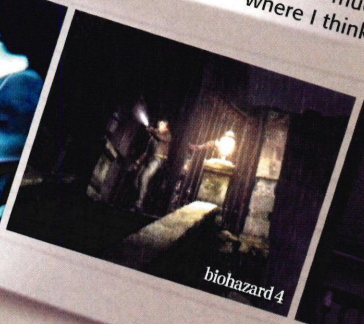


PROGRESS REPORT
Jan 14th 1999

IT'S BEEN NEARLY four months now since the Raccoon City incident, though I still can't get the foul stench out of my nostrils. It would have been so easy to walk away from that train and let someone else deal with this mess, but I get the feeling that if I don't do this then no one will. We may have put an end to the T-Virus-infused William Birkin and all the other hideous creatures, but the true evil behind all this is definitely human – I'm convinced of that now more than ever. The government knows what's going on, but so far its people have failed. Now their hopes are pinned squarely on me. It might seem like going from one evil organisation to another, but I need to take sides here, and if someone is willing to fund my revenge I can't turn them down. It all happened after Sherry and I walked away from the facility. We were put into custody to protect us, after all Umbrella would stop at nothing to keep us quiet. It soon became obvious that I had to go back out there though. Sherry has been kidnapped, and worryingly I don't think Umbrella has much to do with it. Wesker is up to something. My investigation has taken me a long way from home, and a long way from help. It's better this way – no one to worry about and no one to slow me down. If I could go back and do things differently with Ada then I would, but at least I've learned from my mistakes. I'm leaving these notes so that, should the worst happen, someone will be able to continue my path. There will be others – Ada was proof of that. The 'prize' on the other side of this grotesque injustice is far too big to ignore. If there's one thing you can be sure of, it's that where greed and lust for absolute power are concerned, there is no space for morality.

My investigation has taken me to central Europe. It's difficult to tell whether or not I'm on a wild goose chase, but whatever I find it can only provide further clues as to where I need to go. The other STARS members have provided invaluable information along the way. I've been keeping in touch with Chris and Claire. A few weeks ago (Dec '99) I got a desperate email from Claire begging to get in contact with Chris after she got trapped on Rockfort Island. It's during these dealings with my friends that I learned of the Nemesis and CODE: Veronica affairs. Wesker's Report has told me much and I'm now heading to where I think this all began...











I'm immune to all this darkness now. The shadows are my friend

support of my caretakers. I was now officially a one-man, anti-Umbrella unit.

MID NOV '98: Using information I had gathered in the labs, I was able to get started with my



investigation. I'd managed to contact Claire, who seemed to be in the same boat, though she had slightly more solid clues as to where she should be going.

END DEC '98: Got an



email from Claire asking for help. I managed to contact Chris, who dropped his investigation and went to save Claire.

JAN '99: I now have enough information to find what I'm looking for.



diary of a madman

PROGRESS REPORT

Jan 18th 1999

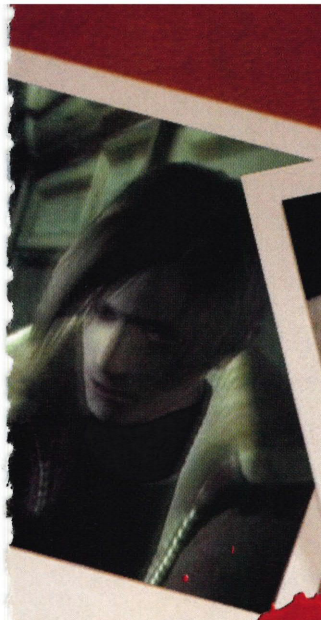
THIS ALL FEELS very wrong, and because of that I know I'm in the right place. The locals have many stories of strange goings on, and they all tie in. What worries me is what I'm going to find when I get to this place. If it really is the place where it all began, the experiments will be at a far more advanced stage than anything I've ever seen before. Because of this I've contacted both Chris and Claire to let them know the situation. They're on their way, but I can't wait for them. There are bound to be Umbrella spies in the local towns, and if I'm to take them by surprise I need to get there immediately.

Jan 19th 1999

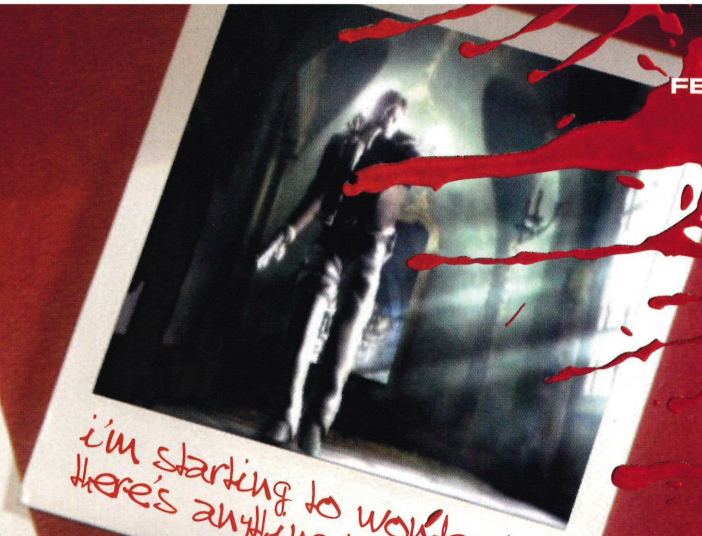
This is very different from my other encounter with Umbrella. I'm beginning to wonder whether this place is even active anymore. As usual Umbrella has put up a smoke screen in the form of an eerie mansion, but there really is nothing here. The place looks like it's been derelict for months. There doesn't appear to be any power – it's lucky I've got this torch. The team offered to give me whatever I needed, but I refused as it would only slow me down. Instead I've taken this torch and my upgraded automatic handgun with laser sight. I've mastered the technique of swivelling the torch with my left hand while following the path of light with the handgun in my right hand. Hey, that takes a lot of dexterity you know! What's that!? I just heard something...

Continued...

Well, that confirms things – Umbrella was definitely here. After following some noises I came across a lone zombie. It wasn't mangled/bleeding/missing parts, and this suggests that whatever happened here was very controlled. The lack of those mutant crows and Doberman outside prove that the T-Virus never escaped from the mansion. That doesn't explain how this zombie got out from wherever the labs are though. There's only one thing for it – I need to find more clues, but in order to do that I need to get the power back on.





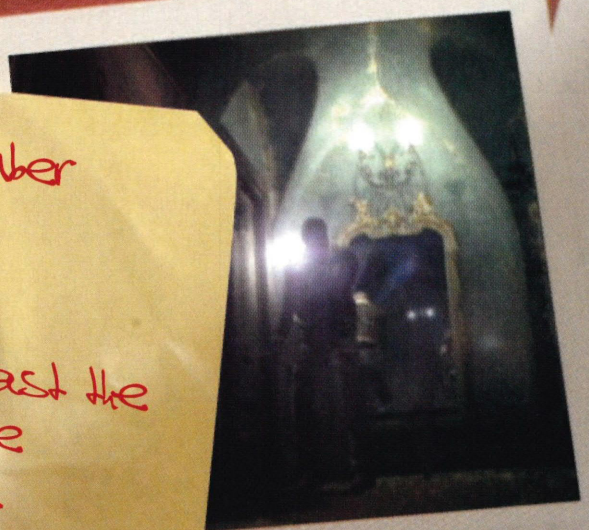


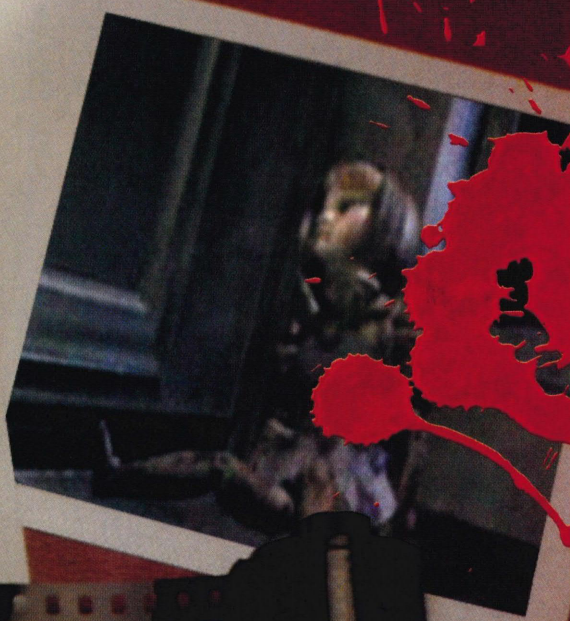
i'm starting to wonder if there's anything here

found that MO Disc but I need to get to the control room... how the hell am I going to get past that freak!? Wha... what was that?

"I have come across one zombie but there is something far more sinister in these corridors... something that kills zombies"

need to remember this number... 5739... that should get me past the lock and into the generator-room

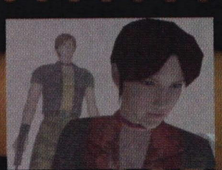




a pack of wild dogs. Wesker, Jill, Barry and Chris explore the mansion and eventually blow up the lab. This is where I come in. My first day in Raccoon City saw me greeted by a town rampaged by zombies. I



eventually found that the Chief of Police was taking bribes from Umbrella to keep this quiet! Chris's sister Claire helped me to solve this horror. While this was happening Jill went up against the Nemesis and the



NE T-virus. She makes it out of Raccoon City just as the entire city is nuked. Claire gets captured in Paris, but escapes when Chris comes to the rescue. The pair fly to the Antarctic base where they fight Wesker and Alexia.



diary of a madman



Remember... this is the guy behind the true horror. He's responsible for this whole mess

!! NOTICE TO ALL STAFF !!

- The T-virus shipment will be arriving in 10 days. Be sure to familiarise yourselves with the relevant safety procedures and vaccine details.
- Remember that Section D: Rooms 7, 8, 9 and corridor Z7 are now out of bounds and protected by Level 1 Security. This is for your own safety.
- As of now there will be no external communication. Internal servers will still be available. Only Level 1 cleared staff will have access to external communication.





Over 30 rounds and it still came

MONSTERS EVERYWHERE

This is what happens when you mess with nature:

T-VIRUS: The original virus that started the nightmare, turns humans into zombies and seems to make animals mutate beyond all recognition. The virus can be transmitted through the air or bodily liquids.



G-VIRUS: Causes a non-stop cascade of mutation. The victim has extremely heightened regenerative powers, immune system and physical strength, though they have no control or recognition.



PROGRESS REPORT

Jan 20th 1999

THE CLUES THAT I've found over the past four months, coupled with the information I've found here have got me very worried. I don't think the T-virus was ever a problem here. This first mansion was very organised – whereas other facilities concentrated on the T-virus and the G-virus, this place aimed far higher. This is where the Mother Virus was created. It was also where the Mother Virus was mutated into the Progenitor Virus. This research happened decades ago, so Lord only knows what horrors they've come up with since then.

Continued...

I keep hearing a chain being dragged around the rooms nearby...whatever this is, it was chained up at some point.

Continued...

My God! I'm in over my head here! I've just spent an hour trying to get away from this... THING! It holds the form of a man, but is covered in a black fog of some sort. It's got a huge hook, which it used to try and take my head off! Bullets seemed to have no effect, but after 30+ rounds it finally dropped.

Continued...

It's suddenly getting very cold in here. I don't know what I'm going to do if I come across another one of those things. I can't keep plugging away at them like that.

Continued...

Nnnn...nno way to kill that thing... seems, to have mutated. Whatever virus they were... wwwworking on it's sooo much more pppowerful than anything else...the creature changed into... ppure fog. It floats around... bullets no good. It's done sssomething to me... can feel it inside me. Need to contact Chris...

Continued...

Nnnno good... I can't thinw straight. Can't make my fingefa do whay I ned to. Aaaarghhhhhhhhhhhh...sombydt heeeeeeelpo meeeeeeeeeeaaahhh.....

"I have just spent an hour trying to get away from this...THING! It holds the form of a man but is covered in a black fog"







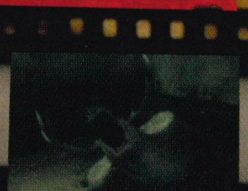
this thing is impossible to beat! I don't know what to do



G-VIRUS MK II: A more refined version, this virus causes the victim to impregnate others with embryos, which then incubate and burst from their host some time later. You don't want to be around when that happens



T-VIRUS: The T-Veronica virus is similar to the G-virus, though the victim has homicidal tendencies. ... which basically means that it's a very efficient killing machine without a care in it's body for what it's doing

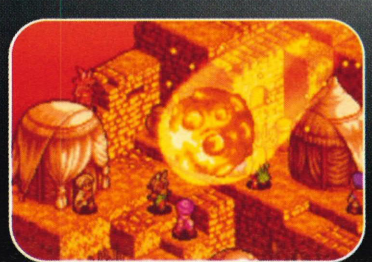


TG-VIRUS: A mixture of the T and G strains, the victim has the powers of both with the added benefit of having an electromagnetic shield which deflects bullets etc. Only a Plasma Rifle can protect you from this thing



there's a warrior inside you









GAME BOY ADVANCE SP™

"Sits up there with Golden Sun as an essential RPG handheld experience."
NOM

"Final Fantasy Tactics looks utterly superb."
Computer and Video Games

"it's the subtleties and detail that will set it apart from predecessor and rivals alike."
Games TM



OUT NOW



OUT NOW



OUT OCT 24

3 games to make you think.

Golden SunTM: The Lost Age ©2001-2003 Nintendo/Camelot TM and ® are trademarks of Nintendo. ©2003 Nintendo. Advance Wars 2: Black Hole RisingTM and ® are trademarks of Nintendo. ©2002, 2003 Nintendo.
© 2003 SQUARE ENIX CO., LTD. All Rights Reserved. FINAL FANTASY TACTICS is a registered trademark of SQUARE ENIX CO., LTD. TM AND ® ARE TRADEMARKS OF NINTENDO. © 2003 NINTENDO.

ROGUE OPS

Another vendetta



CUBE INFORMATION

ROGUE OPS	
PUBLISHER:	KEMCO/CAPCOM
DEVELOPER:	BITS STUDIOS
ORIGIN:	UK
GENRE:	STEALTH ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

DEC '03 | TBA | DEC '03

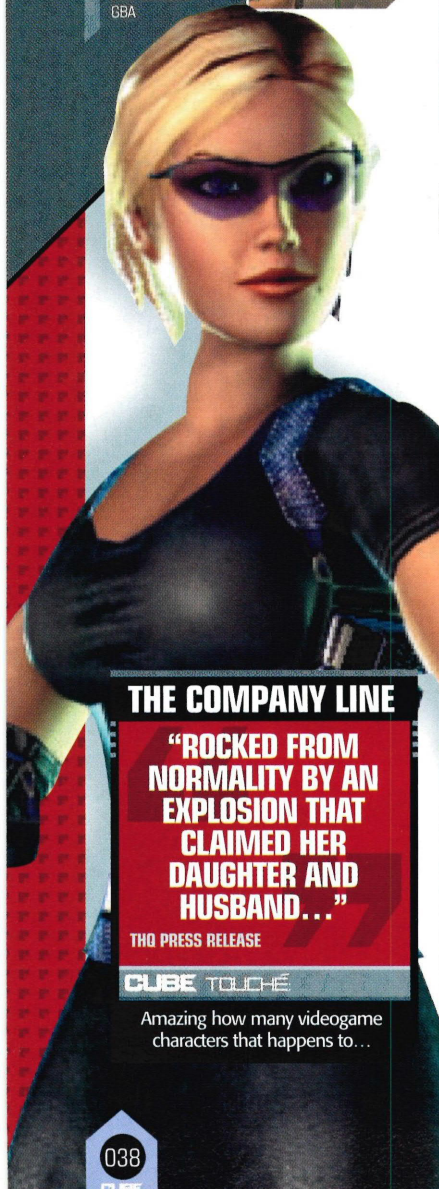
A BIT OF PREVIOUS

DIE HARD VENDETTA
GAMECUBE

WARLOCKED
GBA

JET RIDERS
GBA





THE COMPANY LINE

"ROCKED FROM NORMALITY BY AN EXPLOSION THAT CLAIMED HER DAUGHTER AND HUSBAND..."

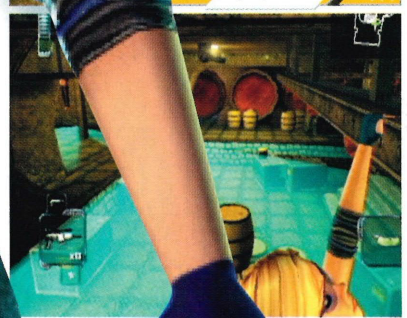
THQ PRESS RELEASE

CUBE TOUCHÉ

Amazing how many videogame characters that happens to...

Meet the girl who eats splinters for breakfast...





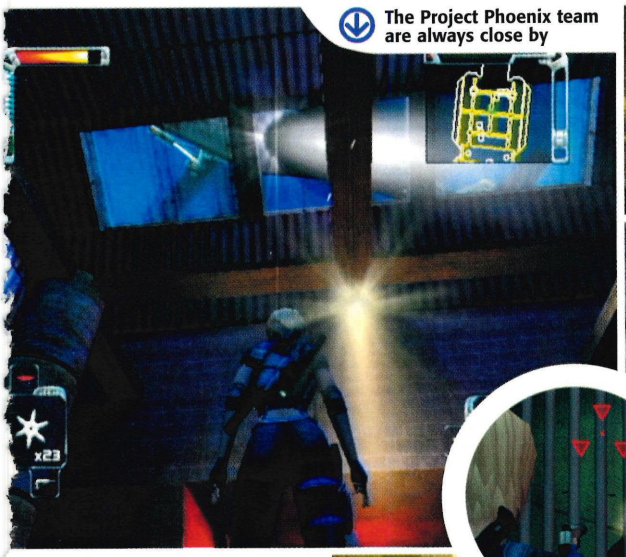
STEALTH ADVENTURE FANS have got it hard at the moment. *Pandora Tomorrow* isn't due out until next year, and *Twin Snakes* is looking increasingly like it will slip to Easter. Fear not though, because there is one game that has the potential to outshine both of them. *Rogue Ops* takes the stealth adventure formula and makes it far more accessible without detracting from the in-depth nature of this genre of game.

The game is centred around Nikki Conners, an ex-Green Beret hell-bent on revenge after her daughter and husband are killed in an explosion at the hands of terrorist organisation Omega 19. Nikki goes about this 'pay-back mission' by joining government organisation Project Phoenix.

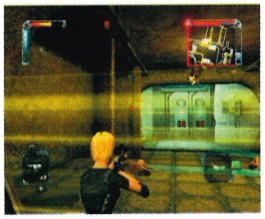
Having developed *Die Hard Vendetta*, Bits Studios already have experience with the hardware, and as such the game is looking great. Sharp, varied textures, nice lighting and transparencies, and a decent amount of detail are apparent in all eight locations on show. At the moment though the graphics are coming at the cost of two other important aspects: frame rate and disc space. While games like *Final Fantasy* can get away with 30fps, shoot-'em-ups like this need to be significantly higher. At the moment *Rogue Ops* is hovering just below 30fps. The other problem comes with the cut-scenes. Limited space is forcing these to be overly compressed, resulting in tinny audio.

However, this is preview code, and if these two problems can be solved *Rogue Ops* will score very highly, as the game itself is a joy to play.

Imagine taking *Splinter Cell*, adding more character and then making it slightly more accessible. Nikki can climb, hang, shimmy, strafe, crawl and roll. She can aim around corners, pickpocket, look around a room in first-person, administer stealthy fatalities (see elsewhere in this preview for more info)... pretty much everything is



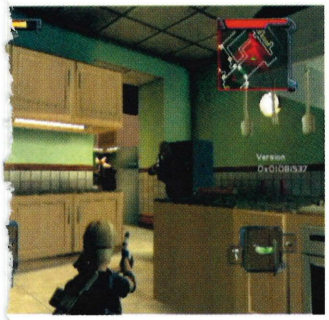
The Project Phoenix team are always close by

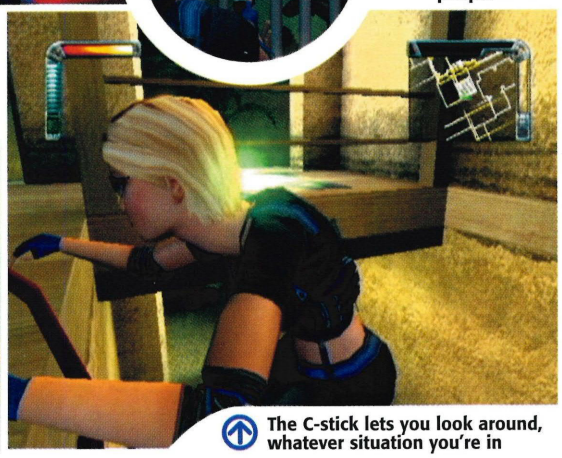




The Training mode tells you all you need to know about killing people

The only move we wish she has is a side-roll. That would be perfect for this particular situation. Never mind, we'll just have to shoot





The C-stick lets you look around, whatever situation you're in

possible, and all of it is very simple to pull off. The entire system works off the back of a 'green is go' system, which we've explained elsewhere.

Like *Splinter Cell*, Nikki can hide in the shadows to evade capture. She can also hide bodies in the shadows, or in cupboards/lockers a la *Metal Gear Solid*. Her VISER can help her to see hidden objects (wires inside walls, enemies behind walls etc, but using it drains battery life. Many of the game's gadgets (fly-cam, thermal optical camouflage etc) use up valuable battery power so you need to use them wisely, as replacement batteries are rare.

Admittedly many of these gameplay aspects come straight from other games, but there are two main areas that set *Rogue Ops* apart from the competition. One is described elsewhere, and other is the multiple solutions aspect. In many of the 'situations' in the game there will be more than one way to progress. For example, one stairway is blocked by a laser-trap. This trap sets off the auto machine-gun if disturbed. There are in fact three ways to tackle it:

- Creep up on the guard outside and carefully pick his pockets for the Keycard needed to shut down the trap.
- Jump up to a small ledge and shimmy over the laser-covered area.
- Take your chances with the laser-trap and try to get past the machine-gun.

After playing through three levels of the game we can safely say that it comes highly recommended... if the problems we mentioned early on are addressed.

CUBE

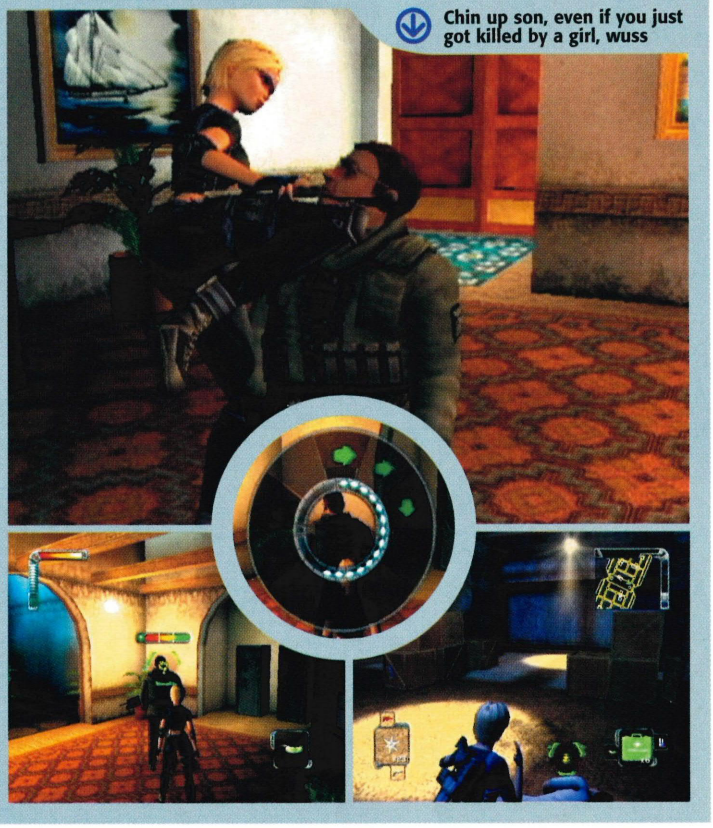
"A FEW NIGGLES ASIDE, ROGUE OPS WILL SCORE VERY HIGHLY, AS THE GAME ITSELF IS A JOY TO PLAY"

QUIET NOW CHILDREN...

... WE DON'T WANT TO WAKE HIM

One cool addition to the game is the fatality aspect. Much like those found in *Wolverine's Revenge* (although done well), these moves enable Nikki to kill her opponents quickly and silently. Get close enough to an enemy without them noticing and a green symbol will appear. This means that you are close enough to apply the move. If you're not close enough the symbol will be red, going through orange before eventually going green. This system applies to many aspects of the game, eg picking up enemies, picking items, pushing items and jumping up to ledges.

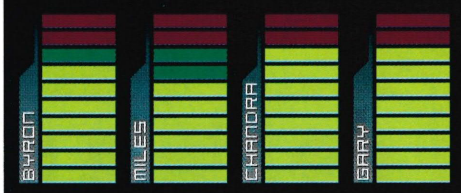
Once you're close enough to an enemy a gauge will appear. The longer you stay behind the enemy the more the gauge will fill up. You can administer the deathstrike at any point, but the longer you wait, the easier the imminent button combination will be. Sometimes you won't have much time (especially with a moving enemy) so a complicated button combo is unavoidable. If you want to pick someone's pockets before you kill them simply crouch down when you're close enough.



Chin up son, even if you just got killed by a girl, wuss

CUBE EXPECTATIONS

VIOLENT AND GRITTY STEALTH ADVENTURE



- ⊕ Innovative and well-executed new ideas
- ⊕ Plays really well once you get into it
- ⊖ Framerate is all over the place at the moment
- ⊖ Voiceovers are tinny due to over-compression

■ Bits' latest title is shaping up very well and there are only a few small problems that could hold it back. If all goes well though it could be one of the must-have games for Christmas '03. With eight locations, each split into three levels, it's not exactly small either. We'll have the full review next month.

SONIC HEROES

We could be heroes



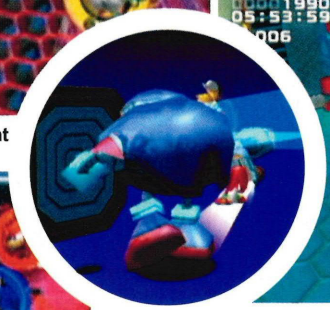








Can *Sonic Heroes* be what *DX* should have been?



FIRST REACTION
Switching between characters makes perfect sense, and gets rid of the more slack, pointless elements of before.

CUBE INFORMATION

SONIC HEROES	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
ORIGIN:	JAPAN
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE
00 25 50 75 100

DEC '03 | TBA | TBA

A BIT OF PREVIOUS



SONIC ADVENTURE DX
GAMECUBE

PHNATASY STAR ONLINE
GAMECUBE

SONIC ADVENTURE 2
GAMECUBE

THE COMPANY LINE

"TEAM BASED GAMEPLAY MARKS THE NEXT EVOLUTION... TAKING PLATFORM GAMING TO THE NEXT LEVEL"

SEGA PRESS RELEASE

CUBE TOUCHÉ

Yep Nintendo might as well scrap Mario 128 immediately.

Finally the *Sonic* game you always wanted

BACK IN 1989 a young Japanese games designer whose previous games included *Phantasy Star* for the *Master System* and a near flawless conversion of Capcom's *Ghouls & Ghosts* was given the job by SEGA of creating a mascot and game to rival Nintendo's *Mario*. Yuji Naka came up with a blue rodent called *Sonic The Hedgehog*, and as people subsequently flocked to buy what at the time was one of the fastest, most immediate and user-friendly games ever

SMART BOMB

JUST SIT BACK AND WATCH

A new addition *to Sonic Heroes* is a move called the Team Blast. Taking down enemies fills up a gauge which when fully charged up allows you to unleash a cut scene sequence of moves that sees your trio dispense with any onscreen creatures. *Sonic* was always about creating a colourful on-screen spectacle, sometimes to the detriment of the game itself, but not this time.



Even far away in the wild blue yonder lurk nefarious hedgehog-haters



Surely no-one can stand in the way of the combined might of Sonic, Tails and Knuckles!

made (the original *Sonic* used just one button), he inadvertently kicked off the mother of all rivalries between SEGA and Nintendo – a power battle that was to last the whole of the nineties.

The move into 3D midway through that decade however saw *Sonic* games take a downtown in playablility. Although still good, *Sonic Adventure*, *Sonic Adventure 2* and the recent GameCube *Directors Cut* all suffered niggles such as a painfully jittery camera, some dire level design where Sonic could often unexpectedly come to a complete halt and a lack of that finesse and ease of use so characteristic of his 2D adventures.

Sonic Heroes is looking to put all this right with all the neccessary ingredients for a *Sonic* title accounted for – a rollercoaster style feel, pinball springs, 360° loops and speed that just about stays on the right side of controllable. Yuji Naka and his team, in their first attempt at a genuinely new GameCube *Sonic* game might just have come up with what everyone wanted from the franchise – a return to the classic playability of old.

This return to form isn't just a re-treading of the past, as you now control not just Sonic himself, but Team Sonic. Playing as a trio comprised of Knuckles who can glide, bash through obstacles and use the other two as projectiles, Tails who can temporarily fly, and Sonic, who's ludicrously fast. You can select from any of the three on the fly as the two unused characters simply tag along behind. There's also the option to use nine other characters such as Team Dark, Team Rose and Team Chaotix, each with their own equivalent moves and unique storyline.

If anything, playing as all three characters at once makes levels rush by even faster than before. Effectively a honed down, refined and more fluidly playable distilling of the essence of earlier *Sonic* games, *Sonic Heroes* shouldn't disappoint. CUBE

There's something worth having in that cage, we'll be bound



I'VE GOT THE KEY

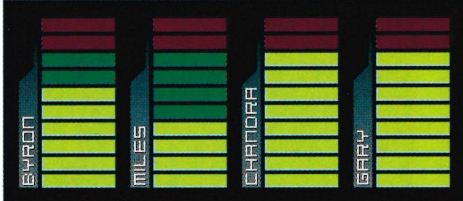
I'VE GOT THE SECRET (LEVEL)

As with all the *Sonic* platformers there are end of level mini-games to be played. *Sonic Heroes* has collectable keys dotted around its locations that, if you can break them out of their casing, transport you to the sprinting tunnel section pictured here. Much like the bonus games first featured in *Sonic 3*, the idea is to run over as many coloured balls as possible while avoiding the bombs.



The rollercoaster feel of earlier *Sonic* titles has been recreated, only more so!

CUBE EXPECTATIONS



- ⊕ The impressive frame rate never dips
- ⊕ Crisp visuals
- ⊕ Loads of extras and unlockables
- ⊖ Not as good as the competition

■ Visually both nippy and solid with lurid and varied visuals, *Sonic Heroes* is exceptionally playable although we must admit we prefer Sonic Team's other platformer of the moment, *Billy Hatcher. Heroes* needs to avoid falling into the same trap as *Sonic Adventure* which was pretty but had very little actual gameplay to speak of.

NEED FOR SPEED UNDERGROUND

EA reckon this is, in a word, err... Word!

IF THIS STREET-based carve up had been set in Britain we'd just have been ragging it round car parks in a lowered Fiat Uno with blacked-out windows and a spoiler the size of Kent perched on the boot as pram-faced birds egged us on by waving a McDonalds chip wrapper. As it is though, *Need For Speed Underground* is set in America. So instead we've just spent the best part of the day in a variety of gleaming, souped up sports cars, drag racing on the glitzy open tarmac of US cityscapes with scantily clad honeys for company and the sound of rappers, not chip wrappers, blasting from our 'ride'. *NSU* is all about being a boy racer, but more in the mould of Vin Diesel in *The Fast And The Furious* than Kevin at Safeway.

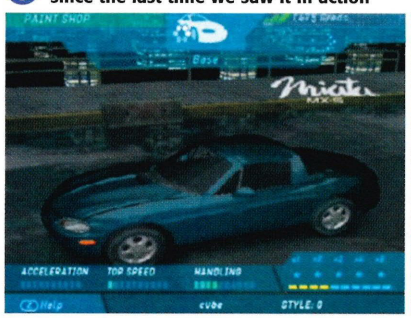
One of the game's most distinguishing features is way the way it panders to typical boy racer obsessions such as customisation and earning respect or, in *NSU's* currency, Cred. Drifting round corners, racing fast laps and putting together a nice looking motor all earn you Cred that in turn can be exchanged for parts and tweaks. There's the exhaust to be tinkered with, paintjobs to consider, nitrous oxide injections to think about... in fact everything that gets a petrol head's motor running, especially as the cars and parts are all licensed.

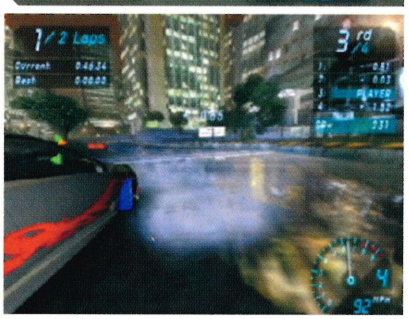
As a racer going up against the likes of *Burnout*, *F-Zero GX* and *XGRA*, EA might think *NSU* is the "shizzle dizzle" but having played the preview code, and judged solely as a driving experience, at the moment at least, it simply isn't good enough. CUBE

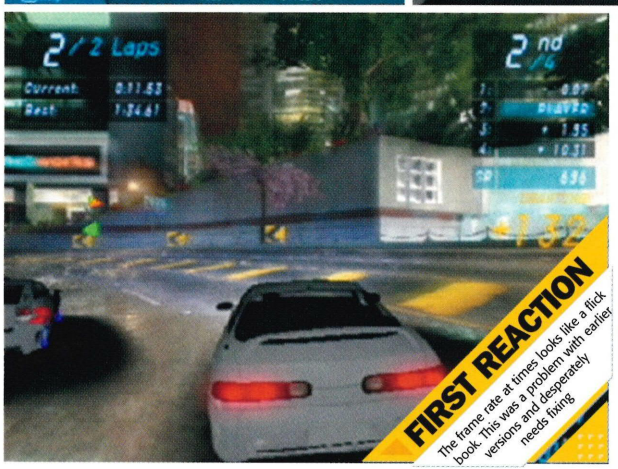
Going underground...



The framerate has sadly not improved since the last time we saw it in action







Groovy light and particle effects are all very well, but the core of the game has got to be right before you start with all that malarkey

The *Need For Speed* brand has existed for eight years now despite so many distnctly average entries in the series

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

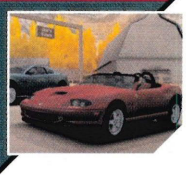
OCT '03 | TBA | OCT '03

A BIT OF PREVIOUS

NEED FOR SPEED: HOT PURSUIT 2
GAMECUBE

NHL HITZ 2003
GAMECUBE

SEGA SOCCER SLAM
GAMECUBE



THE COMPANY LINE

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

EA PRESS RELEASE

CUBE TOUCHÉ:

And the ability to turn left and right

CUBE EXPECTATIONS

NEEDS A MECHANIC

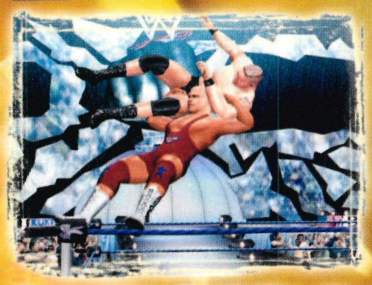


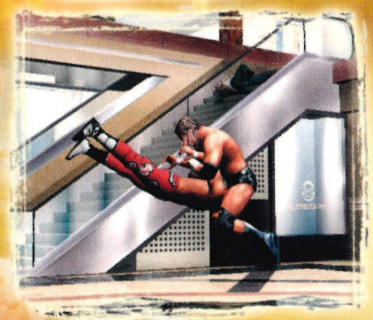
⊕ Looks great in screenshots

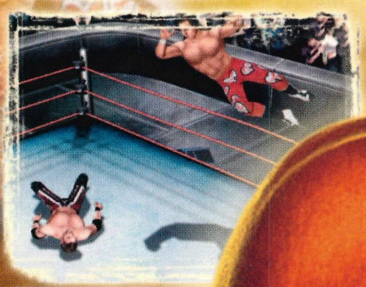
⊖ It's a different story in-game

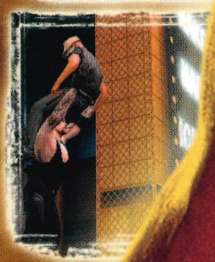
■ **Surprisingly un-promising. Even if you're massively keen on customising virtual motors, the streets are unpleasant to navigate, ugly to look at, and the handling is spongy which won't impress even die-hard boy racers.**

BECOME A LEGEND









"...the wrestling game to die for..."
Nintendo Official Magazine
May 2003

"...yet another smash-hit WWE title..."
C&VG – June 2003

WRESTLEMANIA XIX

Where SUPERSTARS Become LEGENDS.

YUKES

NINTENDO GAMECUBE

JAKKS Pacific inc.

THQ

www.thq.com

The names of all World Wrestling Entertainment™ televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment™ logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2003 World Wrestling Entertainment, Inc. All Rights Reserved. Game and Software © 2003 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by Yuke's Co. Ltd. Yuke's Co. Ltd. and its logo are trademarks and/or registered trademarks of Yuke's Co., Ltd. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.

Apples 'n' pears innit?

HARVEST MOON

Come face-to-face with the trials of life down on the farm

RIGHT – HERE'S THE deal. I'm sat in a meadow, my cow won't give me any milk, my dog won't come when I call it, I've just been ripped off by the local Archaeologist for the umpteenth time, and on top of all that, none of the girls in town are remotely interested in me. No, I'm not talking about a typical day in the life of Chandra. This, is *Harvest Moon*, and this is how it all went wrong...

I found out the other day that I had 'inherited' this farm, though what inherited actually means is that I have to run it. There's something weird about this place as well – it doesn't matter what time I go to bed, I always seem to wake up exactly six hours later. Anyway, I woke up this morning (at 6.15am dammit) and had a wander. I had a look at the waterfall, met some of the villagers, went down to the beach and just after lunch I wandered into the woods. I was a bit hungry, and not having any money I decided to chance one of the red mushrooms. Boy was that a mistake! I had a dream about these three gnomes that live in a tree, then woke up four hours later... I eventually managed to find my way home. I'm sure there was a dog around this morning but it's gone now.

Woke up at 7.30am the next morning and thought I'd better get something to eat... only, there's nothing in the fridge and none of the shops in town seem to sell anything. After searching my farm for a few hours I managed to find a few gardening tools, a watering can and amazingly, a cow! Yep, turns out I have my very own cow, and it even let me milk it. Well come on, what else am I supposed to do with it? I think I milked it too much though, because now it has started getting stressy with me. Milk is hardly food though, and after exploring further I managed to find a plant. I chucked the plant and

CUBE INFORMATION

HARVEST MOON: A WONDERFUL LIFE	
PUBLISHER:	UBI SOFT
DEVELOPER:	MARVELOUS
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

Q1 '04 | OUT NOW | Q1 '04

A BIT OF PREVIOUS



SPLINTER CELL GAMECUBE

RAYMAN 3 GAMECUBE

WORMS BLAST GAMECUBE



THE COMPANY LINE

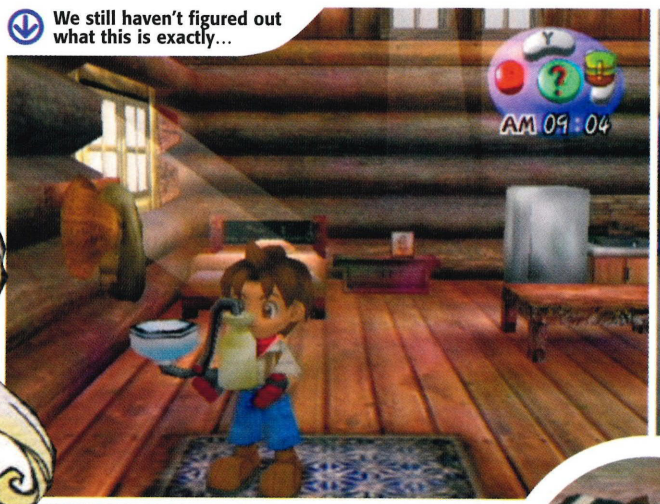
"YOUR STINT ON THE FARM WILL SPAN A LIFETIME DURING WHICH TIME YOU MUST FIND A GOOD WOMAN AND RAISE A FAMILY"

KONAMI PRESS RELEASE

CUBE TOUCHÉ

Good practice for the real thing maybe?

We still haven't figured out what this is exactly...





He doesn't look like he'll appreciate flowers too much. No harm in trying





You can whistle for your dog, but he'll only come if you've been nice

FIRST REACTION

Sounds, looks and feels great. We can't wait to get properly stuck into this game and grow some decent veggies.





A WONDERFUL LIFE

some milk in a pot and they magically became a full-blown meal! I really should have given it to the dog, but I ate it myself instead. Now I don't have any animal friends at all. There has to be an easier way of doing this. There's a farm next door – maybe they can help?

It turns out I have to mow the meadow to let the young grass come through. I also have to feed the dog, pet the cow AND sow seeds for the harvest. Sigh... so, I used the rake to dig up the ground, petted Moo-Moo the cow, mowed the meadow, found a plant and cooked some food for Cakes the dog. Then I had to pay those gloating OAPs next door for some seeds. Finally got home and planted the seeds. Geez, I'm whacked!

The next day it took me four hours to get all my chores completed. With them out the way I went looking for the local mine where, apparently, you can find fossils and treasure. I'm good with my hands, and could do with some proper money. After digging for hours I've found some crystal, a vase, some gold coins and an old skull. The Archaeologist doesn't want any of it though, so I've ended up giving things away to the mad scientist.

I have no money, nothing to woo the ladies with, a sense of rejection in my heart, and a failing farm. But boy do I love this game! CUBE



The scenery is so nice it sucks you right into the game world



"MY DOG WON'T COME WHEN I CALL IT, I'VE JUST BEEN RIPPED OFF, AND NONE OF THE GIRLS IN TOWN LIKE ME"

OUT AND ABOUT

IT'S AMAZING WHO YOU BUMP INTO WHEN YOU'RE OUT SHOPPING

The *Harvest Moon* villagers are a right motley crew. On my travels I must have come face-to-face with four pretty girls (one cute brunette, one raunchy blonde, one red-head and one studious shy-girl), a bar-owner who blatantly fancies his barmaid, a doctor and his assistant, a mad scientist, a cave-man (who wanders through the woods mumbling), an annoying old man, a farmer and his wife (who rip me off every day!), an archaeologist (his time will come), a cyber-punk (who lives in a new-age caravan), a merchant, a few kids, three gnomes (whether they're real or not is another matter) and a Duke/Duchess. They're all mad.



This dweeb appears to have no use in the game at all

CUBE EXPECTATIONS

LIFE WITH THE SAFETY CATCH ON



- So much to do and no governement grants
- Satisfying gameplay and interface
- Not enough time in a day to get it all done
- PAL release is miles off – waiting sucks

This game is fantastic! Admittedly our preview was done by taking things to the extreme, and to be honest you'd have to be pretty stupid to completely fail at this game. It's just so satisfying though, and once we get hold of the English language version we'll bring you some far more in-depth impressions.

It was probably just a handkerchief

STARCRAFT: GHOST

Reach for the stars, literally...

THE TOKYO GAME Show may be the place people are used to seeing Eastern games unveiled, but this doesn't mean you can't expect to see some top Western games in all their glory either. The name *Starcraft* may be unfamiliar to a lot of people reading these pages, but over in the PC world it's customary to take your shoes off before even uttering the name.

The original game was an overhead real-time strategy deal with players controlling an entire army and the emphasis on brains and tactics. *Starcraft: Ghost* is, in terms of the setting, a much more scaled down affair. You control only one person – Nova – a Ghost operative who's had so many modifications done to her over the last 20 years that she probably couldn't figure out her own name. What she can do, however, is engage in both long-range and short range combat, using futuristic weapons and unique mind-powers, call for nuclear strikes and pretty much do any mind-boggling gymnastic manoeuvre you could care to mention. The people at Blizzard know how to create games, and we're confident these moves aren't there just as eye-candy and will play a significant role in the overall feel and style of the game.

Other details that were shown at TGS included the ability for Nova to pilot vehicles scattered around the levels, including Goliath Combat Walkers, Vulture Hover Cycles, and the Arclite Siege Tanks which should excite Starcraft fans to the point of mouth-frothing madness.

