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CUBE



THE UK'S BEST SELLING UNOFFICIAL GAMECUBE MAGAZINE

NO.26

CUBE ISSUE 26

METAL GEAR SOLID: THE TWIN SNAKES ■ TONY HAWK'S UNDERGROUND

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METAL GEAR SOLID

THE TWIN SNAKES

6 PAGES OF NEW SCREENS PLUS EXCLUSIVE MOVIE

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PLAY FINAL FANTASY CRYSTAL CHRONICLES ON YOUR PAL GC

VIDEO

METAL GEAR SOLID: THE TWIN SNAKES
ROGUE SQUADRON III
KILLER 7 • TALES OF SYMPHONIA
SPLINTER CELL PANDORA TOMORROW
GOTCHA FORCE • GLADIUS
MICKEY & MINNIE

FULL DETAILS PAGE 6

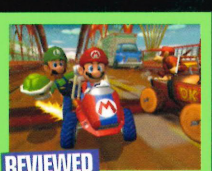


TONY HAWK'S UNDERGROUND

REVIEWED PRETTY FLY FOR A WHITE GUY! TONY'S BACK IN THE 'HOOD

MARIO KART DOUBLE DASH!!

It's finally here, let's-a GO!



REVIEWED

ROGUE SQUADRON III REBEL STRIKE

The game that made the Kessel run in less than 12 parsecs!



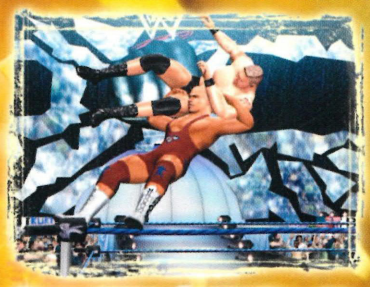
REVIEWED

ALSO REVIEWED
1080° AVALANCHE
THE LORD OF THE RINGS: RETURN OF THE KING
TRUE CRIME: STREETS OF LA

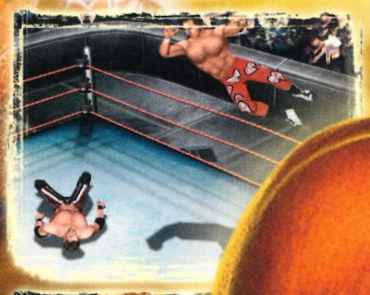
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Nintendo Official Magazine
May 2003

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C&VG – June 2003

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NINTENDO GAMECUBE

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WELCOME



HOLY MOLY, IT'S the motherlode! We've been through some lean times on CUBE over the last few issues but this month we've been spoiled rotten. The big hitters are here from Nintendo, Activision, EA and Ubi Soft. We'd seen enough of *Rebel Strike* to know it was going to be special already, and boy, is it! However the review version got pushed aside by Nintendo's first party releases with *Mario Kart* and *1080° Avalanche* once again ramming home the fact that when the Big N puts its mind to it there's still no-one better when it comes to delivering pure playability. *Mario Kart* is quite simply wonderful. It'll keep you going for a long time even on your own, but the multiplayer is to die for. If you can get a couple of GCs LANed up you've got yourself the ultimate party game and it just goes to show the potential of this kind of connectivity. Online play might still be a long way off, but this really is what multiplayer is all about. Head to head, shoulder to shoulder and more fun than a week at Euro Disney with Kylie. NSTC has turned *1080°* around against the odds and what could have been a blot on Nintendo's copy book turns out to be a terrific addition to the Christmas line-up. Likewise *Tony Hawk's Underground* is a worthy addition to the legendary franchise and, barring the odious driving sequences, deserves to be on everyone's Chrimbo list. Similarly high profile is Activision's *True Crime*, but this proves to be the one big let down in a month of triumphs. Billed by everyone except Activision themselves as a *GTA* beater, the presentation is outstanding, the cast including Snoop Dogg and Michael Madsen is second to none, but unfortunately the game finds itself falling uncomfortably between genres. Luxoflux has attempted to implement too many ideas without knitting them together well enough and the whole thing smacks of what might have been.

You've got to take the rough with the smooth though, and this month the smooth is very much in the ascendancy. I'm afraid I'm going to have go now – there's a red shell coming my way and... ouch! Damn you, Bowser!

Miles Guttery
Editor

Miles

AT A GLANCE

1080° Avalanche	70
Billy Hatcher	66
Crash Nitro Kart	44
Donkey Konga	08
Dragon Ball Z: Budokai	74
FIFA 2004	88
Gladius	75
Harry Potter: Quidditch World Cup	93
LOTR: Return Of The King	84
Mario Kart: Double Dash!!	56
Mario Party 5	10
Metal Gear Solid: The Twin Snakes	46
Mission: Impossible – Operation Surma	40
NBA Live 2004	86
NFS: Underground	90
Pop Idol	116
Prince Of Persia: The Sands Of Time	116
Rogue Squadron III	76
Super Mario Bros 3	117
The Hobbit	92
The Sims Bustin' Out	42
Tony Hawk's Undergound	62
True Crime	70
Wario Ware	38
XIII	82