The core idea of *Starcraft: Ghost* is the tactical element. Sure, you have a huge array of weapons and powers at your disposal, but this means nothing if you don't think your actions through properly. In fact, it was revealed that the development team has recently gone back and put in a lot more close-combat moves with combo opportunities to give the player more options when it comes to tackling problems. We're not expecting this to be the next *Advance Wars*, but our favourite thing about the more recent shooter releases on other consoles has been this tactical element. It adds so much more depth, especially in multiplayer co-operative modes, which we're glad to report will be contained in *Ghost*. A release is due for Christmas, so stay sharp. CUBE

CUBE INFORMATION

STARCRAFT: GHOST

PUBLISHER:	VIVENDI
DEVELOPER:	BLIZZARD
ORIGIN:	US
GENRE:	ACTION
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

Q4 '03 | TBA | Q4 '03

A BIT OF PREVIOUS

ROCK N' ROLL RACING
GBA

DIABLO
PC





FIRST REACTION
Sci-fi shooting, stategy and tactical play in a well-established and atmospheric universe. Great stuff!



One of the technical achievements of the future – armoured baps... amazing stuff

Strategy and tactics ain't gonna help much now. Prepare for a bad hair day missy



Look at the size of that gun – probably loaded with elephants

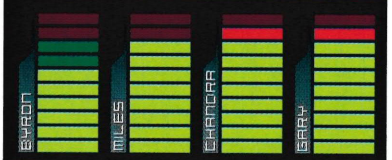
THE COMPANY LINE

"WE LOOK FORWARD TO HEARING EVERYONE'S FEEDBACK"
BLIZZARD PRESS RELEASE

CUBE TOUCHE:
We'll take a break by relaxing on the Blizzard forums!

CUBE EXPECTATIONS

CARDIGANS AND PERMS



- Mix of third person action and strategy
- It's a new Starcraft game!

■ We're fans of tactical action, and with Blizzard's remarkable history in the videogame arena, plus the ultra-stylish look of the Starcraft world presented in a whole new perspective, it's one of our most anticipated Western-developed games of the year.

BANJO IS BACK



BANJO-KAZOOIE®
Grunty's Revenge



Experience Banjo and Kazooie's handheld debut, the third game in the well-loved series from Rare®, authors of Banjo-Kazooie®, Goldeneye™ and Perfect Dark®







RAREWARE

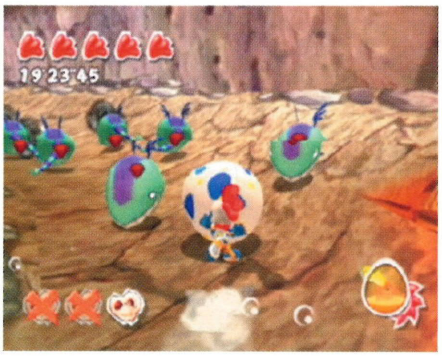
GAME BOY ADVANCE

THQ

www.rareware.com

© & (p) 2003 Rare Limited. All rights reserved. Licensed by Nintendo. Rare, the Rare logo, Banjo-Kazooie, and Perfect Dark are either registered trademarks or trademarks of Microsoft Corporation or Rare Limited in the United States and/or other countries and are used under license from owner. Rare Limited is a subsidiary of Microsoft Corporation. Exclusively licensed and published by THQ Inc. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners. Game Boy Advance and the Game Boy Advance logo are trademarks of Nintendo. © 2003 Nintendo.









BILLY HATCHER AND THE GIANT EGG

CUBE

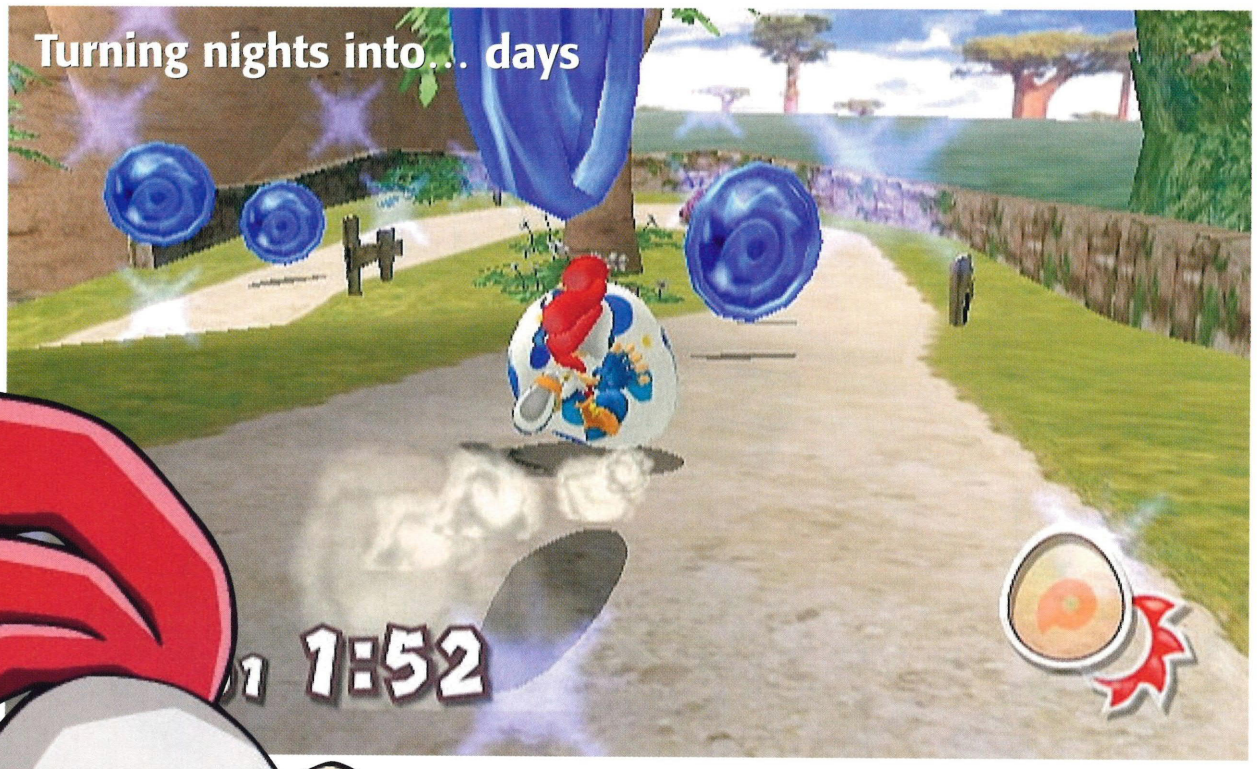
INFORMATION

BILLY HATCHER AND THE GIANT EGG	
PUBLISHER:	SEGA
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PLATFORM
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

DEC '03 Q4 '03 OUT NOW

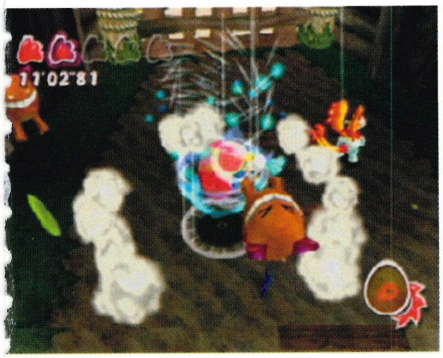


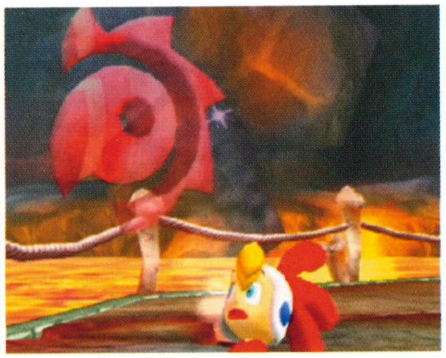


HAVING TO DRAG ourselves away from playing a game to sit down and write about it is always a sure sign that the title in question is little bit special. But when we fight over who gets to play it next, stay after hours for a multiplayer round, and in the case of Byron, pretend that the disc had gone missing so he could play it undisturbed... well, when all that happens you know you've stumbled upon a potential classic.

Okay, so glancing around these pages you'd be forgiven for thinking *Billy Hatcher* is just another cutesy, simplistic and childish platformer, but it's so much more than that. In fact when you get to play it, you'll find that it plays and feels like very few other platform games ever made. Why? In a word –

"A NEW STYLE OF PLATFORMER, ONE OF THE BEST GAMES THIS ISSUE, AND A GAME YOU SIMPLY HAVE TO PLAY"











eggs. Rolling them, throwing them and of course, hatching 'em. If you ain't got an egg in the world of *Billy Hatcher*, you can't do jack.

Story-wise the excuse behind all this egg-fondling is that an evil king has cast an unending darkness over Billy's homeland and captured all the innocent creatures who live there. In retaliation, Billy dons a legendary chicken suit and must hatch the elders, release the trapped animals and restore light to his land. Cue seven themed stages each with eight missions requiring a bit of lateral thinking and dexterous pad twiddling, culminating in Billy chirping, "Good morning," at the end of each mission.

Right, that's enough of the story – let's get back to the game. The reason that *Billy Hatcher* is shaping up so well – and we've been playing a near finished version – is because its got a pretty unique take on the most important ingredient in gaming: playability. And considering that platformers are one of the most copied and oversubscribed genres in gaming history, that's no small feat.

Walking against an egg means you grip it. Stand still and walk directly back from

PREVIOUS

FROM THE MAKERS OF...

SONIC ADVENTURE

■ Marred by some dodgy levels and an errant camera, this still contains some of the best set pieces in platform gaming.



TOTALGAMES.NET RATING: 76%









If you don't like my suit you can just about cluck off!



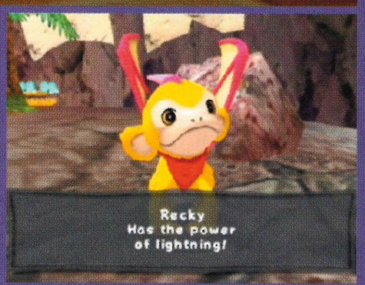
GOTTA HATCH 'EM ALL

NO MORE BILLY-NO-MATES

To hatch an egg it needs to grow to a critical mass reached by rolling it over fruit that expand it. Fruit can be found scattered around levels as well as being dropped by enemies that you've taken down. Obviously as your egg grows bigger the more potent a weapon it is to hurl, throw and thump downwards at the creatures out to kill you. Take care though as some beasts, wasps and dinosaurs for instance, can crack your egg or leave it fried, wasting valuable hatching time.

In total there are 72 types of egg. Some contain animals that follow you round such as fire breathing dragons or ice spreading seals. Such creatures are useful not only in battle but in solving puzzles. Other eggs contain abilities like being able to run barrel rolling-style on the top of your egg allowing you to travel over water and, in the case of Rolly, a Billy-alike you get to play as later on, the ability to remotely control eggs using your mind.

You'll soon learn that how an egg looks on the outside indicates what's under the shell.





HOW DO YOU LIKE THOSE EGGS?

YOU CAN'T MAKE AN OMELETTE WITHOUT BREAKING A FEW...

Like *Mario 64* the many different themed locations of *Billy Hatcher* can be accessed after completing only a couple of objectives in each. Each level starts with a mission to find the elder of that location and hatch the golden egg which contains them. Having done this, light is then returned to the landscape. Lovely.

Your second task before moving to the next location is to locate and fight a boss. Like much of *Billy Hatcher*, familiar platforming traditions are obvious. Enemies follow attack patterns and usually sport a fairly obvious weak spot. But again, having to rely on eggs means the game never feels generic or dull.

Whether you're dodging attacks that'll crack your eggs, lobbing them boomerang-style or throwing your egg like a bomb... all these different boss encounters are frantic, furious and fun – much like the rest of the game.

Monkey Ball-esque sections will test your egg-rolling skills to the max







The levels are lush and varied with so much to see, and there's more variety than you might eggspect to the ovulation-based action

"HATCHING AN EGG REVEALS A CONTROLLABLE ANIMAL OR POWER UP, DEPENDING ON THE TYPE OF EGG"













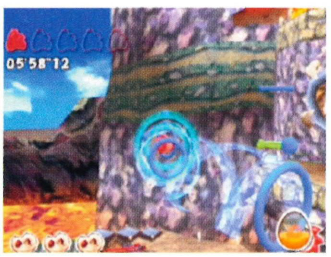
My, my Mr hatcher, that's an awfully large egg you have!





The golden egg is the key to completing the level. Hatch it to release the elder





the egg and you'll release it.

Keep moving though. Walk slightly diagonally or around in curved movements and you'll find a wealth of moves at your disposal. Press A to jump and you'll grip the egg as you get airborne, press A again and you'll slam against the ground, bouncing higher than a single jump launches you. Alternatively press the R-trigger in mid-air and Billy will roll at the ground, tumbling over his egg *Super Monkey Ball*-style. You can also dash holding eggs, travel along rails, use floating springs, shoot from cannons, trample and even shoot enemies with eggs… the list goes on and on.

Effectively the eggs are like power ups, both externally in the way they allow you to move and use stuff, and also in the goodies they contain. When an enemy pops their clogs they leave behind a slab of fruit which, by rolling your egg over it, is consumed and swells your ovoid. At a critical size your egg can then be hatched (press R and Billy squeals "Cock-a-doodle-doo!"). Hatching an egg reveals a controllable animal or power up depending on the type of egg. And because of all these abilities the more typical platforming elements – solving puzzles, flipping switches, killing all the enemies in a room – play differently to other games.

At any one time you're likely to be swirling your thumb round the pad, swelling your egg with fruit, launching it at enemies, keeping an eye out for other rare eggs and wondering how to get those GBA mini games. Complementing all this is a coherent and colourful level design that's kept nippy thanks to the route on each mission being signposted. The missions themselves are just the right length and continually littered with bonuses, multipliers and tests of your egg-rolling skills.

Think of *Billy Hatcher* as Sonic Team re-imagining *Monkey Ball*, mixing it with the N64 *Glover* and splicing it with a bit of *Sonic Adventure* for good measure. Actually scrap that, just think of it as a new style of platformer and one of the best games this issue. Now, where did that preview code get to? CUBE

CUBE SAYS...

FIRST IMPRESSION

■ Any new platformer from Sonic Team has a lot to live up to. *NiGHTS Into Dreams* on the Saturn was much loved, as of course are many of the *Sonic* games. This is a slight change in direction though, despite featuring Sonic Team's trademark colourful graphics and platform-based action. *Billy Hatcher* draws from all those games and in many ways betters them. A different style of platformer, *Billy* is fast, fluid, novel and brilliantly controllable. CUBE











CUBE

INFORMATION

PIKMIN 2	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	STRATEGY ADVENTURE
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

Q2 '04 Q2 '04 Q2 '04

Down at the bottom of the garden, trouble is stirring...

PIKMIN 2



WE HAVE TO admit it – up until recently we weren't really that bothered about *Pikmin 2*. Nintendo hadn't released that much info on the improvements to the game, and as far as we were concerned it was just a data disk. Then we played the very cool ECTS version and learned that it had been delayed by four months.

We're pleased that Nintendo has opted to push the release back and add a load more options, but after playing the game intensely we're also disappointed. You see, we need this game now!

First impressions of the sequel to Miyamoto-san's backyard strategy-adventure aren't overwhelming. Graphically the game is merely *Pikmin* with different textures. The engine has been tweaked in order to allow more enemies on-screen at any given time, but essentially it's the same game. It's the gameplay that has changed, and fans of the original will be in heaven. Firstly, the action is much faster. No longer will it take you 20 seconds to walk two metres and the faster pace sets the mood for the whole game. There may not be a time limit any more

"THERE MAY NOT BE A TIME LIMIT ANY MORE, BUT THE INCREASED ENEMY ACTIVITY MAKES FOR A FAR MORE INTENSE EXPERIENCE"



VEG OUT

WE COME IN PEACE!

■ There are over 60 enemies in the new game including old favourites and shiny new ones. This creature bursts out when you try to tug at its protruding stalks. Quite clean and shiny considering he's been living in the mud, don't you think?

BOMBS AWAY

DOWN WE GO

■ Every area has an underground bonus section. The entrance is blocked up with rocks and you can't gain access to this new area until you locate and retrieve the key for that level. Once underground you can collect all manner of cool items.

LOB 'EM!

POWER AT YOUR FINGERTIPS

■ One of the game's many improvements include being able to choose which colour Pikmin you want to throw by way of the D-pad. No longer do you have to come to a halt and separate out your Pikmin in order to sort them out.

(the day progresses but you don't have a finite number of days), but the faster action and increased enemy activity make for a far more intense experience.

So why remove the time limit aspect? Well, for starters Olimar is no longer desperately trying to fix his ship before his air runs out, so the storyline doesn't really fit. More importantly though, Nintendo has obviously listened to feedback from the last game. In some ways the time limit was a good thing, but it meant you didn't have time to explore a level at your own pace. You were constantly worrying about how many days you had left, and what you had to do in any given day. The sequel however, has a very different focus.

It's all about exploring and unearthing all the secrets. For example, every level/area has a dungeon stage in it. You can only access this area after you've found the key and carried it to the correct access point. Time stops when you're underground, and you can't grow any new Pikmin, but there are plenty of bonuses to collect which will in turn help to grow your Pikmin army back to full strength on the surface.

As well as the speed increase, the

PREVIOUS

FROM THE MAKERS OF...

LUIGI'S MANSION

■ Luigi takes the reigns after Mario gets kidnapped, but we did expect more from a GameCube launch title.



TOTALGAMES.NET RATING: 78%





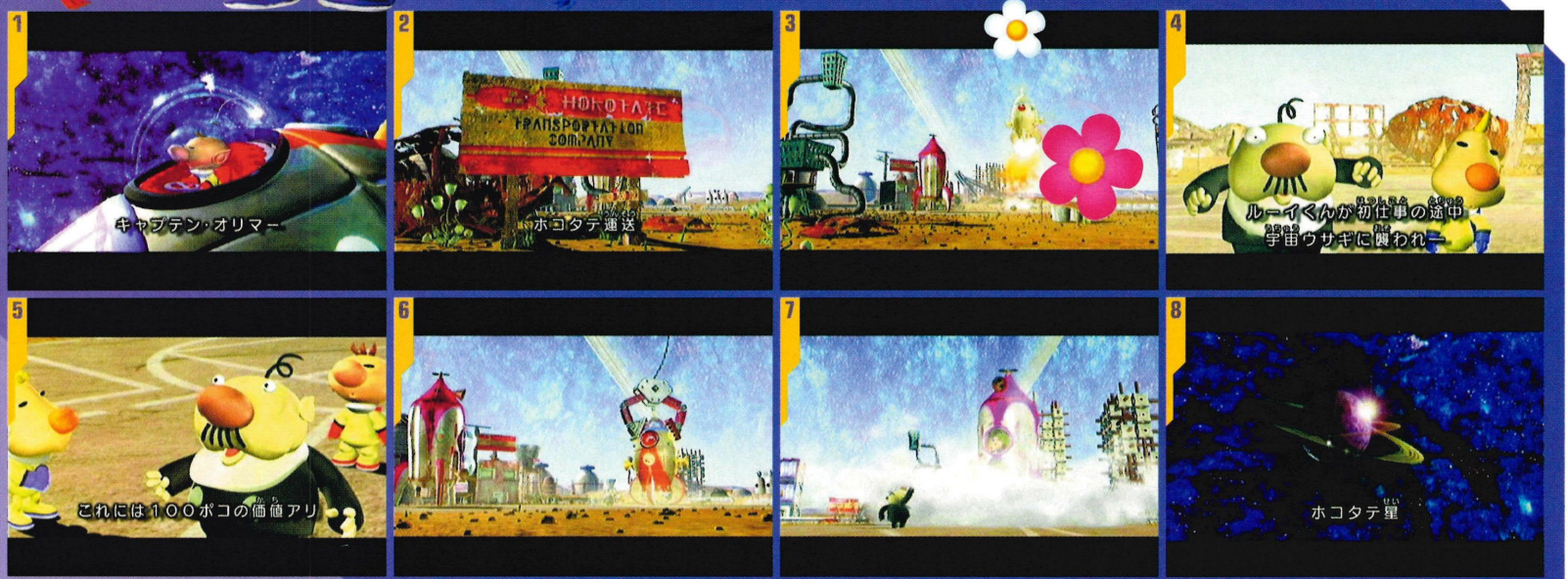
CONTINUED

interface is now more friendly. You may have noticed the D-pad symbol on the left of some screenshots. By tapping in the relevant direction you can choose which colour Pikmin you will throw next. The selected colour is shown at the bottom of the screen, while the four D-pad directions will represent the other four colours. This completely removes the need to stop and organise your groups before you go into battle, and it also turns ambushes into a more skilful affair rather than a frantic button bash.

There are now five different varieties of Pikmin: red, blue, yellow, white and purple, and you can find out more about their abilities over there on the opposite page.

The final major difference in the new game is the two-player aspect. Olimar isn't alone on his quest – he's accompanied by Loogie. At any point in the game you can take control of either character by tapping the Y button meaning you can have two expeditions on the go at once.

The only downside is that one group will always be doing nothing. You can set a group of Pikmin to a task and pop back later, but you can't set their AI so that they attack if an enemy comes along. Hopefully the finished version will incorporate some sort of alarm (RE Zero-style) so that you know if your other group is in trouble. In two-player mode you can work co-operatively or go head-to-head in Challenge mode. There's also rumour of



Just when it was all going so well... dammit, we worked so hard to fix it!

While the boss sits back with his cup of tea, you get to fly the rickety old ship

Back to Pikmin world it is then, to exploit the locals for all they're worth

BANKRUPT!

ARE TWO HEADS BETTER THAN ONE?

The intro comes by way of an extensive FMV sequence and the story goes something like this:

At the end of the first game Olimar finally finds all his essential ship parts and manages to get home. No sooner has he landed than he learns of his company's bankruptcy. It seems that Olimar's disappearance, along with the incompetence of his fellow workers, has led to a massive loss of earnings. The company needs to find a whole lot of money very quickly or it's all over. To do this you will have to return to the planet that you spent 30 days trying to get away from and find as much treasure as you can.

On his own Olimar simply won't be able to do it, and that's why the boss has insisted that Loogie goes along too.

You would have thought that with his ship in tip-top condition none of this would be a problem, but it's been sold to keep the bailiffs happy so you're stuck with a heap of trash. And with that the two explorers take off in their dustbin and head back to the Pikmin planet once more...

"D-PAD COLOUR SELECTION COMPLETELY REMOVES THE NEED TO STOP AND ORGANISE YOUR GROUPS BEFORE YOU GO INTO BATTLE"











a LAN mode, and this could be one of the reasons why the game suddenly got delayed.

After a good session with the game we've come away very excited. There are enough differences to keep you interested, and the two-player aspect is just what *Pikmin* fans always wanted. It's a shame the graphics haven't had a more significant upgrade though. The artwork is made from clay figures and it would have been nice to see this used in the game. Bump-mapped Pikmin are what we want, and it's not entirely out of the question that we'll see something along these lines now the game has slipped.

Expect more impressions next issue once we've seen the Tokyo Game Show version of the game. Now we're off to the garden to make like an alien Alan Titchmarsh... CUBE

HEY! PIK ME!

BUT WHAT DO THEY ALL DO?



There are now five different 'strains' of Pikmin in the game, so here's a run-down of who they are and what they do:

BLUE
These guys have only one main strength, and that comes with their ability to breath under water. They can wade through water to get to dry land and will never drown.

YELLOW
Yellow Pikmin are the only Pikmin that can carry bombs. They are also lighter and as such can be thrown higher by Olimar or Loogie.

RED
The red boys are resistant to heat, hence they can walk over lava or through flames. They are also considerably more powerful in battles.

WHITE
Nintendo hasn't confirmed all of the Albino Pikmin's abilities but it appears they are useful for dark areas because their skin glows underground.

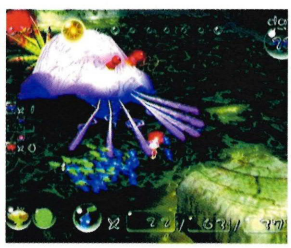
PURPLE
Again, Nintendo hasn't confirmed all of the Purple Pikmin's abilities, but we do know that they have increased strength when it comes to carrying objects.

This time around Loogie will be by your side...













Going by *Pikmin's* ethos, could there really be a race of highly intelligent ants out there? Ever seen *Phase IV*?

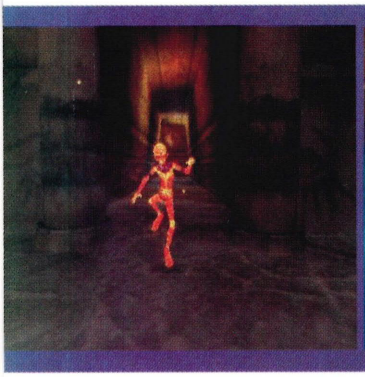
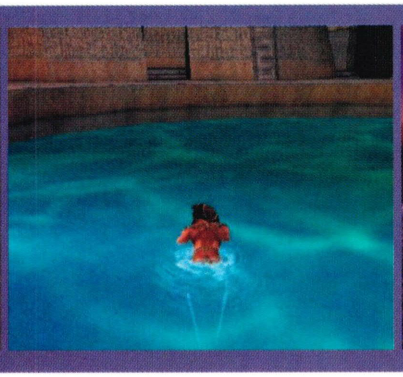
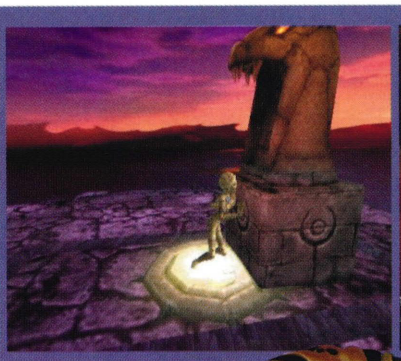
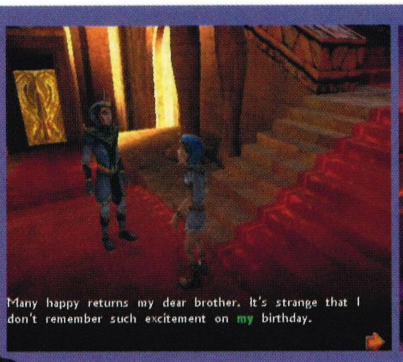


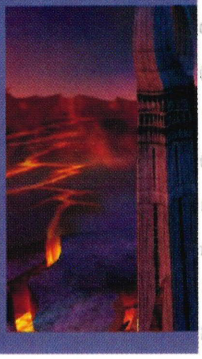


CUBE SAYS...

FIRST IMPRESSION

■ Absence definitely makes the heart grow fonder. Now that we can't have it for another four months we're desperate to get our hands on it *Pikmin 2*. It's an evolution of a fantastic little game and it's sure to appeal to more people this time around. The original had a fan-base, but it has to be one of the most under-rated games of all time. Hopefully the sequel will get the attention it deserves when it arrives next year. CUBE



CUBE

INFORMATION

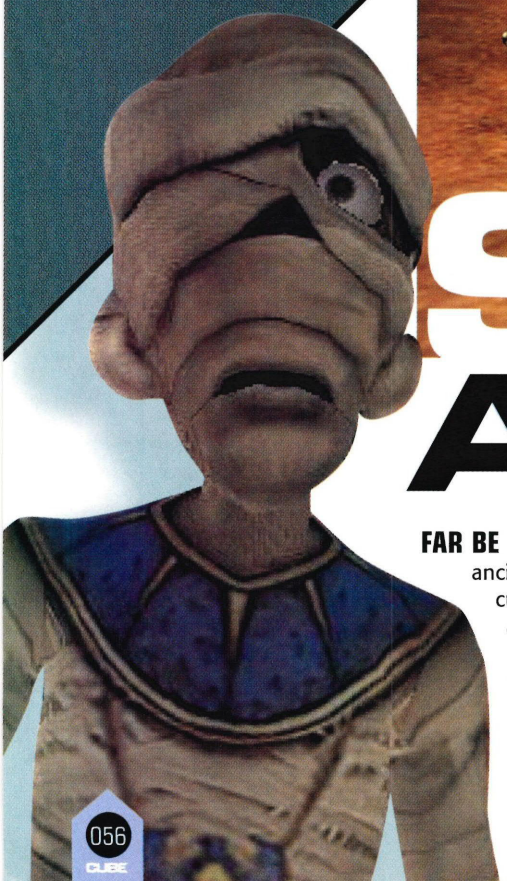
SPHINX AND THE CURSED MUMMY	
PUBLISHER:	THQ
DEVELOPER:	EUROCOM
ORIGIN:	US
GENRE:	ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

Q1 '04 TBA Q4 '03





SPHINX AND THE CU

FAR BE IT from us to poke fun at ancient civilizations or their customs and traditions but the ancient Egyptians were a funny bunch. Renowned for worshipping cats, championing hieroglyphics and building the world's biggest tetrahedrons, the race have also contributed greatly to the arts – in fact, one of the most notorious horror creatures of all time stems from their sending ritual.

In fact, the mummy that shares the spotlight with hero Sphinx only finds his name added to the title now after reactions towards him from an early build of the game were so strong – such was the love of the lumbering corpse from the US preview audience that the name was changed from *Sphinx And The Shadow Of Set* to its current moniker. It's a just switch too, and while the bandage-wrapped one may have been initially intended to provide comic relief, it's the sections that involve him that set Sphinx apart from its adventuring rivals. We'll come

"THE DECOMPOSING REMAINS OF KING TUT PROVE MUCH MORE USEFUL THAN MOST LIVING GAME CHARACTERS..."





FREAKAZOID
THOSE ARE NO ORDINARY FOES...

■ One thing that really impressed us about Sphinx is the variety in locations and characters both good and bad. Gone are the generic animals and people in favour of these, erm, things. Scarab beetles we think, though obviously a bit scarier...

CONTEXT SENSITIVE
DOES WHAT IT SAY ON THE TIN...

■ While the term 'context sensitive' will no doubt bring a smile to the faces of those that enjoyed *Conker's Bad Fur Day* (you mucky pups), there really is no better way to describe the control method of *Sphinx*.

KEEP ON MOVING
STRAIGHT OUTTA DISNEYLAND

■ From character design to animation, much of the game has a cartoon feel. This is a wonderful diversion from the photo-realism of so many games today and works well with the game's darkly jovial undertones.

RSED MUMMY

back to that later but suffice to say the decomposing remains of King Tut (who Sphinx actually sees being mummified in the early stages of the game) prove much more useful than most living game characters...

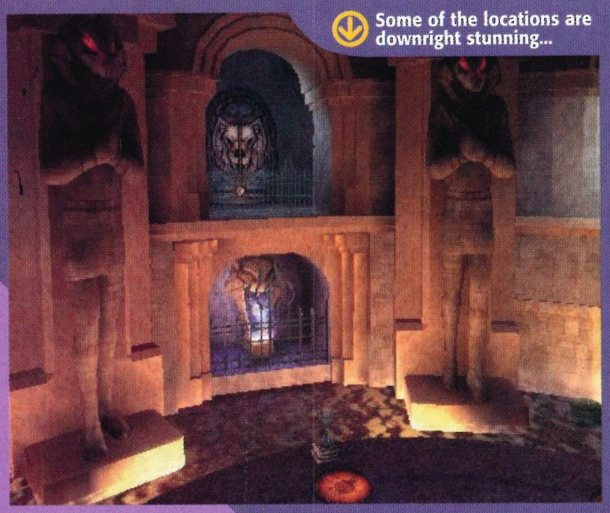
For now we focus on the star of the piece, the strapping young hero Sphinx. Controlling the sprightly fellow is a simple affair – movement is on the Analogue stick and all actions are governed by the interface that lurks, like all good interfaces, in the top right of the screen. What these buttons do very much depends on where you are, what you're doing and if you're carrying anything, somewhat similar to the interface used in the adventures of the world's favourite cel-shaded hero in green. No, not The Hulk... oh, never mind. There's a pleasing amount that you can do within the constraints of the system and while interactivity may not be the order of the day, there's enough to keep the adventure feeling fresh, well, as fresh as a decomposing mummy can be...

PREVIOUS
FROM THE MAKERS OF...

JAMES BOND 007: NIGHTFIRE

■ Not a classic by any means but Eurocom's use of the Bond license is still the best since *GoldenEye*.

TOTALGAMES.NET RATING: 92%

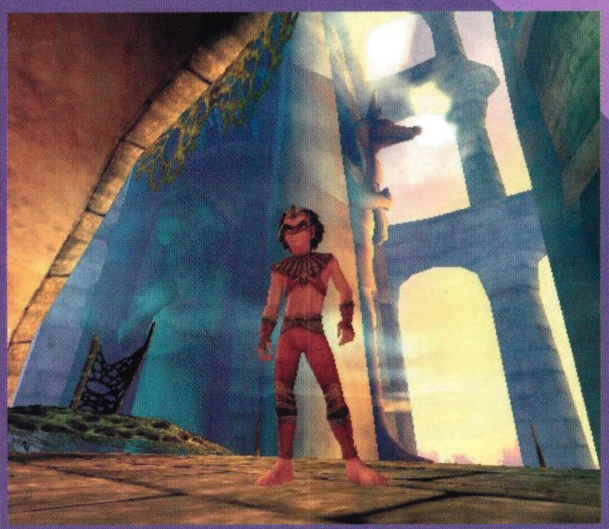


Some of the locations are downright stunning...

EGYPTIAN TREASURES

IF LOOKS COULD KILL...

... our mummified friend wouldn't bat an eyelid. If he still had any, that is. *Sphinx And The Cursed Mummy* is a really pretty game and while a few sections can leave you wanting, you're not left in that frame of mind for long. Huge chasms, sprawling plains and craggy cliffs make up much of the outdoor part of the game interspersed with the token tomb raiding. The variety is on a par with the quality, too, making for a great aesthetic package all-round.





Sphinx's sections tend to be more based around exploration and exotic locales than those of his bandaged chum

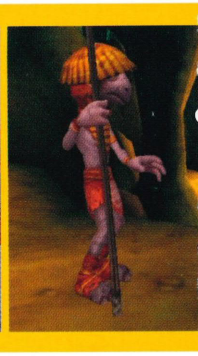
The first rule of exploring Egyptian structures – don't touch anything or something bad will invariably happen...

DOUBLE TROUBLE

TWO FOR THE PRICE OF ONE. BARGAIN!

The stark contrast between Sphinx's action-packed sections and the mummy's ironically cranial puzzling may look a little disjointed on paper but the game just manages to pull it off. There's no active switching between the two from what we've seen so far but the balance of living and dead heroes seems pretty spot on.





Get your grey matter in gear – its time for Tut!



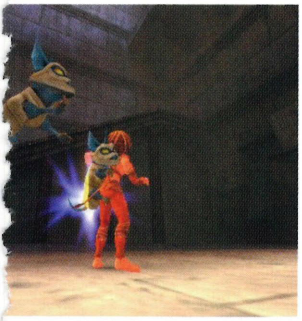
CONTINUED

And so with one of the game's duo already covered, we're left with the more pungent of the two. King Tut may be dead but believe it or not, herein lies much of his power and the solution to many a puzzle. Strange as it may sound, Eurocom has made sure that the path of the mummy is never an easy one and the fact that he's already passed on opens up a whole world of potential. How so? Consider this... on his travels, Tut stumbles (literally) across a barred door and must explore elsewhere. A little further on, our bandaged hero falls victim to a cruel device that would spell the end for a living soul – an ancient booby trap squishes him flat. Far from a hindrance, this new-found scrawniness allows Tut to retrace his steps and proceed through the bars that previously blocked his progress, brilliant. This is just an example of the sort of physical torment that awaits the mummified star and through the course of the adventure he can expect to be splattered, toasted, shocked and chased among other things, all without feeling a thing, the lucky beggar...

Switching between the two styles, the game starts out with our daring duo separated but it isn't too long before two become one and the oddest game pairing in a long time is born. Still, as you'd expect from the order in the title, Sphinx's sections make up most of the game – exploring, fighting and jumping your way through the many and varied locales, and his sections revolve a lot more around interaction

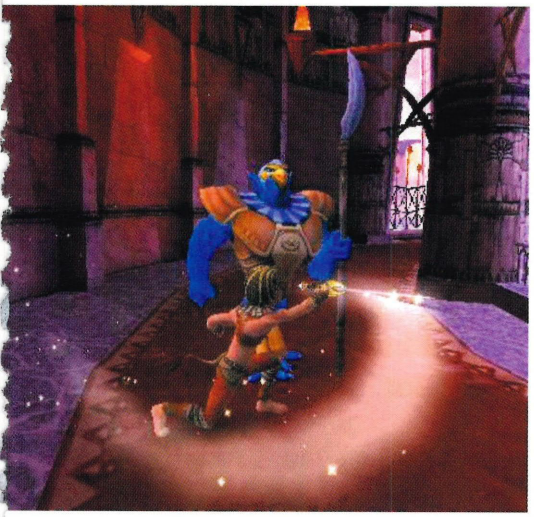
"THROUGH THE COURSE OF THE ADVENTURE, TUT CAN EXPECT TO BE SPLATTERED, TOASTED, SHOCKED AND CHASED AMONG OTHER THINGS."





Unlike his less agile friend, young Sphinx is required to make the most of his aggressive skills at every turn

It's bad enough being attacked, let alone by creatures you can't even identify. Accursed... things



with NPCs and obtaining new abilities and items than those of his undead partner.

Ultimately, it's the level of variety and innovation that raises *Sphinx* above the rest of the pack. Showcasing two very different game styles is impressive enough but blending them together as well as it does just drives home the ever-growing ability and vision of Eurocom, the team responsible for *Nightfire* and more recently *Buffy: Chaos Bleeds* (reviewed on page 18 this very ish). Naturally, we'll have to wait on the finished game before fully committing ourselves but everything we've seen so far would very much point towards *Sphinx* being a big success when it arrives in the UK next year. CUBE

THAT'S A WRAP

THE CONTINUING SAGA OF MUMMY MUTILATION



Could you set fire to that face? Well you'll have to...

Tut's sections are a magnificently ingenious inclusion but you can't help but feel for the bandage-wearer just a little – the first time you have to set fire to him, it just feels terribly wrong. Damn you, every other game ever made, for teaching us that fire is bad...



Living may not be Tut's forté but he's rather handy on the visual comedy front

CUBE SAYS...

FIRST IMPRESSION

■ A few early niggles aside (many of which should be seen off in the twilight of its development), *Sphinx* is shaping up pretty nicely to be a genuinely fresh adventure – something the GameCube is still strangely short of. A few great ideas go a long way and while the initial look and feel may be somewhat generic, the game itself is far from it. Quality. CUBE

UNLEASH THE POWER...

ACTION REPLAY - THE UK'S BEST SELLING CHEAT CODE SYSTEM



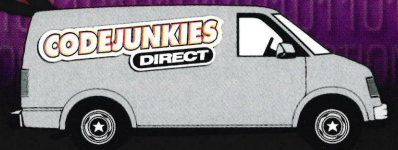
Take your gaming to new levels of fun and excitement with the ultimate cheat cartridge for Nintendo GameCube™! Even the odds with infinite health, ammo and time, and uncover game secrets with ease. Action Replay™ even lets you play import games. Visit Action Replay's™ website, www.codejunkies.com, where you will discover even more codes.

Nothing is impossible with Action Replay™!

- Preloaded with loads of exclusive codes for the latest and greatest GameCube™ games.
- Totally unauthorized codes and enhancements you won't find anywhere else.
- Easy to update with new codes for new games.
- Plug and play card - no memory card required for storing new codes.
- Unrivalled customer support means new codes are usually available from day one of a game's release.
- Dedicated web site www.codejunkies.com.
- Play import games from the US and Japan without modifying your console using Datel's revolutionary 'FreeLoader' technology.
- Intuitive menu system.
- Stylish, hi-resolution graphics.
- Easy to use - no technical or programming knowledge required.



Order Online at WWW.CODEJUNKIES.com



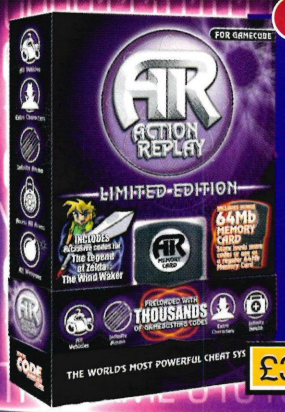
FREE DELIVERY
ON ALL UK MAINLAND ORDERS

SALES HOTLINE: 0845 6010015
Calls charged at low call rate

FREE POSTAGE & PACKAGING ON ALL ORDERS*

FOR GAMECUBE™

ACTION REPLAY LIMITED EDITION™



- Pre-loaded with THOUSANDS of codes for the latest and greatest GameCube™ games.
- Play imported games with included Freeloader software.
- **Includes a 1000 block memory card to store new codes or game saves.**
- New codes can be found at www.codejunkies.com
- New codes can be easily added and saved.

£39.99

POWERLINK™

- Link your Game Boy® Advance/SP to your Gamecube and unlock hidden bonus features in Gamecube "Link" games.
- Exchange data, unlock game levels and even use GBA/SP as a supplemental game screen.
- Unique enhancer disc includes fantastic gamebusting codes for the biggest Gamecube™ link games.



£9.99

POWERBOARD™



- Fully functional keyboard compatible with the hottest Gamecube™ games including Phantasy Star Online™.
- Includes programmed AR "Hot Keys".
- Easy to use, plug and play.
- Cool semi-transparent design.
- Action Replay™ compatible - Enter new codes into your Action Replay™ quickly and easily.

WORKS GREAT WITH PHANTASY STAR ONLINE™

£19.99

100% UNOFFICIAL

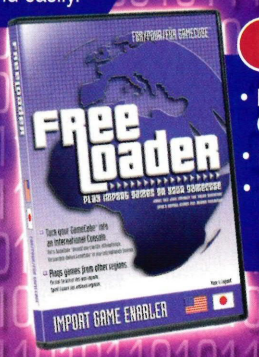
MEGA MEMORY 16X™



- Provides 64Mb of super safe storage space - over 1000 blocks of game save memory.
- Load, copy and delete game saves with ease.
- Fully compatible with Gamecube™ games with a save option.

£19.99

FREELOADER™



- Launch and play imported Gamecube™ games.
- No need to modify your console.
- Play US and Japanese games on your Gamecube™.

£19.99

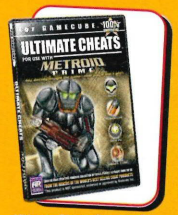
ULTIMATE CHEATS™

POWERED BY ACTION REPLAY

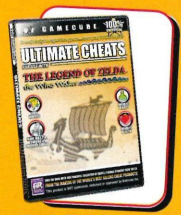
Using Ultimate Cheats you can activate powerful, totally unauthorised cheats so you can do things that even the game's programmers never anticipated.



Ultimate Cheats for use with Enter the Matrix™



Ultimate Cheats for use with Metroid Prime™



Ultimate Cheats for use with The Legend of Zelda™: The Wind Waker



CALL THE SALES HOTLINE OR VISIT: www.codejunkies.com

...BEAT THE GAME!

Lines open Monday to Friday 8am-7pm, Saturday 9am-3pm. E-mail: sales@codejunkies.com.

*Free postage and packing on all items delivered to UK mainland only. Please allow 2 to 4 working days for delivery. Other delivery options are available, please call us or check web site for prices. Some products may not yet be available. Please call to check availability. We reserve the right to change prices and special offers without prior notification. Prices correct at time of going to press. E&OE. Prices include VAT. Codejunkies is a trading name of Datel Ltd, Stafford Road, Stone, Staffs, ST15 0DG. Datel Ltd has been trading since 1983. Gamecube is a registered trademark of Nintendo Inc. These products are not endorsed, sponsored or approved by Nintendo. Actual appearance on some products may vary.

INTERNATIONAL ORDERS: We ship worldwide - ORDER from www.codejunkies.com or call +44(0)1785 810 826

CUBE REVIEWS

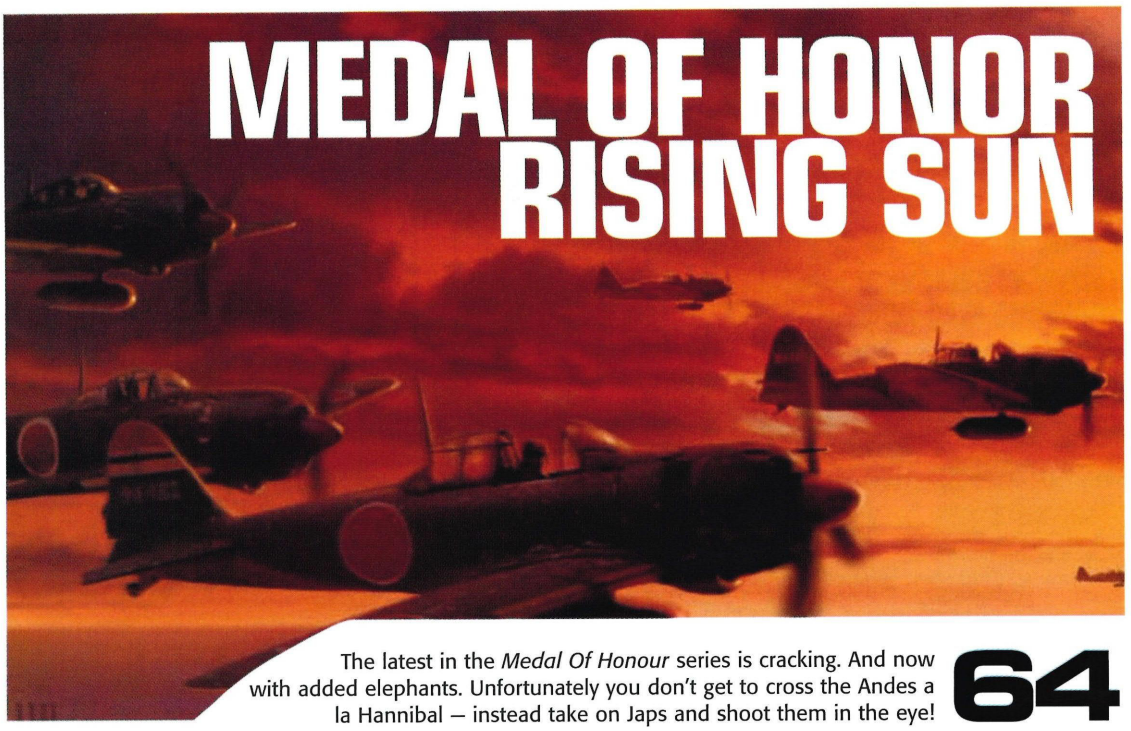
ISSUE TWENTY FIVE

JUST A BIT LONGER

AS YOU CAN see the releases are coming thick 'n' fast, and the quality is pleasingly high. With *Rising Sun, SSX 3, VJ, Worms* and *Tales*, there's something in there for most people this month. What's coming up is even more exciting though – the fact that we've had to cut back In-Depths and previews so that we can fit more games in kind of says it all. Within the next two months you'll be able to get your hands on *Mario Kart, Mario Party, 1080°, Tony Hawk's, Rebel Strike, Billy Hatcher, XGRA, Rising Sun, Sonic Heroes, Rogue Ops*... and those are just the biggies!