CUBE

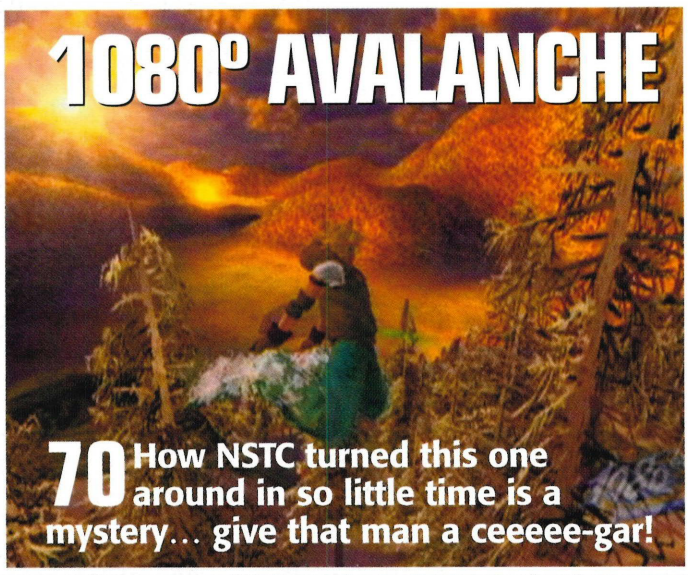
ISSUE TWENTY SIX

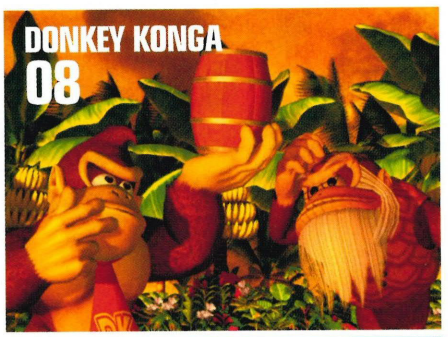
ON THE DISC
PAGES 6 & 7

CONTENTS

CUBE – Packing heat and coming for the games troll like a bad-assed Billy Goat Gruff

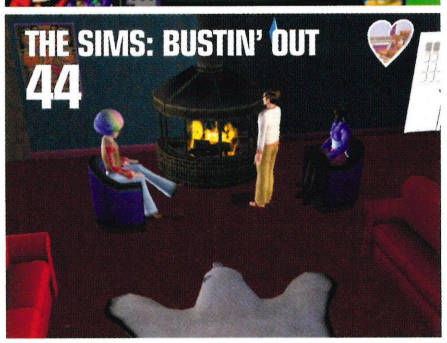












UP FRONT
and in your face

This month it's party time with a little monkey dancing. It's like the two just go hand in hand!

Donkey Konga 08
Mario Party 5 10

GCN
action news

This month's news was brought to you by 162 brave monkeys working undercover deep in Nintendo HQ. Carve their names with pride. 12

PREVIEWS
you ain't seen these, right?

We're a little previews-lite this month, but we had to make room for all those reviews somehow!

Wario Ware 38
Mission Impossible 40
The Sims: Bustin' Out 42
Crash Nitro Kart 44

IN-DEPTH
the biggest games blown apart

Another world exclusive. On a scale of one to Awesome, we are AWESOME!

Metal Gear Solid: The Twin Snakes .. 46

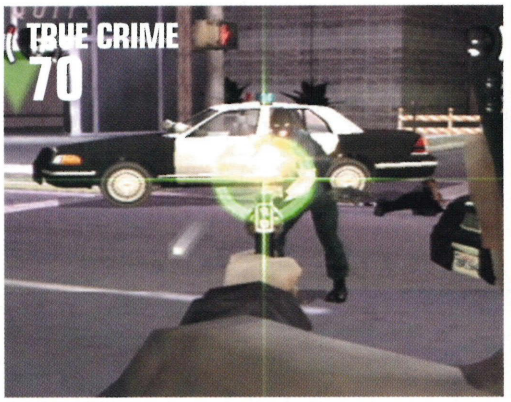
REVIEWS
get 'em while they're hot

The biggest month for reviews since the GC launched in Europe. Look at them all... just look at them!

Mario Kart: Double Dash!! 56

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







REVIEWS

continued

Tony Hawk's Underground 62
Billy Hatcher And The Giant Egg 66
True Crime: Streets Of LA 68
1080° Avalanche 70
Dragon Ball Z: Budokai 74
Gladius 75
Rogue Squadron III: Rebel Strike 76
XIII 82
LOTR: Return Of The King 84
NBA Live 2004 86
FIFA 2004 88
Need For Speed: Underground 90
The Hobbit 92
The Simpsons: Hit & Run 93

NETWORK CUBE

get with the program

Get in on the act.

Viewpoint 98
Forum Frenzy 100
Reader Reviews 101
Beat the World 102
Cheating Monkeys 106
Action Replay 108
Guide: Rebel Strike 110
Directory 118
Horizon 122
Back Issues 126
Subscriptions 128
Back page 130