Of course, there is always the pain to go with the pleasure. Just when you think that the GameCube is the easiest platform to develop for, something like *Bionicle* comes along. What exactly were the developers thinking? "Stuff it, it's for kids innit? They won't care if it looks, sounds and plays like s**t, surely?" Hopefully the bare minimum effort will transpire to bare minimum sales, and we'll never have to experience anything like this ever again...

CHANDRA NAIR



The latest in the *Medal Of Honour* series is cracking. And now with added elephants. Unfortunately you don't get to cross the Andes a la Hannibal – instead take on Japs and shoot them in the eye!

64

CUBISTS

Loads of bands are playing in Bournemouth over the next few months. Who are the CUBE team going to see?

MILES GUTTERY



EDITOR, CUBE

LIVE GIG OF CHOICE: Def Leppard
WHY'S THAT THEN: The mighty rockers are coming to Bournemouth! For those of you who didn't already know, Miles used to flay his mullet like there was no tomorrow, whipping girls into a frenzy left, right and centre. The good times are set to return!

CHANDRA NAIR



DEPUTY EDITOR, CUBE

LIVE GIG OF CHOICE: Circa!
WHY'S THAT THEN: Chandra is way too busy with his own band's gigs to be going to other people's bands! His band releases its first single in December, and to celebrate their having a huge party. Come one, come all, get ready for a gentle pogo session.

GARY ADAMS



STAFF WRITER, CUBE

LIVE GIG OF CHOICE: DJ Yoda
WHY'S THAT THEN: Gary is a bit of a 'closet DJ'... which means he only has one deck, a dodgy mixer and his Dad's record collection. Perhaps this explains why he intends to make notes on scratching instead of listening to the music... or maybe not.

BYRON WILKINSON



STAFF WRITER, CUBE

LIVE GIG OF CHOICE: Kings Of Leon
WHY'S THAT THEN: These guys aren't actually playing around here, but By wishes they were. You see, the recent 118 adverts have got him all a-fluster over 'rakish moustaches,' and Kings of Leon have the very best examples in the world.

TIM EMPEY



SUB EDITOR, CUBE

LIVE GIG OF CHOICE: Craiiig Daviiiid
WHY'S THAT THEN: Tim couldn't get tickets for The Darkness so he tried for Muse instead. He couldn't get tickets for them either so he tried Keith Chegwin's stand-up. Guess what? Yup, now he's having to see Craig David as a last resort if only to see Kes. Proper Bo!

MARTIN MATHERS



DEPUTY EDITOR, GAMES™

LIVE GIG OF CHOICE: System Of A Down
WHY'S THAT THEN: Admittedly SOAD aren't coming to Bournemouth but Martin needeth not a band to a noiseth make. To make do the boy Mathers has invested in stick-on beard and a mini inflatable guitar for his cat.

STEPHANIE PEAT



SENIOR DESIGNER, CUBE

LIVE GIG OF CHOICE: Blur
WHY'S THAT THEN: Once upon a time Blur were the cheekiest band on the circuit. Now they're a bit old and scruffy, but Damon Albarn still manages to make our Steph blush all over. Reason enough to go then, cos it sure ain't for the music!

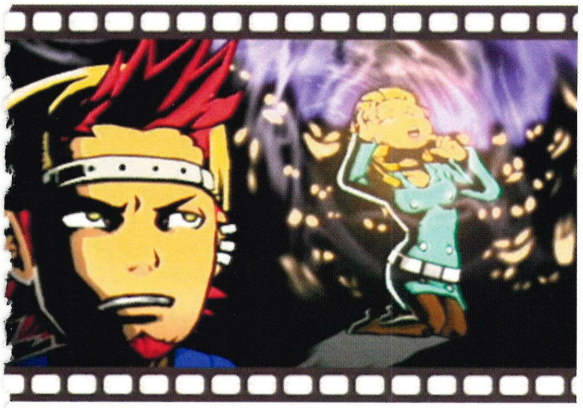
NICK TRENT



ART EDITOR, CUBE

LIVE GIG OF CHOICE: Pronghorn
WHY'S THAT THEN: Take some hillbilly redneck wannabes, make them play to a beat that your feet can't stay still to, and make everyone wear straw hats. Hey, what can we say – that's what the Trenster likes, especially Steps first single. Each to their own, right?

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







TALES OF SYMPHONIA



86 The GC takes its place as the Japanese RPG lovers' machine of choice. This has shifted piles of GameCubes in Japan, we just wish we understood the story :o(

VIEWTIFUL JOE

70 Just... one... more... go! Must... get... past... this... boss! Gorgeous, funny, exciting and sooo hard. But you already knew that didn't you?

WORMS 3D

72 The violent pinkies strike back with a full 3D interpretation of the hugely successful franchise. Now we remember why we liked it so much.

SSX 3

74 It's a trilogy now. Are there enough improvements and new features over the excellent *Tricky*? Or just bigger shoes and more 'rad' snowboarder speak?

CONFLICT DESERT STORM 2

78 A sequel huh? Hardly. This is *Conflict Desert Storm* with extra levels and a few knobs on. Luckily the price reflects this... oh hold on a second...

BUFFY: CHAOS BLEEDS

80 A typical TV series tie-in. As a game it's decidedly average, but as fan-fodder it's marvellous. It depends on what you think of Buffy & co, see?

WWE WRESTLEMANIA XIX

82 All you have to do is give us *Raw* or *WCW Vs NWO* with better graphics and we'll be happy! *X8* was average, and this year's version doesn't do much to improve it.

BIONICLE

84 The CUBE team stood watching Byron play a new N64 game the other day. "A new N64 game!?" we cried. Then we realised we were watching GC *Bionicle*... the shame.

WHAT DOES IT ALL MEAN?

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

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

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



BOXOUTS
If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

2ND OPINIONS
If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

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

THE BREAKDOWN

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

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

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

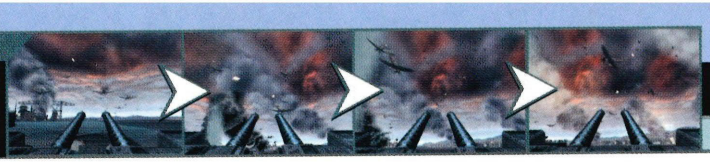
RATING 50 — **5.0 > 7.4**
Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

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

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

DEADLY SKIES

Your first job is to clear the air of marauding Japanese fighters



CUBE

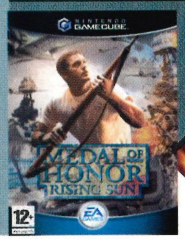
INFORMATION

MOH: RISING SUN	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	4 BLOCKS

STATS

- NEW JUNGLE ENVIRONMENTS
- PLAYER CO-OP MODE
- GBA LINK-UP
- 9 VARIED MISSIONS

NOV '03 | TBA | NOV '03



Sun of a gun!

CUBE STAR GAME

SIR, YESSIR

WHO GOES THERE?

Lots more scripted sequences occur as you meet various characters. Some offer advice, others will join you in the fight



"FOR MOST PEOPLE WW2 IS THE CONFLICT OF CHOICE WHEN IT COMES TO A SPOT OF WAR"

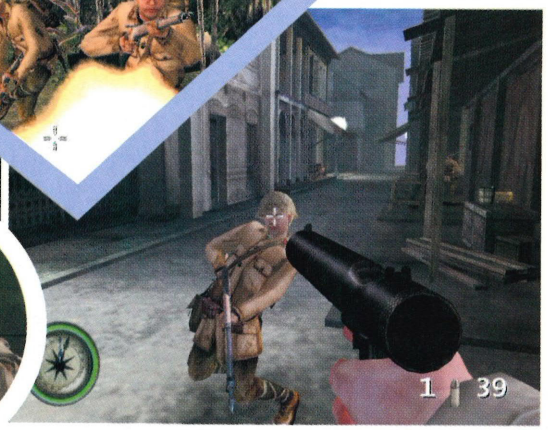
MEDAL OF HON









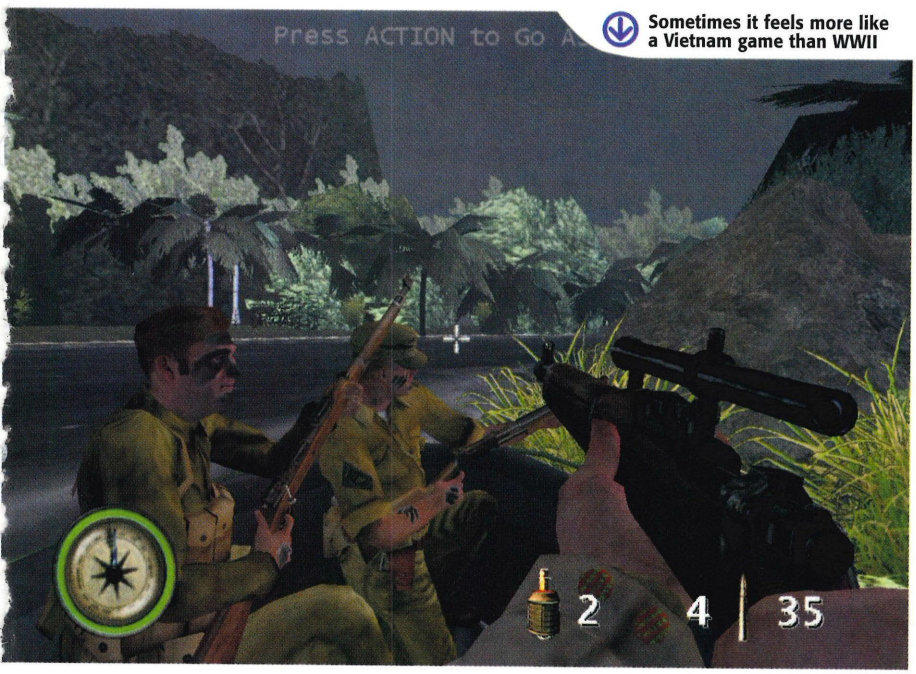


SAVE YOURSELF: Hidden around levels is the occasional save point. *Frontline* veterans will appreciate these, but you'll have to search them out.

Storm clouds are gathering in the East

WE'RE ALL boys on CUBE, well, mostly, and boys like to play at war. Whether this is healthy or not is a matter of much debate as far as people who like debating that sort of thing are concerned. "War" they say "is a bad thing". A sweeping statement certainly but, in a rare coup for the pompous minority who wear our moral well-being on their sleeve as a license to patronise us to within an inch of reasonable tolerance, a fair point. However boys still like it and it doesn't necessarily turn them into gun-waving anti-socials in later life. We're a warlike breed y'see. Whether you like it or not, mankind has spent the vast majority of his comparatively small time on this planet (dinosaurs were here for much longer, but spent most of their time eating each other) trying to figure out new ways to biff the guys in the village/country next door.

For most people WW2 is the conflict of choice when it comes to a spot of war gaming. The reasons for this are two fold. One: there are loads of films about it so everyone has a pretty good idea of the sort of heroic deeds they can get up to and two: there is a very easily defined enemy. It's all very well pretending to be a Roman, but who are you going to fight against? Gauls and Britons aren't interesting at all, but Nazis, well there's something you can get your teeth into. They also have pretty cool uniforms and weapons. No wonder then that *Medal Of Honor: Frontline* was such a massive hit.



Sometimes it feels more like a Vietnam game than WWII

MOH: INFILTRATOR

COMBAT IN HAND

Launching in December is a new *MOH* game exclusively for the GBA. Following on from *Underground* which also appeared on GBA, *Infiltrator* does away with the first person viewpoint and instead opts for a top down perspective although there will be fixed first person sections but these will be more of a duck-shoot style. Five levels will take hero Jake Murphy from the western front to the east and on to Africa in what's looking like a top notch GBA blaster. The graphics are very neat indeed after the disappointing 3D of *Underground* and there will be a link-up incentive if you own *Rising Sun*. Hooking up a GBA with the *Infiltrator* cart inserted will enable you to get a real-time map of the *Rising Sun* level which well help no end in tracking down all those secret hidden areas.



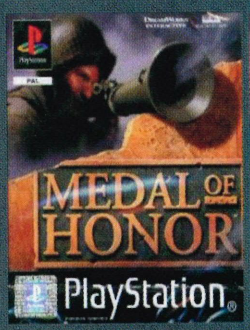
Reminds us of the classic *Commando*

Bet you never thought war could be so colourful!

OR: RISING SUN

ROLE OF HONOR

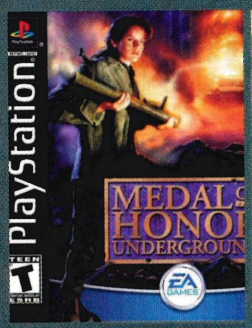
A POTTED HISTORY OF THE GROWTH OF A SUPER BRAND

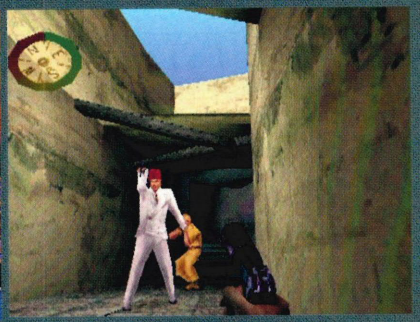




MEDAL OF HONOR (1999, PLAYSTATION)

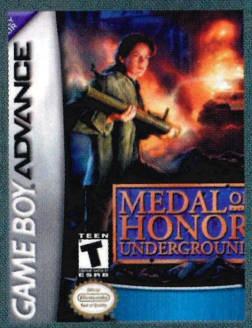
The original *Medal Of Honor*'s main selling point was in the setting. Sci-fi shooters were becoming something of a cliché, and so taking on the frightful Nazi's was very refreshing. Instead of laser blasters and combat suits, you had ancient rifles that had to be reloaded after every couple of shots, pistols that would barely take a man down and occasionally, horrifyingly brutal machine-guns. The picturesque villages ruined by war not only offered more tactical opportunities but also allowed the player to connect with the plight of the allies and so become more immersed in the game than they otherwise would. All in all a much underrated game at the time.





MEDAL OF HONOR: UNDERGROUND (2000, PLAYSTATION)

The second game in the series was a prequel, which had you working alongside the French resistance. Although visually, the game looked very similar to its brother, the engine was tweaked and tuned beyond belief. You could destroy vases and paintings, blow struts away and a balcony would crash onto the floor beside you, packed with German soldiers with their rifles ready. You could fight cooperatively with AI-controlled buddies, who you'd have to protect and trust with your (virtual) life. To make matters tougher, the Germans were now armed with tanks and motorcycles. The stealth factor was increased dramatically too making this an altogether more intense game.





MEDAL OF HONOR: UNDERGROUND (2002, GBA)

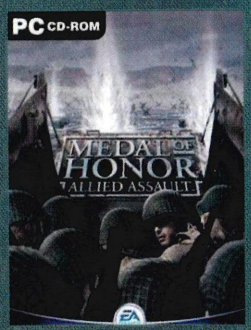
An odd title, this. Despite the GBA's increased power over the old Game Boy iterations, EA didn't seem to acknowledge this. This looked like a GBC game. Not only that, but it played like a GBC running 3D too. Slow, clumsy, controls that would take seconds to react to your inputs, enemies who'd shoot at you and walk into the wall as you pass the room they're standing in, bullets that go through bricks, boring levels and tinny sounds. It was a mess of a game, and didn't feel like a true Medal Of Honor title. Sensibly the new *Infiltrator* game goes for a 2D viepwoint instead and looks an awful lot better for it.





MEDAL OF HONOR: FRONTLINE (2002, PS2, GC, XBOX)

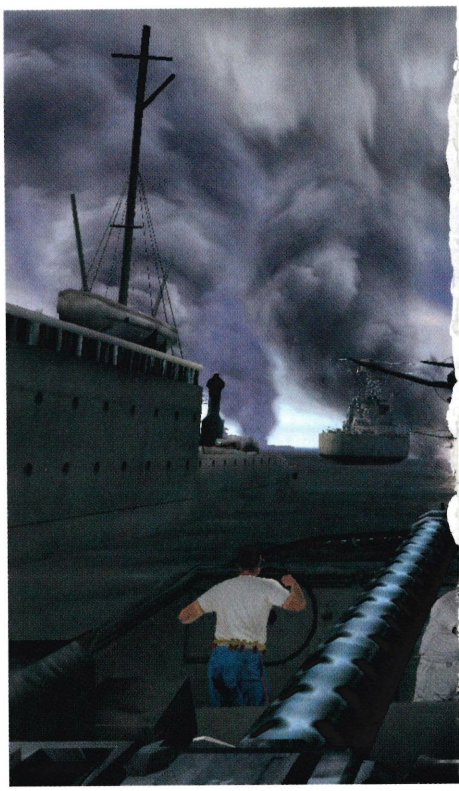
A new generation, and a new beginning for *Medal Of Honor*. A lot of people had waited for this moment, and with good reason. The first level was a cracker, calling for you to storm the beaches of France while the Germans, protected by turrets and armed with machine guns picked you and your allies off like flies. After this the game trailed off slightly, returning to familiar territory such as German U-Boats and massive bridges. However, the core ideas of the series were still there, and it proved difficult to resist the lures of sneaking around German camps and running around the French countryside with a machine gun. Very good and totally atmospheric.





MEDAL OF HONOR: ALLIED ASSAULT (2002, PC, MACINTOSH)

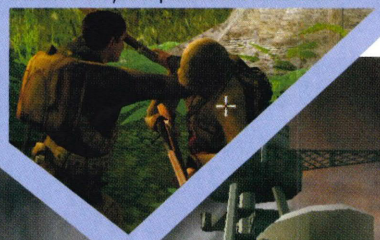
While console gamers got their hands on *Frontline*, people who preferred to play on a computer were blessed with this, *Allied Assault*. Although sharing many similarities, such as the opening Omaha level (which it has to said, was a lot bigger, and far more powerful as a gaming experience on the PC than on the consoles), this was geared towards online playing. 32 players could battle it out, utilising a massive amount of weapons, across large maps. Being a PC title, it came as no surprise to see that EA also released a few add-on packs, the most notable being *Allied Assault: Spearhead*. Essential stuff and not to be missed out on.



CONTINUED The series arrived quite late in the life of the PSOne so the original *Medal Of Honor* and follow-up *Medal Of Honor: Underground*, fine games both, didn't get quite the recognition they deserved. However, that whole argument becomes kind of academic now because we're no longer shooting Nazis. Even if you haven't read our previous coverage, the title should give you a clue to the identity of your foe in *Rising Sun*. Yup, it's the Japanese.

The *Medal Of Honor* series has pretty much covered the entire European theatre of operations so we're being whisked off the to Pacific for a change of scenery but more of the same gung-ho action.

As the game begins you're a sailor boy in the US Navy, currently hanging out with the rest of the fleet in the peaceful surroundings of Pearl Harbour. You take the controls deep in the bowels of your ship when the whole vessel is suddenly shaken by an explosion. Running through the corridors, you eventually make it onto the deck in time to see a Japanese fighter slam into the superstructure and so begins an epic opening sequence similar in grandeur and scale to the D-Day landings in *Frontline*. From these first moments you know this game is going to be something special.



FRIENDLY FIRE: You're often accompanied on missions by other soldiers who provide covering fire and also warn you of possible ambushes ahead.



The character models are much improved from *Frontline*, as are the rest of the graphics





Keep your eyes peeled for snipers on the river bank



EAT BLADE

RUNNING MAN

Enemies will charge you down at close quarters, so get the hell out of there or you'll get a nasty taste of cold steel for your troubles!



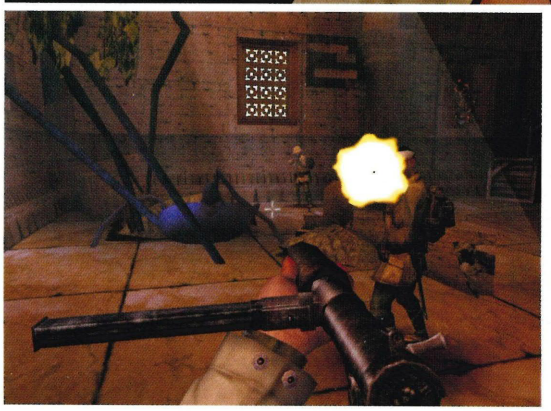
After such a hi-octane opening, the first level proper, which sees you fighting your way through a Philippino town overrun by Japanese troops, seems a little flat and uninspired, but the pace soon picks up. The next level takes you on to Guadalcanal and lush jungle environments totally new to the *Medal Of Honor* series. Creeping through the undergrowth in twilight with mist hanging low on the ground generates a tense and eerie setting as you make your first tentative steps into the wilderness. You really have to keep your eyes peeled for any movement. Enemy troops could be lurking anywhere, or it might just be a fern frond swaying in the breeze. Although still fairly linear, the levels have a greater sense of freedom than *Frontline's* did and this adds to the feeling of deep isolation and the uncomfortable knowledge that imminent death could be lurking mere feet away. Stumbling unsuspectingly into an ambush can be a nerve-racking affair as enemy troops will charge you down with bayonets, leading to moments of panic, firing off in all directions without knowing quite where the attack is coming from. Melee attacks are particularly powerful so you really need to get out quick or you'll be dead in two or three swipes.

Through much of the game you're part of a team and again this adds greatly to the sensation of being a cog in a larger machine rather than one lone soldier against the world. It's a bit off-putting at first though since the Japanese uniforms are the same colour as your own men, ie khaki, and you'll frequently find yourself popping away at friendlies. Luckily you can't hurt your own people, and eventually you'll learn to recognise them.

The jungles are beautifully realised with a genuine sense of scale when you break out of thick undergrowth onto a plateau with the entire rainforest spread out before you. It's touches like this that give *Rising Sun* a much grander scale, but the whole experience is so much more vivid thanks to the enhanced engine. Plants move and sway, fog and mist swirls

"ALTHOUGH STILL FAIRLY LINEAR, THE LEVELS HAVE A GREATER SENSE OF FREEDOM THAN FRONTLINE'S DID"





Even that nasty looking blade is no match for a hail of lead at close quarters. Just hope you have enough ammo in the clip to finish the job

Once again the assortment of period weaponary is very cool. Much more satisfying to use than some dull old laser gun

THE THEATRE OF WAR

ACT ONE...

Within the first 15 minutes of playing you'll have survived the Japanese attack on Pearl Harbour, manned a gunboat then gone ashore in the Philippines in search of your missing brother. Here's how...



TORA, TORA, TORA: Awaking from your bunk to the squeal of sirens and the grim realisation that the US Navy ship you're on is being attacked, you need to get topside. Fighting your way to the deck you navigate hazardous wreckage by ducking and jumping, tackling flames and saving crewmates in the process. Climbing the steps to the gun placements on deck, a direct hit explodes.



PLANE SAILING (STRAIGHT AT YOU): Japanese planes aren't going to be shot down using hand guns so man the gun placements where you've one simple choice: shoot or be shot. Failure to torch enough aircraft means you die although managing to take down scores of them still sees your ship go under, taking you with it and plunging you into the harbour.



BATTLESHIPS: SINK OR BE SUNK: It could have all ended here, but surfacing you find yourself dragged aboard a floating gunship and put to use in gunning down yet more marauding Mitsubishi Zeroes. Snaking between a flotilla of your own Battleships you need to rubberneck like a turkey and shoot anything and everything airborne.



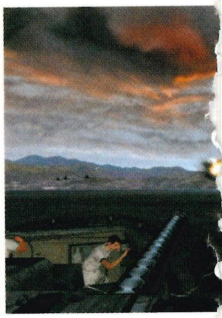
OH BROTHER WHERE ART THOU?: Due to the attack on Pearl Harbour US forces in the Philippines lack backup and soon became stranded. Battle-hardened Japanese troops invade the islands forcing a retreat and ultimately a siege. In the midst of all this your brother is missing in action. Your mission: forget Pearl Harbour; get to the Philippines and find him.

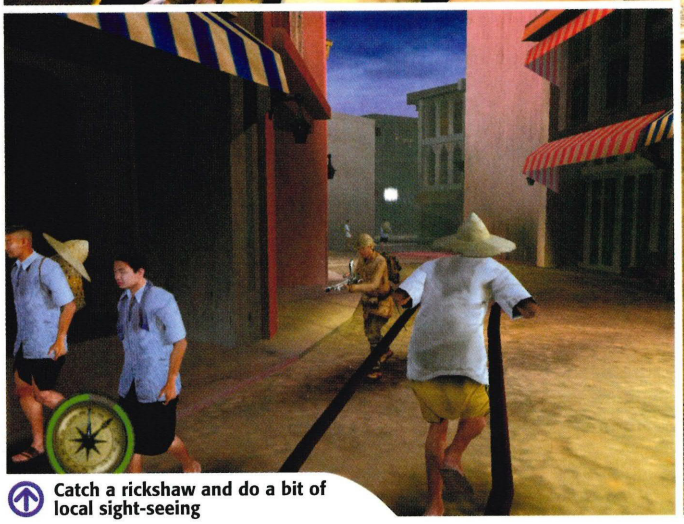


BRIDGE ON THE RIVER KWAI: Having located your bro' and the rest of his team of demolitions experts you need to help them find their supplies (scour the level), fix their tank (find the missing part) and protect them as a bridge is prepared for destruction (if you see another troop move then shoot him – instantly). And all that in just the first fifteen minutes – phew!

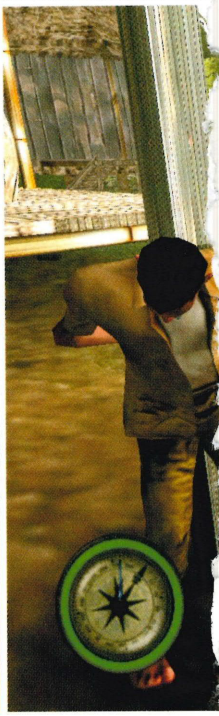


The lush jungles provide a vibrant setting for the action





Catch a rickshaw and do a bit of local sight-seeing



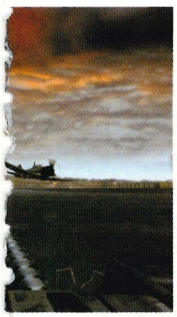
CONTINUED

and the unpredictable nature of the environments is in stark contrast to the sharp angles and straight lines of the previous game. Tension builds, especially when you're down to a sliver of energy, because trouble could loom literally at every step. Most of the time in *Frontline* you could sneak around and identify potentially dangerous situations before putting your head in the line of fire, but not any more. Enemies even hide in spider holes covered by brush and can leap out right in front of you just when you thought it was safe to move on. Thankfully the inclusion of save points on each level reduces the potential for frustration, although they're rare enough to ensure the sense of tension doesn't let up.

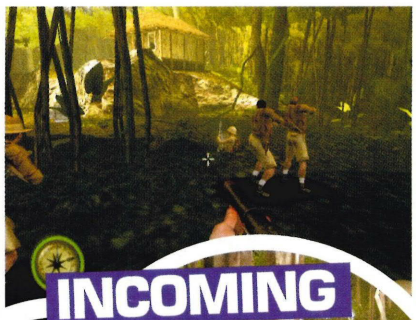
Further tweaks to the gameplay become apparent later on as you find yourself sneaking around an occupied town and the approach is almost stealthy. Not in the same vein as *Splinter Cell*, but armed only with a pistol you have to alter your tactical approach accordingly.

This time around missions are linked by in-engine rendered briefings keeping you up to speed with developments in the immediate plot and the war in general. This approach works well and maintains a stronger narrative thread throughout. You can also bring up briefing details as well as historical background on each mission at any time which gives yet more context to the action if you're into your WW2 history type stuff.

Other than *TimeSplitters 2*, the GameCube lacks a really first rate FPS which is incredible considering that that game is well over a year-old. *Frontline* came to the GameCube several months after the PlayStation2 version and was a pretty lazy port although the quality of the game made it well worth shelling out for. However *Rising Sun* has been developed on all platforms in tandem and proves the GC isn't just an afterthought in the minds









CO-OP CRAZY: You can play through the entire game with two players and there's a four-player deathmatch option as well.

INCOMING

FIRE IN THE HOLE

Grenades can be lobbed any time at the touch of a button which is a great idea. You no longer have to fiddle around selecting them in your inventory



Wait until you see the whites of their eyes... ouch that hurts!



Rescue the prisoners and they'll give you information vital to the completion of your mission

This neat weapon is silent for stealthy kills but can only carry one round in the chamber



of developers. If you're already a fan of the *MOH* franchise you'll have been keeping tabs on this one for a long time. The first showing at E3 aroused a great deal of interest and the drip-feed of screens, information and glimpses of playable levels that have filtered out of EA in the intervening months have made it one of the year's most anticipated titles across all formats. Score one for the marketing machine. However it's a pleasure to see a game coming through that lives up to the hype. It had a lot to do to beat *Frontline*, especially given the absence of those old adversaries the Nazis, but *Rising Sun* manages to improve on the formula through more varied level design, better enemy AI and a greater attention to aesthetic detail. Bad guys don't just sit dumbly in your sights looking around. When they know you're there they run, stop, crouch, zig-zag, run again, meaning you really have to work to pick them off. *Rising Sun's* organic environments are a joy to behold and gameplay is slightly more intuitive than last time. Having a specific grenade button is a masterstroke. Before you had to select them before you could use them. Now a simple button tap will lob a grenade at any time without having to deselect your current weapon and this is invaluable in the heat of battle, making combat more free-flowing.

For those who have yet to experience *Medal Of Honor*, now's the time to start. With *XIII* due soon there will be two FPSs jostling for your attention over the next month or so, but there's really no comparison to be made between the two. *Rising Sun* is a beautiful, skilful, tactical and intense experience that will test you in many different environments, each demanding a different approach if success is to be achieved. Occasionally you have to rely on a little luck, but that's the horror of war, and this is a cracking game.

MILES

CUBE VERDICT

MOH: RISING SUN

FUN WITH A GUN

VISUALS
The jungle levels in particular are wonderfully worked

AUDIO
The score isn't as evocative as *Frontline's*

GAMEPLAY
A perfect implementation of trigger happy combat

LIFESPAN
Big levels and lots of challenge thanks to better enemy AI

ORIGINALITY
Builds significantly on what has gone before

ALTERNATIVE

A great game in its own right but a direct port from the PS2 and it showed



MEDAL OF HONOR: FRONTLINE
Reviewed: Issue 14 CUBE Rating: 8.6

2ND OPINION

SUZUKI! "Like the reverse of *Frontline*, this starts off slowly, but gets better the more you play. Though there are far too many on-rails sections for this fan."

IAN

FINAL SCORE

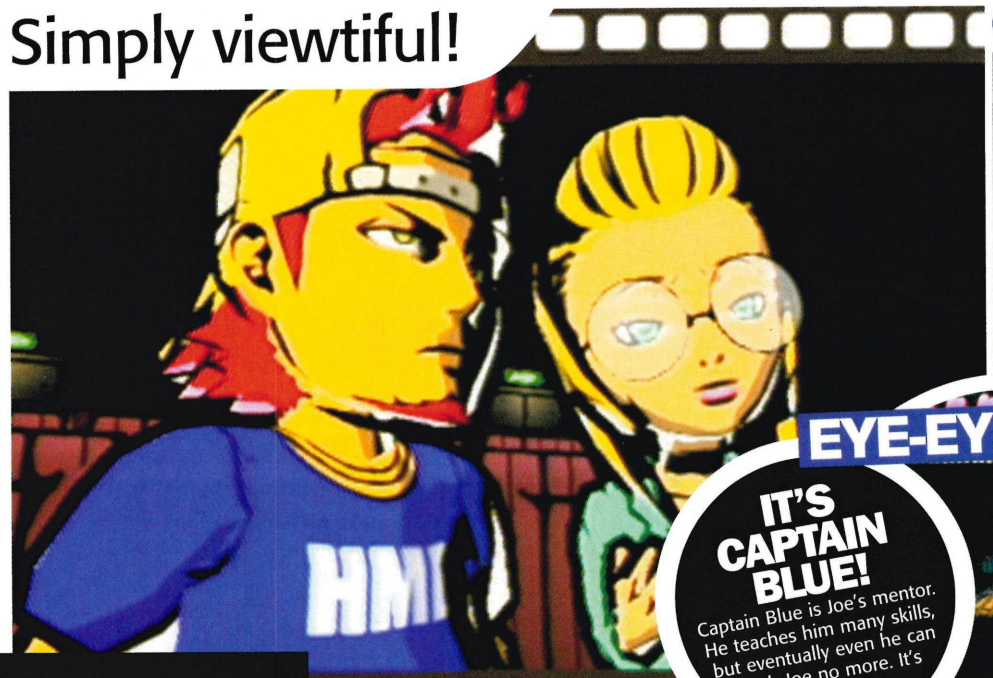
9.0

BRILLIANT, TENSE, ACTION-PACKED AND SPECTACULAR IN EQUAL MEASURE. YOU NEED THIS GAME

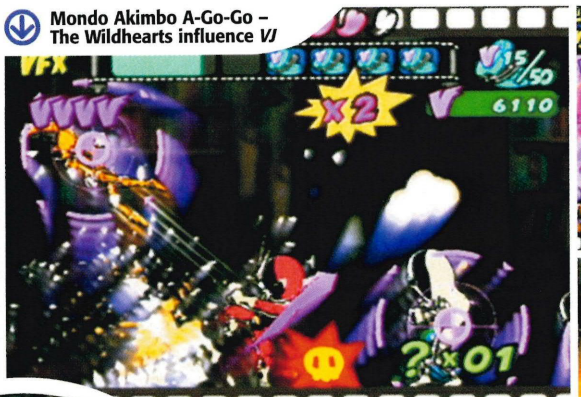
GIMME A 'V'!
Killing consecutive enemies gains you V-Points, used for all sorts of goodies



Simply viewtiful!



Mondo Akimbo A-Go-Go – The Wildhearts influence *VJ*



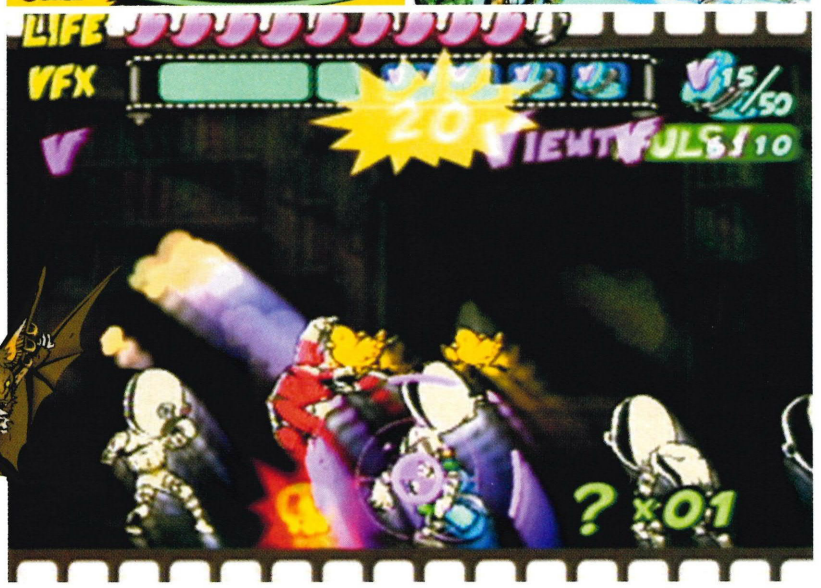
EYE-EYE

IT'S CAPTAIN BLUE!
Captain Blue is Joe's mentor. He teaches him many skills, but eventually even he can teach Joe no more. It's up to you...









CUBE

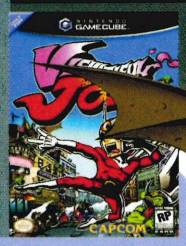
INFORMATION

VIEWTIFUL JOE	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	4 BLOCKS

STATS

- FANTASTIC CEL-SHADING
- OLD-SKOOL GAMEPLAY
- SMART COMBO SYSTEM
- FRANTIC ACTION

OUT NOW | OUT NOW | OUT NOW



Capcom brings us the perfect mix of old and new

WATCHING A true master play *Viewtiful Joe* is absolutely mesmerising. The sheer volume of different moves that you'll see in any given sequence could lead you to believe that there is in fact a complex beat-'em-up heart pumping inside *VJ's* cel-shaded body. But there isn't, and in fact it's the simplicity of it all that makes it so damned appealing.

Production Studio 4's second title once again opts for classic gameplay with a novel twist. Joe gets sucked into Movieland when his girlfriend is kidnapped by a big evil meanie (yeah, yeah, clichéd we know), and via your movie hero Captain Blue's teachings you become Viewtiful Joe, a superhero with enough kick to flatten the mighty Fat Bastard. At the start of the game however, you play as bog-standard Joe and are limited to a mere punch/kick/jump set-up. This simple control system (Y-punch, X-kick, A-jump) is more than enough to keep you occupied for the first section though. Joe can stop in mid-air and launch into a

VIEWTIFUL JOE

SOLID AS A ROCK: On Adult difficulty setting the bosses get extremely difficult. Maybe a bit too difficult...



Agh I'm blind! Best put your sunglasses on when playing



combo which can continue as long as you have the enemies to attack. Arrows briefly pop up just before an enemy attacks to tell you whether you should expect a high or low attack. Tapping in the opposite direction (ie up for a low attack) will make Joe dodge the attack, thus making the enemy dizzy. These few controls create the base system for what soon becomes an extravagant ballet sequence.

You soon learn to slow down and speed up the action (R and L-triggers), which opens up a whole range of new combo possibilities. Speeding up time allows Joe to pummel his opponents in the blink of an eye, whereas slowing it down enables him to target opponents and direct them towards things. It's this directional control that introduces the real way to get V-Points. Any hit will earn you V-Points (more about them later), but once you're in slow motion, any consecutive enemy hit doubles, triples (etc, etc) the amount of points you earn. Once Joe has his complete moves list, the potential for huge combos is, well... huge. For example, you can slow down time, uppercut one enemy into the air (into the path of an airborne enemy for the double), kick the enemy to the left for a triple, kick-slide to the right for the quadruple, jump up and hit the other airborne for a x5, then Dive-Kick to the ground for the x6. It's all good. However, abilities such as Slow, Mach Speed and Zoom all drain your VFX meter (which replenishes on its own when you aren't using it), although you can replenish it mid-combo by killing enemies. It's all about balance.

There's a good reason for pulling off all these combos, and it comes in the form of the Viewtiful Shop. Between levels you can buy new upgrades such as Mach Speed 1, 2 +3, Viewtiful Forever, Flaming Kicks etc. When you first get to the shop many of these abilities are way out of your price bracket, so performing the special V-Point combos is the only way to go.

As far as graphics are concerned, Joe is a joy to watch. The cel-shading perfectly suits the gameplay, and the team were able to throw around so much more stuff than we could ever have hoped for. The feature film presentation is wicked and on the technical front the game is more or less flawless. What ultimately keeps the score down though is the package as a whole. The main game is great, and being so hard it'll last you a good while, but there's nothing more on offer. How about a Boss mode, a Time Attack mode, or some sort of two-player co-op mission? Surely it could have been done.

Despite this, *Viewtiful Joe* is one of those games that you simply must play, and is probably one of the most addictive little side-scrollers you'll ever have the pleasure of spending time with. Whether you buy it, rent it, or play a mate's version, you have to experience it. We guarantee you'll still be at it three hours later.

CHANDRA

"ONE OF THE MOST ADDICTIVE SIDE-SCROLLERS YOU'LL HAVE THE PLEASURE OF SPENDING TIME WITH"

STRUT YOUR STUFF

MORE MOVES THAN GARY ON RED BULL

The first level of the game may lead you to believe that there will never be anything other than punch and kick, but when you reach the end you'll find yourself in the shop. It's now that you realise just how many different moves Joe can pull out of his pocket. Bombs, sliding kicks, diving kicks, cyclone kicks, vertical drills – the list goes on. He can also affect the scenery by using his special moves. Need to fill up an area with water? Just speed up time so that the small stream flows to fast to dissipate. Need to bring a platform down a level? Then slow time down in order to slow down the fan that's powering it. You can even set fire to objects by pummelling at with Mach Speed!

Soon your thumbs will ache from pulling off combos



CUBE VERDICT

VIEWTIFUL JOE

OLD-SKOOL SIDE-SCROLLING SENSATION

VISUALS
Great animation, use of colours and parallax scrolling

AUDIO
The music isn't special, but the sound effects and voiceovers are

GAMEPLAY
Straight-forward and totally addictive. Damned difficult though

LIFESPAN
Very hard, thus it'll last you a while, but where are the extra modes?

ORIGINALITY
Loads of wicked new ideas that will make you smile

ALTERNATIVE

More cartoon capers. Not the longest game in the world but a joy while it lasts



MEGAMAN NETWORK TRANS.

Reviewed: Issue 22 CUBE Rating: 7.9

2ND OPINION

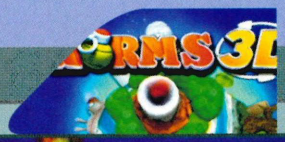
ZOOM! "This is how games used to be, though not as bright. The proper old-skool, simple satisfaction of reaching the next level will keep you riveted for hours on end."

MILES

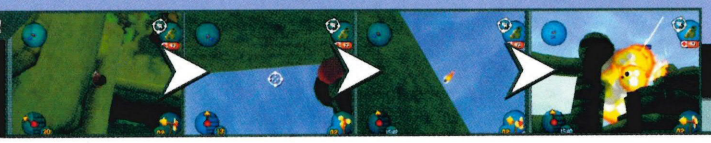
FINAL SCORE

8.6

A PERFECTLY BALANCED AND INNOVATIVE LITTLE PLATFORMER THAT SCREAMS FOR ATTENTION



READY, AIM, FIRE!
There is a strange satisfaction in blowing worms apart with a bazooka





They've come to win a war...
WORMS

Worming can be fun!

WORMS IS one of those franchises that just refuses to die. Not surprising when you consider how good the series is. The premise is simple: You control a team of four worms, each of which is kitted out with some of the deadliest weapons known to wormkind; shotguns, bazookas, homing missiles, exploding old women etc, and your job is to wipe out the other team(s) with any and all means at your disposal. Each worm starts off with 100 points of health (this can be changed, of course), a set amount of which is taken away by direct hits or splash damage. The terrain you fight over is randomly generated, and entirely destructible. All the ingredients for a simple, addictive game are there, but the kicker is that unlike its predecessors, it's all in 3D!

The strength of *Worms* is in its simple mechanics. Firing off a bazooka in the general direction that you want it to land isn't difficult at all, and anybody who isn't completely alien to a joypad will pick the controls up immediately. This isn't to say that the gameplay is shallow though – after all, if it were, it wouldn't have such a strong following. No, to get the most out of *Worms* you have to dive headfirst into the massive array of weapons available to you to discover how to get the most out of them in each situation. Every projectile/weapon/old granny has its own place in the game and usefully, a large number of them are affected by the wind. This can act as your friend or enemy. When the wind takes a projectile it's does so in a very pronounced manner and carefully reading of the direction and speed of the wind is required to score hits consistently. Adjusting your aim and power in accordance with the wind, with practice, will allow you to 'steer' your projectile any way you want. With the third dimension added to the series, this opens up a lot of trick shots such as firing around corners and firing back over yourself. It also means that you'll have to be even more aware of the wind than every before since your projectile can miss from any direction now!

Due to the flexible terrain, the graphics can appear scrappy and disjointed.

CUBE

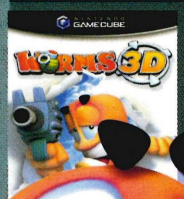
INFORMATION

WORMS 3D	
PUBLISHER:	SEGA
DEVELOPER:	TEAM 17
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-4
MEMORY:	4 BLOCKS

STATS

- WORMS IN 3D!
- MULTIPLAYER WITH 1 CONTROLLER
- LIMITLESS ARENAS
- AMUSING WEAPONS

OUT NOW	TBA	OUT NOW



Zoom the view out and you can see the whole level at once. Useful for setting your homing missle targets

Make sure you keep an eye on the wind – you don't want your bazooka shells missing embarrasingly, like this



The Fire Punch may be weak, but it sends your enemies flying!

FIRST AID

PACK IT UP
During the game you will notice weapons or medical packs being dropped by plane at random intervals. Annoyingly, they always seem to land in a difficult spot



It's going to be a long, long time before this little pinkie comes back down to earth

3D

Sometimes your worms will appear to sit halfway through a wall, and occasionally when jumping around, you'll seem to 'stick' to something and have trouble moving. It would have benefited with some polishing up in certain areas, but the truth is that these niggles don't distract you from the game at all. You don't need a lot of precision when moving your worms around, and having half of your arm sticking through a wall, thought a bit lame looking, doesn't detract too much from the game simply because it's so much fun to play. There are a massive amount of variables to adjust; making each game totally different, and the personality packed into every element of the game makes it a total joy. Whether it's better than the old 2D games will come more down to personal preference, but it's a welcome twist on the old formula that opens up far more tactical options than ever before. If you're big on multiplayer games and feel as if there's something pink and wiggly missing from your life, we suggest you follow the example of the early bird and catch the worm today!

GARY

TARGET PRACTICE: Bored with taking out worms? You can try your hand at the Challenge modes which test your skills in a more focused manner.





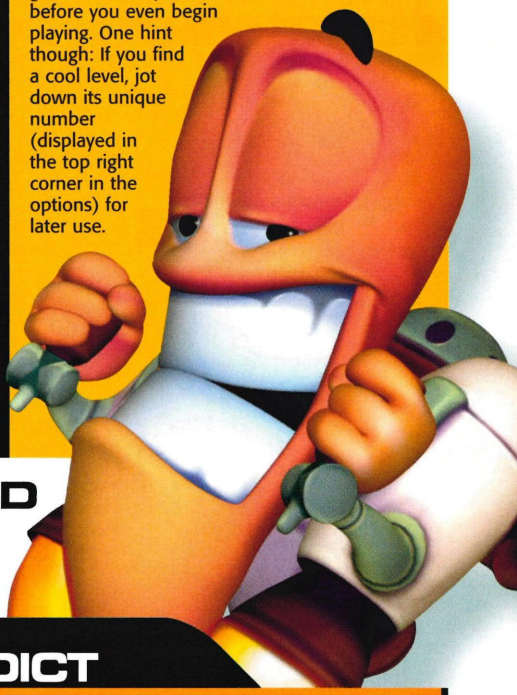
The amount of variables on offer means you'll never play the same course twice. Unless you want to.

Wormpot! Want to make the action more manic? More deadly? More... painful? Just pull that arm

BACK IN MY DAY...

NUMBER CRUNCHING

As always, there are plenty of options to fiddle with in *Worms*. The first thing you should do is customise your team's names, voices, gravestones and special weapon of choice; it adds that personal touch. Head into the Multiplayer mode and you can dictate how you wish the game to be played (although not to the degree that you could in the old PC and Amiga versions – you could create your own levels in a separate paint program and then import them into the game) by choosing how much health each worm has, what the degree of random weapon/medical drops are, even the time of day! Start playing with the level generator and you could lose a lot of time before you even begin playing. One hint though: If you find a cool level, jot down its unique number (displayed in the top right corner in the options) for later use.



"IT WOULD HAVE BENEFITED FROM SOME POLISHING UP IN CERTAIN AREAS"



A cheeky grin won't save your skin when Byron's armed.



Practice makes perfect, and the rewards are sweet.



Curry is all well and good when its snowing, but try not to overdo it.

CUBE VERDICT

WORMS 3D

SOMETIMES SCRAPPY, BUT VERY COLOURFUL

VISUALS
Sometimes scrappy, but things are usually very colourful and clear

AUDIO
Excellent menu music, funny voice acting and meaty explosions

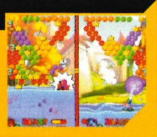
GAMEPLAY
Whatever your skill level, the simple controls make this enjoyable

LIFESPAN
The multiplayer makes the lifespan almost infinite

ORIGINALITY
To play such a simple game these days is rare treat

ALTERNATIVE

It's Worms Jim, but not as we know it. Still a damn fine puzzler though.



WORMS BLAST
Reviewed: Issue 7 CUBE Rating: 7.8

2ND OPINION

DIE! "Great fun that builds detestation towards your friends. But get yourself a wireless pad for the multiplayer games to avoid constant tangling problems from passing the pad back and forth."

TIM

FINAL SCORE

8·3

AN ENJOYABLE ADDITION TO THE SERIES THAT ADDS A WHOLE NEW DIMENSION. LITERALLY!



GOING DOWN
As you sale down the mountain the scenery and weather changes dramatically



Stand up next to a mountain

CUBE

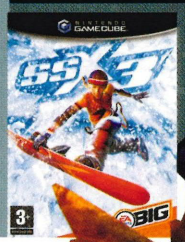
INFORMATION

SSX 3	
PUBLISHER:	EA
DEVELOPER:	EA BIG
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	11 BLOCKS

STATS

- WHOLE MOUNTAIN TO EXPLORE
- NEW RAIL UBER TRICKS
- BOARDPRESS FOR INFINITE COMBOS
- BIG CHALLENGES

NOV '03	TBA	NOV '03





The sun, quite literally, shining out of your arse, the lighting effects are beautiful

1080° is looking pretty sweet but EA Big will have something to say about who rules the pistes this winter…

EVERYBODY'S a bit 'extreme' these days, don't you find? If we're not careful extreme will become the new average and the rebellious teenagers of tomorrow will have nowhere to go, thus causing society to implode and the end of civilisation as we know it. If Osama Bin Laden wants to truly tear apart the fabric of the western world then a good long term strategy might be to start covertly delivering free snowboards and BMX bikes to people's houses while they sleep. Then, in 20 years, blammo!

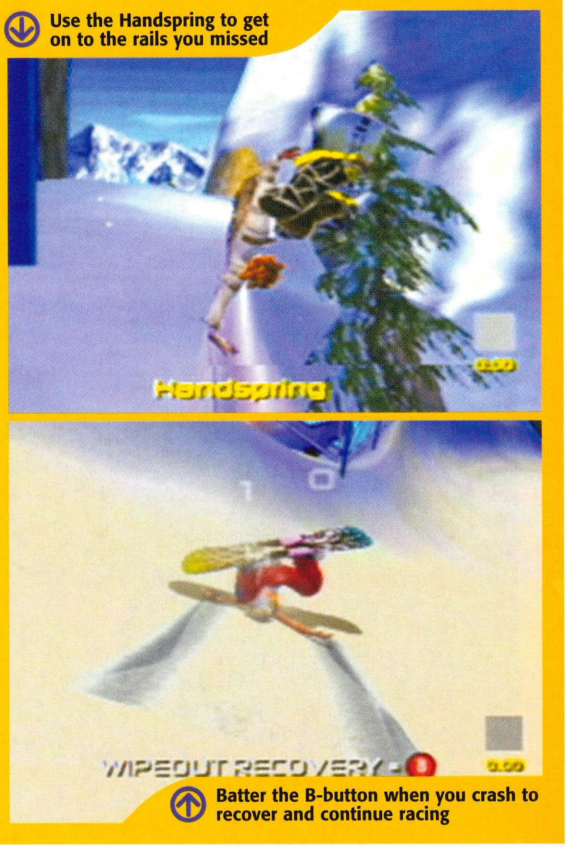
In the meantime we've got *SSX3* to keep the subversive fires burning and if you played either of the previous *SSX* games you'll be justifiably excited in a phat sort of way since they set a standard for the genre which has yet to be surpassed. If you read our previous coverage of



FINGER TRICKIN' GOOD

A FAMILY FEAST OF STUNTS

The standard tricks and mad Ubers of before return along with a whole new range of tricking possibilities provided by rail Ubers, hand plants and board presses which enable you to link combos together. It's all about timing of course, but if you get it right you can pull off some awesome moves. When the Uber meter is charged you can perform various handstands and acrobatics while grinding. Ubers also now have two levels. Perform four Ubers to light the letters of UBER above the adrenaline meter and you can then pull off Super Ubers but make sure you catch plenty of air 'cause they're pretty complex. Obviously if you hit the ground mid move you'll wipeout and lose all your score. If you're quick you can tap the B-button to recover from a wipeout. Successful recoveries mean you don't lose so much adrenaline after a fall and work quite well.



SSX3 you'll know that this time the whole game is set on one huge open mountain unlike before where you had a series of disconnected courses. The all-too brief time we had to play it when we visited EA in San Francisco a couple of months ago threw up more questions than answers. Does the new format dilute the sense of progression? Will it be too easy to get lost during runs? How do you link combos using the board press? Is the GameCube pad really suited to the control system? Is the mountain really totally open?

Well, you can lay your fears to rest. The navigation system between challenges and modes works really well. It's all done in-engine rather than through a menu system which sounds little odd but creates a much more immersive experience. The game starts with you dropping from a transport plane onto the lowest of the mountain's three peaks and you're straight into the action. At first it seems a little strange, but billboard sign-posts indicate where you need to go to access the different challenges. As before you can race against other opponents, enter trick challenges where you need to score a certain number of points on a particular run or go for the Big Challenges where you earn money rather than points which can then be spent at the ski lodge. Here you can buy new items of clothing, boards and attribute points to boost up your skills. Adjacent to the ski lodge is the transport station from which you can go directly to any run on the mountain via cable car or plane. Alternatively you can jump on your board and ride wherever you want to go which is a great touch and gives that feeling of openness and freedom that was lacking in the previous *SSX* games.

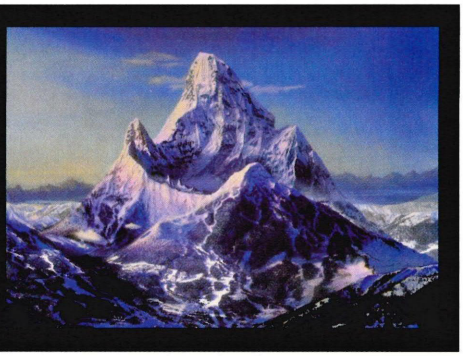
At first it seems very similar to Tricky and any experienced *SSX*-er can get tricking straight away. The controls are identical to before and as anyone will tell you, beautifully intuitive despite the number of moves available. With *SSX3,* EA have given us all that plus a lot more as well. The main new gameplay additions are the handplant, board press and rail Ubers which between them turn what was an intense gaming experience before into an utterly manic one now. At first the new abilities don't seem to impact too much on how the game is played, but after a few a hours it becomes clear that the whole dynamic has

"WHAT WAS AN INTENSE GAMING EXPERIENCE BEFORE IS AN UTTERLY MANIC ONE NOW"

PEAK-A-BOO

SNOW-CAPPED MOUNTAIN TIPS

There are three peaks on the mountain which get more challenging the higher you go. At the beginning you only have access to the lowest but completing challenges opens up the next. There are four ways to progress. Medal in all trick or race events, complete all the Big Challenges or earn a set a amount of money to earn a pass to the next peak. In the foothills the weather's clement and the pistes are nice and wide enabling you to easily build up your multiplier. Peak two is more wild with blizzards to contend with while three offers a spectacular view across the mountain range. You don't get much time to admire the scenery however as the challenges are extremely tough and you can't afford to miss a single trick opportunity.



The way points are a new way to choose which style of game you play – Race, Free Ride, Slope Style and Big Air. Variety of life



One thing we do miss is the lack of Run DMC Shouting: "It's Tricky!" Now we have a scarey computer voice saying: "Uberrrr"





Occasionally you have to race one-on-one against your rival, hope you saved enough cash to buy stats...



AIRSOME

BIG CHALLENGE

Hit the green beams to unlock challenges. These will test your skills and also earn a fast buck or two to spend on new gear or useless tat, like tiaras.



As ever there are shortcuts to be found, grind down the pipe to miss the corners

changed. You have to stay on it every second – there's literally no time to relax when you're looking for that big trick score. The reason for this is the score multiplier. Where before the key to big scores was to charge the Uber meter then try to hit the the floating multiplier icons while ubering, now you can charge your own multiplier using combos. To keep a combo going you need to trick about every two seconds, and each time you trick the multiplier is increased 2x, 3x, 4x etc. When the combo ends the score is calculated by multiplier value times the score of the last move you pulled off. The easiest way to keep the multiplier ticking over is by repeatedly doing board presses between jumps and rails. It does however make it rather more difficult to steer. How big a multiplier you want to go for is up to you and theoretically there's no limit, but if you wipeout it resets. This can be incredibly frustrating when you've got it up to 25x or 30x, but more often than not it comes down to greed and that's part of the game's unique appeal. It tears you between landing a trick and taking the points or pushing for one multiplier too many and ending up with a faceful of tree bark for your trouble.

Hand plants are another neat way to



On the way down collect the cash icons for, er, cash

Use the Nose Press to link tricks together, the multiplyer can be built up, just don't mess up

keep combos going. Get close to anything that's grindable then hold the X-button to grab it and perform a handstand. Not only is this a handy way to increase your multiplier, but if you're lucky you can also flip yourself up onto rails. It was so frustrating before that if you missed the start of a rail that was it. This time the physics are a little more forgiving and even if you do miss it, the handplant offers a second chance. Once up there, if the uber meter is charged you can pull off an uber grind. There are three of different ones, each mapped to a shoulder button. All you need to do is tap the button while grinding and your character will perform the move. The thing to bare in mind is the length of the rail or whatever it is you're grinding or it's wipe-out city.

As if this wasn't enough, the sheer volume of things to do will keep you hard at it for an awfully long time. In the old games all you basically had seven courses and two goals on each – winning golds in both race and freestyle modes.

Here there are dozens of runs. Trick and race courses are separate and the freestyle sections in particular are much more challenging than before. Big Challenges are activated by riding into beams of green light and offer a quick but not necessarily easy way to pocket some cash. These are varied. You might be asked to grind a certain number objects within a time limit, collect icons or jump through hoops. You rider details screen keeps track of everything you've achieved, although it's annoying that you can't see what medals you've earned at the course select screen.

Aside from such a minor crisitism there's no real moans to level at the game. This is exactly what *SSX* fans have been waiting for. Totally addictive, utterly engrossing, brimming with challenges, secrets and just when you think you've seen it all it throws up something new.

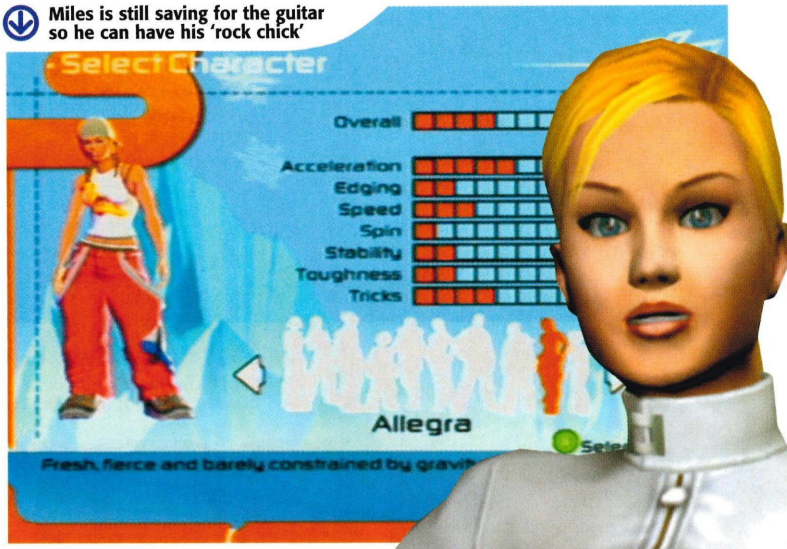
Finishing every challenge and getting gold in all events is a colossal task and even after you do so the replayability is there to go back and try to beat your own records or build the stats of another character. The scenery is spectacular and the gameplay's tighter than a ducks arse yet incredibly open and free at the same time. If you're hanging on for *1080°* that's up to you, but it's really going to have to go some to top this. *SSX3* is a phat, gnarly, radical and totally out there, er… bro!

MILES

IN CHARACTER

DON'T BUY STATS – WASTE IT ON NEW PANTS

Some of the *SSX Tricky* cast return along with new characters such as the feisty *Allegra*. New outfits and accessories can be bought to customise each one as you see fit, although early on you're better off spending your hard-earned to boost up their abilities. There are also 20 hidden characters which can be bought or earned although they can't be customised and adopt the stats of the currently selected main character. New boards are also available but, unlike before, they're just for show and have no effect on your abilities. A nice addition is the ability to buy new Uber tricks so basically you can perform any uber with any character whereas before they were character-specific. However you can only have a certain number active at any one time due to the number of buttons on the pad. These can be set on your Rider Details screen before hitting the slopes.



Miles is still saving for the guitar so he can have his 'rock chick'

"FINISHING EVERY CHALLENGE IS A COLOSSAL TASK"

CUBE VERDICT

SSX 3

AWESOME SNOWBOARDING ACTION

VISUALS
Panoramic scenery and some lovely weather (snow) effects

AUDIO
The usual beats if you like that sort of thing. Chemical Bros, N*E*R*D…

GAMEPLAY
As simple or complex as you want, but always engrossing

LIFESPAN
So much to see and do, you'll be at it for a long time

ORIGINALITY
Takes what was already there and improves it in every way

ALTERNATIVE

Tried to be a little different with a narrative thread that simply didn't work



DARK SUMMIT

Reviewed: Issue 8 CUBE Rating: 6.2

2ND OPINION

UBER-COOL! "With some absolutely ridiculous tricks and course design that puts most similar games to shame, *SSX 3* is by far the best snowboarder on the GC. *1080°* has a lot to do now…"

LUKE

FINAL SCORE

9·3

SUPERIFFIC BOARDING ACTION THAT SETS A NEW STANDARD 1080° WILL FIND HARD TO MATCH



NAPALM DEATH

Use the laser target and call in an airstrike to lay waste to those pesky tanks. Boom!



What's for dessert?



OH, I'M HIT

MEDIC!

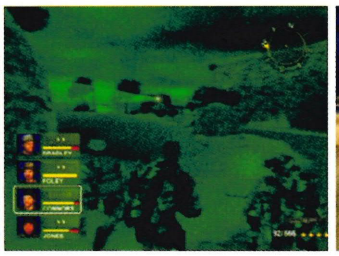
If one of your men goes down, don't worry too much. As long as you can administer first aid before their red bar runs out they'll get back onto their feet like the good soldiers they are.

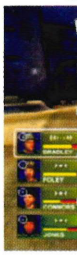


Shoot him, even if he doesn't actually have weapons of mass destruction...



Bradley reckoned the travel agent lied about the accommodation...





CONFLICT: D

CUBE

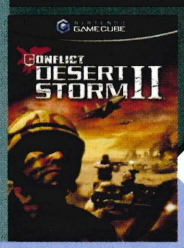
INFORMATION

CONFLICT: DESERT STORM	
PUBLISHER:	SCI
DEVELOPER:	PIVOTAL GAMES
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-2
MEMORY:	13 BLOCKS

STATS

- 10 MISSIONS
- PLENTY OF WEAPONS
- 3 DIFFICULTY LEVELS
- UPGRADE YOUR SOLDIERS

OUT NOW | TBA | OUT NOW



Bombs Over Baghdad

THE FIRST *Conflict* title was such a hit that Pivotal has already finished up the second game in the franchise. Didn't see that one coming! Once again the storyline vaguely follows real life events, with you playing as either US Delta Force Marines or British SAS. The difference between the two teams is purely cosmetic, but we plumped for the SAS. Must be those home county accents that do it for us.

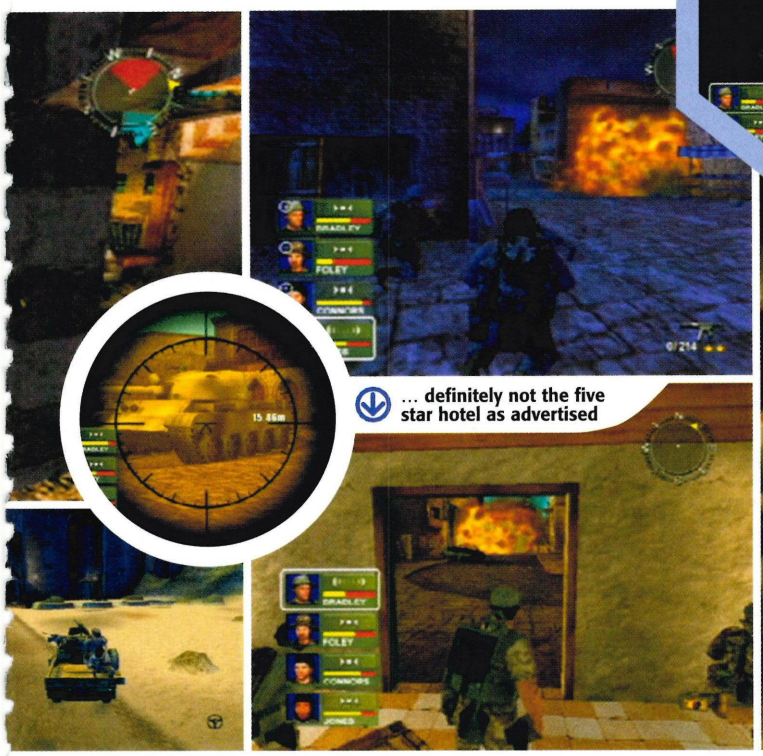
If you tackled the original *Desert Storm* then you'll be familiar with how things work, what with this being less of a sequel and more of an upgrade. You control your team in real-time, using their abilities to complete goals that are either set at the beginning of each mission or radioed into you while you're playing. These are straightforward enough affairs – escape a POW camp, protect soldiers as they clamber onto a helicopter, target tanks using laser marks... all the usual macho stuff. Gameplay is nice and simple with reasonably intuitive controls: You can crouch, crawl, run, shoot, aim and change weapons around, give items to people, heal wounded comrades and even give orders to the rest of your team. It's a flexible system, but when the bullets start flying and you find yourself surrounded, it's easy to lose the plot and become confused.

Aside from a few minor differences, such as being able to roll while you're lying on the ground and having access to smoke grenades, the biggest difference between this and the last game is in the level design. Where the first game had you fighting in big, open plains, the sequel has you scrabbling around narrow streets, bridges and blown apart buildings spread over multiple levels. Each crevice is likely to hold trigger-happy snipers, each road blocked off with mortar crews. Fighting is far more intense this way and navigating the streets of Baghdad can be a nerve-racking experience.

Every corner of every street potentially houses a challenge for your team, and their individual skills really come into their own later on when you go against some serious firepower. A fine example is your sniper. At first he's more of a hindrance, lacking the weapons for tight skirmishes. However, as the game goes on he'll become your best friend; his viewfinder skills are ideal for dropping the more threatening enemies while the rest of your team run in and clean up with their automatics. Likewise, your explosives, smoke grenades and tank mines are pointless in the earlier missions but growing more confident with these will reveal them to be indispensable later on. That classic feeling of taking on an entire army single-handedly is where *Conflict* excels. Your team may be small, but they're packed with enough weaponry and gadgets to equip an army. Running around shooting enemies and shouting out to your team mates is exhilarating at the best of times, and when you pull off an especially good manoeuvre you'll want to high-five your mum. But only if you're as cool as us.

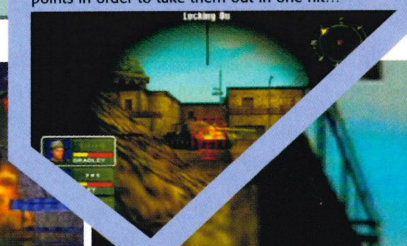
There are very few problems with *Conflict II*. It's challenging, enjoyable stuff that will have you glued to the screen. Yes, it can be glitchy at times, the levels are linear and the AI will have you cursing often, but at its core, it's immense fun. In fact, the only glaring error is that you can only save twice on each level. Highly recommended.

GARY



... definitely not the five star hotel as advertised

Achilles Heel: There are never enough rockets for taking out tanks! Maybe if you aim for the weak points in order to take them out in one hit...



Tank-spotting is a popular pastime in the Middle East

ESERT STORM II



Team up with a mate then shoot him in the back – that'll teach 'em

SPLIT SCREEN SHENANIGANS

TWO CAN PLAY AT THAT GAME

Multiplayer *Conflict: Desert Storm II* is where it's at! Like every game with a co-operative mode, the game gets a lot better when you hook up with a friend. If you both control specialised characters and plan your attacks, the enemy won't know what hit 'em. Take a sniper and an all-rounder one way down a street, and soldiers equipped with smoke grenades down the other for instance, and you can trap the enemy, leaving them confused as you snipe them off from an elevated position. Just make sure that your mate knows what he's doing before embarking on any missions.

"THAT CLASSIC FEELING OF TAKING ON AN ENTIRE ARMY SINGLE-HANDEDLY"

CUBE VERDICT

CONFLICT: DS II

HUGELY ENJOYABLE TACTICAL SHOOTER

VISUALS
Not complex, but the buildings of the Middle East are well emulated

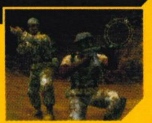
AUDIO
The sound is excellent, and the voice acting convincing, no complaints

GAMEPLAY
The controls can be confusing at times, but the action is spot-on

LIFESPAN
The co-operative mode doubles your enjoyment

ORIGINALITY
It's not different enough to warrant its 'sequel' tag

ALTERNATIVE



The first game plays in almost exactly the same manner, but with more open levels.

CONFLICT: DESERT STORM

Reviewed: Issue 18 CUBE Rating: 8.2

2ND OPINION

STORMIN' NORMAN!

"More of an update rather than a genuine sequel as improvements are minor. Still a good blast."

BYRON

FINAL SCORE

8.5

FUN AND CHALLENGING, WITH A SMATTERING OF REALISM AND YORKSHIRE ACCENTS

GOT WOOD?

Poor girl. It seems everyone is out to get Buffy, from zombies to skeletons, dammit!



What a day for a slay

CUBE

INFORMATION

BUFFY THE VAMPIRE SLAYER	
PUBLISHER:	VIVENDI
DEVELOPER:	EUROCOM
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-2
MEMORY:	1-4 BLOCKS

STATS

- FIRST GC BUFFY GAME
- ORIGINAL VOICES
- MULTIPLAYER MINI-GAMES
- ALL YOUR SUNNYDALE FAVOURITES



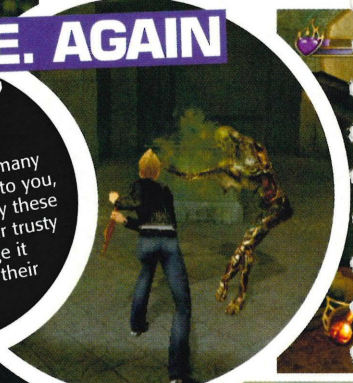
OUT NOW | TBA | OUT NOW

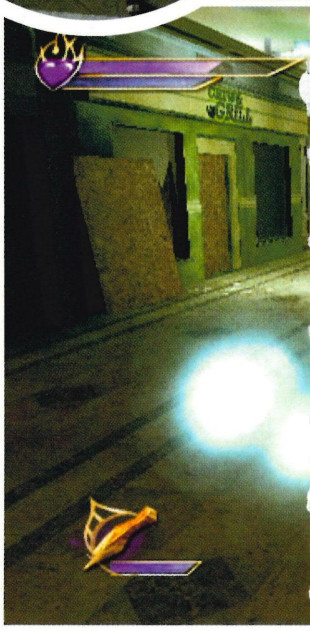


DIE. AGAIN

DUST 'N' BONES

Of course, however many weapons are handed to you, the easiest way to slay these beasts is to grab your trusty stake and plunge it straight through their hearts.





BUFFY THE VAMPIRE SLAYER CHAOS BLEEDS





Television's top cult hit stakes its claim on the GameCube

IT IS NOT often that we become green-eyed monsters when talking to our Xbox owning 'buddies', but last year when Sarah Michelle Gellar and chums popped up on Bill's magic box, we really hoped that one day we'd get a piece of the slaying action. Well, that time has now come as *Buffy The Vampire Slayer: Chaos Bleeds* stakes its claim on Nintendo's machine. Praise be!

Of course, Buffy has long since turned to dust in her televisual incarnation and so it would have been easy to screw up the legacy by making a by-numbers platformer and sticking Gellar's fizzog in the centre of it. Instead of that, Eurocom has turned to Chris Golden to write the game's script – Golden should be a familiar name to fans of the show as he is a massive name in the *Buffy*-verse, having written several novels and comics featuring characters from the show. This means that everything in the game is spot on and even the biggest *Buffy* anorak should have no problem here – the action takes place in the Season Five universe and so all the characters from this time period are present and correct.

The story finds Buffy and friends once more attempting to defeat an evil demon before he manages to destroy the world. Of course, seeing as how Summers and the gang have been sucked into this demon's realm, you would be forgiven for thinking that this is an impossible task. Well, nearly, but there is one way out – you need to find the mystical Dagger Of Hope. And how many people know where this dagger is? Er, just the one, Cassandra, who was literally carved up years ago and her parts are now strewn all around Sunnydale. Charming. Thus you must find all the parts, rebuild her, find the dagger and destroy the demon. Got that? Good.

As well as the story adhering to the rules of the universe, all of your *Buffy* favourites not only appear but are fully playable. You don't get to choose one character to play through the game



With all her witchery Willow still needs a stake

Hoof! Take that evil, undead, zombie mutha and stop staring at my ass

though, instead each *Buffy* favourite pops up at a particular point in the story and takes centre stage. The changing of characters is not merely a cosmetic difference to the game either as they have different playing styles based on their televisual style. For example, when you're in control of Faith or Buffy, you find that they are highly athletic and think nothing of giving a vampire a flying kick in the chops. Willow is less successful in these areas, but is capable of casting spells that give the undead even more problems. Xander is pretty much useless alone, but combined with the various weapons strewn around, he becomes very useful in keeping the near-dead at bay. All the characters with the exception of Willow and Buffy herself are voiced by the TV actors and so this does feel like you are starring in the show – and the actors standing in for Hannigan and Gellar do such a good job that you really won't notice that its two biggest stars are absent.

The gameplay changes depending upon who you are controlling. The Buffy levels for example are mostly your average button bashing, vampire murdering action scenes – think *Double Dragon* with stakes – and the killing spree becomes fast and furious as the number of vampires constantly increases. Xander will have less killing to contend with, but you find the game becomes much more puzzle orientated during his sequences. Normally these are nothing too taxing, although occasionally it's frustrating trying to solve a tiny problem to open up the next level. However, engage the grey matter and you'll soon be back on track and hacking away once again.

Obviously there is a definite audience ready to lap up the action herein and they will enjoy the chance to explore various areas of Sunnydale, all of which have been recreated perfectly.

Overall, *Chaos Bleeds* might not be offering anything necessarily new but this is definitely a cut above the usual tie-in tripe that gets thrown our way. In fact even those who have never taken to Ms Gellar's charms should find plenty to enjoy here.

KENDALL

THE LITTLE GUY: As well as the main characters the inclusion of Sid, the wisecracking mannequin, is a special bonus for those who really know their Buffy



GET IN THE RING

BEATEN THE MAIN GAME? YOU'VE ONLY JUST STARTED...

With a big adventure like *Chaos Bleeds*, you might think that the action ends as soon as you finally banish the demons. Wrong. There are a number of multiplayer modes to enjoy too where your favourite *Buffy* stars get in the ring for some brawling action against each other as well as gangs of nasty dead fellas. There are also other modes such as Bunny Catcher where... well, you can probably get the idea from the name. As well as the chance to play as Buffy and pals, really good players can access hidden treats such as the series' creator Joss Whedon. Once you've enjoyed these mini-games, sit back and enjoy the various cast interviews and making-of treats also housed within. Bonus!

"EXPLORE VARIOUS AREAS OF SUNNYDALE, ALL OF WHICH HAVE BEEN RECREATED PERFECTLY"

CUBE VERDICT

BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS

FANS SHOULD BE SLAYED BY THIS ONE

VISUALS
All your *Buffy* favourites are here as well as Sunnydale itself

AUDIO
Aside from Buffy and Willow, all the cast have lent their voices

GAMEPLAY
A decent mix of puzzle solving and brainless slashing

LIFESPAN
Once fans sink their teeth into this, they'll play through to the end

ORIGINALITY
Nothing that hasn't been done before, but better than most cash-ins

ALTERNATIVE

If you're looking for puzzle solving and undead killing nirvana then look no further...



RESIDENT EVIL

Reviewed: Issue 11 **CUBE Rating:** 9.2

2ND OPINION

WEEPING WILLOW!

"Ultimately, *Chaos Bleeds* just feels unpolished. While fans will no doubt lap it up, the rest may not see what all the fuss is about."

LUKE

FINAL SCORE

7.9

BETTER THAN THE AVERAGE TIE-IN, THIS UNDEAD THRILLER SHOULD CERTAINLY PLEASE BUFFY FANATICS



So close and yet so far...

CUBE

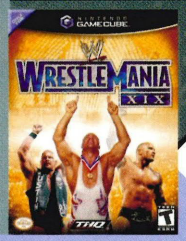
INFORMATION

WWE WRESTLEMANIA XIX	
PUBLISHER:	THQ
DEVELOPER:	YUKES
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	20 BLOCKS

STATS

- 40+ DIFFERENT SUPERSTARS
- AUTHENTIC ENTRANCES
- REWORKED GRAPPLE SYSTEM
- SINGLE-PLAYER 'REVENGE' MODE

OUT NOW	TBA	OUT NOW

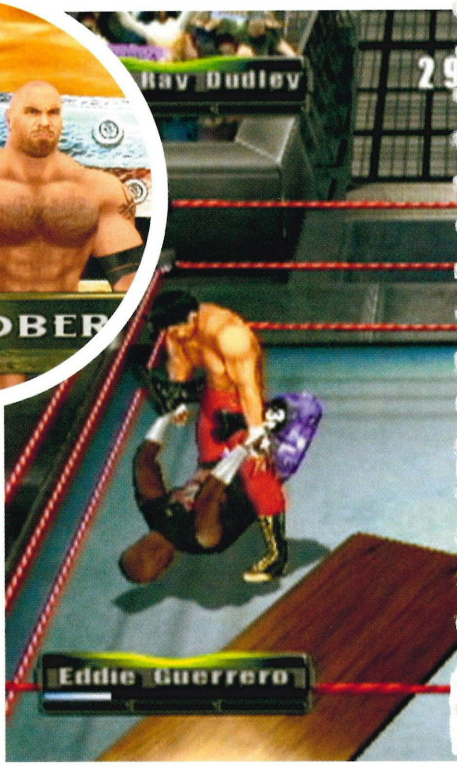




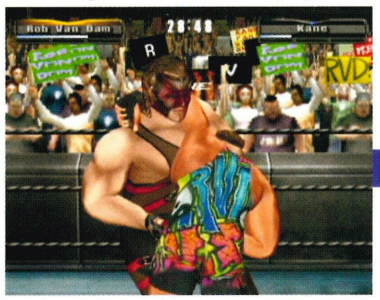
BERG-ER

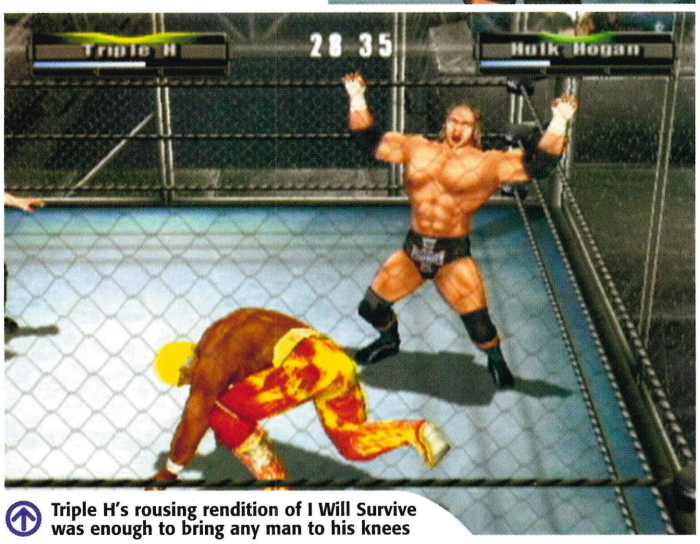
BELIEVE THE HYPE
Although a lot of Wrestlemania XIX is already out of date, the inclusion of Goldberg means lots of fans will be happy to play as everyone's favourite tough guy.





Oi! Did you spill my pint? Are you looking at my bird? Eh? EH? No? Oh, my mistake





Triple H's rousing rendition of I Will Survive was enough to bring any man to his knees

Can THQ regain its wrestling crown on a Nintendo console? Don't count on it...

WHETHER you're a wrestling fan or not (although let's face it, there's a lot of us out there who are), there's no denying that a decent ring-based brawling game can appeal to plenty of people. While examples like *Def Jam Vendetta* have shown that you don't have to be into the sport of wrestling to enjoy a videogame grounded in the genre though, you should be warned – it's only a short step from there into full-blown lycra-clad fighting and once you've made the leap, it's hard to turn back (no, that's just you – Ed).

Of course, for those of us who are more than happy to admit to liking the world of sports entertainment, it's the WWE games that really get us excited – thankfully, something that THQ is only too happy to bring us every so often. Unfortunately, the people who love WWE games also tend to be the ones who end up being the most picky, simply because we're fans who know what we like. In that respect THQ hasn't been so successful, particularly on the GameCube, where its last effort ,*Wrestlemania X8*, was a decidedly disappointing affair. Still, a lot can happen in a year and with the arrival of *Wrestlemania XIX*, the fans are once again expecting something special. What a shame they're going to be let down yet again...

You see, while *Wrestlemania XIX* admittedly looks somewhat better than its predecessor and has a slightly reworked control system, it's still a combination of little things and some glaringly obvious omissions that lets the side down. Certainly, there's no denying that it's a better game than the last one and is more enjoyable from a multiplayer standpoint, but that's about where the praise ends. As mentioned above, wrestling fans are suitably anal creatures with an eye for detail that borders on the obsessive – an obsession that sadly, *Wrestlemania XIX* doesn't appear to share.

Looking at the game from purely a fan perspective for a moment, the cracks in *Wrestlemania XIX's* veneer starts to show almost immediately. An already outdated roster, a match style-list that has nothing really special to offer and a complete lack of

WWE WRESTLEM

BLOODY HELL: Yes, we have blood – thus making Wrestlemania XIX the first PAL WWE game to have it. Bet that gets you all hot under the lycra, eh?

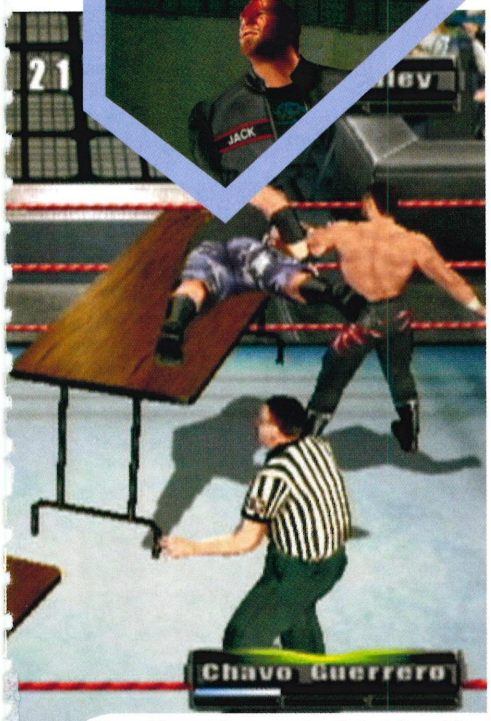


Table matches are a laugh, but the tables themselves seem a bit on the large side...

commentary are only the tip of the iceberg – there are far more anal observations that can be pointed out, from the still wooden animation on many of the wrestlers during their entrances and even the wrong use of music for certain superstars (the Dudley Boys and Victoria being just two examples that spring to mind).

Forgetting any sort of fan knowledge though, there are still more than enough criticisms of *Wrestlemania XIX* to keep it from hitting the heights it should be reaching. Gameplay-wise, the control system – despite being tweaked from the previous incarnation – still feels rather clunky and not as fluid as it could do... although whether this is a criticism of the game or the GameCube controller is open to debate. Also, the amount of freedom you have in terms of what the player can do with weapons, the ring and other wrestlers also proves rather lacking; there's virtually no creativity allowed, making imaginative and exciting 'can I really do that?' moves almost impossible. If you're hoping to spear people through a table or frog splash someone onto a ladder, be prepared to be disappointed.

The nail in the coffin for *Wrestlemania XIX* has to be the decision to include the completely horrible Revenge mode as the main single-player option, as opposed to any kind of Career mode. It's a decision that completely bemuses us, considering how much criticism THQ came under for not putting one in the last game. Featuring completely unbalanced AI, inconsistency in your abilities to damage your enemies and a camera that tries desperately to stay overhead no matter how much you move it, it's surprising that it ever made it into the game in the first place. Please THQ, take note: fans want WRESTLING in a wrestling game, not a crappy mode that lets them fight faceless goons in a parking lot/shopping mall/harbour setting.

And that pretty much sums up *Wrestlemania XIX* in a nutshell – small improvements aside, it fails on many counts to give the fans what they want, which is a definitive wrestling game for the GameCube. Considering that *Smackdown! Here Comes The Pain* on the PS2 is shaping up to be just that (a game made by the same developer, no less), you have to wonder exactly what it is that THQ has against the GameCube. If it can't offer fans the game they want, it might as well not even bother.

MARTIN

SADLY LACKING

HANDBAG MATCHES

Of course, a quality wrestling game is only as good as the match types it has within it and not surprisingly, *Wrestlemania XIX* has more than a few. If you can think of a regular match style, it's more than likely to be found in THQ's latest game; from basic one-on-one and tag matches, to more specialist styles like Cage, Ladder, Hardcore and the obligatory TLC matches. Unfortunately, while the list is pretty lengthy, it's also nothing special in terms of what we've seen before, and compared to other titles like the latest *Smackdown!*, there's not much here that'll get you more excited than usual.





Weapons are the only way to make a man bleed... unless he's got a helmet

Yes, that's right – you get to fight on the docks. Not in the ring. Bah.



OUT OF A JOB

NO CAREER MODE BEFORE, NOT MUCH BETTER NOW

When *Wrestlemania X8* hit the GameCube last year, the biggest complaint was the complete lack of a single-player Career Mode – mainly because it left very little for people to sink their teeth into when sans friends. Unfortunately, THQ doesn't seem to have paid much attention to the criticism with the follow-up, because it's made the same mistake again by choosing to include an all-new one-player mode (entitled Revenge) that literally has nothing to do with wrestling. Think of it instead as a 3D version of a scrolling beat-'em-up, but with none of the benefits – oh, and a dodgy camera, totally inconsistent fighting and some horribly unfair AI to boot. It's the most disappointing part of *Wrestlemania XIX*; in fact, we'd rather have had nothing than this. Please, take heed THQ – this really isn't what the fans want...

"THE GAME MIGHT BE SATISFACTORY, BUT THAT'S JUST NOT GOOD ENOUGH WHEN THE COMPETITION IS FAR SUPERIOR"

CUBE VERDICT

WRESTLEMANIA XIX

BETTER, BUT STILL LACKING VITAL ELEMENTS

VISUALS Looks good, but the animation is still a little wooden in places

AUDIO Most of the right entrance tunes, combined with the usual grunts

GAMEPLAY In multiplayer, there are few upsets but Revenge mode is inconsistent

LIFESPAN With friends, you'll keep playing for a while, otherwise frustrating

ORIGINALITY It's wrestling, what more do you think you're going to get?

2ND OPINION

HELL NO "Och why can't they just give us a Smackdown port. Putting up with dodgy graphics is preferable to playing this nonsense. It's all fake y'know"

TIM

ALTERNATIVE

Easily the best wrestler on the GameCube, even if it's not 'proper' wrestling



DEF JAM VENDETTA

Reviewed: Issue 19 **CUBE Rating:** 8.9

FINAL SCORE

6.9

PLAYABLE, BUT ONLY WITH FRIENDS – ALONE, IT BECOMES VERY BORING AND INFURIATING

ANIA XIX



SAME OLD...

Collect, jump, hit, recharge yourself and fight a boss - level one in a nutshell



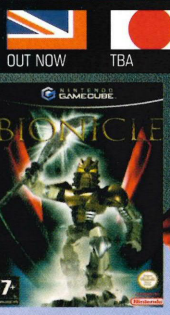
BIONICLE

Stay on target!