ADVANCE

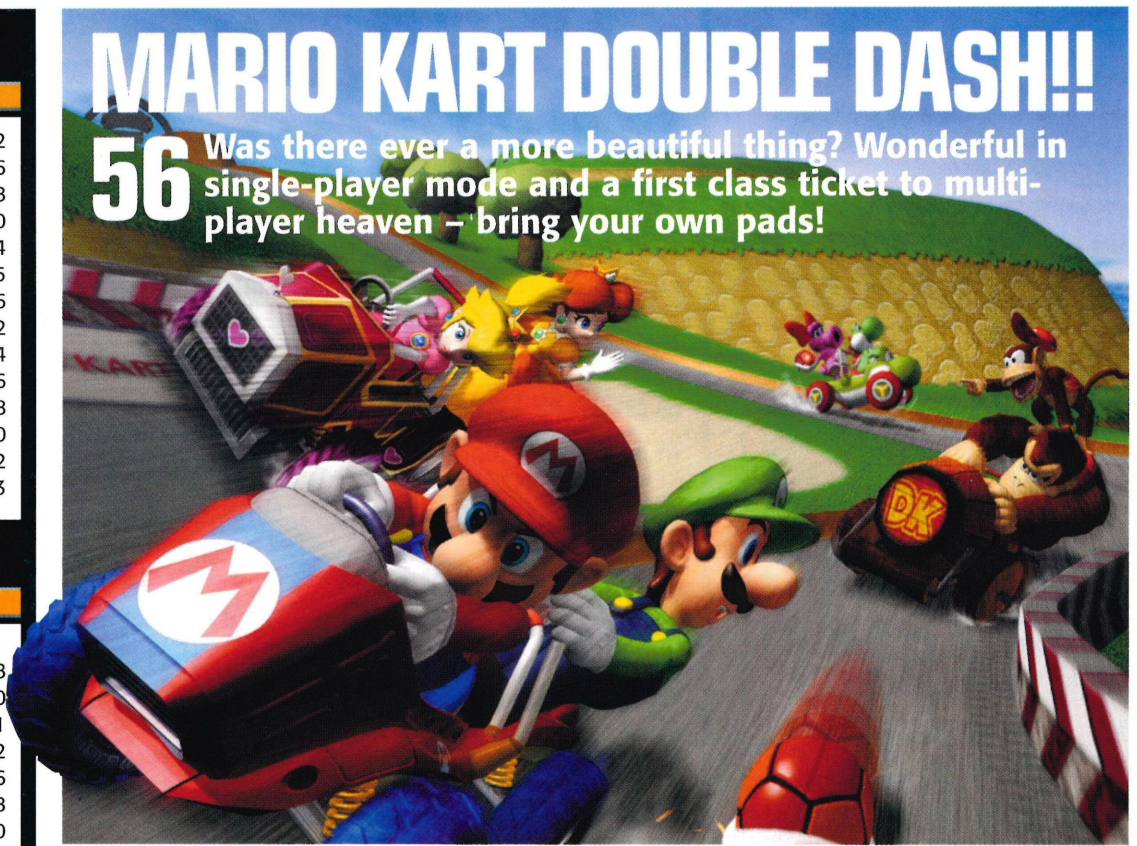
little screen, big thrills

This month's highlights in the world of handheld gaming...

Prince of Persia:
The Sands Of Time 116
Pop Idol 116
Super Mario Advance 4 117

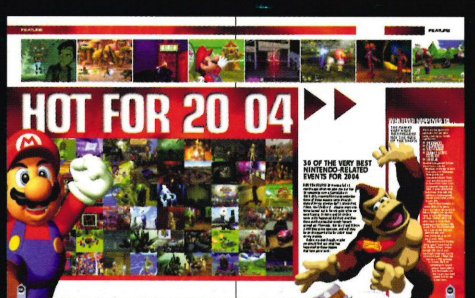
MARIO KART DOUBLE DASH!!

56 Was there ever a more beautiful thing? Wonderful in single-player mode and a first class ticket to multi-player heaven – bring your own pads!



HOT FOR 2004

30 We're kinda breathless after all the big games we've had to play this month, but it doesn't end there... hell no! Here's a what you can expect to be playing in the new year. Has it got hot in here or what?





POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

Winter's finally here, but don't feel too down in the dumps! We've got all the top videos from the legendary Tokyo Game Show for you to browse at your leisure. Not only that, but some top cheats for your GameCube games, and mini-freeloader that'll let you play the Japanese version of *Crystal Chronicles*!

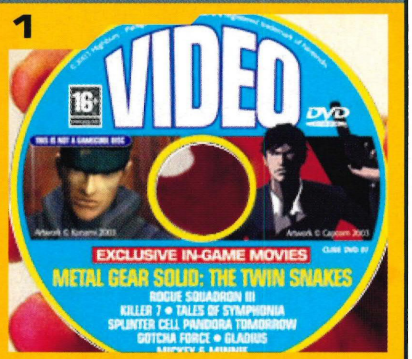
UNLIKE TIC-TACS, THESE discs are both tiny AND pumped with calories. But you shouldn't be eating them – they're for use in your GameCube and DVD player and may contain peanut traces.

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?

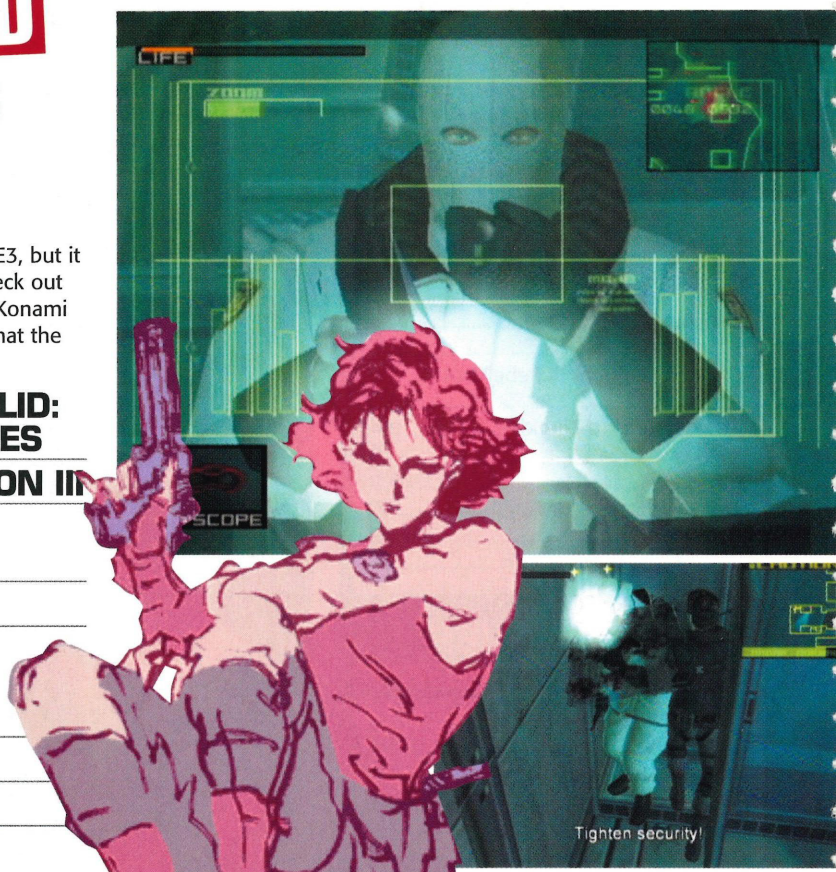
Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

ON THE DVD

NEO TOKYO IS ABOUT TO E.X.P.L.O.D.E

TGS may not be as hyped as E3, but it certainly delivers the goods. Check out the Capcom goodness and the Konami class, among others, and see what the GC is capable of...