CUBE

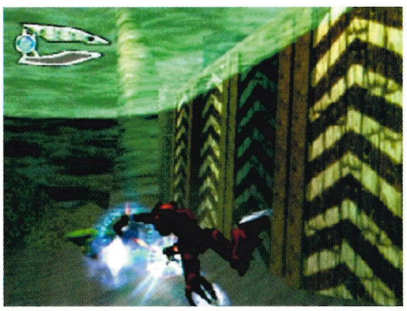
INFORMATION

BIONICLE	
PUBLISHER:	EA
DEVELOPER:	ARGONAUT
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1
MEMORY:	8 BLOCKS



OUT NOW | TBA | OUT NOW

Fallen enemies drop collectable orbs of light which... blah... blah... blah... pointless

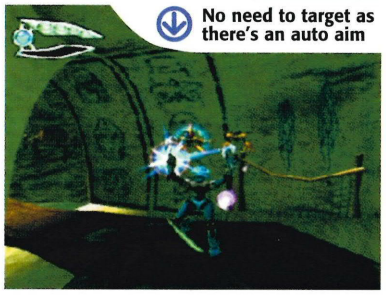


Plastic, alien robots that swim? Well at least they'll float

Rivaling *SSX 3* and *1080° Avalanche* – plastic, alien robots that snowboard







No need to target as there's an auto aim

Move along... nothing to see here son

FOR ANYONE unfamiliar with the *Bionicle* toys from LEGO, as we were, the start of this game is crushingly banal, filled as it is with all manner of impenetrable mumbo jumbo about finding the fabled "Toa Nuva", defeating the evil Makuta, and along the way rescuing little blue teddy bear creatures called Matoran. As you'd expect from all this drivel and as a licensed game aimed at kids, *Bionicle* is merely yet another 3D platformer filled with pointless collectibles, themed locations and very little of anything approaching novelty, invention or fun.

Which is (almost) a shame. Partly because, if you are a kid, it seems publishers think you'll buy any old tosh, but also because under its inevitable mire of arbitrary tasks and gameplay imitations, *Bionicle* works okay and manages, we suspect, to fulfil what it set out to do. However an intention to make a game of shaky combat, coupled to snowboarding and underwater sections, with only six short levels is no way to go about making a game worth forty quid.

And yes you did read that right, there's just six measly levels. Which disappointingly explains the reason that tasks (or rather chores) such as mini-bosses and end of level fights can be extremely tiresome and the wrong side of difficult. Bionicle simply doesn't have enough game in it. Much of it is needlessly drawn out, making it generally feel kind of cheap, almost as if it's a budget game. Oh yeah, and having a combat system where striking a blow can only periodically be done, automatically hits an enemy and takes energy from yourself is just plain nonsense.

Certainly not worth buying and barely worth a rental, *Bionicle* is yet another example and sad indictment of a long running trend in video game publishing. Much more time, money, effort and consideration has been spent on acquiring an intellectual property rather than making a game around it.

BYRON

CUBE VERDICT

BIONICLE

POINTLESS, DULL AND BADLY PUT TOGETHER

VISUALS
Lacking in detail and draw distance, the graphics are ill-defined and uninspiring

AUDIO
Functional but absolutely forgettable. Much like the game itself

GAMEPLAY
If you want to be reminded of how utterly pointless games can feel, try this

LIFESPAN
Very short although the tiresome tasks artificially extends it's life

ORIGINALITY
Nope, nada, none of it. Yet another redefining of the word generic

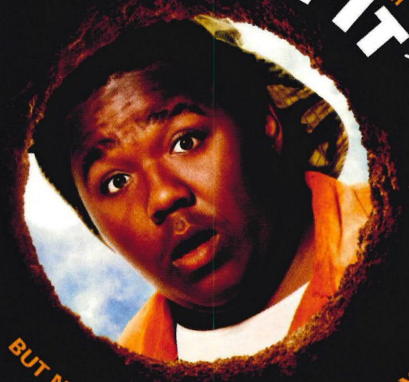
FINAL SCORE

4.4

YOU'D HAVE MORE FUN BUYING A BUCKET OF LEGO AND BUILDING A TOILET

CAN YOU DIG IT?

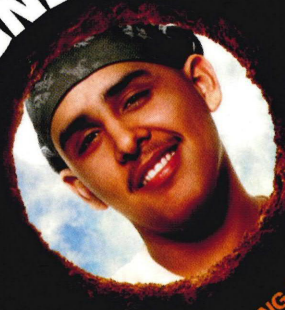
HIS FRIENDS CALL HIM "ARMPIT"



BUT NOT TO HIS FACE.

Selected by the BBC's 'BIG READ' As one of the NATION'S FAVOURITE BOOKS

HE'S CALLED "MAGNET"



EVERYTHING STICKS TO HIM.

EVERYBODY CALLS HIM "CAVEMAN"



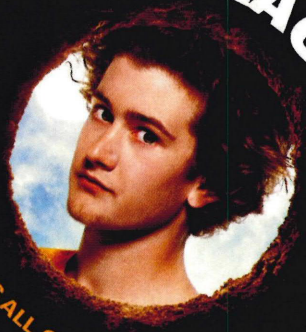
BUT HIS MOTHER CALLS HIM "STANLEY"

HE GOES BY "X-RAY"



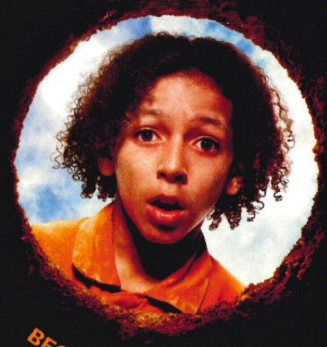
HE CAN SEE RIGHT THROUGH YOU.

HE'S KNOWN AS "ZIG ZAG"



HE'S ALL OVER THE PLACE.

THEY CALL HIM "ZERO"



BECAUSE THEY CAN.

SIGOURNEY WEAVER JON VOIGHT PATRICIA ARQUETTE

WALT DISNEY PICTURES PRESENTS

HOLES

PG CONTAINS MILD VIOLENCE

IN ASSOCIATION WITH WALDEN MEDIA

BLOOMSBURY

Holes by Louis Sachar
available at all bookshops

www.holesthemovie.co.uk

WALDEN MEDIA

WALT DISNEY PICTURES PRESENTS "HOLES" IN ASSOCIATION WITH WALDEN MEDIA A CHICAGO PACIFIC ENTERTAINMENT / PHOENIX PICTURES PRODUCTION AN ANDREW DAVIS FILM SIGOURNEY WEAVER JON VOIGHT PATRICIA ARQUETTE SCREENPLAY BY LOUIS SACHAR BASED ON HIS NOVEL PRODUCED BY MIKE MEDAVOY ANDREW DAVIS TERESA TUCKER-DAVIES LOWELL BLANK DIRECTED BY ANDREW DAVIS TIM BLAKE NELSON AND SHIA LaBEOUF MUSIC SUPERVISOR KARYN RACHTMAN MUSIC BY JOEL McNEELY DIRECTOR OF PHOTOGRAPHY AGNIESZKA GUERARD ROBBERS A.S.C. PRODUCTION DESIGNER TOM NORDBERG AND JEFFREY WOLF A.C.E. EDITOR MAHER AHMAD PRODUCED BY STEPHEN ST. JOHN EXECUTIVE PRODUCER MARTY EWING LOUIS PHILLIPS Walt Disney Pictures

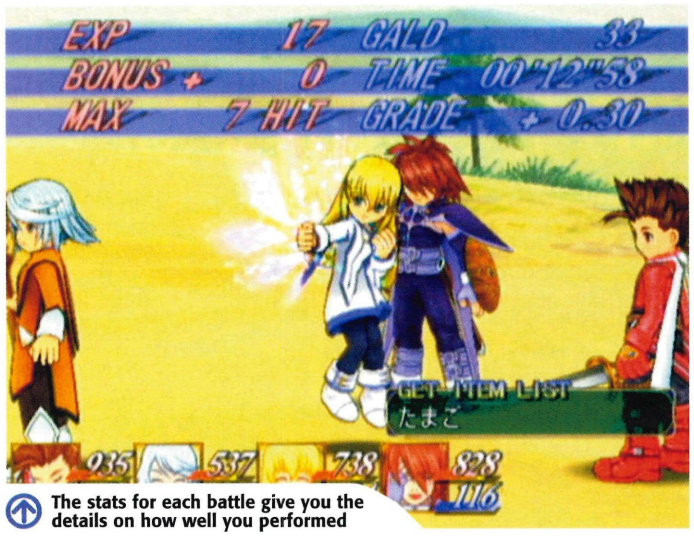
START DIGGING... IN CINEMAS OCTOBER 24

SAVE THE HORSE!

You'll come across a lake with a drowned Unicorn. It's enough to make you cry.



Namco's first GameCube RPG movement



The stats for each battle give you the details on how well you performed





TALES OF SY

CUBE

INFORMATION

TALES OF SYMPHONIA	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	03 BLOCKS

STATS

- 4-PLAYER RPG
- UNIQUE BATTLE SYSTEM
- 30 HOURS TO COMPLETE
- GORGEOUS ANIMATION

TBA | OUT NOW | APR '04



"INSTEAD OF FLICKING THROUGH IMPENETRABLE MENUS, YOU TAKE DIRECT CONTROL OF THE ACTION"



YUM YUM

TOO MANY COOKS

Cooks teach you new recipes. These can be made at any time if you have the ingredients to boost your character's stats.



RISE AND SHINE!: Shock! Horror! In a bold move, Namco decided to start the game off with you asleep. At least it's not your mum waking you up.

Special effects and lots of hysterical shouting. Aren't RPGs great?

MPHONIA

Skies of what...?

UNLIKE THE N64, it appears that the GameCube is getting more than its fair share of RPGs. *Skies Of Arcadia*, *Crystal Chronicles*, *Giftpia* and *Phantasy Star Online* are fantastic games, and we all know how good *Baten Kaitos* looks at this stage. *Tales Of Symphonia* has been in the back of our minds for a while now, because we knew that it would have a similar calibre. Namco may be known for its beat-'em-up franchises and its sucking at the *Pac-Man* teat, but to people in the know, the *Tales* series (which has appeared on the SNES and PlayStation in the past) is up there with the best RPGs of all time.

A fleeting glance at screenshots and an experimental dip into the world of the *Tales* franchise doesn't appear to back up such a statement. The looks, sounds, story and dialogues, while sharp, don't standout from the massive abundance of other RPGs, but it's only after a few hours that the truth becomes clear.

Being in Japanese, one of the most important elements of the RPG genre is completely lost – the story. However, the fact that we still found ourselves playing *Tales* all week speaks for the quality of the gameplay, which is of course the most significant part of any game.

The feeling of exploration within the world is tremendous, and the compact but complex dungeons are perfectly designed. It's even fun just messing around with the AI settings of the characters, despite everything being indecipherable. It's the battles that keep you playing though.

So many RPGs are ruined because its just too daunting to muddle your way across the globe, encountering tens of mind-numbing skirmishes with over-zealous mutant lettuces. Once that telltale ear-bleeding screech is followed by the famous shattering screen animation, Tales Of Symphonia happily chucks



With enemies this weak, running away will take only a few milli-seconds.



Now's not the time for Morris-dancing and fireworks – keep on fighting!

THERE'S NO ESCAPE!

THE ONE RING

Thankfully, you aren't subjected to random battles on the world map or in the dungeons. Enemies appear on the screen, giving you the option to avoid them if you wish – something it would be nice to see in every RPG one day. Of course, there is a risk to this as you don't want to be missing out on the experience points, and besides, some enemies move extremely quickly and you'll probably end up fighting them regardless. Good thing then, that early on in the game (the first mini-dungeon, in fact) you'll find the Sorcerer Ring, a staple element of the Tales games. This is one useful item, and not just because its used in a certain puzzle in a later dungeon. You can also use it to freeze random enemies (although not all of them) so you can quickly make your way past them.

Good old Namco has thought of everything though; if you do find yourself in a fight with ninja-kicking rabbits that you really can't be bothered with because they'll only take two hits of your sword, then just click on the escape option and you'll high-tail it out of there. However, if your opponent is worthy of your skills and you're just being lazy then the escape meter will fill up very sl-ow-ly. It's a system that works very well.

Rabbits are well known for their uh, Ninja skills.







A mine shaft in an RPG? What year is it again?

THE BIG CHEESE

CARTOON CAPERS

You've gotta love Namco intros. Tekken kick-started our love for CGI-heavy Japanese symbolism; large sweaty men finishing off a bear and looking up at the moon, eyes narrow with the lust for battle; elegant, angelic teenage girls floating through infinite ancient forests, becoming at one with nature; cool dudes dismounting their motorbikes and lowering their shades before stamping through the rain-soaked streets of LA in pursuit of drug dealers; curvaceous women stepping out of the shower clutching a cheekily small towel to their chest and giving a sly wink at the omnipresent camera; a lone traveller standing on top of a plateau, surveying the land sprawling to the horizon with a look of hurt, pain and revenge in his eyes... you know you love it. *Tales Of Symphonia's* intro is far more upbeat, and if you've ever seen the PlayStation version of *Chrono Trigger's* introduction it will ring a few bells. Just goes to show that DivX encoding certainly is the wasp's patella, ahem, bee's knees.



"Hey man, it wasn't me." "Well somebody did it, and it stinks." "I'll just hang back here..."



When she gets cold, he looks away. Wonder why?



MEMORIES

PRETTY IN PINK

If you get bored with saving the world you can always sit back and enjoy a memory testing mini-game or two. What's with the kinky cat suit though!?!



What's that? A pink pen stole your elephant?





"You will meet a tall, dark, handsome stranger."

"THE MOTION BLUR IS VERY OFF-PUTTING AND CAN ACTUALLY BE QUITE PAINFUL"

CONTINUED

the cliché book away, rolls up its sleeves and Glaswegian-kisses its way into the action. Instead of flicking through impenetrable menus, you take direct control of the action, using the stick to move your character about the quasi-3D side-view (press the shoulder button to cycle through enemies, allowing you to side step in 3D fashion if your target is not on the same plane as you) and the face buttons and C-stick to attack. The idea here is to perform combos, which are executed in a similar manner to those in fighting games, albeit watered-down to a certain degree. These moves can also be mapped to the C-stick in the same way that Capcom Vs SNK: EO works.

This real-time element makes for some manic fighting and when you take into account the fact that you can plug three other joypads in and invite your fiends over for a bit of multiplayer action, things get more interesting and involving.

After the battle your performance is graded on factors like how many hits you landed, how many times you were hit by the enemy, the amount of time you took, etc. This final grading not only influences how many grade points you receive (which are spent on experience and rare items), but also takes into account special circumstances (maybe you spent the entire battle blocking, or you only used a certain type of magic) that give you special nicknames. Not immediately relevant, but having certain reputations will open up dialogue choices and events you wouldn't otherwise get.

As if that weren't enough, there's yet another aspect of *Tales Of Symphonia* that helps to give the game more depth to its combat than other RPGs: in special slots you can equip skills that help your character in battle – higher blocking abilities, extra items at the end of a fight, speeding up the amount of time it takes you to escape... useful skills. Each of these talents are either aggressive of passive, and whichever type you use the most dictates which one will evolve and how it will mature into other skills.

TOP OF THE WORLD: Now why couldn't the world map look like that? The descent from the clouds in the intro is stunning.

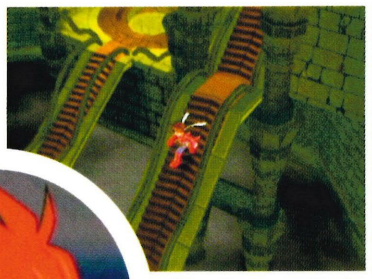


Pause the action at any point, and you can set up new attacks.

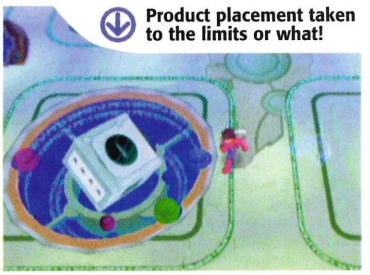








Product placement taken to the limits or what!





He's one mutha, four arms, four swords – ouch



THE BIG CRAWL

SKELETON CREW

Everybody loves a good dungeon crawl – even more so when you're actually looking forward to the screen swirling away from you, leading into another fight. The dungeons here are only small, but not substandard. All the puzzles you'd expect are there – sliding blocks and multiple switches etc – but the real challenge is with the bosses. You'll have to do a fair amount of levelling up before you have enough health to suffer attacks comfortably, and one boss is so hard you even have the option of avoiding him. What's odd is that you bump into him at the start of the game where he gives you a quick tutorial on attacking.

Cel-shading is nothing new these days, but the sharp character graphics are complimented very well by the backgrounds, which have a wistful oil-painted appearance to them. Namco has also introduced a blur effect to help keep you focused on the foreground action. It sounds like a good idea on paper, but unfortunately too overdone in the game itself – when running across the foreground the accompanying motion blur is very off-putting and can actually be quite painful.

Aside from this small gripe, there are also issues with the world map. Polygonal globes that you run around in giant form to reach your destination have been around since the dawn of RPGs, and *Tales Of Symphonia* is no different. However, here the concept looks absolutely awful – jerky, slow, dull and horribly flat. You're kicked in the teeth even harder when you consider how dazzling the actual locations are. It would appear that the world map was the last section of the game and got rushed out. These really are the only two graphical moans though – the rest is a treat of beautifully fluid animation and stunning composition.

Once we've got an English version of *Tales* we'll be in heaven. You simply can't understand a word of what's going on, and there's bound to be so much more to discover, but its so much fun to play anyway. The battle system is light years ahead of anything else in the RPG world – remarkably, it actually makes dungeon crawling fun – and the sheer amount of options you have with it means that you'll never get bored. The world is a beautiful place to explore and filled with mystery, the voice acting is done with a lot of conviction (enough to understand the feelings of the characters if not the words) and with two discs to go through, it's not going to be a quickie.

If you're mad about RPGs and don't mind going through them in Japanese then we can't recommend this enough. Really though you should wait for the US version, at which point we'll bung a special FreeLoader on the front of the mag.

GARY

CUBE VERDICT

TALES OF SYMPHONIA

A TALE OF BRILLIANCE TO DELIGHT ALL RPG FANS

VISUALS
Scrumptious everywhere expect for the ghastly world map

AUDIO
Elegant, brutal, tender... it always fits the mood wonderfully

GAMEPLAY
A battle system that's actually more fun than the exploring!

LIFESPAN
Loads of secrets, 4-player combat and optional character development

ORIGINALITY
The evolution of the series is obvious to any fan of the *Tales* games

ALTERNATIVE

Overworks' Dreamcast masterpiece has admirably stood the test of time.



SKIES OF ARCADIA: LEGENDS
Reviewed: Issue 20 CUBE Rating: 9.0

2ND OPINION

YOU WOT! "Beautiful. Really it is. Good combat too. If only I knew what the heck was going on... only the most hardcore will want to tackle this in Japanese."

TIM

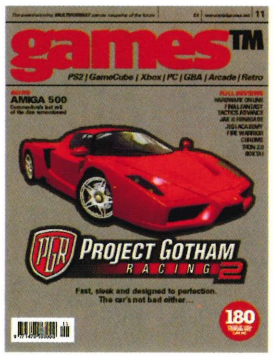
FINAL SCORE

7.8

A FANTASTIC GAME BUT THE SCORE REFLECTS THE LANGUAGE DIFFICULTY



Building a better future

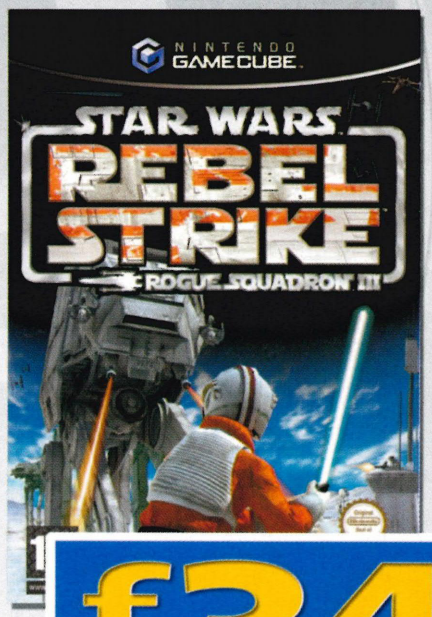


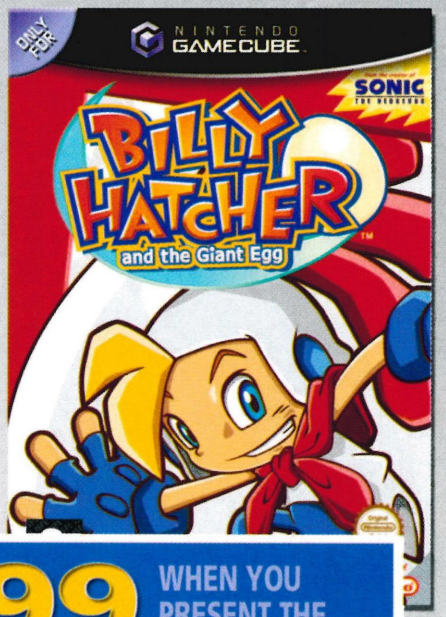
- **180 pages of essential gaming**
- Written by gamers for gamers
- **30 pages dedicated to retro games every month**

Issue 11, on sale October 9

Available from all good newsagents or call for a copy direct on 01202 200200.
The award-winning multiformat magazine.

gamestation



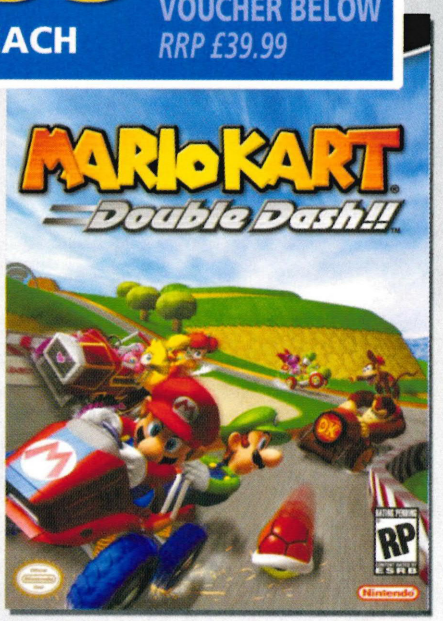


ONLY £34.99 EACH

WHEN YOU PRESENT THE VOUCHER BELOW

RRP £39.99





tel. 0845 345 0335 **www.gamestation.co.uk**

£5 off

THESE GAMES WITH THIS VOUCHER



THIS VOUCHER CAN BE REDEEMED AGAINST THE FEATURED GAMES AT GAMESTATION STORES IN THE UK. THIS VOUCHER ENTITLES THE BEARER TO £5 OFF THE R.R.P. OF £39.99. THIS VOUCHER CANNOT BE EXCHANGED FOR CASH. VOUCHER REF: G1/03

GAMECUBE SOLVED!





ISSUE 9 OUT NOW

TIPS FOR ALL THESE GAMES INSIDE...

ENTER THE MATRIX, SPLINTER CELL, LEGEND OF ZELDA: THE WIND WALKER, LOST KINGDOMS II AND MANY MORE...

THE UK'S ONLY DEDICATED GAMECUBE SOLUTIONS MAGAZINE

NETWORK
CUBE
ISSUE TWENTY FIVE

It's the little red SKY button of the Cube world!
Multi-view camera angles coming next issue...

YOUR LETTERS

VIEWPOINT

94 Want to know what a fanboy is? Need reassurance that *Metroid Prime* is better than *Halo*? C'mere!



FORUM FRENZY

96 See what you're missing if you're not part of the CUBE forums... or breathe a sigh of relief

READER REVIEWS

97 Opinions are like, uh, mouths. Everyone's got them. It's just that these people know how to operate them

CHEATING MONKEYS

100 Having fleas is fun. Just ask the monkeys – they're always shouting about it. And screeching. And screaming. And wailing. When will it end? Must go, got an itch...



REGULARS

BEAT THE WORLD

98 We're are the best in the world. Don't argue or we'll be forced to do something drastic. Like offer you the chance to prove us wrong by sending in your scores... d'oh!

VIEWTIFUL JOE

110 All the button bashing you do in *VJ* can cause repetitive strain injury. Save yourself a lengthy wait in casualty with these tips to one of the most difficult games of the year.

ADVANCE

112 The GBA is really hotting up in time for Christmas. Hop on your bike and rev your engines... you'll get it when you go there, don't worry.

COMPETITION

115 More free stuff for the price of a postage stamp. If you don't think that's a sweet deal you might want to go away and reassess your personal values.

GUIDES

F-ZERO GX



CONTENTS

Viewpoint 94
Forum Frenzy 96
Reader Reviews 97
Beat The World 98
Cheating Monkeys 100
Cheating Monkeys Action Replay 102
GUIDES & SOLUTIONS
F-Zero GX 104
ADVANCE
Road Rash: Jail Break 112
Disney's Extreme Skate Adventure 112
Banjo-Kazooie: Grunty's Revenge 113
THE REST
Directory 118
Horizon 122
Back Issues 126
Subscriptions 128
I Hate Nintendo 130

CUBE VIEWPOINT

IF YOU'VE GOT A THOUGHT TO SHARE, SEND IT IN BECAUSE WE CARE!

Blake Carrington's letter from issue 23 has sparked off quite a backlash. Scrap! Scrap! Scrap!

RANT ON!

ISS3 VS PRO EVO

Hello **CUBE**, great mag. Well anyway, thought I would compliment you guys and girls first before I totally and wholeheartedly disagree with one of your reviews. *ISS3*.

Right then, here goes. I am not mad, blind or suffering from poor judgment of games fever. I have owned every console, handheld, home computer, Hoover, you name it, since I was eight when my parents brought home a nice Atari 2600. I've even owned a PlayStation.

Anyway, I love the game of football, I play the game myself on a regular basis and have bought or played every football game ever worth playing on every system. I went through hell with my Dreamcast as they never cracked it (God knows how) on the soccer games front. My brother owns a PS2 and I have rotted away months in front of the screen playing *Pro Evo 1&2* and I am not about to say *ISS3* is better. But it deserves far more than your blinkered, *Pro Evo*-blinded score of 4.9. This is why, for the first time in my long computer game career I have decided to write into your super mag.

Give the game time is my advice. I know you're very busy reviewing tons of titles, but this game needs time. Ten months plus, and your *Pro Evo* footy brain will fade slightly allowing this excellent footy game to kick in (pun intended). This game engine requires anticipation and can be equally if not more rewarding than *Pro Evo*. The special moves you can buy (reverse kick in particular!!) are superbly animated. The commentary actually keeps up with the action, especially when there is a quick flurry of shots and saves for instance. Oh yeah, and the keepers are better.

These are not just my views, but several of my mates agree. Anyway, thanks for listening and once again, top mag. Written in honour of a superbly underrated console, hope everyone reading this will at least give *ISS3* a chance.

RAY BARKER, WIDNES

CUBE: ***With all due respect, no way! Pro Evo is king.***

DONKEY

What football teams do the **CUBE** team support?

CUBE: *None of them do except Miles who supports Wolves and spends a lot of his time crying as a result*

SOCCER SHOCKER

Dear **CUBE**, I have every issue of **CUBE** and will continue to buy it so please print my letter. I have also been buying another GC mag for several years now and I've wrote to them loads and I've only ever had one sentence in a 'bonus letter' printed. So please help me to share my view with the rest of your readers as I'm sure anyone worth their salt will feel the same way I do about what I'm about to say.

The reason I wrote was to ask you if there are still no plans to release *Winning 11 6* (*ISS Pro Evo 2.5*) in the UK. If not then, why the hell not? Surely it is a bad idea to limit this sort of quality to Japan, I mean the UK is the footballing capital of the world. The game would surely sell a whole lot better over here than anywhere else.

GET IN TOUCH

You've got no excuse not to get in touch with **CUBE**. We're always waiting to hear from you, because we love you!

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.

I 'ATE YOU, BUTLER



Dear **CUBE**, As a GameCube owner and perennial reader of your excellent magazine I feel compelled to write about the recent spate of negative mail published in Viewpoint. In issue 23, Blake 'possibly not real name' Carrington commented that: "Mature gamers don't want games that look childish." He also claimed that *Wind Waker* looked like a "badly drawn cartoon". People like Carrington who see fit to criticise games on their appearance rather than their substance, should not be permitted entry into your publication! How on Earth can he describe it as childish and *Mario* as past it? If he is so anti-Nintendo then why does he own a GC?

Every Nintendo gamer's opinion is to be valued but criticism should be justified and constructive. 'Mature' gamers enjoy the challenge of titles like *Mario Sunshine*, whilst immature, intellectually stunted console users choose to lambaste any title that lacks violence and bloodshed.

Come on **CUBE**, a few voices of dissent are welcome – I'm sure I'm not alone in feeling let down by release schedules and the lack of promotional activities in Europe – but Mr Carrington's comments were simply embarrassing. I mean he compared *Metroid Prime* to *Mario* for god's sake!

THOMAS BRECKNEY, RENFRE

CUBE: ***We like a bit of debate, and he's kicked things off nicely.***

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



CAN'T WE ALL JUST GET ALONG?

Dear CUBE, I'm just writing to you guys to say 'let's be happy'. All I hear these days from gamers in the UK is how we get a 'raw deal' on game releases. Yeah we do, I'm not saying we don't but we should be happy, happy that we have games to play.

Yeah, okay, America already has *Mario Golf* and we don't get it until February 2003 but we are still going to get it sooner or later. In the meantime why not buy games like *Soul Calibur II* or *Rogue Squadron III*. So what's to be sad about? We are going to get games eventually and if people reading this don't agree, fine… go pay £50 - £60 for an import game. I'll just wait and buy two games. Anyway, keep up doing good things with the mag.

OLLY HAMMANDY, DORSET

CUBE: ***That's the spirit!***

Are the developers or publishers brain dead or something? We need this game 'cause only *FIFA 2003* was any good. But in my opinion *ISS 98* on the N64 is still to be bettered on a Nintendo console (and yes I have *ISS 2*). I am disgusted that the most passionate footballing continent on Earth doesn't even get a look in at such football-gaming brilliance.

I think you should kick-start a campaign to get the game released. Anyone else feel the same?

MARK TURNER, LANCASHIRE

CUBE: ***There's nothing anyone can do. Komani entered into a contract with Sony and that's that. Why not grab a copy of issue 22 from the back issues page if you don't already have it. We gave away a Freeloader enabling you to play Japanese*** **Winning Eleven 6 FE.**

SNAKE CHARMER

Dear CUBE, As of a few days ago I suddenly became aware of *Metal Gear Solid: The Twin Snakes*. Being a huge *MGS* fan after only playing the PSone version, I naturally became exited. But then it dawned on me, is Nintendo always going to get the second hand treatment (*Resident Evil* is a prime example). Will Nintendo fans like myself have to wait until GameCube 2 until we get an updated version of old PS2 titles such as *MGS: Substance* or the new *Snake Eater*?

I think Nintendo and Mr Miyamoto should take advantage of their new found friendship with Mr Kojima and the *MGS* series and get a version of *Substance* out into the open (I don't think anyone would care if it was a direct port from PS2 since it was such a good game anyway). Also it would be nice to see *Snake Eater* on the GC.

Is there any possibility of this in the future? If Nintendo don't take this into consideration they will find many people buying PS2s and MGS games instead of buying GameCubes and *Mario* games.

Please print my letter as I'm sure many people share my love for *MGS* and Nintendo. Long live the GC and so forth.

SCOTT MERCER, WIRRAL

CUBE: ***Not the foreseeable future, sadly, although at least*** **The Twin Snakes** ***will apparently be the definitive version of the original*** **Metal Gear Solid** ***as Hideo Kojima originally envisioned it, complete with loads of new stuff, which is pretty cool.***

BYRON-RON-RON

Dear CUBE, To all you guys at CUBE (especially Gary, keep reaching for that rainbow fella).

I'd just like to congratulate you on your magazine which is great, but just falls short of top place with FHM. Maybe your mag could have some ladies in it, eh? Anyways back to the point. I read somewhere that you like meandering letters, so here you are. I don't quite know what meandering means, but I can't be effed to look in a dictionary.

Enclosed with this letter is my reader's review of *The Wind Waker*. Please print it because I feel this sort of opinion is never stressed in your mag, which upsets me quite a bit. (See page 97 for James' review - Ed.)

It would mean so much to me if your could print a 'Hello' to my girlfriend Suzannah (she has a gargantuan crush on Byron). It's pushing it a but, I know, but it would be greatly appreciated.

Recently I've started to notice that in your reviews of games on GC and GBA, you tend to exaggerate a bit on the games you like and ignore the little problems. While on the reviews of bad games you continually dig at the little problems while ignoring some of the good bits. This isn't always the case but it can seem like you score games based on the developer's previous titles.

Setting these problems aside though, I want to tell you that it was a great idea giving away two discs for only an extra 49p. Nice move! Especially since Suzannah buys the mag.

Lastly, my opening statement wasn't suggesting anything about Gary – he just looks a bit, shall we say, 'fresh', cough.

Must go now.

JAMES, BRISTOL

CUBE: ***For someone who didn't know what meandering meant you have a fair grasp of the concept! Byron dutifully says 'Hello' to your fiscally empowered girlfriend. As for Gary - he'd just had a bath the day the photo was taken, but 'fragrant' also springs to mind.***

TXT LIFE

LET'S TALK ABOUT TXT

We want your text!

LT EGGMAN JUDGES THEE! BEWARE, THE EGGMAN COMETH
CUBE: Try it and we'll tie you up. Then you'll be eggbound :oD

UR MAG IS AMAZING FROM J
CUBE: Good point well made!

WHAT ABOUT A SEE THOUGH GAMECUBE
CUBE: Ew, you'd be able to see all its private bits!

IF GC2 COMES WILL YOU MAKE A MAG DEDICATED TO IT?
CUBE: will always be dedicated to the cause.

JUST READ PAST GLORIES PG 95 WHO IS THIS FREAK! I'M 26 AN LOVE DA CUBE. WIND WAKER IS BEST GAME I'VE EVER PLAYED, YOU'RE A MINORITY BLAKE THINKIN MARIO IS PAST IT, I'VE BEEN REARED ON NINTENDO, THEY MUST BE DOING SOMIT RIGHT, KEEP UP THE GOOD WORK WIT THE MAG GUYS, THERE'S SOME WEIRD PEOPLE OUT DER!
CUBE: That letter has stirred up a right old hoo-har.

BLAKE CARRINGTON IN ISSUE 23 IS AN IDIOT. WHY THE HELL DID HE BUY A GAMECUBE. ZELDA, MARIO AND METROID ARE FANTASTIC
CUBE: You see!



Yoda is wise and old. He knows stuff you don't. But he's green with strange ears. What are you gonna do, eh?

Any excuse to have a picture of Princess Leia in her smalls. We're such nerds!

REBEL YELL

Dear CUBE, Ha ha, I've always wanted to write that (well since I got CUBE anyway). I just had no good reason to. But now that I do, or at least I think so. You know *Driver 3* is coming to the GC. It makes you wonder why some games are coming and others are not. *D3* has nothing to do with the GC, but it's coming. Don't get me wrong I love the *Driver* games

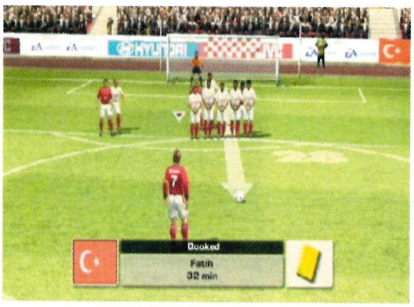
But when I heard that *Star Wars Jedi Knight: Jedi Academy* was not coming, being a *Star Wars* guy, I was very disturbed at this news. I know that *Outcast* only got 4.7, but I loved it. It's the only good lightsaber game on the GC plus, if you think about it, the game is huge. Also the four-player mode could go on for hours.

Anyway back to *Driver 3*, this is one of my long awaited games. When I heard that it was being delayed, I was angry. But then it came to me – there's 30 square miles, they have to photograph it time and time again (or so I read) and if I want it to look good that's what I've got to expect.

I just loved your In-Depth on *Rogue Squadron III Rebel Strike*, in issue 23. The game looks incredible, it left me speechless. My favourite missions have to be the forest ones and Luke's training, then the battle of Hoth, all of this is just over-loading. Just think who would have thought this was possible five years ago, makes you wonder what games are going to be like in five years time. hell yeah. Bring it on.

MARTY MORGAN, TROWBRIDGE

CUBE: ***Of all the up-coming releases,*** **Rebel Strike** ***is the*** **CUBE** ***team's most anticipated, for sure!***



Is *ISS3* really as good as *Pro Evolution Soccer 2*? Someone thinks so



Everyone wants footy games again now the season is well underway

CUBE

ISSUE TWENTY FIVE

FORUM FRENZY

www.totalgames.net is the only place to be if you've got an itching to talk about Nintendo's super-console.

Lost saves, irritating sisters and Yoshi's gender all come under the microscope this month. Why must there be so much pain in the world?

TOPIC: GAME ENDINGS!!

Author: Miffy
I truly am as thick as an Xbox! (Sorry Xbox fans I like the Xbox really). A few weeks ago while playing *SSBM* my GC asked me whether I wanted to override my game data, I was stupidly tapping the A-button so I could play as quickly as possibly and I accidentally said 'yes' and deleted my file, which had all the characters (that includes Mewtoo!) and all the completed events matched up to 50 260+ trophies! And All Star mode! No! So I have slowly but surely been getting all the characters back and have got all of them apart from Mr Game 'n' Watch and Mewtoo but yeah, well that's all I have to say... boo hoo... sniff sniff I lost so much... sniff... I... just... thought... I'd tell... you... sniff...

Author: Prince Tricky
pats Miffy on the back
Sorry to hear that, I know how you feel, but for me it was an annoying younger cousin-beast 'Can Charlie play on your Gameboy?'
"Eeerm"
'Oh go on, what could he do?'
"Can't he do something else?"
'Stop being so selfish and let your cousin on your Gameboy'
"Oh all right"
*cousin continues to erase entire *Pokémon* blue file with a full Pokedex and Mew I honestly could've throttled him right there and then.

Author: Mario
Ah, Prince_Tricky! The same damn thing happened to me, full Pokedex with the *Red* version, including Mew. All Pokémon on level 100. Too many hours, and then my dumb sister plays on it and saves over it. She still denies it.

Author: Cubist
I had 28 ship parts on *Pikmin*.
I was 40% through *Prime*.
I had 82 Shines on *Mario*.
I was on disc 2 of *Resi Zero*.
Then my stupid, memory card wiped all my data!

CUBE: The worst thing that happened in the office was when we lost our *Burnout 2* saves... not so bad in comparison.

TOPIC: WHY DO PEOPLE PREFER SNES MARIO KART TO N64 MK?

Author: Dud Bug
The question in the title is genuine, not an implied criticism. While we wait for *Double Dash!!* perhaps somebody could point out what makes for a great kart game.
I have had only a little experience with each of the two games in the title so I am not qualified to judge. I am, however, interested as to why many people still prefer the earlier SNES game. The N64 *Mario Kart* had four players (as opposed to two), non-flat courses, and, of course, better graphics. So why is it that the SNES version is still preferred by many?

Author: themaster
The overall perception is that the handling in super *Mario Kart* was superior to *MK64* especially when it comes to time trials. It was also quicker and more intense. I felt personally that the 64 version felt more 'floaty' meaning you did not feel in control to the same degree. The battle mode certainly wasn't as good – you couldn't jump into a pool of water and wait until the other suckers got hit by green shells or bananas. Cheap trick, but I loved it!

Author: Beam
On the N64 it was bloody frustrating because of the cheating AI. If you did really well and built up a lead, the karts behind you automatically sped up so you could never get a big lead – the same if you did really badly – the other karts would slow up. The idea was to make the game more "exciting" and in fact most racing games do this and usually its OK and improves the gameplay. But *Mario Kart 64* went over the top – most games do it subtly but *MK64* felt very artificial and random.

CUBE: People who prefer the SNES version usually do because of the tight tracks.

TOPIC: IS YOSHI A GIRL?

Author: RetroBob
He sounds a bit girly and in *Yoshi's Island* (SNES and GBA) he lays eggs. Ergo, it's a girl no?

Author: ChrisBurtonUK
Yoshi seems pretty genderless to me. In *Mario Kart Super Circuit* it was the only character to play as in single pack link up because unlike Mario or Peach it isn't overly girly or boyish. And about laying eggs, its a video game, does it have to make sense – look at *Billy Hatcher*!

Author: Prince Tricky
Yoshi is officially a bloke!!!
To add to muse_cubed idea, there was that bloke in *ER* called Yoshi, he was gay... but still a bloke. Also, in the *Yoshi's Island* booklet it clearly states that Yoshi is a 'he'. To quote the booklet: "With the young baby on his back, HE sets out." There you have it.
And btw, its actually male seahorses who have the babies, so that could occur with Yoshis also.

CUBE: Remember that there is more than one Yoshi. We don't think it's a girl – after all, Yoshi can throw an egg properly!

HONOURABLE MENTIONS

People that shouted loudest over the last four weeks

nats, megamanzero, assgenius, Fheonix for not sucking up... unlike J Chapman! BMXgamer for liking *Mallrats*, Will Haven for posting all the info, Red Riding Hood for proving that all males are pathetic and corinthians 9:25 for being super-tolerant. Whatta guy!

TOTAL GAMES .net

WHERE IT'S AT!

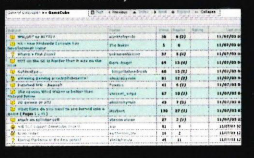
To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. getting in on the action couldn't be simpler...

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.

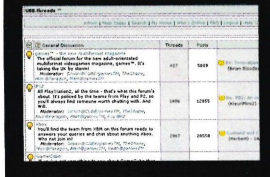
STEP TWO:

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

You know the score: 130 word review, and if it gets printed you get a JOYTECH memory card. Remember to include your postal address – we've had too many decent entries that have been missing this element!

WIN JOYTECH MEMORY CARD

THE NINETY PERCENTERS...

LEGEND OF ZELDA: THE WIND WAKER

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

FIRST OFF, XBOX and PS2 both have some great games, although the simple but harsh truth is – the GameCube's superior. Unfortunately *WW* doesn't deliver and lets down the GC a considerable amount, which is sad when you look at what the GC can do, it obviously could be miles better. *Wind Waker* is a childish, uninteresting and quite frankly crap title that I have no regrets in trading for *Metroid Prime* (which is better). It has one redeeming feature in that it comes packaged with *OOT*, which is also better than *WW*, but at the end of the day, who wants a touched up version of a five-year-old game anyway?

Finally I may be rubbing salt into the wound a bit here, but the graphics suck. Sorry.

JAMES, BRISTOL



3.0 READER'S SCORE

SUPER MONKEY BALL 2

PUBLISHER:	SEGA
DEVELOPER:	AM2
ISSUE REVIEWED:	16
CUBE RATING:	9.1

FROM THE MOMENT I first played, the cool arcadey style makes this game so much 'switch on for a quick go'. The Story mode is great, lasting quite long with an impressive 100 stages and the party games keep you coming back for more. One of the best things about *Super Monkey Ball 2* is the multiplayer, with so many party games to choose from including bowling, golf, football, target and dogfight there is something for everyone. The visuals and sound are arcadey which gives a really fun feel about it. The sound effects can get quite annoying but while you're having so much fun you barely notice it. Definitely one to enjoy on your own or with all your mates. Get this in now, it will keep you going for ages!

JAMES STOCK, NORWICH



9.3 READER'S SCORE

SPLINTER CELL

PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
ISSUE REVIEWED:	19
CUBE RATING:	8.8

I REALLY ENJOYED *007 Nightfire*, but I thought that the AI was poor and the game linear. So I bought *Splinter Cell*, in which you play as middle-aged rough-shaven Sam Fisher. You work for the 'Third Echelon', which is kinda like MI6, I think. People say that games are too easy to complete now, but this certainly isn't the case with *SC*. Good AI proves to be quite a challenge on most levels, but you are kitted out with a range of high-tech gadgetry to help overcome this (one of these is exclusive to GC.)

People could argue that a disadvantage is a shallow weapon variety, but lets remember – this is a game of stealth! *SC* certainly keeps you on your toes and is a great title for the GameCube.

GARETH EDWARDS, STAFFORDSHIRE



9.2 READER'S SCORE

CUBE

Highbury-Paragon Ltd, Paragon House
St Peter's Road, Bournemouth Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Web site www.paragon.co.uk

CUSTOMER SERVICES
If you have a query regarding a subscription please contact the subscription hotline on ***0870 444 8682*** or e-mail ***paragon@cisubs.co.uk***. For all other queries including missing covermounts, please contact our Customer Services Department on ***01202 200200*** or e-mail ***subs@paragon.co.uk***.