- METAL GEAR SOLID: THE TWIN SNAKES
- ROGUE SQUADRON III
- TALES OF SYMPHONIA
- GLADIUS
- SPLINTER CELL: PANDORA TOMORROW
- KILLER 7
- MICKEY & MINI
- GOTCHA FORCE

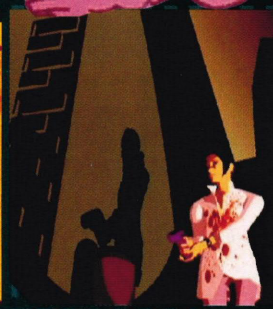


DVD MENU OPTIONS

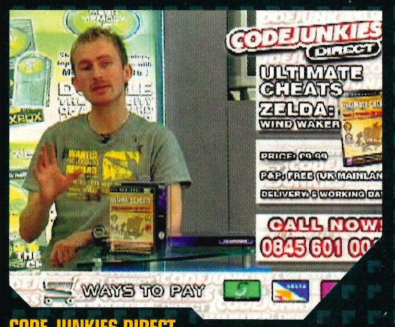
Upon inserting the VIDEO disc you'll see the main menu from which you can make your selection



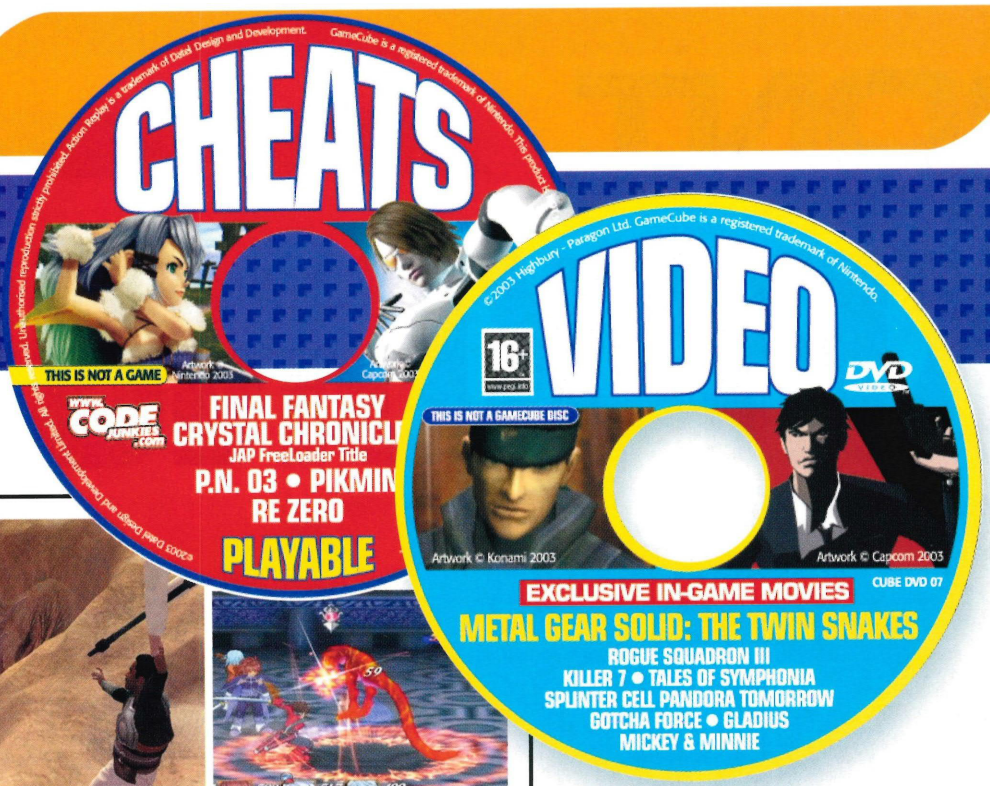
VIDEO DISC FRONT PAGE
Navigate using your remote control

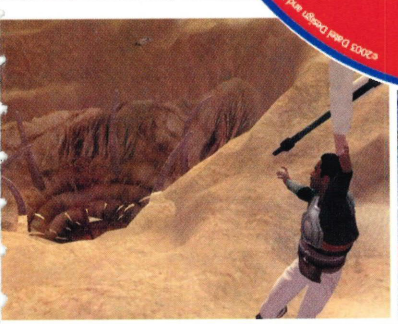


JUST LIKE THE MOVIES
Choose from a whole load of movies



CODE JUNKIES DIRECT
Try not to laugh at this guy







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 a Japanese copy of *Final Fantasy: Crystal Chronicles* on your PAL GameCube.

ON THE CHEATS DISC

FINAL FANTASY: CRYSTAL CHRONICLES (JAP)
INFINITE HEALTH
HAVE 8 HEARTS
HAVE TONS OF CASH
HAVE 99 ATTACK STAT

P.N.03
INFINITE HEALTH
INFINITE ENERGY
INFINITE CONTINUES

PIKMIN
ALWAYS ON 2ND DAY
INIFINTIE HELATH FOR OLIMAR
D-PAD LEFT FREEZE DAY TIMER
D-PAD RIGHT TO UNFREEZE DAY TIMER

RESIDENT EVIL ZERO
ZERO SAVES
INFINITE HELATH
INFINITE AMMO
SLOT 4: MOLOTOV COCKTAILS
PLUS MANY MORE…

1



Simply slap it in and boot up your machine…

2



…then follow the simple prompts

NEXT MONTH

Games always look better on your TV that in some crinkled magazine, which is why we sometimes wonder if people actually read this stuff. LALALALA. Anybody there? Thought not. Anyway, check these out…

THE GAMES…

- MADE IN WARIO
- MARIO KART: DOUBLE DASH!!
- ROGUE OPS
- HARRY POTTER: QUIDDITCH WORLDCUP
- RESIDENT EVIL 4
- DONKEY KONGA
- R: RACING EVOLUTION

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 GC. This month:

NAME: FINAL FANTASY: CC
REVIEWED: ISSUE 24
SCORE: 8.8

Square finally returns to Nintendo! This fantastic spin-off of the massive *Final Fantasy* franchise has you performing multiplayer shenanigans and exploring a vast adventure that will excite you and your friends.

UP FRONT

DONKEY KONGA

Donkey Song Country

CUBE INFORMATION

DONKEY KONGA	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	MUSIC
PLAYERS:	1-4

WHAT'S NEW

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

● **BANG ON TARGET:** Details on how Nintendo's rhythm extravaganza actually works give us the jungle jitters!

TBA | 12 DEC '03 | TBA





Donkey Kong Country **fans will be over the moon to see that all the old favourites return. Donkey, Kranky and Diddy are all up for a drumming session.**

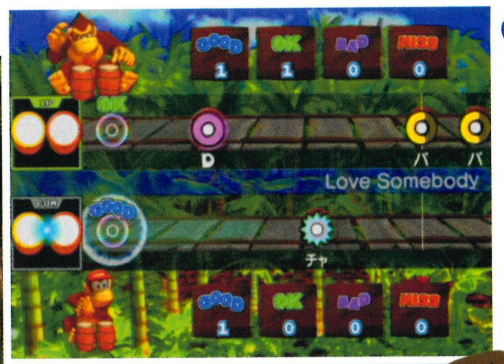
WE LOVE CRAZY gaming peripherals. From fishing rods to 3D glasses, maracas to guitars – chances are that if there's a game out there that requires some hideously expensive add-on to get the most out of it then we'll probably enjoy it. We're crazy like that. Doubly good news with *Donkey Kong* then: firstly, there's a very cool peripheral to play with – a set of conga drums styled into the shape of two barrels. That's two surfaces to hit, and even better, an internal microphone is also included which is designed to detect handclaps. Second point is that in Japan at least, the drum will be packed in with the game and sold at normal price! We'll have to wait and see whether this is the case or not when it comes to Europe.

If you didn't know already (hey, you may have been living under a barrel or something), *Donkey Konga* is a Bemani game styled around the world of our simian friends. Up to four different symbols scroll across the

"THERE'S A VERY COOL PERIPHERAL TO PLAY WITH – A SET OF CONGA DRUMS, STYLED INTO THE SHAPE OF TWO BARRELS"



Life isn't just about drumming, y'know!





As you hit the drums, Donkey and Diddy play along with you, mimicking your moves.





Clap your hands everybody!



We'll get back to you when we know what's going on here!

screen (along a vine, as it happens) from the right to the left, at which point you'll have to bang your drums in the appointed manner. A yellow circle means hit the right drum, red means strike the left while pink indicates you need to hit both at the same time, and a spark icon means that you'll have to clap your hands together. In addition to this there'll be sections where you'll have to bang the drums as fast as you can in an allotted time to gain points. As with most games of this type, the on-screen action is simple, leaving the complicated stuff for your flailing limbs out in the real world. What we especially like about this system though is that when you hit the drums, you also get a sound effect from the game. It's as if you're really there, swinging in the vines yourself!

The songs that you'll be busy banging your drums to are varied, taking in several genres. From the animé section you get *Kaze no La La La* (Detective Conan opening theme), *Mata Aeru Hi Made* (Doraemon ending theme), the *Kirby* theme, *Tottoko Hamutarou* opening theme, *Advance Adventure* (Pokemon Advance Generation opening theme) and *The Galaxy Express 999* opening song. Pop will have you jiggling to *Colors*, *Momoiro Kata Omoi*, *Ashita ga Aru sa*, *Fly High*, *Shake*, *Koi no Dance Site*, *Mini Moni Jan-ken-pyon!* and *Desire Jouretsu*. In the game genre, the *Donkey Konga* theme song, *Super Mario* theme and the fabulous *Monkey Rap* are there to play with, while the commercial section also has the *Pikmin* and *Starfi* theme songs.

If you want to get a little funkier, why not sample the Latin selection with *La Bamba*, *Mambo No 5* and *Mashu Ke Nada*. Or maybe *Oklahoma Mixer*, *Hungary March* and the *Turkish March* (all in the Classic and Folk Dance area) are more to your taste. The TV section is a little more obscure, with *Ainori* opening theme *Ashita he no Tobira*, *Love Somebody* from Odoru Daichosasen, Bokura ha hitotsu's *We are the One* and Hyokkori Youtan Shima. Lastly there's the Nursery Rhyme lot, unfortunately not anything we know. *Mori no Kumasan*, *Clarinet no Kowashichatta* and *Okina Furui Tokei*.

Even though it's not the *Donkey Kong* game we'd been expecting, we're looking forward to this. Dancing and music games are awfully good fun for everyone – a plus point in the run-up to Christmas – and it just happens to be a genre in which the GameCube is sadly lacking. Also, there couldn't really be a better franchise to base a music game on. 32 songs await your mastery (add-on packs are more or less a given at this point) and with the promised Latin, pop and dance flavours, you just know that it won't be long before you start getting a taste of the jungle yourself. CUBE

Party on, Mario!

CUBE

INFORMATION

MARIO PARTY 5	
PUBLISHER:	NINTENDO
DEVELOPER:	HUDSON SOFT
ORIGIN:	JAPAN
GENRE:	PARTY
PLAYERS:	1-4

WHAT'S NEW

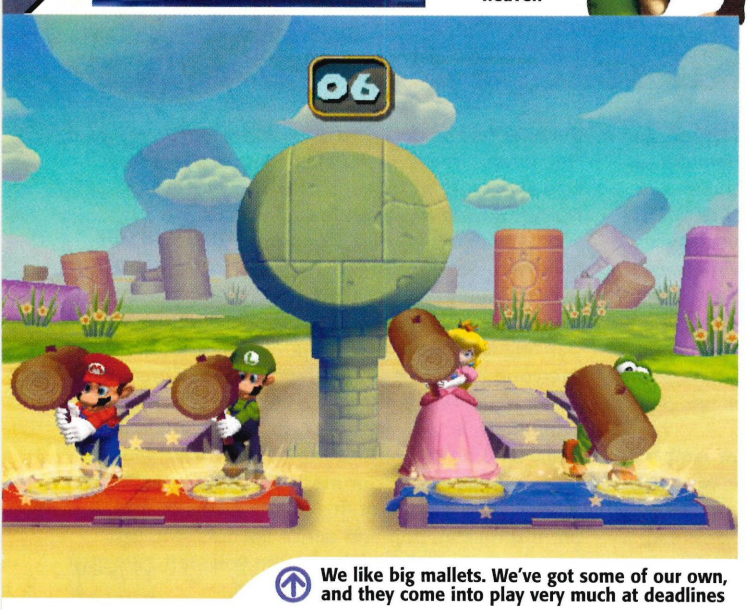
- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✗ CHARACTER INFO
- ✗ STORYLINE SPOILERS

● **Let the games begin:** The next *Mario Party* game takes shape. New mini-games, new characters and new details.