MAGAZINE TEAM
Editor ***Miles Guttery***
miles@paragon.co.uk

Group Editor ***Simon Phillips***
lips@paragon.co.uk

Managing Editor ***Nick Roberts***

Deputy Editor ***Chandra Nair***
chandra@paragon.co.uk

News Editor ***Byron Wilkinson***
byron@paragon.co.uk

Senior Staff Writer ***Gary Adams***
gary@paragon.co.uk

Group Art Editor ***Nick Trent***

Senior Designer ***Stephanie Peat***

Sub Editor ***Tim Empey***

Contributors ***Martin Mathers, Luke Albiges, Kendall Lacey, Tim Empey***

ADVERTISING
Advertising Manager ***Felicity Mead***
01202 200224 felicity@paragon.co.uk
Display Sales Executive
Andrea Gamson
01202 200222 andreag@paragon.co.uk
Classified Sales Executive
Mark MacLean
01202 209308 markmac@paragon.co.uk
Senior Copy Controller ***Jo Spick***
Copy Controllers ***Judith Barton, Liz Morris, Lorraine Troughton***

PRODUCTION & DISTRIBUTION
Production Manager ***Dave Osborne***
Bureau Manager ***Chris Rees***
Scanning/Prepress ***Wesley Neil***
Circulation Manager ***Tim Harris***
Tel: +44 (0) 1202 200218
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
CUBE is available for licensing overseas.
For details, please contact
International Manager ***Cathy Blackman***
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200217
cathb@paragon.co.uk

DIRECTORS
Editorial Director ***Damian Butt***
Production Director ***Jane Hawkins***
Circulation & Marketing Director ***Kevin Petley***
Advertising Director ***Peter Cleall***
Art Director ***Mark Kendrick***
Finance Director ***Steven Boyd***
Managing Director ***Mark Simpson***

SUBSCRIPTIONS
Subscription Rates
(13 issues) UK £34.00 Europe £52.00 World £63.00
UK direct debit £7.84 every three issues
Subscription Hotline: 0870 444 8682

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

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

This publication is unofficial and is in no way approved, authorised, endorsed or sponsored by any Nintendo company. Any views expressed in this publication are those of Highbury-Paragon Ltd. Any and all trade marks, copyright and other intellectual property rights of third parties used in this publication are expressly recognised. NINTENDO, POKÉMON, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE, GBA, NINTENDO 64, N64, GCN, NGC and NINTENDO GAMECUBE are trademarks of Nintendo Co. Ltd.

HIGHBURY PARAGON

©2003 Highbury-Paragon Ltd
ISSN 1475-1399

MAIN COVER IMAGE SUPPLIED BY EA EUROPE
© ELECTRONIC ARTS 2003

BEAT THE WORLD

ISSUE TWENTY FIVE

RECORD BREAKER

Fancy a free joypad and either an RGB SCART cable, 4MB memory card, GBA/GC link cable or a controller extension? Those lovely folks at JOYTECH are willing to dish the treats if you fancy some of the action...

JOYTECH®

LISTEN UP, you bunch of failures! As people who get paid to sit around mastering games all day, we fancy ourselves as being above the riff-raff that merely play for fun. Pansies. If, however, you're on some crazy hallucinogenic drug and under the illusion that you can actually threaten our scores, then please send in proof. We'll probably just laugh at you though.

Here's the bureaucracy, concentrate:

- Each person is limited to three entries per table
- You can only win one prize per table every six months. If some gaming legend manages to stay at the top of the league each month, the person below them will be given a prize. This will continue down the table if necessary.

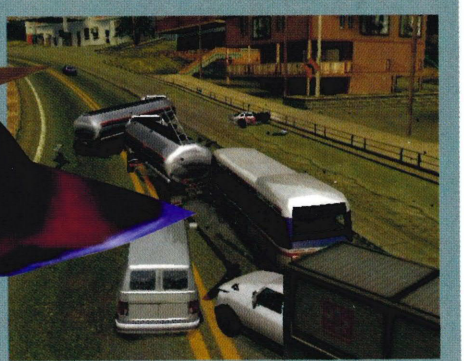
So even though you'll never beat the top scores with your puny 'skills', it's worth sending in your times/scores anyway. Go on – have a go if you think you're 'ard enough, etc...



BURNOUT - COASTAL RUSH

See how much damage you can cause with just one car! Remember to keep the car low on the road for maximum damage, and try jack-knifing the long vehicles for extra-big points. Just don't come crying to us when your fancy sports car ends up on the heap!

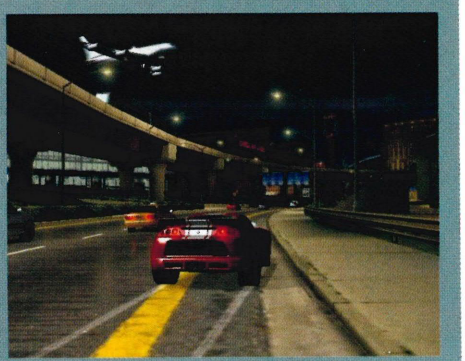
POSITION	NAME	SCORE
1	Tim Empey	44,915,304
2	Tim Empey	40,881,840
3	Matt Hoddy	30,106,968
4	Gary Adams	24,297,016
5	Gary Adams	22,852,716
6	Gary Adams	22,441,068
7	Chandra Nair	19,539,092
8	Tim Empey	19,401,448
9	Byron Wilkinson	18,831,600
10	Mark Parsonage	18,456,115
11	Chandra Nair	17,905,728
12	Will Johnston	17,866,300
13	Matt Hoddy	17,572,284
14	Byron Wilkinson	15,677,854
15	Byron Wilkinson	11,024,760



BURNOUT - AIRPORT TERMINAL 3

For this challenge, simply enter time attack and race through an Airport Terminal 3 lap as fast as you can. Keep in mind that the fastest car won't always net you the fastest times – handling is an important attribute too, and the corners here are no cakewalk.

POSITION	NAME	SCORE
1	Nick Gallagher	0.33.050
2	Nick Gallagher	0.33.066
3	Nick Gallagher	0.33.100
4	Gary Adams	0.36.199
5	Will Johnston	0.36.259
6	Byron Wilkinson	0.36.548
7	Tim Empey	0.37.760
8	Tim Empey	0.37.811
9	Chandra Nair	0.37.958
10	Gary Adams	0.38.032
11	Tim Empey	0.38.159
12	Chandra Nair	0.38.200
13	Chandra Nair	0.38.512
14	Will Johnston	0.38.625
15	Gary Adams	0.38.874



WHAT A PICTURE



Can you beat our scores and times on *Burnout 2*? Doubt it and you're never beating Chandra's *F-Zero* times, losers

THE DEADLINE FOR THIS ISSUE'S CHALLENGES IS 03 NOV '03 SHOW THE WORLD WHAT YOU'VE GOT!

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

TONY HAWK'S PRO SKATER 4

Yo dudes – if you want to rack up an awesome score Alcatraz is where its at. Enter the two-minute mode and bust out as many gnarly moves as possible. If you beat our scores then we'll high-five you 'till the sun goes down!

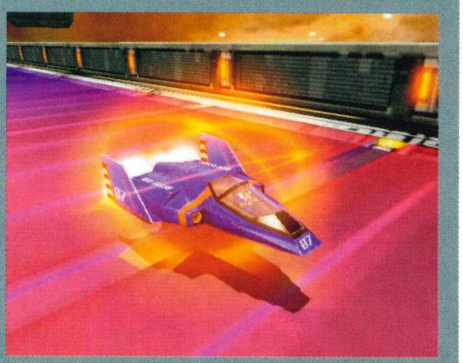
POSITION	NAME	SCORE
1	Luke Albiges	2,188073
2	Luke Albiges	1,963430
3	Luke Albiges	1,323505
4	Tim Empey	1,011687
5	Byron Wilkinson	1,000124
6	Byron Wilkinson	800,987
7	Tim Empey	468,395
8	Tim Empey	364,702
9	Miles Guttery	214,323
10	Byron Wilkinson	140,540
11	Gary Adams	90,235
12	Miles Guttery	88,169
13	Gary Adams	86.893
14	Gary Adams	78,429
15	Miles Guttery	18,685



F-ZERO GX CHALLENGE CHAPTER 9

This Rainbow Road styled Phantom Course is the hardest challenge in the game by far. Chandra's been at it for ages, and we're confident that you won't be able to beat it. Otherwise those broken controllers have all been for nothing...

POSITION	NAME	SCORE
1	Chandra Nair	2'24"314
2	Chandra Nair	2'27"495
3	Miles Guttery	2'27"517
4	Chandra Nair	2'28"340
5	Byron Wilkinson	2'28"457
6	Gary Adams	2'28"624
7	Gary Adams	2'29"011
8	Byron Wilkinson	2'30"847
9	Tim Empey	2'31"309
10	Gary Adams	2'35"342
11	Miles Guttery	2'36"098
12	Tim Empey	2'37"598
13	Byron Wilkinson	2'38"497
14	Tim Empey	2'38"630
15	Mark Parsonage	2'39"946



F-ZERO GX SAND OCEAN DIAMOND CUP

You'll have to stay focused to maintain a good time on this course – it's fast and technical. We don't expect that you'll beat the F-Zero master Chandra's time or anything, but your efforts will serve to amuse. (His words not ours!)

POSITION	NAME	SCORE
1	Chandra Nair	02'21"137
2	Chandra Nair	02'21"684
3	Chandra Nair	02'21"842
4	Byron Wilkinson	02'22"234
5	Miles Guttery	02'22"356
6	Gary Adams	02'23"324
7	Mark Parsonage	02'24"678
8	Byron Wilkinson	02'25"234
9	Byron Wilkinson	02'25"645
10	Matt Hoddy	02'25"678
11	Gary Adams	02'27"178
12	Miles Guttery	02'27"399
13	Gary Adams	02'27"832
14	Tim Empey	02'28"245
15	Mark Parsonage	02'28"434



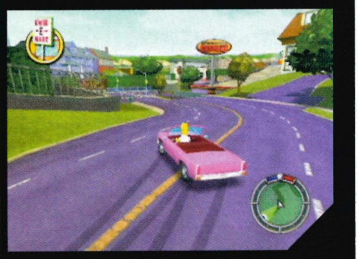
CUBE
ISSUE TWENTY FIVE

CHEATING MONKEYS

The monkeys got into four-player games recently when they discovered that having opposable toes enabled them to operate two joypads at once. Sadly their brains couldn't keep up and now they've gone a bit peculiar.



Bart: Nothing you say can upset us. We're the MTV generation.
Lisa: We feel neither highs or lows.
Homer: Really? What's it like?
Lisa: Ehh.



THE SIMPSONS: HIT & RUN

This top game has hit American shores already, and if you're of the importing kind then you'll probably appreciate these cheats!

UNLOCK	HOW?
Christmas menu screen	Adjust the GC clock to the 25th of December
Thanksgiving menu screen	Adjust the GC clock to the 27th of November
Halloween menu screen	Adjust the GC clock to the 31st of October

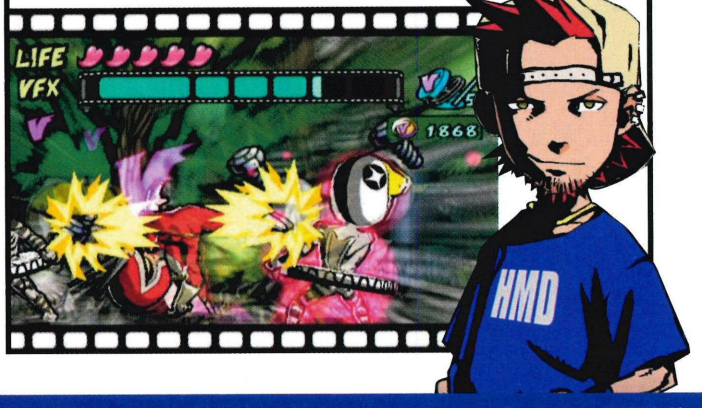
(HOLD L+R WHEN INPUTTING THESE CHEATS WHEN ON THE OPTIONS MENU)

BBYX	Alternative secret cars	**YAYA**	Infinite car health
YYXX	Exploding vehicles	**BBBA**	Extra camera options
YYYY	Quick cars	**XXXY**	Press horn to jump
XXXX	Quick cars	**YYBX**	Show speedometer
BABY	Grid mode	**ABAB**	Unlock all cars

VIEWTIFUL JOE

It's a mother and a half to crack, but once you've shoved Capcom's difficulty level down the toilet headfirst, there are loads of cool things to do! Here's a quick rundown:

UNLOCK	HOW?
V RATED MODE	Finish the game on Adult mode
ULTRA V RATED MODE	Finish the game on V Rated mode
CAPTAIN BLUE	Finish the game on Ultra V Rated mode
ALASTOR	Finish the game on V Rated mode
SYLVIA	Finish the game on Adult mode
VIEWTIFUL WORLD VIDEO	Finish the game on Kid mode
UNLIMITED VFX	Finish every level with a Rainbow V-Ranking mode, then select New Game. When choosing your character, simply press the Z button.



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 call the customer helpline on **0870 739 7602**



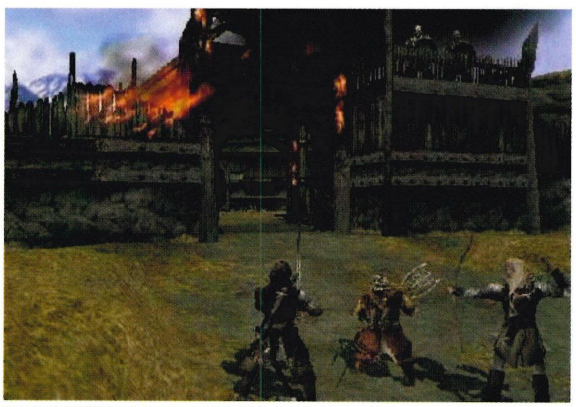
LORD OF THE RINGS THE TWO TOWERS

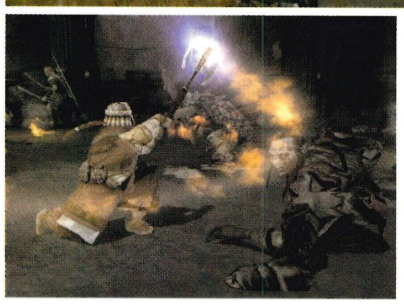
The third film is nearly here, meaning that this is a great time to pull out the old *Gauntlet*-beater. Although, your skills may have deteriorated over time...

ALL LAST LEVEL UPGRADES

Pause the game, hold L and R then enter A, A, Down, Down. When you have finished the game, start a mission, pause, hold L and R then enter:

FOR	ENTER
INVINCIBILITY	Y, B, A. X
DEVASTATING ATTACKS	B, B, X, X
TINY ENEMIES	Y, Y, A, A
ALL UPGRADES	Y, X, Y, X
INFINITE PROJECTILES	B, X, A, Y
INSTANT EXPERIENCE	A, Down, Down, Down
RESTORE LIFE	Y, Down, A, Up
RESTORE AMMO	A, Down, Y, Up
RESTORE LONG RANGE	A, Down, Y, Up
SLOW MOTION	Y, X, A, B

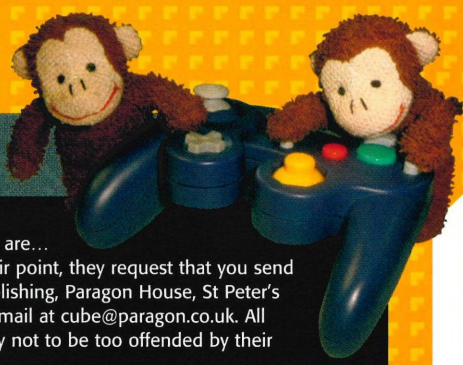




The Three Amigos tackle Middle Earth with 'hilarious' results

Angry dwarf takes on angry orc. Who wins? You decide...

CHIMP'LL FIX IT



We like games. You like games. We're good at them. You are... ahem. That is the song of the Monkeys, and to prove their point, they request that you send your (gaming) problem to: CUBE Magazine, Paragon Publishing, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or drop them an email at cube@paragon.co.uk. All other problems should be addressed to Mr Miyamoto. Try not to be too offended by their little nursery rhymes.



"Arr, I'm gonna shoot me parrot for crapping on me shoulder"

REACH FOR THE SKIES!

Dear Cheating Monkeys,

I'm completely flummoxed on *Skies Of Arcadia: Legends*. I'm on the island Esparanza, right at the start, and really don't know where to go.

SAM O'BRIEN, DORSET.

The monkeys say...

"As soon as you enter the town, head over to the inn and look for a green lever nearby. Pull it and climb up on to roof, where you'll find three soldier uniforms and a path to the lighthouse. Follow this, making sure to catch the Moonfish, and then look for the next fish, which is near the shop at the back of the town. Go to the tavern, and converse with the sailor. Fina will run up and tell you that the Armada is on its way. Get ready for a morning of fighting!

PRIMED AND, ERR, STUCK!

Dear Cheating Monkeys,

Firstly, I'd just like to say that you do a great job. I consider you the fifth emergency service, in fact! (Just after the RNLI, of course.) Now I've pampered your pretty heads, let me ask you a question: I've just grabbed the Thermal Visor, but after the Metroid tubes shatter and I empty the room, I can't get out! The door is jammed! Help me, you're my only hope.

EMILY WORTH, READING.

The monkeys say...

"Hush, calm down. It's quite easy. Just turn on your Thermal Visor and you'll notice a power conduit in the wall. Blast it away with your Wave Beam and the doors will open! Just look out for an open ventilation duct after this little adventure...

SIM-PLY IRRESISTIBLE

Dear Cheating Monkeys,

I'm in love with *The Sims*. I played it all the time on the PC, but these new challenges are where it's at! I'm not very good though. I'm on the third mission, and I have to throw a party.

ANON

The Monkeys say...

"And...? Oh right, you're stuck. Well, the most important thing to do is get your house clean. Make sure everything is sparkling, and then concentrate on getting the mood up. Next, get promoted twice and buy a hot tub. Order some food then start the party, making sure that the two beggars living with you are kept busy cooking burgers. Once you've been told that the party rocks, you've done it!

CUBE CHEATING MONKEYS

ISSUE TWENTY FIVE

CODE JUNKIES



Every month we'll be bringing you all the latest Action Replay codes for the greatest GameCube games!



WOLVERINE'S REVENGE

Master code	
1	URFK-RG9C-5YXEC
2	AKCH-U3M3-NTUJT
Invincible	
1	P176-GDQJ-6K96R
2	DC6G-0U4D-CBM5M
Unlock Costumes	
1	P0G7-FV5H-46NZM
2	CDKU-Q4WK-ZGFAC
Unlock all Cerebro	
1	7VY9-P8F3-3GB61
2	D5DB-0BZH-5WX3M
Unlock Movies	
1	NAT5-NR92-AGZYC
2	0HCJ-CVQX-QXHVY
Show Debug (R-up = ON / R-down = OFF)	
1	C5PR-W5FQ-AFPFP
2	6T2J-8VKG-80AC6
3	UHYR-BZXU-TQDHR
4	WJ5H-4P22-ZBQJU
5	H9MY-VQK8-HU78T
6	NXMR-8R6E-YMQHW

VEXX

Master code	
1	GJ34-2X63-ZH15Z
2	FWVP-D6UH-8CU7N
Infinite lives	
1	W290-CPZU-9PX0C
2	VTA0-5C2B-1KM3B
Have max frenzy meter	
1	621E-UJZ9-N4WB8
2	Y0GM-N2NP-B4H6D
Have max shards	
1	VZ1Q-3EW8-8N7BE
2	9RTW-CZ8V-W31DT
Have max soul jars open	
1	3K05-TXTB-39F59
2	Z7XM-CDJ8-2XYUX
Have all wraith hearts/lvls open	
1	WDPG-WE8F-A5323
2	VGY6-MPU1-FAVKP
3	MH9F-PK1T-JF8R1
4	1BA1-NNH4-4P6N2

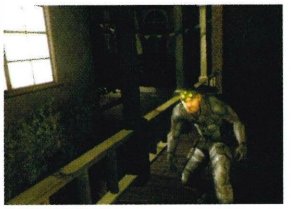


SPLINTER CELL



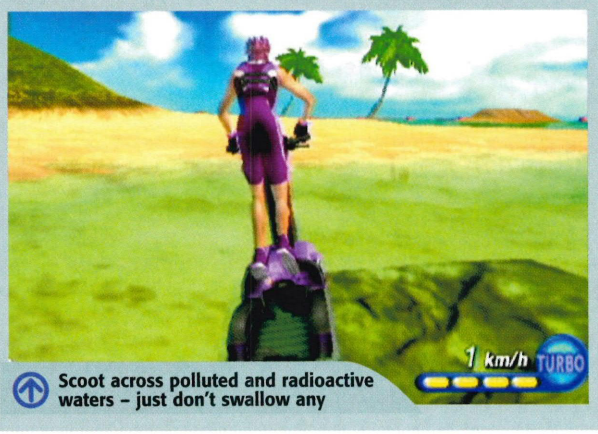
Where's my 'Just For Men'? I look like flipping Philip Schofield





Master Code	
1	QCQK-G9T7-GMCMD
2	0GZY-W24A-Z1TYR
3	CP56-77T4-C2N7R
4	9RNT-GEJD-EQEHE
5	AH5H-YMWK-GM62X
6	R3Y6-HXXK-F6K84
7	DQPN-1CK3-DQ84F
This code must be on	
1	RFRM-UVZN-4HX87
2	K3XC-7GYM-0WDGJ
3	D2TP-X8MV-R5APQ
4	3RDU-8DET-P6ZWD
5	EY04-45N7-Z5RAR
6	ACP4-J9GK-BYA08
7	RTQF-XCNN-XN9X5
8	JZT7-B8ZT-FBHFC
9	REFW-1YN6-YG4MY
10	N4V0-4D8P-MU2Z1
11	9FEV-FWTV-CKAAV
12	HC6J-6QP6-AQAH2
13	EDX1-2D6P-ZK1U3
14	XTC1-RFDT-XRRKD
15	1M7J-8H7U-WB75X
16	YY7F-TZAF-Y91ET
Infinite Health	
1	8X1A-76CZ-NCZP7
2	4B77-YV5D-7ZTZW
Infinite Primary Ammo	
1	VZN1-5C6M-M6DVA
2	DWK1-6BZQ-JQQUW
Always In The Dark	
1	ZPG3-NUQH-M8EJ8
2	RJM5-4XZB-99E9C
Always No Alarms	
1	PBF4-5A2R-H51A7
2	3E1N-6X0J-0PKK9
Open All Missions	
1	X9HR-9NUA-840PN
2	XEBM-KD54-FY9PX
3	MQN8-2A1P-EQC3C
Moon Jump	
(Hold Y-Up)	
1	8W8P-MM62-CA7TK
2	07QC-EKA7-TYZGU
3	PHWX-0G3N-9TRGA
Mini Sam	
Use only one of the size codes	
1	4EEE-C2K5-XG8WT
2	QNAM-GW3B-QD331
Massive Sam	
Use only one of the size codes	
1	0PVZ-XP77-FDC78
2	E4Y9-A25D-1E07D

WAVERACE: BLUE STORM



Scoot across polluted and radioactive waters – just don't swallow any

Master Code	
1	N6MT-J2RM-UEQBJ
2	RCNH-BP8X-D8PK0
Never Out Of Bounds	
1	NQXA-WHEW-GWUYK
2	8PUE-8GT1-KM3CT
Stunt Mode: Freeze Timer	
1	EAM0-GDKP-NVZ3N
2	8DJC-Z6V1-0FMZ8
Stunt Mode: Massive Score	
1	06G8-QT8V-VPU9H
2	KJ6P-AD6W-0B9Y7
Zero Buoys Missed	
1	8670-40XP-AFR1T
2	KK0V-JRR5-B6ZMQ
Always Turbo	
1	1VYB-RJ6C-MK7Y0
2	1V67-N5JA-ZRXHM
PAL2NTSC Fix	
1	6E9V-GCWJ-6902V
2	QQ1C-JHY4-JRH84

Special Reserve

the home of games, technology and massive discounts

Special Reserve
Discount Network
Specialreserve.com

Our Best Value Ever!

£7.50 membership fee gets you all this:

1. ***SR Club Mag subscription for one year.***
2. ***Choose any SR Gift free when you join.***
3. ***Gameaday - win any game, every day.***
4. ***Save five Reddies for another SR Gift.***
5. ***Internet prices, even in our Shops.***
6. ***Cheats, Walkthroughs and Chat online.***

TO JOIN SR

Visit SpecialReserve.com, phone 0870 725 9999, or go to any SR Shop (see list below)

It's a subscription: There's no obligation to buy. Join at any age.

only £7.50

PLUS 1000 BIG SAVINGS

Up to 80% off our top 1000 offers. Prices and products are shown in the SR Club Mag and online at any SR site. e.g. UKgames.com. Or phone 0870 725 9999. Don't forget - ***ALL PRICES INCLUDE DELIVERY.***

PLUS MASSIVE CHOICE

Games, Consoles, Computers, Components, Printers, Ink, RAM, Leads, Gadgets, Cameras, Mobile Phones, DVD Players, MP3 Players, Offers, Bundles, Clearance Lines and more. ALL at stunning prices, many at ***BELOW TRADE PRICE.***

PLUS DISCOUNT SHOPS

Brimming with stock and bristling with offers. SR Members get internet prices, even in the shops. Every Special Reserve shop has a PC Repair and Upgrade section manned by technicians to advise you, and there's 0% finance on purchases over £250. ***PART EXCHANGE AND PRE-OWNED GAMES IN-STORE.***

PLUS INTERNET SITES

The Special Reserve Discount Network includes over fifty specialist internet sites. Over 500,000 people visit our sites each month for chat, charts, cheats, reviews, competitions and free internet services such as web space or fun e-mail. Try it now at UKgames.com. ***WIN ANY GAME EVERY DAY AT GAMEADAY.CO.UK***



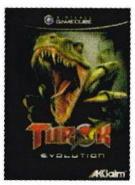
MICRO TWISTER REMOTE STUNT CAR

Claim this amazing mini stunt car absolutely FREE. Multi-functional speed stunt car includes hand-held controller!

- Radio Control - Rechargeable in less than a minute
- Turbo 360 front Axle Spins
- Rollover Slam Stunt
- Super Wheelies
- Spinning Action
- Lightning Speed
- Car size: 66 x 58 x 53mm

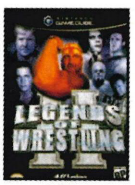
OR CHOOSE ANOTHER FREE GIFT!

Claim any FREE GIFT when you join SR or save 5 Reddies.



FREE Turok Evolution game for GameCube.
This is a fast and furious shooter game with a frantic mix of first-person shooting and dino-mite action.

FREE!



FREE Legends of Wrestling 2 game for GameCube.
Hulk Hogan plus hordes of other classic wrestlers are looking to lay some serious hurt on you!

Including 1 year SR Mag subscription



Regular issues of our BIG 64 page Club Magazine delivered to your door!

Sales line: 0870 725 9999

open 7 days a week: weekdays 8am-8pm, Saturday 9am-6pm, Sunday 10am-5pm.

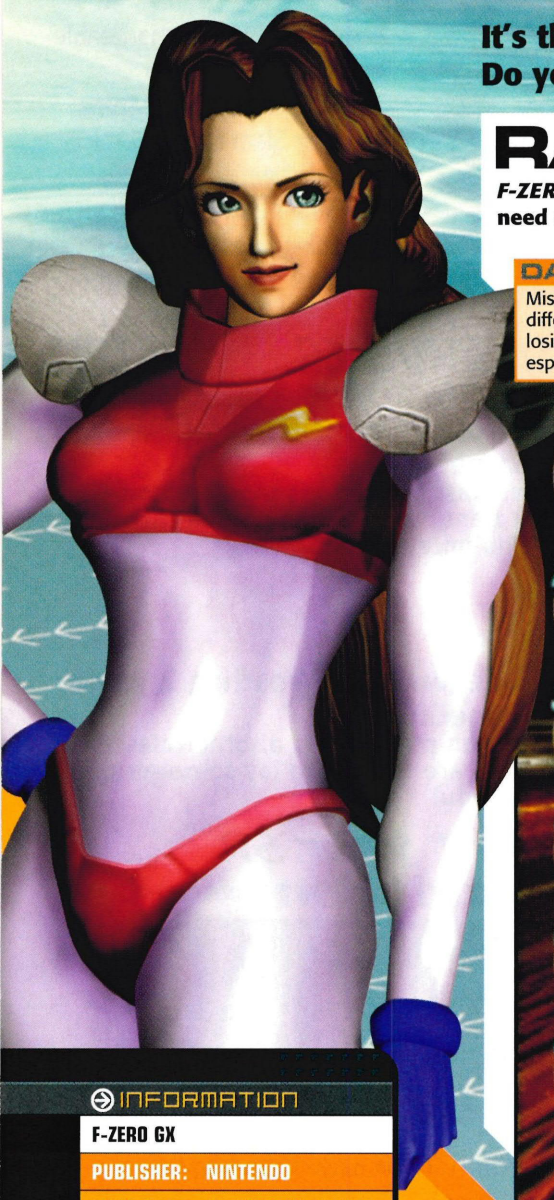
Check out: SpecialReserve.com

7 big stores Basildon, Bristol, Chelmsford, Egham, Nottingham, Sawbridgeworth and Upminster - Visit SpecialReserve.com to find YOUR local store.

FREE UK DELIVERY with fast despatch from huge stocks

F-ZERO

It's the fastest sport in the world, with cars faster than the speed of sound. Do you have what it takes to win the F-ZERO Grand Prix?



RACING TIPS

***F-ZERO GX* is one of the hardest racing games ever made. You'll need some real skill – and these tips – to come out on top.**

DASH PAD

Missing a Dash Pad can be the difference between winning and losing. Remember where they are, especially on pipe courses.

RIVAL

This is the current Championship leader, or the driver in second place if you're top of the pile. Launch an attack with Ⓑ when passing him.

CORNERING

Some corners are too tight to take normally – avoid Boosting before them and use L, R or L + R to get around them.



OPPONENTS

It's sometimes worth attacking with Ⓑ when passing opponents – if you knock out five of them, you'll earn an extra life.

WALLS

Avoid the walls if you can, but be even more careful when they disappear. One mistake could send you hurtling off the edge of the track.

INFORMATION

F-ZERO GX	
PUBLISHER:	NINTENDO
DEVELOPER:	AMUSEMENT VISION
GENRE:	RACING
PRICE:	£39.99
PLAYERS:	1–4

UNOFFICIAL GUIDE

Cube Solutions magazine and Highbury - Paragon would like to make it clear that its guide to *F-ZERO GX* is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.

F-ZERO GX © 2003 Nintendo. © SEGA/Amusement Vision, 2003. F-Zero is a registered trademark of Nintendo.

GX

Learn the best places to Boost on each circuit – these are usually down straights, along gentle curves and just before jumps. Be wary of what's coming though, as you won't want to use one before a tight corner, with no outside wall!

Regardless of where the best places to Boost are on a circuit, you'll need to save some for the end of the race. You'll pick up a number of places just before the finish if you Boost at the right time. Try and use all your Energy on the final lap, as any left over will just be wasted.



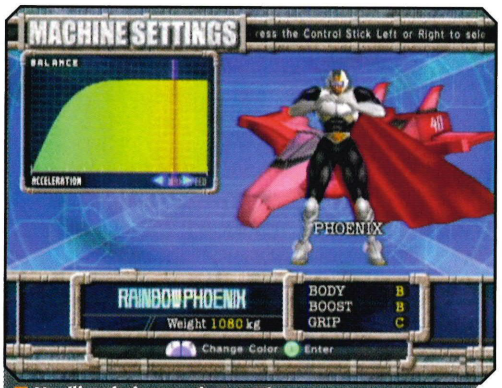
Boost all the way along the final straight if you want to see this screen.

Choose the right vehicle for the job. The Ruby Cup has a lot of fast tracks, so use a quick machine like Big Fang, Black Bull or Space Angler. These will be a challenge to drive around the more complex tracks, so go for something more manoeuvrable, with better acceleration.

Once you've chosen your machine, you'll need to set it up before each race. Remember that a high max speed means poor handling, and vice versa. What you choose should depend both on the course and your vehicle's stats.



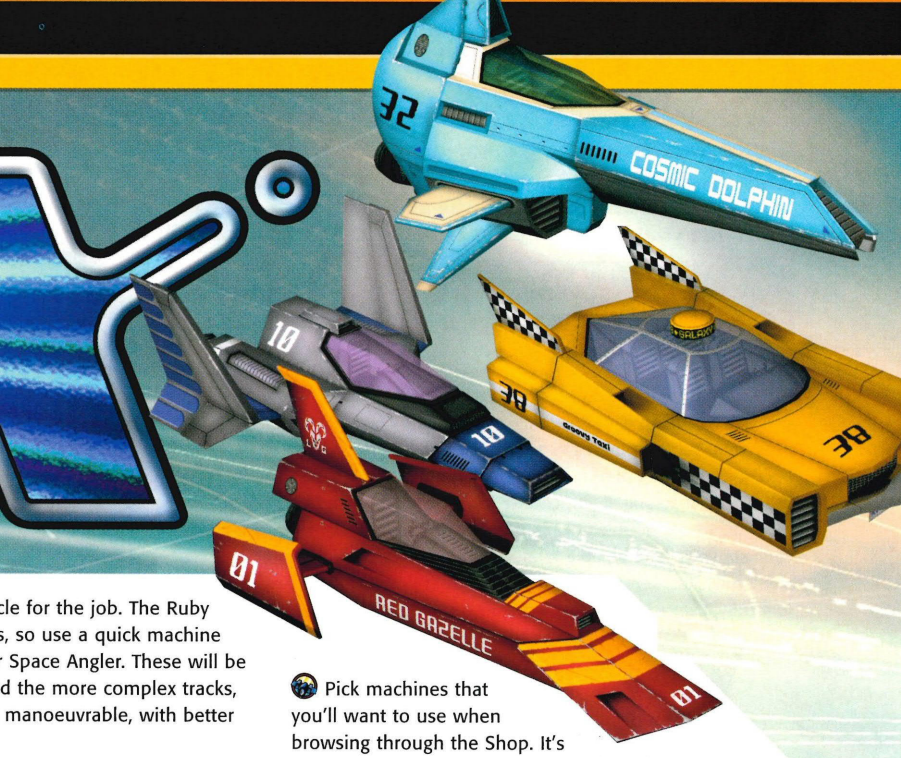
Dirt slows you down – avoid or Boost through it to keep up your speed.



You'll only learn what settings to use through experience.



If your nose is pointing up, your speed will drop dramatically.



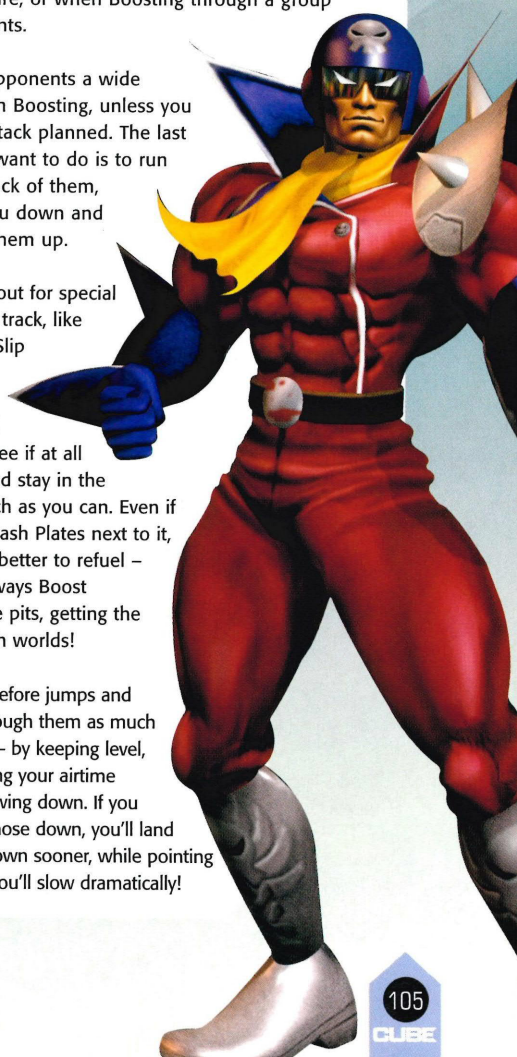
Pick machines that you'll want to use when browsing through the Shop. It's good to put together a range of craft early on, so you have at least one suited to each Grand Prix.

Don't use Z to attack during a race, unless you're sure it won't affect your position. This attack slows you down considerably, so it should only be used with extreme care, or when Boosting through a group of opponents.

Give opponents a wide berth when Boosting, unless you have an attack planned. The last thing you want to do is to run into the back of them, slowing you down and speeding them up.

Watch out for special sections of track, like Dirt, Lava, Slip Zones and the Pit Area. Avoid the first three if at all possible and stay in the pits as much as you can. Even if there are Dash Plates next to it, it's usually better to refuel – you can always Boost through the pits, getting the best of both worlds!

Boost before jumps and stay flat through them as much as you can – by keeping level, you'll prolong your airtime without slowing down. If you point your nose down, you'll land and slow down sooner, while pointing up means you'll slow dramatically!



STORY MODE

The Story mode can be very tricky and each mission tests a different set of skills. Are you good enough to complete it on the hardest difficulty?

CHAPTER: 1
CAPTAIN FALCON TRAINS

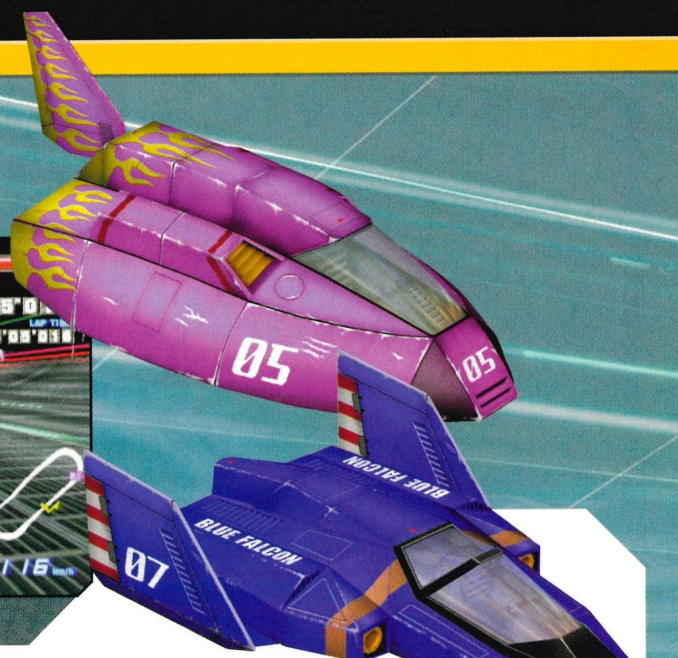
OBJECTIVE:
COLLECT THE CAPSULES

Grab the capsules as you go around the track and finish within the time limit. Normal difficulty shouldn't pose any problems, but the others are a different story. When playing on Hard or above, set your machine's max speed to its highest setting. If you choose anything lower than this, you'll have trouble finishing within the time limit. Even so, you won't be able to afford more than one or two small mistakes. Learn where the capsules are on each difficulty level and plan your route in your head – if you grab capsules at random, you'll never make it in time. The harder difficulties can be frustrating (where missing a single capsule means you have to start again), but keep at it and you'll get there in the end.





Chapter 1: When three capsules are side by side, you'll have to grab one on each lap.



CHAPTER 2:
GOROH: THE VENGEFUL SAMURAI

OBJECTIVE:
BEAT GOROH TO THE FINISH

Dodge the boulders that roll down from the left side of the track and save your Energy – you'll need it for the end of the race. Keep the accelerator floored the whole time and make avoiding the boulders your top priority, until the finish is almost in sight. Start Boosting now and keep hitting the button until you cross the finish line, ahead of Goroh. Be careful though – if you Boost past him too early, he'll counter with one of his own, leaving you behind. If you're having trouble, try and memorise the sequence of the boulders early on in the race: it's the same every time and you should be able to plan your route through them.

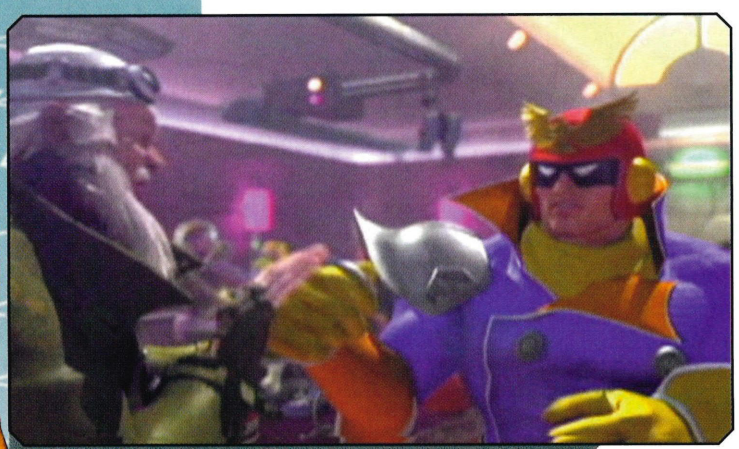


Chapter 2: When you start Boosting at the end of the race, don't stop until you've won!

CHAPTER 3:
HIGH STAKES IN MUTE CITY

OBJECTIVE:
WIN THE RACE

Second best or a podium finish won't do here – you have to win. Stay on a straight line as you start the race and one of your opponents will crash into you from behind, speeding you up. Hit all the Jump Pads scattered around the track and use them to cut the corners, in order to get ahead. Use Boosts sparingly on the second lap (use just enough to stay in touch), so you have close to a full bar when the final lap begins. You can afford to be more generous with your Boosts here, but the best place to use them is shortly before a jump, to carry the speed up and into the air. You'll need a large amount of Boost remaining before the last set of corners, so make sure to use the Pit Area half-way through the lap. Boost through the final complex of corners, using L and R to aid your turning. Continue to Boost along the straight and you should be in the lead by the time you reach the finish line.



Chapter 3: An old man will 'convince' you to enter the race.



Chapter 3: Use the jumps and cut the corners.

CHAPTER 4:
CHALLENGE OF THE BLOODY CHAIN

OBJECTIVE:
DESTROY YOUR RIVAL

In order to get to and destroy your rival's machine, you'll have to blow up the others along the way. A good tactic is to Boost past groups of enemies near the start of the track, performing a side attack as you do. When you've collected a large enough group of enemies, use your Spin Attack with the ◪ button. Do this in front of them, in the middle of a group or couple it with a Boost as you go charging through the pack from behind. Blow up as many machines as you can early on, as they'll heal when they reach the Pit Area, halfway along the road. You'll want to be down to ten enemies by this point, if you can manage it. Get rid of the rest as best you can, before Boosting forward and taking on your Rival.

This is easier said than done though and learning how to cause enough damage will take practice. When you reach your Rival, he'll probably be in the process of slowing down. He does this near the end of the track and matching his speed can prove to be a real task. Try your best and hit him with everything you've got. Use Side Attacks with ◔ as often as you can, as they cause more damage than a Spin.



Chapter 4: Get down to around ten enemies by the time you reach the Pit Area.



Chapter 5: This is what happens if you don't escape in time.



Chapter 4: Your Rival can take more damage than his friends.

CHAPTER 5:
SAVE JODY!

OBJECTIVE:
ESCAPE BEFORE TIME RUNS OUT

The map for this one seems odd, as it looks like it's just one long straight! It turns out to be anything but though, as blast doors will attempt to close on you, leaving only a small gap for you to steer your craft through. Learn the pattern of the doors and use your Boost every time you're on a straight. It's especially important to Boost early in the Chapter, when the gaps in the doors are larger. Grab as many capsules as you can along the way, as these help to refill your Energy. You should also try and line yourself up for the doors as early as you can – it's much harder to swerve through them at the last minute.

As you approach the end of the course, you'll come across a number of Dash Plates in the middle of the track. Hit them all and stay in a straight line, in the middle of the road. Let loose with a Boost of your own when you hit the ramp and you should fly through the final door, to safety.



Chapter 5: Aim for the gaps in the doors.



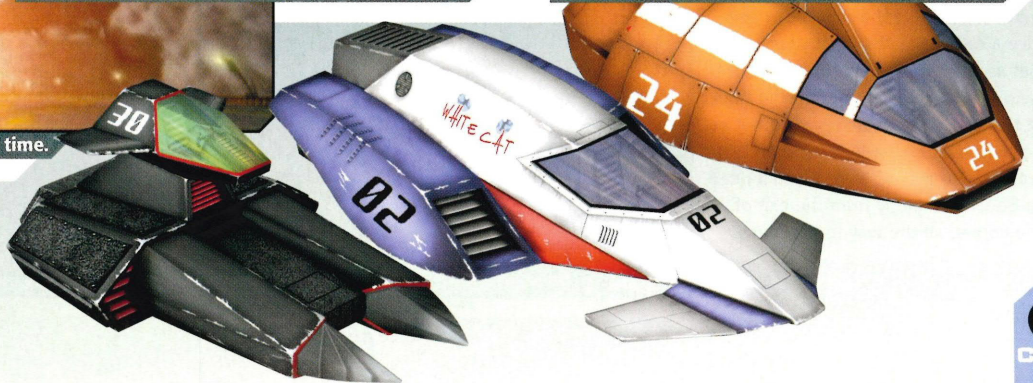
Chapter 6: Some of the corners are very tight.

CHAPTER 6:
BLACK SHADOW'S TRAP

OBJECTIVE:
STAY ABOVE THE SPEED LIMIT

Whatever you do, don't set your vehicle up to its maximum speed – about 50-50 between it and acceleration is fine, on Normal difficulty. If your max speed is too high, you'll lose your ability to turn and won't be able to get around some of the tighter corners. The most important thing in this Chapter, though, is consistency. Play it safe and get around the corners without hitting the walls, or any of the traffic. Fortunately, most of the other cars will move to the side of the road when they see you coming. Even so, they can be a real hazard should you stray too close to the wall.

Don't get caught out near the end of the level – several Dirt Zones there will try and slow you down. Boost through them before your speed can drop and continue as before, over the finish line.



CHAPTER:7
THE F-ZERO GRAND PRIX

OBJECTIVE:
BECOME GRAND-PRIX CHAMPION

This level is tough, even on Normal. Set your machine to somewhere between 80% and 100% max speed, depending on your preference. Start the race by driving over the lava on the inside of the first corner. You'll take damage, but will pick up a good number of places as a result. Race the rest of the lap as best you can, making sure to hit all the Dash Plates and using the shoulder buttons to help you turn tight corners. You'll have your Boost from the second lap onwards, so make sure to use it! The first corner is a good place to do so, as is the straight just before the jump and the section with no guard rails, with a Dash Plate in the middle.

Perhaps most importantly though, you'll need to learn how to take the final corner at speed, Boosting though the Pit Area and staying in it as long as possible. Taking this corner well on the last lap is very important – if you get it wrong, you'll lose. Your opponents will be Boosting all the way along here, so do likewise and try to stay ahead of them, or edge past them over the finish line.



Chapter 7: Lava does damage but won't slow you.

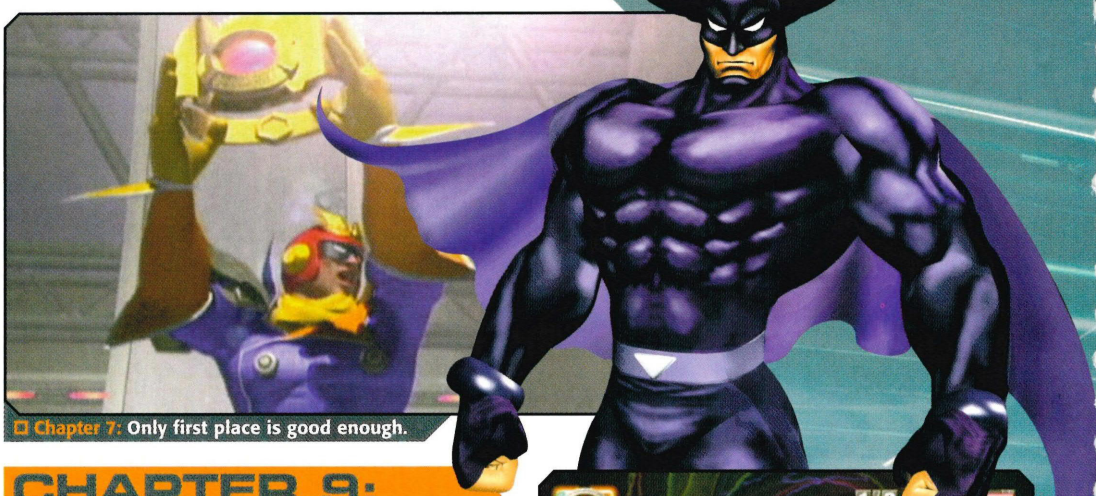
CHAPTER 8:
SECRETS OF THE CHAMPION BELT

OBJECTIVE:
BEAT DEATHBORN TO THE FINISH

Did we say that the last level was tough? Well, this one's worse – Deathborn's extremely fast, as is his vehicle. There are a couple of nasty corners on this track, so only tune your craft to 70% max speed – any more than that and you'll have to be great at drifting with L + R. Avoid the mines around the track on laps two and three, but consider hitting one or two on the first one. They damage your craft and make it hard to control, but can also give a much-needed burst of speed. Get as close as you can to Deathborn before the tightest corner on the track, at the end of the final lap. Whether or not you beat him will depend on how well you do around here – you'll need to Boost constantly from the exit of the corner, all the way to the finish.



Chapter 8: Each difficulty level adds another lap.


Chapter 7: Only first place is good enough.

CHAPTER 9:
FINALE: ENTER THE CREATORS

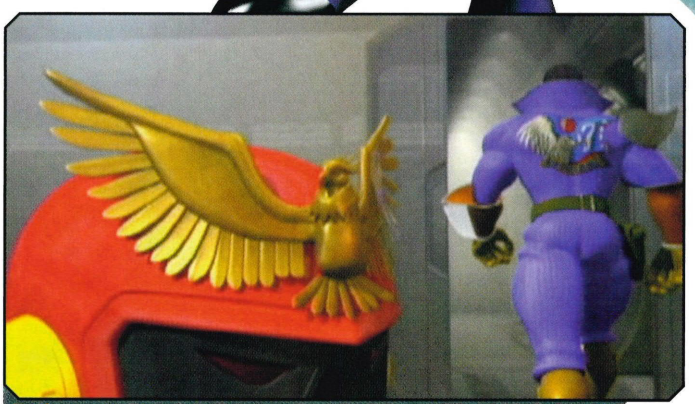
OBJECTIVE:
BEAT THE STAFF GHOST

On Normal, the main challenge is to stay on the track. It has no walls and some sharp bends, so it's best to tune your machine to around 60% of its maximum speed – any more than this and you'll struggle. Even so, you'll have to use L and R to help you on the tighter corners. It's a good idea to change your view to the second-highest one, even if you've never used it before. This will make sure that you're able to see the corners as they appear – otherwise, you'll have to take some of them blind.

You shouldn't need to use your Boost on Normal, so don't. It could cause you to lose control and fly off the track, or you might enter a corner too quickly and be unable to turn sharply enough. Concentrate on consistency, as you'll have to start again if you make a single mistake. On higher difficulties, you may find that you need to increase the maximum speed of your craft and Boost as often as you can as you make your way around the track. Try using the Z button to spin as you go around tight corners, in order to take them tighter than you'd normally be able to. The Staff Ghost won't slow down for you to catch up, so you'll have to go flat out on Very Hard in order to win!



Chapter 9: This track has no walls – one mistake and you're off!


Chapter 9: Complete it to see Captain Falcon without his helmet.


Chapter 8: Deathborn wants to destroy the galaxy.

SECRETS

You won't just unlock items in the Shop in *F-ZERO GX* – there are other things to get hold of, as well.

DIAMOND CUP

Come first in the Ruby, Sapphire and Emerald Cups on Standard difficulty.

MASTER DIFFICULTY

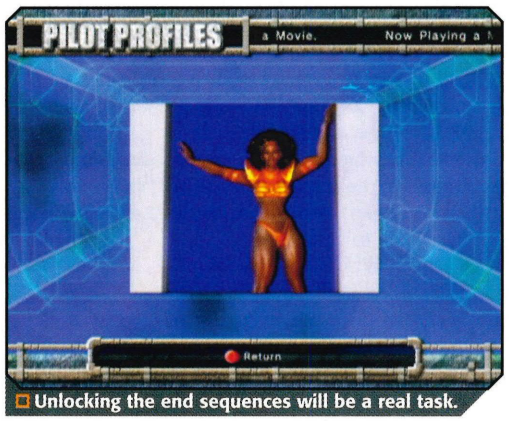
Complete the Ruby, Sapphire and Emerald Cups on Expert.

PILOT PROFILES / EMBLEMS

Buy one of the Machines in the shop to unlock its pilot's profile and emblem.

END SEQUENCES

Complete any Master Cup to see the end sequence for the character you used. It will also be available to view on their profile screen.



Unlocking the end sequences will be a real task.

GHOST DATA

Post a fast enough time in one of the Time Attacks and you'll unlock ghost data for that course – race against it for a real challenge!



Come within ten seconds of the Staff Ghost's time to unlock it.

AX CUP

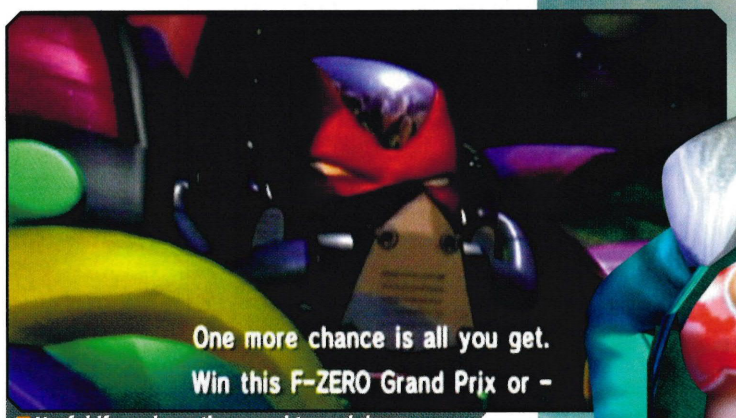
Buy the first five AX Courses that appear in the Shop.

STORY MODE DIFFICULTIES

Complete a mission in Story Mode to open its next difficulty level.

SUBTITLES

Press Z during one of the Story Mode's cut-scenes to bring up the subtitles.



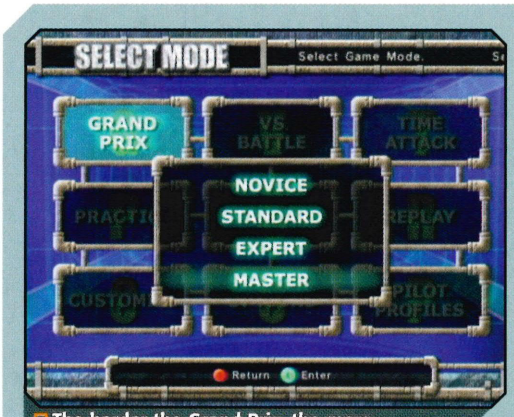
Useful if you have the sound turned down.

SOUNDS OF BIG BLUE

Go to the main shop screen and enter Z, ◀, ▶, ◀, Z, ●, ●, Z, ◀, ▶, ◀, ▶, Z, ●, Z, ●, Z as a code. This will let you buy Sounds Of BIG BLUE in the Items section, for 99 Tickets. To hear the music, highlight one of the Big Blue tracks in Practice or Time Attack mode, press Z and start the race.

EXTRA SPEED

If you alternate between holding L + ◀ and R + ▶ during a race, your vehicle will speed up, without the need for a Boost. However, you'll need a wide track to pull this off and it's only possible on straights.



The harder the Grand Prix, the more tickets you'll earn for winning.

PRIZE MONEY

You'll need Tickets to buy things from the Shop and the best place to win them is in Grand Prix Mode. Here's how many you'll earn for coming first in each competition.

	NOVICE	STANDARD	EXPERT	MASTER
RUBY	15	20	30	40
SAPPHIRE	15	20	30	40
EMERALD	17	24	35	46
DIAMOND	20	30	42	55
AX	20	30	42	55

Q&A

DON'T HATE ME 'COS I'M VIEWTIFUL!

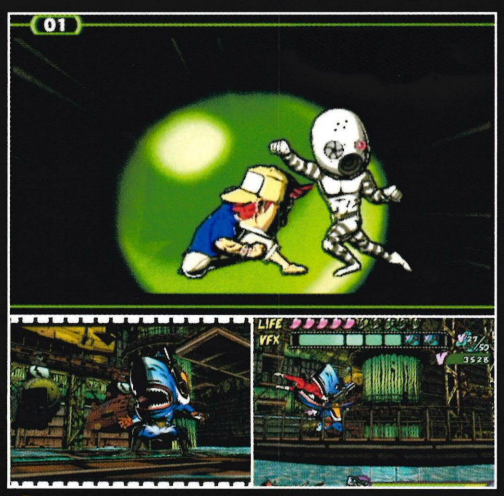
ISSUE TWENTYFIVE

Viewtiful Joe is one of the most difficult games any of us have played in a long while, so naturally we have received plenty of letters from you asking for our expert advice. Here are a few answers to some of the most frequently asked questions. It's slightly easier when you know how... not much, just slightly

I know I'm probably going to be laughed at all around you're office, but I can't figure out how to get out of the training stage at the beginning of 1game properly but the training stage just throws enemies at me continually. I have beaten the enemies for half an hour before now and they still keep coming. WHAT DO I HAVE TO DO TO COMPLETE IT!!!
JANE TEEKS, SURREY

CUBE: ***No laughter here Jane. There are a few people round the office who had the same problem! Just press the Z-button when you've had enough. This will also stop the cut-scenes if you want to get straight back into the action.***

The Z-button has since been nominated in the category of 'Most useless button on a joy pad ever' up against R3 on a PS2 pad...



Definitely one of the trickiest bosses

Don't let Gran sink his teeth into you

I have managed to fight my way all the way through the game to the shark-man boss and have come to a complete standstill. No matter what I do he always get his life back. Can you please give me some tips on how to beat him?
PHIL NETTLESHIP, VIA EMAIL

CUBE: ***Before you tackle this Boss you should head to the shop and buy yourself a Take 2. Gran Blue will start his attacks on dry land and cough up various bits of junk to spray over you, but if you get the first hit in, he probably won't get a chance. Once his first life bar is gone he'll flood the entire area and start using his main attack, which involves him charging towards Joe several times with his jaws gnashing.***

The best way to damage him is to wait for him to set up some mines then position yourself with a mine between Gran and yourself, so that when he starts his gnashing attack he'll swim straight into the mine and get it stuck in his mouth. The moment he starts chewing on it, get over to him and deliver any Slow-Mo attack. The blast should knock off half a life bar and force the water back down so you can get on the platforms where you can do some real damage. Gran will start another gnashing attack straight away, then stop and take a breather. Use this opportunity to hit him with some Slow-Mo-Zooms then repeat the entire process.

Gran Blue's ability to regenerate is annoying. After two of his life bars have gone he'll regenerate when he's in the water and if he does his gasping move he'll regain a lot of his health. Let him do this too often and you'll never see the end of him.

I'm stuck on the very first level! I am in a room where there are huge barrels rolling towards me, a locked door at the far end and no other way out. I think I have to kick the barrels at the door to open it but I've tried that and it doesn't seem to work. What am I supposed to be doing?
MARK EVERETT, NOTTINGHAM

CUBE: ***This is the first time you really need to use you're Slow-Mo powers. At the beginning of the section you'll notice a button on the floor that has a leaky pipe above it. If you use your Slow-Mo while a drip is running from the pipe, it'll grow larger and fall on the button.***

Once this has happened, the door at the far end will open and you'll have a limited amount of time to get over to it. Get used to spotting this type of thing, you'll have plenty of similar puzzles throughout the game.



USE THESE TIPS THEN – HENSHIN-A-GO-GO BABY!

I'm stuck on one of the puzzles on the second level. There are two lamps that fill up with light when I hit them but then go out when they reach the top. I know I have to get the lights to stay on to open the door but I have no idea how to do it. I've tried everything, please help me.

ZIPPYLORD, VIA EMAIL

CUBE: ***To open the door you have to get both the lamps to light up at exactly the same time. To do this, hit both lamps individually four times each then stand in the centre and use a Zoom kick. This should hit them both and light them at the same time and make Joe do the painful looking splits.***

If you don't have Zoom ability yet then you have missed a Captain Blue battle and should head back outside and go to the gate at the far right of the area. Go and give the old codger a good kicking.



Use Zoom kicks to hit the lamps at the same time.

How do you beat the boss that looks just like you? He keeps calling lots of other Viewtiful Joes to hit me and there is nothing I can do about it. Because of these other Joes I never seem to get a hit in. How are you supposed to beat him?

DEAN GREENHAM

CUBE: ***This battle isn't too tough as long as you keep the pressure on at all times. The evil Joe will use three moves – two of which will summon a gang of Joe clones that will either circle you or himself and then chase you down. The trick is to not let him use any of these summoning moves by keeping on top of him and whenever he starts to do a move use Slow-Mo-Zoom-In kicks on him. His only other move calls down his Six Machine, which will circle the area dropping bombs or hover around firing at you. His Six Machine can be destroyed with a few well-placed hits though and it will always drop some health when defeated, which can help you out if you're running low.***

If you do let him perform one of his clone attacks, use the Zoom kick move to keep them off you. It doesn't always work but will fend off most of them, most of the time.

Every now and then, he'll pop up right in front of you and launch a dodge attack at you. You'll have next to no time to dodge it as it's about twice the speed of the average enemies attacks so keep your wits about you and be ready for it.

As mentioned before, the only way to beat him is to keep the pressure on and not letting him summon too many clones, stick to these rules and you'll have no problems.

I am on the level where I'm in the street and you come across a pit filled with pink liquid that you can't get out of. The wall on the other side is too high to jump up and the pink liquid kills you if you stand in it for too long. What am I supposed to be doing?

ROBIN GUTTRIDGE, WOLVERHAMPTON

CUBE: ***The gap may be too high for you to jump – but not for a turbo-charged, rocket powered bus! Obviously.***

If you head back to the start of the pit, you can climb out onto the road where a bus (driven by some sort of cat) will try and run you down. Just jump on top on the bus and use Slow-Mo to build up the power of the rockets until they turn blue. Now let go and watch the bus fly over the gap, taking you with it. If only we could apply this method to the buses in Bournemouth, we'd get to work on time and not have to sit next to sweaty old men…

I have just started playing this great game and have just got to the first boss but I can't beat it. It just keeps flying around and firing rockets at me and never gives me a chance to hit it. It also throws out lots of white enemies but killing these doesn't seem to do anything. Can you give me a little help?

TODD, VIA EMAIL

CUBE: ***The good news is that this is quite easy once you know how to do it. The bad news is that you're not quite at the first boss yet – this is just a warm up!***

The Black Thunder has two main attacks. The first will see it firing its machine guns while flying across the area and trying to catch you in the line of fire. The other involves it firing five homing rockets at you. Although you can damage it in several ways, the most effective is going into Slow-Mo and kicking its projectiles back at it. Kicking the machine gun bullets requires much better timing, as they will only travel in the direction you kick them. The rockets however, will home in on the nearest enemy guaranteeing a hit.

After the Black Thunder has taken a few hits it will drop six Pawns into the area to make your life a bit more difficult. Although they are easy to avoid, having them hanging around is annoying because the rockets you manage to kick back will home in on them rather than the Black Thunder. Keep the attacks coming and it won't last too long.

Get the practice in because later in the game you will be challenged by two Black Thunders.



WELCOME TO ADVANCE...

Some classic brands return this month with *Banjo* and *Road Rash* each having a warm place in the hearts of many, but if you're more into 'extreme' stuff, we've also got some skateboarding action for you, expect it's Disney, so it's not that extreme!



ADVANCE

Advance Reviews section. Suck 'em and see!

ROAD RASH JAILBREAK

Man on a motorcycle...

CUBE INFO

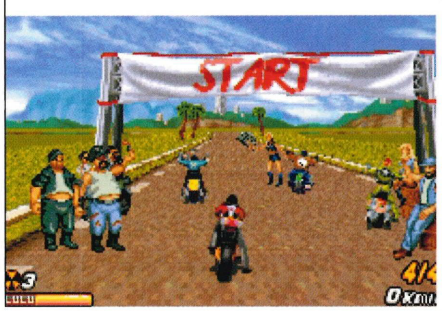
PUBLISHER:	DESTINATION SOFTWARE
DEVELOPER:	MAGIC POCKETS
GENRE:	RACING
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- RIDE FAST BIKES
- SLAP PEOPLE

Money and violence make it into most games these days – necessary or not. However, one series where these altogether unpleasant elements are more than welcome is in *Road Rash*. The original 3D beat-'em-up-racer; the joy of speeding along a road bashing other racers over the head with a giant pole for money and glory hasn't faded one bit over the years. Running on a modified *F1 2002* engine, the sensation of speed is wholly convincing as you cruise along beaches and perished modern cities, and the improved crashing rules (no more running along the road looking for your bike) make everything much smoother. There are plenty of modes to fiddle around with, and if chomping on donuts takes your fancy you can even play as the law. The limited track design will bore you eventually, and the simple combat can sometimes be frustrating, but while it lasts things are very enjoyable. If you see this going cheap then snap it up!

CUBE RATING 7.2



Greasy bikers, greasy women and an incredibly small main character

CUBE INFO

PUBLISHER:	ACTIVISON
DEVELOPER:	IN-HOUSE
GENRE:	SPORTS
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- TONY 2 ENGINE
- POPULAR CHARACTERS



Simba's memorable skating moments



DISNEY'S EXTREME SKATE ADVENTURE

It makes Tony cry

Cast your mind waaaay back to the release of the GBA and you'll remember that one of the top titles available at launch was the fantastic *Tony Hawk's 2*. Things should have improved by now, but we can't say we're surprised that they haven't. Each level of *Disney's Extreme Skate Adventure* is tiny to begin with, but completing tasks opens up more area to play in. Fine, after all, this is aimed at kids, and it's always a good idea to introduce things gradually rather than chuck them in at the deep end. Unless they're learning to swim. But where this game manages to go completely wrong is in the design. All of the levels have oddly similar layouts, and the lines are so blatantly obvious that any attempt at discovery or impulsiveness is completely lost on the player. The worst crime of all though is the fact that none of the objects cast shadows. Now, we're not being graphic fanatics – you have to understand that without shadows any sense of depth to the 3D is lost. Not only this, but it means that understanding where things actually are becomes extremely difficult. This is a real shame; to begin with we were excited. The presentation and sound is wonderful and we love the idea of a simple game for kids. This, however, is just a frustrating mess that will put the little nippers off of games (and probably Disney) for life.

CUBE RATING 3.0

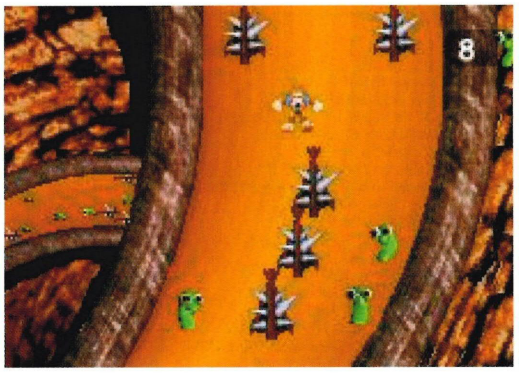








Ahh the old lava level, and look over there...





BANJO-KAZOOIE GRUNTY'S REVENGE

... it's the ice level. Glad to see the platformer clichés are still in force, keeps things regular and familiar

Grunty's actual revenge involves ten pints and a curry and two hours before you get to the toilet

CUBE

INFO

PUBLISHER:	THQ
DEVELOPER:	RARE
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- ANOTHER BANJO
- ANOTHER KAZOOIE

The life of a bear and his bird

RARE'S EAGERLY AWAITED platform adventure has been a long time coming. Not because of any development issues of course – the reason can be blamed on their recent split with Nintendo. Never mind though, the game has finally arrived, and if anything, it was certainly worth the wait!

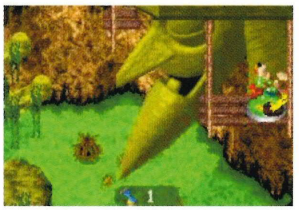
The series started life as a 3D platformer on the old N64, and with its colourful characters and Rare's trademark level design, for many it actually beat *Mario 64* as the top platformer. The GBA game carries this tradition on admirably. Although they've lost a dimension visually, the levels still demand mastery of every single platforming trick you've learnt over the years.

Because of the overhead view, we encountered perspective problems on more than one occasion. Sometimes it will be difficult to see that one surface is higher than the other, or whether you can make that jump or not. You'll also have to be careful of losing your bearings in the levels due to repeated patterns on the floor. However, these are small problems that you'll forget seconds after noticing them. What we do have reservations about in the long run are the boring boss battles (another Rare tradition if you ask us!) and relatively short time until completion. Around seven hours will be your expected time – to get 100 percent completion, just a little longer.

At the moment this is the finest example of an original platformer on the GBA. It's got bags of character, smart level design, loads of cool moves – pretty much everything that made the N64 game great squeezed into one little cartridge. Some moaners will say that once again, you'll be running around looking for things to collect, but to be honest we don't mind. This is a well-presented, fun adventure. A little generic in places maybe, but that doesn't detract from the fun in any way.

CUBE RATING 9.0





The wicked chin of the west, one of the more bizarre sights in *Grunty's Revenge*



Oh the simple games of our youth: *Simon*. Repeat the sequence and have hours of fun, for ages four and up



Banjo-Kazooie: twinned with your wildest dreams

CheapTones.com

Don't pay top whack!
Call CheapTones.com! Calls to the Order Line are just 60p / min.
WEB SITE - www.CheapTones.com
WAP SITE - wap.CheapTones.biz



NOKIA
Alcatel
Motorola
Panasonic
Sagem
Samsung
Sendo
Sharp
Siemens
Sony
Trium

60p /Min.

HOW DO I ORDER?

Just call the Order Line on

0906 698 1181

from Ireland - 1570 939 839 (126.91c/min.)

Then type in the 4 digit code that you want and your order will be sent to your mobile phone instantly by SMS!

**Alternatively, O2, Orange, T-Mob & Vodafone can send text "cube xxxx" to number 87101, where xxxx is the ringtone / logo code.*

LOGOS

7253 | 7734 BADGIRL | 7260 SCOTLAND | 2452 PLAYBOY
7729 81 missed calls | 3479 NO FEAR | 3356 | 3913
7730 B♥BE!! | 5358 Little Miss Chatterbox | 2506 WINNIE THE POOH | 2454 PLAYGIRL
7739 If you're rich... I'M SINGLE | 2528 | 3454 | 2855 007
5079 Little Miss Naughty | 1495 NOKIA | 3709 EMINEM | 2267
7728 2 HOT 2 HANDLE | 8022 O_2 | 7740 I'm a virgin | 7746 M.I.5
7272 THIS PHONE IS STOLEN! | 7824 T-Mobile | 5064 | 8103
6325 Nutty Tart | 3469 | 7753 the DADDY!! | 1001 GAY BOY
3443 | 3712 | 3465 | 3462
7274 | 7748 MISUNDASTOOD | 2622 | 7282 JUSTUNPOOERS
6429 Shout BOO to the phone to unlock it | 7296 HOW U DOIN? | 3509 | 7315 Wassup
7254 TIGER | 3713 porn | 2867 | 7317 WF WF
7316 Wild Child | 7712 Monkey! | 8107 CYPRESS HILL | 2818 I ♥ U
3466 | 5109 | 3442 BAD Boy | 3487
7305 PSYCHOTIC | 3472 JUST DO IT | 7294 CHICK | 2857 Buffy

MUSIC RINGTONES

MONOPHONIC & POLYPHONIC RINGTONES - mono code first, poly code second if available

2Pac - Changes: 5156, POLY 9240
2Pac - Thugz Mansion: 8144
50 Cent - 21 Questions: 8973, POLY 8636
50 Cent - In Da Club: 8133, POLY 8300
50 Cent - Pimp: 9078
Aaliyah - I Miss You: 8099, POLY 8301
Abs Ft Nodesha - Miss Perfect: 9144, POLY 9187
All-American - Swing Swing: 9062
Amy Studt - Misfit: 8755, POLY 8639
Ashanti - Rock Wit U: 8784, POLY 8642
Atomic Kitten - The Tide Is: 7603
Audioslave - Cochise: 8068
Avril Lavigne - Complicated: 7977
Avril Lavigne - I'm With You: 8065
Avril Lavigne - Sk8er Boi: 7858, POLY 8312
B2K Ft P Diddy - Bump Bump: 8017, POLY 8314
Benny - Satisfaction: 9017, POLY 9036
Beyonce - Crazy In Love: 8765, POLY 8646
Bhangra - Husan: 8620, POLY 8647
Big Brovaz - Baby Boy: 9197, POLY 9236
Big Brovaz - Favourite Things: 8618, POLY 8648
Big Brovaz - Nu Flow: 7834, POLY 8321
Big Brovaz - OK: 8126, POLY 8322
Black Eyed Ps - Where Is The: 9195, POLY 9246
Black Sabbath - Iron Man: 8256
Blazin' Squad - We Just Be: 8933, POLY 8932
Blu Cantrell - Breathe: 9065, POLY 9041
Blue - U Make Me Wanna: 8235, POLY 8330
Britney Spears - I Love Rock Roll: 7882, POLY 8333
Busta Rhymes - I Know What: 8587, POLY 8650
Busted - Sleeping: 9116, POLY 9190
Busted - Year 3000: 8052, POLY 8337
Busted - You Said No: 8590, POLY 8651
Cheeky Girls - Cheeky Song: 7961, POLY 8340
Cheeky Girls - Take Your: 8619, POLY 8654
Christina Aguilera - Can't Hold: 9206, POLY 9238
Christina Aguilera - Dirrty: 7912, POLY 7898
Christina Aguilera - Fighter: 8753, POLY 8655
Coldplay - Clocks: 8248, POLY 8344
Daniel Bedingfield - I Can't Read: 8291
Daniel Bedingfield - If You're Not: 7936, POLY 8353
Darkness - Thing Called Love: 9157
Delta Goodrem - Born To Try: 8215, POLY 8359
Delta Goodrem - Lost Without You: 8781, POLY 8772
Dido - White Flag: 9196, POLY 9247
DJ Sammy - Boys Of Summer: 8179, POLY 8365
DJ Sammy - Heaven: 7137, POLY 8366
DMX - X Gon' Give It To Ya: 8593, POLY 8659
Electric Six - Dance: 9235
Electric Six - Danger High: 8019, POLY 8370
Electric Six - Gay Bar: 8724, POLY 8661
Elton John - Are You Ready: 9142, POLY 9174
Eminem - Business: 8997, POLY 8662
Eminem - Cleanin' Out: 7542, POLY 7859
Eminem - Lose Yourself: 8137, POLY 8101
Eminem - Sing For Moment: 8201, POLY 8375
Eminem - Without Me: 6604, POLY 6976
Evanescence - Bring Me To: 8605, POLY 8774
Evanescence - Going Under: 9167
Faithless - Insomnia: 8097
Fast Food Rockers - Fast Food: 8780, POLY 8775
Finch - Letters To You: 8134
Flip & Fill - I Wanna Dance: 8035
Flip & Fill - Shooting Star: 6937
Gareth Gates - Spirit In Sky: 8214, POLY 8393
Gareth Gates - Sunshine: 9217, POLY 9244
Girls Aloud - Life Got Cold: 9130, POLY 9184
Good Charlotte - Girls & Boys: 8606, POLY 8665
Good Charlotte - Lifestyles Of Rich: 8070, POLY 8400
Good Charlotte - The Anthem: 8945, POLY 9194
Guns 'n' Roses - Sweet Child: 8589, POLY 6977
Him - Sacrament: 9169
InMe - Neptune: 8266
Ja Rule Ft - Mesmerize: 8237
Jaimeson - Complete: 9117, POLY 9175
Jaimeson Ft Angel Blu - True: 8053
Jamelia - Superstar: 9222
Javine - Real Things: 8996, POLY 8993
Jennifer Lopez - All I Have: 8066, POLY 8409
Jennifer Lopez - Jenny From: 7930, POLY 8100
Junior Senior - Move Feet: 8180, POLY 8414
Justin Timberlake - Cry Me A: 8067, POLY 8416
Justin Timberlake - Like I Love: 7851, POLY 8417
Justin Timberlake - Rock Your Body: 8602
Justin Timberlake - Senorita: 9225, POLY 8778
Kelly Osbourne - Shut Up: 8071, POLY 8420
Kelly Rowland - Stole: 8109, POLY 8421
Las Ketchup - Ketchup Song: 7799, POLY 7877
Liberty X - Just A Little: 6588, POLY 8430
Limp Bizkit - Eat You Alive: 9224
Linkin Park - Faint: 8726, POLY 8669
Linkin Park - Numb: 9160
Lisa Maffia - All Over: 8591, POLY 8670
Louise - Pandora's Kiss: 9220
Love Inc - Broken Bones: 8717, POLY 8672
Love Inc. - Superstar: 8012
Lumidee - I'll Never Leave: 9008, POLY 9058
Marilyn Manson - Mobscene: 8628, POLY 8673
Metallica - Frantic: 9173
Metallica - St Anger: 8934, POLY 8929
Mis-Teeq - Can't Get It Back: 8974, POLY 8987
Mis-Teeq - Scandalous: 8233, POLY 8448
Motorhead - Ace Of Spades: 6332
Murderdolls - White Wedding: 8946
Muse - Time Is Running Out: 9171, POLY 9245
NAS - I Can: 8251, POLY 8455
Nelly - Dilemma: 7952, POLY 7951
Nelly - Hot In Herre: 6636
Nelly - Shake Ya Tailfeather: 9207, POLY 9242
Nickelback - How You Remind Me: 6253, POLY 6949
Nickelback - Someday: 9221
Panjabi MC - Mundian To: 8054, POLY 8464
Pink - Family Portrait: 7992, POLY 8469
Pink - Feel Good: 8995, POLY 8990
R Kelly - Ignition Remix: 8210, POLY 8476
Rachel Stevens - Sweet Dreams: 9218
Red Hot - Can't Stop: 8143, POLY 8478
Red Hot - The Zephyr Song: 7831
Robbie Williams - Something: 9066, POLY 9052
Room 5 - Make Luv: 8246, POLY 8494
Scooter - Logical Song: 6818
Scooter - The Night: 8936
Scooter - Weekend: 8249, POLY 8504
Sean Paul - Get Busy: 8262, POLY 8682
Sean Paul - Gimme The Light: 7682
Sean Paul - Like Glue: 9143, POLY 9185
Sex Pistols - Pretty Vacant: 7533
Shania Twain - Forever: 8745
Shania Twain - Ka-Ching: 8216, POLY 8512
So Solid Crew - Broken: 9223
Stacie Orrico - Stuck: 9120, POLY 9192
Starsailor - Silence Is Easy: 9198, POLY 9243
Sugababes - Round Round: 7530, POLY 8525
Tatu - All The Things She Said: 8108, POLY 8527
Tomcraft - Loneliness: 8608, POLY 8687
Transplants - DJ DJ: 8744
Ultrabeat - Pretty Green Eyes: 9105, POLY 9188
Voodoo & Serano - Overload: 9113
Wayne Wonder - No Letting Go: 8782, POLY 8700
Westlife - Hey Whatever: 9219
XTM & DJ - Fly On Wings: 8730

TV / MOVIE & OTHERS - WAP REQUIRED TO RETRIEVE POLYPHONIC RINGTONES

633 Squadron: 4376, POLY 8449
Angel: 4603, POLY 8949
A-Team: 6454, POLY 8454
Austin Powers: 1026, POLY 8690
Banana Splits: 5016, POLY 8950
Beverly Hills Cop: 1432
Black Beauty: 5501, POLY 8167
Bottom: 6449, POLY 8951
Buffy: 1028, POLY 8553
Captain Pugwash: 4620, POLY 9239
Dambusters: 5788
Deliverance: 4457
Eastenders: 3632, POLY 8076
Exorcist: 4460, POLY 7167
Formula 1: 3592, POLY 9032
Formula 1 Podium Theme: 8257
Friends: 4632, POLY 8535
Godfather: 4461
Good, Bad & Ugly: 4465
Great Escape: 3594, POLY 8956
Ground Force: 7608
Guinness Ad: 4706
Hawaii Five O: 3533, POLY 8695
Hong Kong Phooey: 5844
Italian Job: 5658
Itchy And Scratchy: 4642
Jackass: 8588, POLY 8557
James Bond: 1430, POLY 8077
Jaws: 4462, POLY 8957
Kevin And Perry Go Large: 6286
Knight Rider: 4645, POLY 8696
League Gentlemen: 5865, POLY 9034
Littlest Hobo: 8016
Lord Of Rings: 7950
Magnificent Seven: 4920
Match Of The Day: 1444, POLY 8270
Mission Impossible 2: 1261
Mission Impossible: 1421, POLY 6975
Muppets: 4650
Only Fools Horses: 6732, POLY 8697
Phoenix Nights: 7538, POLY 7541
Pulp Fiction: 6715, POLY 8698
Rainbow: 4924, POLY 8964
Red Dwarf: 3539, POLY 9189
Rocky: 1050, POLY 8542
Roobarb: 1440, POLY 8273
Scooby Doo: 4562, POLY 9241
Simpsons: 1439, POLY 7164
South Park: 5177
Spiderman: 6657
Tigger's Song: 6453, POLY 7163
Winnie Pooh: 3893, POLY 6978

PICTURES / SCREENSAVERS

4270 | 7714 | 5526
6698 Little Miss Naughty | 7777 | 5589
7328 | 4851 | 5598
4287 | 7470 | 5535
4036 Calling... | 5512 Powered by | 7466

ANIMATED SCREENSAVERS

NOKIA 3330, 3410, 5210 & 5510
WAP NEEDED TO DOWNLOAD!




7005 - DOG LICKS SCREEN 6988 - BAD BOY!




7016 - CHEEKY MONKEY 7015 - MAD COW




7121 - SPINNING SKULL 7119 - SCARY MASK

6860 | 8984

JAVA GAMES

Nokia 3410, 3510i, 6310i, 6610, 7210, 7650
Siemens M50/MT50, C55, S55 Sharp GX-10
Motorola T720 - WAP NEEDED!





Fruit Machine: 8007
Ice Penguin: 8009

OTHERS -
Aston Golf *: 8001
Black Widow: 8002
Chains: 8003
Demon Treasure: 8004
Diamond Mine: 8005
Forge A Fortune: 8006
Hell's Pit: 8008
Pillar Dodge: 8010

HOW TO ORDER
To order a game, send text "cube xxxx" to number 87101, where "xxxx" is the 4 digit game code. All games cost £4.50

*Not Nokia 6310i

www.CheapTones.com, Box 220, M27 0WR. Calls to the Order Line are charged at 60p / min. (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. "cube 3676 sagem". 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.

CUBE COMPETITION WIN! WIN! WIN!

COMPETITION!

F-ZERO, SHMEF-ZERO...

Come November you'll be gagging for some of this

OKAY, THAT'S A bit harsh – *F-Zero* is amazing, but it's out pretty soon, and by the time *XGRA* comes out your eyes will be healed enough to take on another epic anti-gravity racer. You may recall we reviewed this game a few months back (and awarded it Star Game status) – since then the game has been delayed because of the long list of games trying to get a slot in the Christmas production run, but in mid-November it will finally arrive.

As always it's not quite enough to give you just a game, so how about we chuck in a GameCube and a 28 inch widescreen TV? Good, that's settled then. The winner gets the lot, and two runners up get a copy of the game each!

MY EYES! MY EYES!

Break the sound barrier, and do it on your very own TV. Does it get any better?

Q. WHAT DO THE LETTERS 'XGRA' STAND FOR? IS IT:

A. XTRA GREEN RIVAL APES

B. X-RAY GIMPS ANONYMOUS

C. XTREME G RACING ASSOCIATION

Send your answers along with your name, address and postcode to:

GIMPS ANONYMOUS, XGRA COMPO
87 COBHAM ROAD,
FERNDOWN INDUSTRIAL ESTATE
WIMBORNE, DORSET BH21 7QB





THE DEADLINE FOR THIS COMPO IS 14 NOV 2003

The editor's decision is final. No correspondence will be entered into. Employees of Highbury – Paragon or any companies related to this competition may not enter. The closing date for entries is 14 November 2003. Proof of sending entries is not proof of receipt.

WHAT'S NEXT?

IT'S DOWN TO YOU TO DECIDE WHAT GOES IN THIS VERY SPACE!

We know we keep saying that the Fascias page is going, but people keep writing in asking us to keep it, so here it is for one last time. Savour the moment.

Among the many fascia requests though were plenty of other ideas with which to fill this page. Some of you want the Beat The Team section extended. Some of you want a bigger Cheating Monkeys section. Others want more space given to the Forum and Reader Reviews pages... so you see we're in a bit of a dilemna.

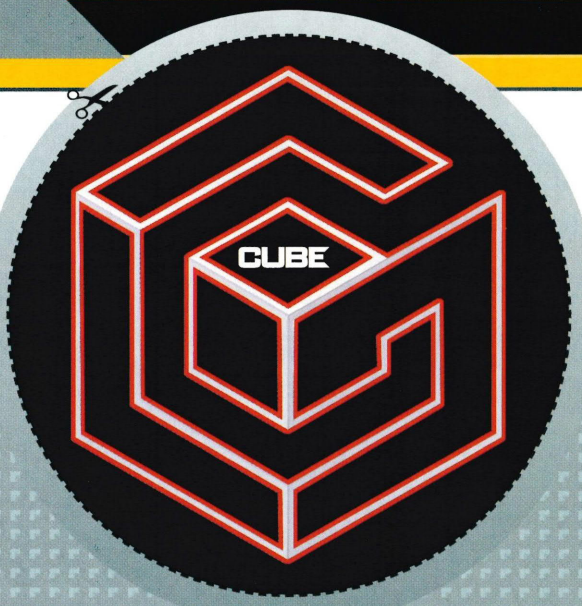
The only way we can solve this is for everyone to email/write to us with their opinions. The Fascias aren't an option anymore, so all you fascia fanatics need to send your new opinions. It's the only way, see?

Send your requests to Chandra at:

Chandra@paragon.co.uk
OR
RIP Fascias
CUBE
Paragon Publishing
Paragon House
St Peters Rd
Bournemouth
BH1 2JS









CIRCLES OF POWER

You should've seen the amount of letters and emails we've had regarding what should be on this page...

We're not joking. Extended Beat The Team, more Forum coverage, and so many other ideas came flooding in. The Fascias came off on top though, and here are the Top 3 requests: the 'G' logo, Gary and a GameCube. This really is the last ever Fascias page though, so use it well!

FEELING LEFT OUT?

That's your lot we're afraid. Wham, bam, thank you ma'am. We're all out. Drained empty. Shot our load. They've all gone. The Fascias are no more.



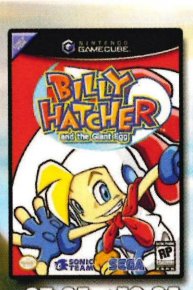




DVD boxoffice.com

dvdboxoffice.com

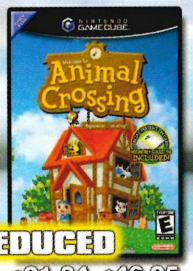
games movies music posters hardware



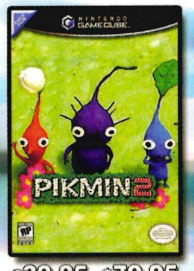
£27.25 $59.95



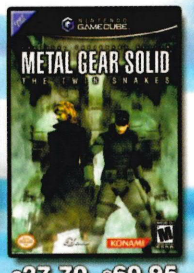
£32.25 $70.95



REDUCED
£21.34 $46.95

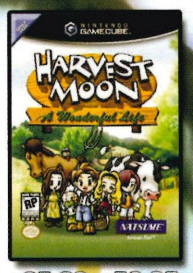


£32.25 $70.95

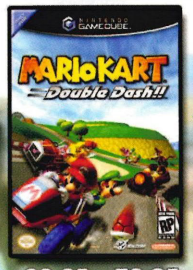


£27.70 $60.95

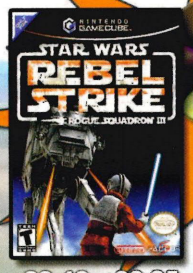

£32.25 $70.95



£25.89 $56.95



£32.25 $70.95



£30.43 $66.95

PREORDER REBEL STRIKE AND RECEIVE A FREE LTD. ED. BONUS DISK!! †

FREE Shipping & Handling Worldwide = Best Price Delivered

email orders@dvdboxoffice.com fax 1.905.709.4073 tel. 1.905.709.1571 Canadian Owned

Mention Cube when you place your order and be entered for a chance to win a GameCube game of your choice.* *max. value $80.95CDN † while supplies last

Exchange is approximate. Prices correct at press time. Errors & omissions excluded. Prices listed in CDN dollars. Customers can choose to be charged in American dollars if purchase is made with ®Visa credit card.

SKILL

EST.1993

www.skill2k.com



LATEST GAMECUBE GAMES FROM £44.99





LATEST IMPORT GAMES AVAILABLE



35 HIGH ST. EALING BROADWAY
LONDON. W5 5DB
TEL: 0208 8840 4446/0208 567 9174

MANY MORE TITLES AVAILABLE
GIVE US A CALL OR VISIT US

SOLO VISA DELTA SWITCH MasterCard

MAIL ORDER HOTLINE CALL NOW - 020 8567 9174 / 020 8840 4446

CUBE DIRECTORY

ISSUE TWENTY FIVE

Your complete at-a-glance guide to every game **CUBE** has ever reviewed since the dawn of time. Now that's what we call *The Directory*!