DEC '03 | NOV '03 | NOV '03



All your favourite characters back in mini-game heaven



We like big mallets. We've got some of our own, and they come into play very much at deadlines

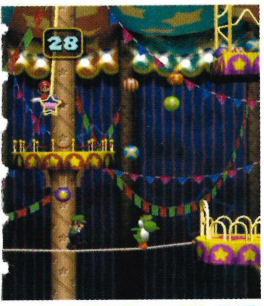
MARIO P

IT'S THAT TIME of year again! *Mario Party 5* may not be the biggest release on most people's lists, but for us it's one of the winter highlights. Reuniting friends and foes from the Mario Universe, the battle to see who can gather the most stars is always an intense one.

Mario Party 5 introduces a grand total of 60 brand new mini-games for your consumption. Out of the ones we've seen, our favourites have to be the Tree Climbing game, where you have to quickly run up tree branches as they sprout from the left and right, Spot-a-Plant where Piranha Plants begin to dance and you have to select the odd one out, Penguin Chase where you find yourself on an extremely over-populated ice block and have to ensure your survival by knocking everyone else off, Chomp Leading which asks you to direct a Chomp around an obstacle course using just a whistle, Shy Guy Spotting, where you have to run around picking up buckets which may or may not house Shy Guys, and the block stomp game which plays a little like *Mr. Driller*. Of course, this is what we've come to expect from *Mario Party* these days. The big changes are in how the board game aspect works.

For those not familiar with it, the basic idea is that the player with the most coins/stars at the end of 10 turns wins. Every turn is initialised with the roll of a die, and players move across a giant game board in relation to the number rolled. Every square they land on manipulates the game in some way, for better or worse. This is all carried out in exactly the

"MARIO PARTY 5 INTRODUCES A GRAND TOTAL OF 60 BRAND NEW MINI-GAMES FOR YOUR CONSUMPTION"



Now's not the time to think about laying eggs, my green friend!



One more dimension maybe, but as much colour as ever







You'll get the option of setting everyone against this fiend







Just look at those Shy-Guy statues! We want one!

Just when we thought every level was vibrant and bright

ARTY 5

same manner as before but the game board is now 3D, making navigation easier. You'll also be able to pick up small capsules which house mini-games or coins that you can chuck onto board squares to hinder your foe's progress, or indeed, aid yours. Also a bonus are the three new games: Ice Hockey, Volleyball and an interesting game of cards await, all of them fun enough to last many hours.

This isn't going to reverse the opinions of people fed up with the whole *Mario Party* thing, but for those who love a Nintendo-flavoured family gathering, there really is nothing better. With all the new mini-games to master and a far more involving board, fanatics will lap this up.



GCN GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

REPORTAGE
An interview with the guys behind *Double Dash!!* and some *Zelda*-style bonus disc goodness from Nintendo
PAGES 14-15

ANIME-TRICKS
A look at the influence of animé on gaming and your chance to win a handful of DVD's including *Spirited Away*!
PAGE 16

GC EMU
The lowdown on a new real time strategy by ex-Blizzard coders and how to run retro games on your GameCube
PAGE 18

COLOR OF MONEY
Peter Molyneux tells us about his sim film game *The Movies* and Archer Maclean returns with the only Pool game you'll ever need
PAGES 20-21

WORLD OF NINTY
News mongering from around the four corners of globe made all easy on the eye and nice to read like.
PAGES 24-25

N5
The past happened yesterday but the furture's here now. CUBE investigates what's happening with Nintendo's next console
PAGES 26-27





TO[illegible] GOV'

GameC[illegible]
as Nin[illegible]

d retailers pledge support
about festive cheer...

shelves across Europe" comments David Gosen,
ring Director, Nintendo of Europe. In fact
[illegible]en have so taken with this staggering
GC is, amazingly, now £10 cheaper
that only two days afterwards
ose by four hundred percent and
week Nintendo were selling ten
es than previously!
had retailers, some of whom
previously discontinued selling
ing back to Nintendo to stock

"THERE'S SIMPLY NEVER BEEN A BETTER TIME TO OWN A GAMECUBE"



Look at it there all silvery and shiny. Like magpies we always pick the shiny things...

NOR £79!

their goods. And with frankly brilliant titles such as *Pikmin*, *Mario Sunshine* and *Metroid Prime* now costing only £20 being complemented by more recent releases such as *F-Zero GX* and *Double Dash!!* the GameCube has what is arguably the very best range of games on any current console, so the buying spree looks set to continue.

We may in the past have pointed out Nintendo's multitude of errors in dealing with the European market – the lack of advertising , the perpetual delays, unhelpful secrecy and so on – but this current plan of action (dropping the price so low that a GameCube becomes an impulse buy) could hardly have come at a better time.

After all, for months now there's been dwindling support from third party publishers (Atari canned games, Eidos and Acclaim dropped out of the picture completely) as they felt (quite rightly) that making games for a Nintendo machine was risky due to the number of people owning one. All this could change.

In the meantime at least LAN link-up seems even better served as you're now more likely to know fellow GameCube owners, GBA link-up appears less of a novelty, and who knows, that fabled prospect – online gaming, an idea also held back in part by the number of GameCubes out there, may well be given more serious thought by Nintendo on finding it's got a massively increased number of people playing its machines.

There's simply never been a better time to own a GameCube. CUBE

IN THE CUBE WITH...



DAWN PAYNE

POSITION: MARKETING MANAGER COMPANY: NOE

CUBE: Earlier in the year Argos was selling GameCubes for around the same price as Nintendo is currently charging (£79) and shifted an awful lot of consoles by doing so. Was the success of this price cut by a retailer a wake up call to Nintendo that the GameCube needed to be cheaper?
DP: It has always been our plan at this stage of GameCube's lifecycle to reduce the price of the console, and this is the first time the price has been reduced since launch. We're sending people into stores right now to buy GameCube and they'll keep on going back through Christmas and beyond to buy all our awesome games, thus the price cut is a long term strategy.

CUBE: Much as we're glad to see Nintendo drop the price of the GameCube (after all, the more people who own a GameCube the better the support is likely to be from publishers making games) the Consumers' Association of Great Britain recently noted that the console is £10 more expensive in the UK than in the rest Europe. Why is this?
DP: The retailers set the prices of Nintendo GameCube independently, and therefore we have no control of the price set by retailers in either the UK or Europe. This is why there is a difference in price. However, there are currently some bundles in store that are great value.

CUBE: Do you think it's a problem that as the GBA SP now costs more than a GameCube consumers might think Nintendo's handheld machine is overpriced?
DP: No. They're two different products so you can't compare the price. We firmly believe that the price reflects the investment made in the development of the platform, in addition to the ongoing development of exciting software that continues to appeal to handheld gamers of all ages.

CUBE: The sales and image of the GBA SP have obviously been much enhanced by the marketing campaigns accompanying the handheld. Why is Nintendo not running a similarly savvy and high profile advertising blitz for the GameCube?
DP: The GCN price reduction has dedicated marketing support, and will continue to do so in the run up to Christmas and beyond. We see the handheld and home console sectors as entirely different markets, therefore the marketing support will always vary accordingly.

CUBE: Will the recently announced wireless GBA link-up adapter be launched in Europe along with *Pokémon Red* and *Green*?
DP: Nintendo has made no announcement regarding this.

CUBE: ARRGH!



SOUND BYTE

"WE'VE SEEN PEOPLE MAKE SOME INITIATIVES ON VIDEO IN THE GAME BOY; THAT PROBABLY WON'T MAKE THIS HOLIDAY, BUT WE'RE PRETTY CONFIDENT IT WILL COME IN 2004."

George Harrison, senior vice president of marketing and communications, NOA

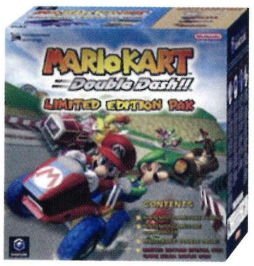
With Sony's PSP on the horizon Nintendo is planning upgrades to the GBA's abilities

YET MORE ZELDA GOOD-NESS



Free *Zelda* bonus disc to be given to all new GameCube owners!

At the moment it seems you can only get the *Zelda* bonus disc by buying a new GameCube



Nintendo of Europe is planning yet another *Zelda* bonus disc, similar, but even more generous, than the *Ocarina Of Time* and *Master Quest* disc given to those who pre-ordered *The Wind Waker*.

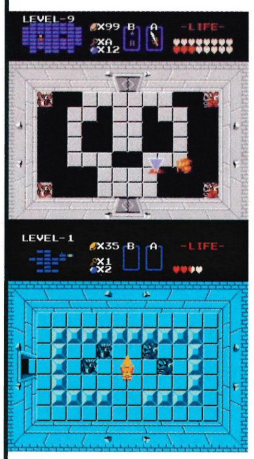
The contents of the disc, essentially a collector's edition mini-anthology, includes both NES, N64 and GameCube titles of the elf boy Link's adventures. The full listing of games is *The Legend of Zelda*, *Zelda II: The Adventure Of Link*, *Ocarina Of Time*, *Majora's Mask* and a demo of *The Wind Waker*.

This new *Zelda* disc will be available for free with all new GameCubes bought as part of the *Mario Kart: Double Dash!!* bundle.

CUBE

THE STRONGEST LINK

CUBE RATES WHAT'S ON THE DISC...



NES Zelda on your GameCube. Sweet



THE LEGEND OF ZELDA
The original, and by far the most non-linear of them all – some would argue that the spirit of the first hasn't been captured since.

ZELDA II: THE ADVENTURE OF LINK
A new direction for the series, with some controversial side scrolling section causing uproar with the dedicated.

OCARINA OF TIME
Link goes into 3D! The most awaited game ever, and for once, not disappointing in the slightest. By far the most expansive *Zelda* title yet.

MAJORA'S MASK
A refreshing take on the *Zelda* formula. Only four dungeons, but the innovative time-based structure induced almost as many headaches as it did pleasure.

Brand new customised SP's ...

On 28 November Nintendo will release special edition *Pokémon* GBA SP packs. The package includes *Pokémon Ruby* and *Sapphire* versions of the handheld itself and is likely to cost around £120.

...on the horizon

Over the last 11 years...

20 MILLION

...the number of Mario Kart games sold

"IF YOU THOUGHT THE GAMECUBE WAS FADING AWAY, THEN THINK AGAIN. CUBE UNVEILS THIRTY HOT GAMES FOR 2004"

full story page 30



MARIO KART TO

Enthusiasts do what Nintendo don't

AS WE PREDICTED a few issues ago, regardless of whether Nintendo would make *Double Dash!!* available to play online the fact that it's a LAN enabled game always meant that someone would have a go at networking games over the web. And that is exactly what's happening.

An outfit called the "Warp Pipe Project" are using a Microsoft Windows utility to fool the GameCube into thinking its functioning via LAN when its actually linking up games through the internet.

At the time of writing *Double Dash!!* isn't out on general release but Warp Pipe have managed to run and successfully play networked games of another LAN title, Kirby's Air Ride. To do so they used – as will you if you want to try play GameCube online – a broadband adapter, a router, a Windows enabled PC, a copy of a LAN game and a version of Warp Pipe downloadable from www.warppipe.com

We're told that despite some teething problems such online games played for the most part with an almost unchanged framerate and only minor bouts of lag and slowdown.

Warp Pipe aim to have such issues ironed out (they are after all only at only an un-optimised Alpha stage of testing) by which time we'll bring you more on this interesting development next month.

CUBE

SLIP-O-METER

The games that dodge their release dates and those that got away



(OVER THE) COUNTER CULTURE...