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	Issue 9	7	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis,	1-4	N	Issue 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	Issue 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
Cubic Lode Runner	Hudson	In-House	1	N	N	23	NTSC	6.2
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
Dead To Rights	EA	Namco	1	N	N	22	PAL	6.8
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 Extreme Skate Adventure	Activision	Neversoft	1	N	N	24	Pal	7.0
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
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
Final Fantasy: Crystal Chronicles	Nintendo	Games Designers Studio	1-4	Y	N	24	NTSC	8.8

Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

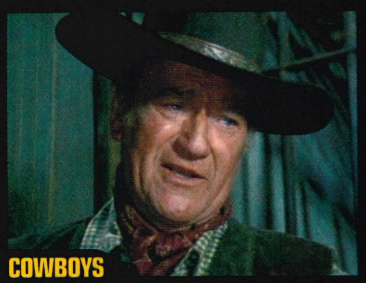
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Finding Nemo	THQ	Traveller's Tales	1	N	N	24	PAL	6.1
Fireblade	Midway	Avalanche	1	N	N	16	PAL	6.5
Freedom Fighters	EA	IO Interactive	1-4	N	N	24	PAL	8.0
Freekstyle	EA	Hypnos Ent	1-2	N	N	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	N	N	23	NTSC	9.4
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
GT Cube	MTO	In-House	1	N	N	22	NTSC	4.9
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
Kirby's Airride	Nintendo	In-House	1-4	N	N	23	NTSC	7.7
Knockout Kings 2003	EA	In-house	1-2	N	N	14	PAL	7.9
Legend Of Zelda: WW (import)	Nintendo	In-house	1	Y	Issue 19	15	NTSC	9.5
Legend Of Zelda: Wind Waker	Nintendo	In-house	1	Y	Issue 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	Issue 1	6	PAL	7.8
Madden 2004	EA Sports	In-House	1-4	N	N	23	PAL	8.8
Mario Golf: Toadstool Tour	Nintendo	In-House	1-4	Y	N	23	NTSC	8.5
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	Issue 15	14	PAL	8.6
Mega Man Network Transmission	Capcom	In-House	1	N	N	22	PAL	7.9
Men In Black II: Alien Escape	Infogrames	Melbourne House	1	N	N	16	PAL	4.2
Metroid Prime	Nintendo	Retro Studios	1	Y	Issue 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 2004	EA	EA Sports	1-4	N	N	24	PAL	8.5
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	Issue 7/8	7	PAL	9.0
P.N.03	Capcom	In-House	1	N	Issue 23	23	PAL	8.2
Pokémon Box	Nintendo	In-house	1	N	N	21	NTSC	2.9
Pokémon Channel	Nintendo	In-House	1	N	N	23	NTSC	7.1
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
Redcard	Midway	Point Of View	1-2	N	N	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	N	N	13	PAL	8.0

Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

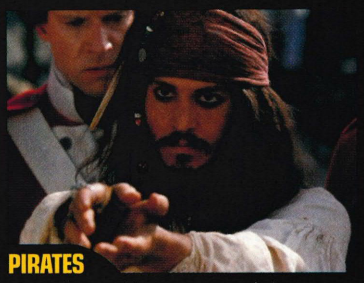
THE GENRE GAP

There are games to cover most activities and genres, but there remain a few scenarios that would form an ideal basis for a game yet are continually ignored by publishers and developers alike. Here are a few we'd like to see...



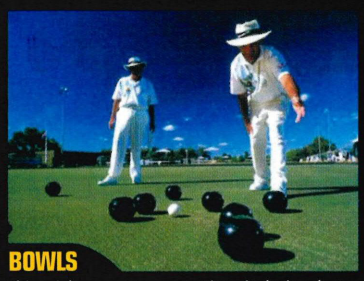
COWBOYS

Cowboys are great. Over a gazillion westerns have graced the silver screen over the years yet there hasn't been a single cowboy game worth playing. Ever. If you want to be a cowboy you have to settle for the likes of *Sunset Riders* and *Mad Dog McCree*. If you've never heard of either of these, there's a good reason!



PIRATES

Pirates do everything you want to do in a game. They wield big swords, they go on epic adventures, they have enormous battles and they collect big piles of gold. Johnny Depp has just made them trendy again in *Pirates Of The Carribean*, and the only decent game we have to show for it is *The Secret Of Monkey Island*.



BOWLS

This might appear a contentious inclusion, but go anywhere in the country of a weekend and you'll see old people playing it – thousands of them. They love it, so there must be something to it. There have been snooker games and ten pin bowling games, even darts games for goodness sake, so why not?



TRENCH WARFARE

The Second World War has always been a favourite conflict among games developers, but if you fancy a bit of World War I action you're limited to horrible hex-based PC strategy games. Imagine it – you sit twiddling your thumbs for three months (real time) then a whistle blows, you go over the top and the game ends. Ideal!

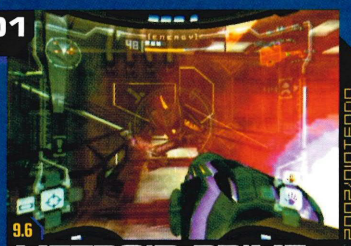
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
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
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	Issue 20	16	PAL	9.0
Skies Of Arcadia Legends	SEGA	Overworks	1	N	Issue 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 Cailbur 2	Nintendo	Namco	1-2	N	Y	24	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	Issue 12	12	NTSC	9.4
Star Soldier	Hudson	In-House	1	N	N	23	NTSC	7.1
Star Wars: Bounty Hunter	Activision	LucasArts	1	N	N	15	PAL	6.9
Star Wars: Rogue Leader	Activision	Factor 5	1	N	Issue 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	Issue 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	Issue 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 Italian Job: LA Heist	Eidos Interactive	Climax	1-2	N	N	23	PAL	8.0
The Sims	EA	Maxis	1-2	N	N	18	NTSC	8.6
Tiger Woods 2004	EA	In-house	1-4	Y	N	24	PAL	8.8
Tiger Woods PGA Tour 2003	EA	In-house	1-2	N	N	14	PAL	9.0
TimeSplitters 2	Eidos	Free Radical	1-4	N	Issue 1	11	PAL	9.5
Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	N	Issue 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
Viewtiful Joe	Capcom	In-House	1	N	N	22	NTSC	8.7
Virtua Striker 3 Version 2002	SEGA	Amusement Vision	1-2	N	Issue 10	8	PAL	8.4
V-Rally 3	Atari	Eden	1-4	N	N	21	PAL	7.8
Wario World	Nintendo	Treasure	1	N	N	22	PAL	6.2
Waverace: Blue Storm	Nintendo	NSTC	1-4	N	Issue 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
XGRA	Acclaim	ACC. Entertainment	1-2	N	N	23	PAL	9.0
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

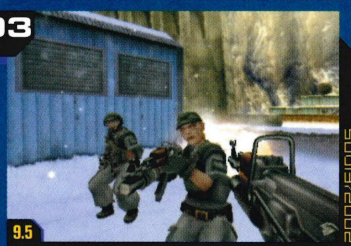
GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!



01 METROID PRIME 9.6 2002/NINTENDO



02 THE LEGEND OF ZELDA 9.5 2002/NINTENDO



03 TIMESPLITTERS 2 9.5 2002/EIDOS



04 STARFOX ADVENTURES 9.4 2002/NINTENDO



05 F-ZERO GX 9.4 2002/NINTENDO

06 SUPER MARIO SUNSHINE 9.4 2002/NINTENDO

07 BURNOUT 2 9.3 2003/ACCLAIM

08 ETERNAL DARKNESS 9.2 2002/NINTENDO

09 WINNING ELEVEN 6 FE 9.2 2003/KONAMI

10 TONY HAWK'S PRO SKATER 4 9.2 2002/ACCLAIM

100% UNOFFICIAL!

POKÉMON WORLD™

ISSUE 31 IS OUT NOW!



THIS ISSUE...

POKÉMON CHANNEL, POKÉMON PINBALL: RUBY AND SAPPHIRE, TRADING CARD GAME REPORTS, INSIDE A JAPANESE POKÉMON CENTER, THE HOTTEST POKÉMON NEWS, THE LATEST GBA AND CONSOLE REVIEWS... AND MORE!



FREE BOOK!

TOP TIPS FOR GETTING THE MOST OUT OF POKÉMON RUBY AND SAPPHIRE!

Pokémon is ©1998 Nintendo, Creatures, Game Freak, TV Tokyo, ShoPro, JP Kikaku. ©2002 Pokémon. ©1995-2002 Nintendo/Creatures Inc./GAME FREAK inc. TM & ® are trademarks of Nintendo.

PLUS PUZZLES, POSTERS AND COOL COMPETITIONS!

CUBE HORIZON

ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT!

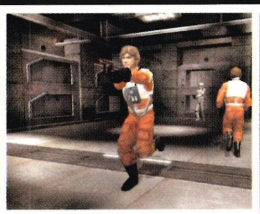
Next Month... Next Month... Next Month... Next Month...

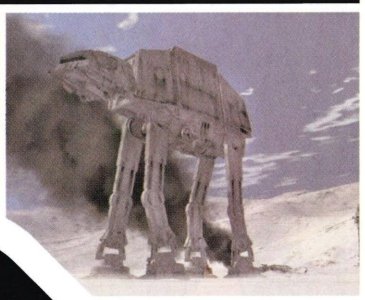
HORIZON

REVIEWED!









ROGUE SQUADRON III

OUR DEFINITIVE COVERAGE COMES TO A HEAD!

Well, we could have reviewed this game in this very issue, but we thought we'd wait for the 100% complete version... unlike some other magazines who have chosen to review one of the best games of the year off incomplete code. Tut-tut...

MADE IN WARIO GC!

THE CRAZINESS CONTINUES...

Ever wondered what happens when Nintendo development staff are given a free reign? Wonder no more – embrace the insanity, because you may never see a game quite like it again.





EXCLUSIVE REVIEW!

INTERVIEW

BACK FROM THE DEAD!

STUDIO EYE: EUROCOM

The development house behind *The World Is Not Enough*, *Harry Potter*, *Duke Nukkem TTK* and many others tell us all about itself and its latest project *Sphinx*. Nice one guys!

SOLUTION

PROBLEM SOLVED

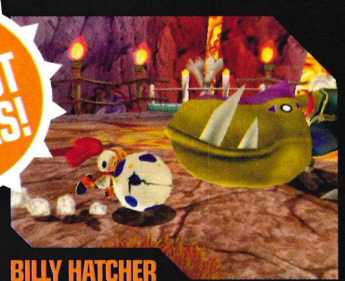
ROGUE SQUADRON III

Tactics for every level, tips on how to get those insane times, how to unlock all the secret ships and bonus levels. Stuff using the force – all you need is CUBE.

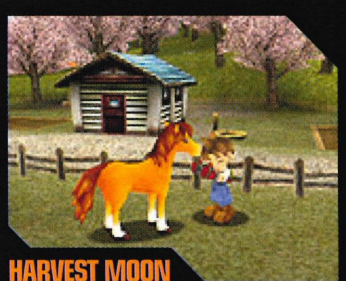
PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube titles, including:

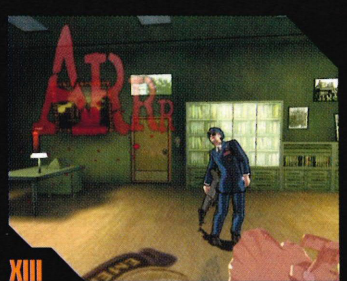
THE BIGGEST GAMES!



BILLY HATCHER
Pure Sonic Team magic. We're in love. Pure eggslence!



HARVEST MOON
Time to bring the cows in darling. Ah, life on the farm.



XIII
Stylish, violent and ready to go – Ubi Soft's vaunted FPS is unleashed!

PLUS

- Mario Kart Double Dash!!
- Baten Kaitos
- Virtua Fighter Quest
- Metal Gear Solid
- R Racing Evolution
- Pandora Tomorrow
- Driver 3
- Pikmin 2
- 1080° Avalanche
- Harvest Moon
- Mario Tennis

NEXT ISSUE

ISSUE 26 ON SALE 20 NOVEMBER 2003

DON'T MISS OUT!

TWO FREE DISCS



DISC ONE

CHEATS DISC





DISC TWO

VIDEO DISC

ACTION REPLAY

Every month we'll be bringing you a disc packed with cheats for the latest and biggest games. There's no need for fussing around entering cumbersome codes. You just slip the disc into your GameCube, select the game you want to bust and the relevant cheats you want to access, then stick the game disc in and hey presto – it's all sorted! Pretty good, eh?

Oh, 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!

- KILLER 7
- RESIDENT EVIL 4
- TALES OF SYMPHONIA
- METAL GEAR: TWIN SNAKES
- 1080° AVALANCHE
- HARVEST MOON
- XIII
- ROGUE LEADER III

RESERVE YOUR COPY TODAY
PAGE 128

*Note: Contents and appearance are subject to change

Computer Games, DVDs, Imports, Systems, Action Figures, CDs, Clothing, Books, Collectables, Posters, RPG

www.AnotherWorld.co.uk

01782 271750

Derby Nottingham Wolverhampton Leicester Hanley

15+

NEVER THE SAME WINDUP TWICE

Revolutionary voice recognition technology! Jokelines that talk back to you - just like a real conversation

1. Sex Survey - How randy are they?
2. My Daughter's Pregnant - and you're the father
3. Internet Porn - They've been caught surfing hardcore!
4. STD Clinic - they've caught a dose!
5. It's the Inland Revenue - we'd like a word, please!
6. Drugs Survey - do they know more than they should?
7. Model Idol - they're selected for the first round!
8. Win a Million on TV - they're the guaranteed winner!
9. Shock US Radio Show - and they're live on air!
10. Sewage Plant - we're building one next door.

+ MANY MORE

HILARIOUS WIND UPS 3

call 0905 105 0303

Still only £1/min

We are PSL, PO Box 1463, Bristol BS99 3PA www.hilariouswindups.com

YOU'VE BEEN STUFFED! BY THE FUNNIEST WINDUPS

16+

INTERACTIVE JOKELINES THAT 'TALK BACK'

1. CALL THE NUMBER BELOW AND CHOOSE A WINDUP
2. THE COMPUTER DIALS YOUR VICTIM AND RESPONDS TO THEM JUST LIKE A REAL CONVERSATION

PICK A WINDUP:

- SHE'S PREGNANT WAS IT YOU?
- WANT TO TRY OUR RANDY LOVE QUIZ?
- YOU'VE BEEN CAUGHT 'NAUGHTY' SURFING!
- YOU'VE GOT 1,000,000 IN THE BANK
- IT'S THAT STUPID PHONE ENGINEER CALLING!
- WHAT'S THE COUNCIL BUILDING NEXT DOOR?
- YOU'RE STARRING IN A NEW 'POP VIDEO'
- HI, I'M FROM THE STD CLINIC! & LOADS MORE!

SECRETLY LISTEN IN AS YOUR VICTIM GETS WOUND UP

DIAL-> 0906 111 5920

K.M.I. PO Box 45817 London E11 3WN. Landline calls charged at £1.50/min

King cube ONLINE STORE

UK'S GREATEST IMPORTER

STOCKED WITH THE LATEST U.S. GAMES, CONSOLES & ACCESSORIES

EXCLUSIVE UK IMPORTER FOR STAR WARS REBEL STRIKE BONUS DISCS!

FREELOADER NOW AVAILABLE AT £11.99-BARGAIN!!!

REGISTER NOW ONLINE FOR OUR LOYALTY SCHEME

VISIT OUR WEBSITE AT

www.kingcube.co.uk

HOTLINE: 0845 225 40 99

WIND UP CALLS!

THE ORIGINAL & BEST LISTEN-IN WIND UPS!

CHOOSE FROM -

1. TV Escort
2. Stammering Caller
3. Telephone Date Reply
4. Recruited For Army
5. Madam's Unpaid Bill
6. Date With Male Star
7. You've Scratched My Car
8. Irritating Lost Friend
9. Daughter's Pregnant
10. Escaped Vulture
11. Irate Delivery Driver

The computer will dial your victim and then you can listen in on the line as they get wound up!

Listen to samples on the internet at windupcalls.com

09067 555 159

WINDUPCALLS.COM, Box 220, M27 0WR. Calls cost 75p / min.

SALES:
08707 466 070
EMAIL:
sales@thegamexchange.com

www.thegamexchange.com

MAIL ORDER AVAILABLE

CHEQUE

PRE-ORDER OFFERS



£30.99 £31.99 £29.99

CHECK ONLINE FOR OUR LATEST GAMECUBE BUNDLES!

2 GAMES FOR £35.00
Mario Party 4
Baldurs Gate (Dark Alliance)
Lord Of The Rings (Two Towers)
Timesplitters 2
Nickelodean Party Blast plus many more.....

MASSIVE SALE!!!

Sonic Adventure DX	£25.99
Taz Wanted	£13.99
Burnout 2	£25.99
Starfox Adventures	£14.99
Vexx	£14.99
Die Hard Vendetta	£12.99
Hulk	£24.99

plus many more.....

GBA SALE!!!



All games under £15 +many more

Fast, secure online ordering | Same day despatch | Pre-order today-Pay later | Trade in your old games | Fantastic multi-buy offers | 100% satisfaction guaranteed

gamestation
where it's never game over...

The LARGEST selection of NEW and PRE-OWNED games, consoles and DVDs...

VISIT
STORES NATIONWIDE
FOR YOUR NEAREST STORE
CALL: 0870 112 1111

CALL
MAIL ORDER
0845 345 0335

CLICK
WWW.GAMESTATION.CO.UK

PlayStation.2 NINTENDO GAMECUBE

SWAP YOUR UNWANTED GAMES WITH OTHER UK GAMERS

www.thegameswap.co.uk

SECURE SWAP TOP GAMES

The Game Swap, the UK's premier game swap website for gamers

GAME BOY ADVANCE XBOX PC CD ROM

GameShopUK

Tel: 01642 280555

UPTO 40% CHEAPER Than The High Street



£34.99 £26.99 £36.99

www.gameshopuk.co.uk

GamesToRent.com

Make big savings by renting with the UK's best value games site. Just £11.99 a month!

NEW AGE CONSOLES

MAIN STORE ADDRESS: UNIT 1117 WHITGIFT CENTER, CROYDON, SURREY

MAIL ORDER HOTLINE : 0208 686 1680

WE HAVE A MASSIVE SELECTION OF IMPORT GAMECUBE GAMES . CHECK OUT OUR MEGASITE AT WWW.NEWAGECONSOLES.COM

LATEST US / JAP IMPORTS £49 - £59.99

XGRA
GLADIUS
HIGH HEAT BASEBALL 2004
SONIC ADVENTURE DX: DIRECTOR'S CUT
HITMAN 2: SILENT ASSASSIN
ENTER THE MATRIX
FREESTYLE METAL X
POWER PUFF GIRLS: RELISH RAMPAGE
GROOVERIDER: SLOT CAR THUNDER
P.N.3
SIMPSONS: HIT AND RUN
JIMMY NEUTRON JET FUSION
NHL 2004
FREESTYLE STREET SOCCER
MEDABOTS: INFINITY



Gameboy Advance SP In Stock Now !!

!! OVER 1500 PRODUCTS ONLINE RIGHT NOW !!
WWW.NEWAGECONSOLES.COM

Crawley Store
Unit 94a
County Mall Shopping Centre
Crawley

New Store Now Open - 80 NorthStreet, Brighton BN1 1ZA, Tel: 01273 749 788

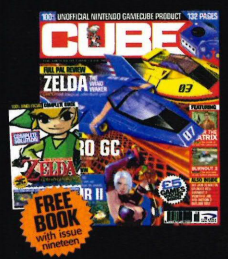
Guildford Store
The Friary Shopping Centre
Guildford

Please call for latest games & prices

BACK ISSUES

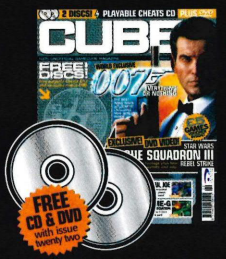
MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

Back issues cost £4.99 each including postage and packaging. UK only. Overseas prices available on request.



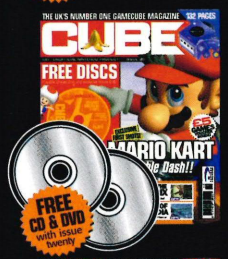
ISSUE NINETEEN

Comprehensive PAL review of *The Wind Waker* plus the lowdown on *Soul Calibur II*. Not to mention a *Sims* walkthrough, exclusive *F-Zero GC* preview and a free *Zelda* book.



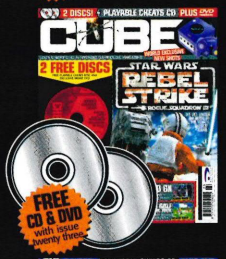
ISSUE TWENTY TWO

Three huge In-Depth features of *007 Everything Or Nothing*, *Rogue Squadron III Rebel Strike* and *XGRA*, cartoon capers with *Viewtiful Joe* review and *Enter The Matrix* hacked to pieces.



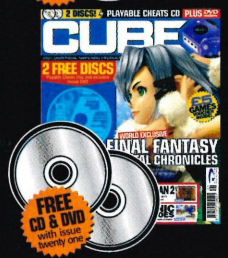
ISSUE TWENTY

Two free discs! Yes, that's right – **CUBE**'s best free gift offer ever, plus all the news from E3 and a first look at *Mario Kart: Double Dash!!* Unmissable.



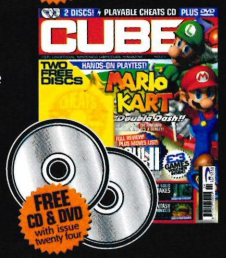
ISSUE TWENTY THREE

A huge, World Exclusive look at *Rebel Strike*, six pages of *R: Racing Evo* goodness, exclusive reviews of *F-Zero GX* and *Mario Golf*, a massive EA feature, and a full guide to *P.N.03*. Nothing compares.



ISSUE TWENTY ONE

A massive In-Depth feature on the hottest RPG to grace the GC, tons of footage from E3, and an exclusive look at the supreme *Prince Of Persia*. Nice.



ISSUE TWENTY FOUR

A Massive eight-page review of *Final Fantasy: Crystal Chronicles*, the latest on *Metel Gear Solid: The Twin Snakes*, *Killer 7* and *Mario Kart* plus a PAL review of *Soul Calibur II* with detailed moves list!



ALSO AVAILABLE...

GAMECUBE SECRETS, STRATEGIES SOLUTIONS VOLUME 1

ONLY £9.99

Comprehensive solutions and guides for top GameCube games including *Zelda: The Wind Waker*, *Metroid Prime*, *Resident Evil Zero*, *Super Monkey Ball* and many more

PLUS! COMPLETE SOLUTIONS TO...

THE LEGEND OF ZELDA: THE WIND WAKER	only £3.99
LUIGI'S MANSION	only £3.99
METROID PRIME	only £3.99

CUBE

CUBE0325

YOUR DETAILS

Name.....

Signature.....

Address.....

.....

.....

Postcode.....

Tel.....

PAYMENT METHOD

☐ Cheque/postal order made payable to Paragon Publishing Ltd.

Amount enclosed .....

☐ Credit card type .....
(ACCESS/VISA/MASTERCARD/SWITCH)

Issue No (Switch) .....

Expiry date.....

Card Number .....

If you don't want to receive related promotional material please tick this box ☐

BACK ISSUES ORDER FORM

Please tick issues required (£4.20 each inc. p+p) UK only.
Overseas prices available upon request.

- ☐ ISSUE NINETEEN (FREE BOOK)
- ☐ ISSUE TWENTY (FREE CD & DVD)
- ☐ ISSUE TWENTY ONE (FREE CD & DVD)
- ☐ ISSUE TWENTY TWO (FREE CD & DVD)
- ☐ ISSUE TWENTY THREE (FREE CD & DVD)
- ☐ ISSUE TWENTY FOUR (FREE CD & DVD)

ORDERING DETAILS

PARAGON PUBLISHING

Phone: 01454 642442 **Fax:** 01458 271146 **Email:** CUBE@cisubs.co.uk
Freepost Address: Paragon Publishing Ltd, FREEPOST NATW1809, (Customer Interface), SOMERTON, TA11 6ZA

King Cat .co.uk

anime superstore

write to: PO BOX 770a
SURBITON
KT7 0WL

info@kingcat.co.uk
tel:0208 972 9494







tell your sister Pucca is now in stock! visit online for more details www.puccastore.com

remember to order early to avoid disappointment.

Movies & Episodes:



Brolly Legendary Super Saiyan
Super Android 13!
History of Trunks
GT Baby: Ramification
Proliferation
and much more...



Sailor Moon and Tenchi Cardcaptors, Gundam Wing and many more...





action figures from the GT saga! call to get a brochure to see full listings. graphic novels, posters, action kits, watches and more...







text for your brochure: enter: kingcat brochure then send to 81808

Call 0906 557 5551 for your colour brochure

dial-a-prize

we've got loads of great prizes to give away.
simply answer the question below and call us to claim your prize.

Q. what's the name of homer simpson's son?
a) edward scissorhands or b) bart simpson

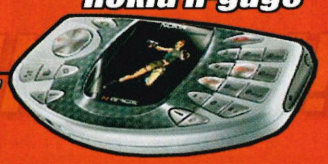
if you think you know the answer then call the numbers below to choose your prize.

or text your answer to: kingcat then send it to 81808

eg: kingcat bart simpson a

nokia n-gage

0906 577 5551 a.



WIN! WIN! WIN!

0906 577 5552

b. c. d.







ask bill payers permission before calling. call cost £1.50 p/m average call 2 mins. calls from mobiles may vary. text calls cost £1.50 per text, you receive 2 text confirmations of entry. for rules about entry and winners send a first class sae to: dial-a-prize, po box 770a, surbiton, kt7 0wl.

Full Motion Promotion Competition

Txt 2 win

To enter the competition to win one of the prizes shown, send a text message containing the word **PROMO** followed by the answer to the question below and the code for the prize. Send your texts to the number **80130**

Example -

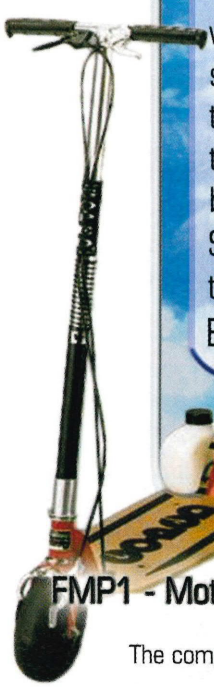


Q. Which TV show featured the Oasis La-Z-Boy Chair?

1 - Friends | 3 - Thundercats
2 - Dr Who | 4 - Star Trek

STAR PRIZE!!

U have 2 enter 2 win 2 or more of the prizes to be entered for the STAR PRIZE.



FMP1 - Motorised Scooter



FMP3 - Sea Scooter



STAR PRIZE - The Oasis La-Z-Boy Chair

If you text twice or more for different prizes (e.g FMP2 and FMP3) you get entered for the STAR PRIZE see above for details.



FMP2 - Mini Motorbike

Can carry an adult rider weighing as much as 242lbs to around 28Mph!

The competition closes on 31/11/2003.

Terms and conditions apply.

For Rules/List of winners write to FMP Ltd, 8 Glen Drive, Alton, Staffs, ST10 4DJ. You will be charged £1.50 plus your normal network charge for each text message sent so ask bill payer's permission. Services supplied by Mobli. Email : Fullmotion@ismail.net

Subs

TAKE OUT A NEW GOLD SUBSCRIPTION

YOU GET 13 ISSUES OF CUBE BURSTING WITH REVIEWS OF ALL THE LATEST GAMECUBE GAMES

Plus 6 issues of CUBE SOLUTIONS packed with cheats, tips and walkthroughs

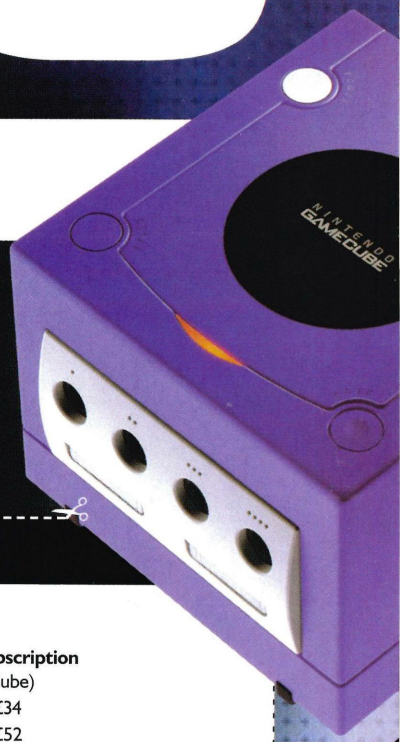




AND FREE DELIVERY TO YOUR DOORSTEP SO YOU NEVER MISS ANOTHER ISSUE AGAIN!

cribe

TO CUBE TODAY AND SAVE £29



CALL THE SUBSCRIPTIONS HOTLINE:

0870 444 8682

FAX: 01458 271146 ● EMAIL: CUBE@CISUBS.CO.UK

YES, I WOULD LIKE TO SUBSCRIBE TO CUBE

PERSONAL DETAILS

Your name

Address

Post code Email

Phone number Date of Birth

SUBSCRIPTION AS A GIFT

Name

Address

Post code Email

Phone number Date of Birth

☐ **New Subscription** ☐ **Renewal Subscription**

CUBE0325

PAYMENT DETAILS

Cheque/credit/debit card

Gold Subscription
(13 issues of Cube & 6 issues of Cube Solutions)

- ☐ **UK** £46
- ☐ **Europe** £69
- ☐ **World** £80

Media code: CUBE0324GO

Standard Subscription
(13 issues of Cube)

- ☐ **UK** £34
- ☐ **Europe** £52
- ☐ **World** £63

Media code: CUBE0324ST

☐ **Cheque (£'s sterling made payable to Highbury-Paragon Ltd)**

☐ **Cheque** ☐ **Mastercard** ☐ **Amex** ☐ **Switch** ☐ **Delta**

Card number: | | | | | | | | | | | | | | | | | |

Expiry date: | | | – | | | Issue No: | |

Signed: Date:

HIGHBURY PARAGON

Please return this order form or a photocopy of it together with your cheque/PO (if applicable) to the following address: **Highbury-Paragon Ltd, FREEPOST NATW1809 (Customer Interface), SOMERTON, TA11 6ZA**
Overseas readers please return to Cube, Highbury-Paragon Ltd, Cary Court, Bancombe Road Trading Estate, Somerton, Somerset TA11 6TB

From time to time you may be sent news about exciting new products and opportunities from Highbury-Paragon Ltd and other selected companies. If you do not wish to receive this information, please tick here ☐

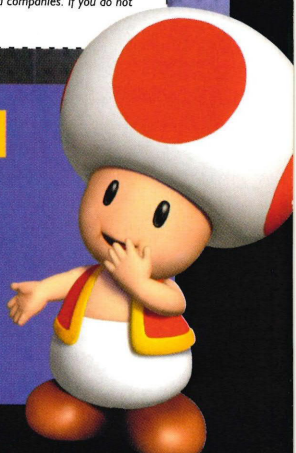
There's only one magazine that brings you the details of the biggest games

Massive reviews of the best games – all delivered to your door. Bargain!



STANDARD SUBSCRIPTION

If you prefer you can take out a standard subscription and receive 13 issues of Cube for just £34! A saving of £17!



THERE'S SOMETHING SPECIAL AROUND EVERY CORNER IN NINTENDO LAND...

I ♥ NINTENDO

WE'VE SEEN DONKEY *Kong Country 1*, *2* and *3*. *Donkey Kong Land 1*, *2* and *3*. *Donkey Kong 64* and now, *Donkey Konga*. But where did it all start? On the Super NES, that's where. *Donkey Kong Country* was one of the best selling games around at the time, and with good reason. Its next-gen graphics and solid play mechanics were a welcome breath of air after mindless movie licensed dross, and for once, Nintendo made sure that the public knew all about it...



DONKEY KONG COUNTRY

When *Donkey Kong Country* was first shown, people assumed that it was an Ultra 64 title. The rendered graphics moved smoothly and seamlessly into their impressive animations, and the sound buzzed with an energy that excited gamers. This impressive game was revealed to be running on a standard SNES. Jaws dropped, gamers sang and rival companies wept into their worthless stocks. Well, not quite, but it was damn impressive. Rare's opus was a basic platformer at heart, glossing over simple mechanics with beautifully rendered levels, a massive amount of secrets and bags of character. This isn't to say that the game was bad in any way though – being able to ride jungle animals was novel at the time, and the level design was spot-on. In fact, later releases in the franchise shook things up considerably with the inclusion of multiple characters who had to work together to overcome obstacles. Of course, the fondest memory many people have is the soundtrack. A heady mixture of banging drums, clashing symbols, monkey screeching and calm strings, the music would drag you into the action, before rising up into a crescendo, surging through your ears and then dropping you back down to earth. Over the years Nintendo released various orchestral versions of the soundtrack, all of which sold extremely well. We'll always have a place in our heart for this classic.

CALL ME 24/7, I'VE GOT WHAT YOU NEED!



Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

CHEATS TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 10,000 CHEATS & TIPS

X-BOX

Buffy The Vampire Slayer
Colin McRae Rally 4
Conflict Desert Storm 2
Disney's Extr. Skate Adv.*
Enter the Matrix
Freedom Fighters
Halo
Hitman 2: Silent Assassin
Indiana Jones: E's Tomb
Knights of Old Republic
LMA Manager 2003
Matrix (Enter the)
Medal of Honor Frontline
Midnight Club 2
Otogi: Myth of Demons
Pirates of the Caribbean
Return to C. Wolfenstein
Robot Wars: Extreme Dst.
Sega GT 2002
Silent Hill 2: Inner Fears
Soul Calibur 2
Splinter Cell
St. Wars: K. of Old Rep.
The Great Escape
The Sims
Plus Many More...

GBA&GBC

Advance Wars 2
Broken Sword
Dragonball Z L.Sup.Wars.
Golden Sun
Golden Sun 2
Harry Potter
Lord of Rings Two Towers
Metroid Fusion
Pokemon Blue
Pokemon Crystal
Pokemon Gold
Pokemon Red
Pokemon Ruby
Pokemon Sapphire
Pokemon Silver
Sapphire Pokemon
Super Mario Advance 2
Super Mario Bros 3*
Yu-Gi-Oh!: Dark Duel St.
Yu-Gi-Oh!: World Edition
Zelda: A Link to the Past
Zelda: Oracle of Seasons
Plus Many More...

N64

Banjo Kazooie
Goldeneye
Harvest Moon 64
Jet Force Gemini
Legend of Zelda: M.Mask
Mario 64
No Mercy (WWF)
Pokemon Stadium
Zelda: Majora's Mask
Zelda: Ocarina of Time
Plus Many More...

PS2

Age of Empires 2
Alias*
Atlantis 3: New World
Buffy: Chaos Bleeds
Chaos Bleeds
Chaos Legion
Colin McRae Rally 4
Conflict: Desert Storm
Conflict: Desert Storm 2
Cr.Bandicoot: Wr.of Cort.
Dark Cloud 2
Dead to Rights
Die Hard: Vendetta
Dragonball Z: Budokai
Dynasty Warriors 4
Enter the Matrix
Escape Monkey Island
Evil Dead: F.of Boomstick
FIFA 2004*
Final Fantasy 10
Freedom Fighters
Getaway
Gran Turismo 3
Grand T Auto: Vice City
Grand Theft Auto 3
Great Escape
Harry Potter C.of Secrets
Headhunter Redemption*
Hunter: The R. Wayward
Indiana Jones: E's Tomb
Kingdom Hearts
Lara Croft: Ang. of Dark.
Largo Winch
LMA Manager 2003
Lord of Rings Two Towers
Mace Griffin B'nty Hunter
Madden NFL 2004
Medal of Honor Frontline
Metal Gear Solid 2
Midnight Club 2
Primal
Project Zero
Ratchet and Clank
Res.Evil: Code Veronica X
Return to C. Wolfenstein
Silent Hill 2
Silent Hill 3
Smackdown! 4: Shut Y.M.
SOCOM: US Navy Seals
Soul Calibur 2
Soul Reaver 2
Splinter Cell
Syberia
The Getaway
The Great Escape
The Thing
Tiger Woods Golf 2004*
T. Raider: Angel of Drk.
Tony Hawk's 4
Tony Hawk's U'ground*
WWE Smackdown! HCTP*
WWE Smackdown! S.Y.M.
XGRA*
XIII (Thirteen)*
Yu-Gi-Oh! Duel Monst. 2
Yu-Gi-Oh! Duel. of Roses
Plus Many More...

GAME CUBE

A = 01
A Goddess Reborn
Ace Golf
Agent Under Fire
Aggressive Inline
American Pro Trucker
Animal Crossing
ATV Quad Racing 2
B = 02
Baldur's Gate: Dark All.
Barbarian
Batman: Dark Tomorrow
Battle Houshin
Battle, Sonic Adventure 2
Battlecry, Robotech
Beach Bandits, R. Power
Beach Spikers
Big Air Freestyle
Big Mutha Truckers
Black and Bruised
Blood Omen 2
BloodRayne
Blue Storm - Wave Race
BMX XXX
Bomberman Generation
Bond 007: Nightfire
Bond: Agent Under Fire
Bounty Hunter: M.Griffin*
Bounty Hunter: Star Wars
Buffy: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bust a Move 2
C = 03
Capcom vs. SNK: EO
Casper: Spirit Dimensions
Cel Damage
Chamber of Secrets
Chaos Bleeds
Clone Wars - Star Wars
Combat Zones - Top Gun
Conflict: Desert Storm
Crash Bandicoot
Crush Hour (WWE)
D = 04
Dakar 2
Dark Alliance (B's Gate)
Dark Legacy
Dark Tomorrow - Batman
Darkened Skye
Dave Mirra BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Desert Storm (Conflict)
Destroy All Monsters
Die Hard: Vendetta
Dinosaur Planet (Starfox)
Disney Sports Football
Disney's Magical Mirror
Donald Duck: Quack Att.
Doshin the Giant
Dr. Muto
Driven
E = 05
Eggo Mania
Eighteen Wheeler
End Game
Enter the Dragonfly
Enter the Matrix
ESPN Int.Winter Sports'02
Eternal Darkness
Evolution (Turok)
Evolution Skateboarding
Extra Large - Shrek
F = 06
F1 2002
Fantasy Star Online 1 & 2
Fellowship Of The Ring
FIFA 2002 & 2003
FIFA World Cup 2002
Fighting Live
Finding Nemo
Fire Blade
Fox McCloud StarFox Adv
Freedom Fighters
Freekstyle
Freeride - Tarzan
Frontline (M. of Honor)
G = 07
Ghost Recon
Goddess Reborn
Godzilla: D. all Monsters
Grand Heat - Burnout
Groove Adventure Rave
H = 08
Harry Potter C.of Secrets
Hit and Run*
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Pursuit 2
Hot Wheels: Velocity X
Hulk
Hunter: The Reckoning
I = 09
Ikaruga
Incredible Hulk
Int. Superstar Soccer 2&3
Int. Winter Sports 2002
Italian Job: L.A Heist
J = 10
James Bond: Agent U.Fire
James Bond: Nightfire
Jedi Knight 2
Jeremy McGrath S.World
K = 11
Kelly Slater's Pro Surfer
Kinnuku Man 2-Yo
L = 12
L.A Heist - The Italian Job
Leg. of Kain: B. Omen 2
Leg. of Zelda: O. of Time
Leg. of Zelda: W. Waker
Leg.of Zelda: Mast.Quest
Legends of Wrestling 1&2
Lord of Rings Two Towers
Lord of Rings: Fel. of Ring
Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion
M = 13
Mace Griffin Bnty Hunter*
Madden NFL 2002
Madden NFL 2004*
Magical Mirror
Mario Golf: T'stool Tour
Mario Party 4
Mario Sunshine
Mat Hoffman's Pro BMX 2
Matrix (Enter the)
Medal of Honor Front.
Mega Man Network Tran.
Men In Black 2 Alien Esc.
Metroid Prime
Micro Machines
Minority Report
Monsters Inc. Scr. Arena
Mort.Kombat: Deadly All.
MX Superfly
Mystic Heroes
N = 14
NASCAR Thunder 2003
NBA 2K3
NBA Live 2003
NBA Street Volume 2
Need for Speed H.Purs.2
Nemesis (Resident Evil 3)
Network Transmission
Next Dimension: X-Men
NFL Blitz 2002
NFL Q'back Club 2002
NHL 2003
NHL Hitz 2002
Night of 100 Frights
Nightfire
O = 15
Ocarina of Time: Master
Ocarina Of Time: Zelda
OO7 Agent Under Fire
OO7 Nightfire
Outlaw Golf
P = 16
PN 03
Pac-Man World 2
Paris-Dakar Rally 2
PGA Tour 2004*
Phantasy Star Online
Pikmin
Point of Impact
Primal Fury - Bloody Roar
Q = 17
Quack Attack
Quad Power Racing 2
R = 18
Rayman 3
Reckless: Yakuza Missions
Reckoning - Hunter
Red Card Soccer 2003
Red Faction 2
Reign Of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Rev. of Flying Dutchman
Rise of the Akkadian
Robotech: Battlecry
Rocket Power Bch.Bandits
Rocky
Rogue Leader
Rune - Lost Kingdoms
Rune - Lost Kingdoms 2
S = 19
Sanity's Requiem
Scooby Doo: 100 Frights
Scorpion King
Scream Arena Monst. Inc
Sega Soccer Slam
Shrek: Extra Large
Silent Assassin
Simpsons: Hit and Run*
Simpsons: Road Rage
Sims
Skies of Arcadia Legends
Smugglers Run 2: Warz.
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Mega Collection
Soul Calibur 2
Speed Kings
Spiderman The Movie
Spirit Dimensions
Splinter Cell
SpongeBob S'Pants: RFD
Spy Hunter
Spyro: Ent.the Dragonfly
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
St. Wars: Rogue Leader
Starfox Adventures
Starsky & Hutch*
Sum of All Fears
Summoner Goddess Reb.
Super Bust-A-Move 2
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
Superman: Apokolips
Swingerz Golf
T = 20
Tarzan Freeride
Tarzan Untamed
The Fellowship Of Ring
The Hulk
The Italian Job: L.A Heist
The L. of Zelda: W.Waker
The L.of Zelda: M. Quest
The L.of Zelda: Oc. Time
The Matrix
The Reckoning - Hunter
The Scorpion King
The Simpsons: Hit & Run*
The Sims
The Two Towers
Theme Park Adventure
Throwdown - UFC
Tiger Woods Golf 2003
Tiger Woods Golf 2004*
Time Splitters 2
Toadstool Tour
Tom Clancy: Ghost Recon
Tom Clancy: Sum of Fear
Tom Clancy's Splinter Cell
Tony Hawk's 3 & 4
Top Gun: Combat Zones
Turok: Evolution
Ty the Tasmanian Tiger
U = 21
Ult.F.Champ: Throwdown
Ultimate Muscle
Universal Studios Adv.
V = 22
Velocity X - Hot Wheels
Vendetta: Die Hard
Virtua Striker 3: V. 2002
V-Rally 3
W = 23
Wario World
Warzone, Smuggler's Run
Wind Waker
Wolverine's Revenge
World Cup 2002
Worms Blast
Wrath of Cortex
Wreckless: Yakuza Miss.
WWE Crush Hour
WWE Wrestlemania X8
WWE Wrestlemania XIX
X = 24
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension
Z = 26
Zapper
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: Wind Waker
Zoocube
0-9 = 27
007 Agent Under Fire
007 Nightfire
18 Wheeler
Plus Many More...

PlayStation
PlayStation.2
PC
XBOX
GAME CUBE
Dreamcast
NINTENDO 64
GAME BOY ADVANCE
GAME BOY COLOR

Cheats & Walkthroughs also available for all these consoles.



CALL NOW

- OVER 10,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY GAMING EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

AGED 16 OR OVER, CALL THIS NUMBER NOW

09066 093 452

AGED UNDER 16, CALL THIS NUMBER

09066 096 212

CALLS TO THE ABOVE NUMBERS COST ONLY 60p PER MINUTE

NON-UK CALLERS: +44 700 590 7575

Please ensure you have permission from the bill payer before calling. Each call to the under 16's number will cost no more than £3.00, and will end at 5 minutes. Mobile phone call charges may vary. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press. *Information for forthcoming releases is added as soon as it becomes available, this is usually before the release date. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000


STAR WARS™
REBEL STRIKE™
ROGUE SQUADRON™ III
12+
www.pegi.info
NINTENDO GAMECUBE™
LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. The Factor 5 logo is a trademark of Factor 5, LLC.
© 2003 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & TM as indicated. All rights reserved.
NINTENDO GAMECUBE AND THE NINTENDO GAMECUBE LOGO ARE TRADEMARKS OF NINTENDO.
FACTOR 5
LucasArts™