A choice cut consumer trinket

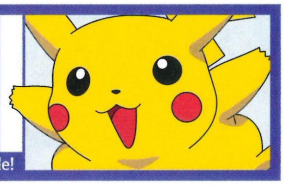
Forget two turntables and microphone, hand crafted Ocarinas are where it's at. Just ask Simon Cowell. Available from www.songbirdocarina.com one of these handmade Ocarinas costs about £25 and comes complete with a mini-songbook of *Zelda* tunes to help you on your way to becoming an elfin *Pop Idol*.



Number of copies sold in Europe of...

500,000

Pokémon Ruby and Sapphire in its 1st weekend on sale!



GO ONLINE



Testing of online games of *Double Dash!!* are currently underway. visit warppipe.com for details of how you can get involved

IT'S A INTERVIEW

IN THE CUBE WITH...

THE MK: DD!! TEAM



Earlier this month we got on the dog and bone and had a right old chinwag with some of the guys at EAD about – well, what else – *Mario Kart: Double Dash!!* Before answering our questions each of the developers introduced themselves and told what games they'd previously worked – a kind of "you might remember me from"...

POSITION: GAMES DEVELOPERS **COMPANY: NINTENDO OF JAPAN**

MR SUGIYAMA: I'm the Deputy Manager at EAD, Software Designing Section, Analysis and Development Department at Nintendo, and I have worked on many projects since I joined Nintendo, starting off with '*Zelda II: The Adventure Of Link*' on the SNES, *Super Mario Kart*, '*Mario Kart 64*' and *F- Zero GX* and also for the Nintendo GameCube, '*Luigi's Mansion*' is one of the titles I have worked on. As for *Mario Kart: Double Dash!!* that we are going to talk to you about today, I was one of the producers. Thank you.

MR TAKAHASHI: Hello everybody. I was the Game Designer for '*Wave Race 64*' on Nintendo 64. I was in Paris for the Pokémon Stadium and also was one of the Producers for *Mario Kart: Double Dash!!* Thank you.

MR MIZUKI: My official title is the Title Section Manager at EAD and I generally work as one of the planners. I have worked on several titles in the past, including the '*Pokémon Stadium 2*' for the Nintendo 64 and '*Luigi's Mansion*' for the Nintendo GameCube as an Assistant Game Designer, and now I am the Director for *Mario Kart: Double Dash!!*Thank you.

CUBE: There have been many new game play additions in *Mario Kart*, but some have also been taken out, for example, the ability to escape the banana and the use of a feather. How was it decided what game play features were kept in and what were removed in *Double Dash!!*

MR MIZUKI: If you are the best veteran *Mario Kart* driver, you can easily dodge the banana effect all the time. However, it is pretty hard for a novice player to dodge the effect of the banana, and they can easily creep away from the courses.

In other words, the existence of the banana can widen the gap between the ability of the veteran player and the novice player. For *Mario Kart: Double Dash!!* we wanted to narrow this down and so we removed that element.

And likewise, whenever we think about the ideas for the *Mario Kart: Double Dash!!* in terms of the ideas that functions we have implemented with the past games, we have carefully selected the items or features so that the gap between the novice players and veteran players can be narrowed down.

Of course, as you become more familiar with *Mario Kart: Double Dash!!*, there is room for improvement, but we wanted to narrow down the gap so that even when the novice players and veteran players are playing and fighting against each other, we really wanted both of them to enjoy themselves. That is the kind of standard we set when we were deciding upon which features to be removed and which features to remain.

CUBE: After playing the finished game, some Western gamers think that perhaps even the 150cc tracks are too slow. What do you think about this, and how has the reaction been to *Double Dash!!* from the Japanese Press?

MR SUGIYAMA: First of all, in making *Mario Kart,* we are not pursuing only the speed, but rather our focus is more on the features so that *Mario Kart* can be enjoyed by children and adults alike.

Of course whenever you want more speed, you can play games such as *F-Zero GX* from Nintendo, and I'm sure you are already enjoying this.

And another question that is very interesting, you were asking how the Japanese gaming media are reacting to the speed nature of this specific game. As a matter of fact, I have never heard any complaint from them as far as the speed of the *Mario Kart* series is concerned.

CUBE: Can you tell us what precisely has been Mr Miyamoto's role in the development of this game?

MR TAKAHASHI: Mr Miyamoto is the comprehensive producer or overall producer. In other words he looks at the very big picture of this product. And his responsibilities this time included the decision to implement the local access network ability and also some of the marketing activities like the decision to introduce the game, almost simultaneously around the world.

CUBE: Obviously Nintendo had the perfect opportunity to make its mark on the online market by making *Mario Kart* online, but you didn't. Why was this?

MR SUGIYAMA: Clearly this has nothing to do with the company decisions whatsoever. We have thought carefully in terms of the game play nature and thought it best not to include the online ability for the *Mario Kart: Double Dash!!*

At Nintendo it is the game designing or game designers who actually decide the company policy. So it is always the designers' intention and clearly from the play ability consideration that kind of decision is always made.

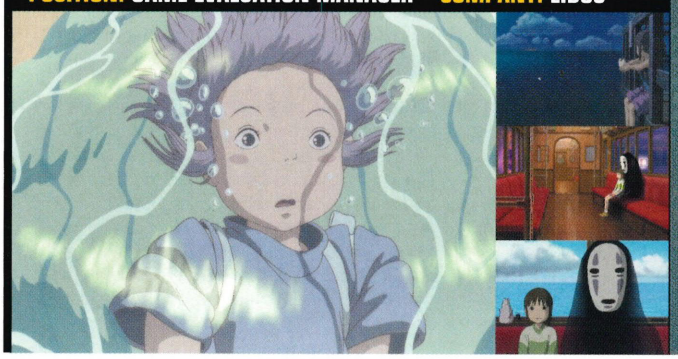
THE REAL CEL-SHADY

IN THE CUBE WITH...



DAN MAYERS

POSITION: GAME EVALUATION MANAGER **COMPANY:** EIDOS



JAPANESE ANIMATION AND video gaming have always gone hand in hand with Nintendo being the biggest developer of animé-styled titles released in the West – games such as *Pokémon*, *Yu Gi Oh!* and of course *The Legend Of Zelda: The Wind Waker*. This influence of animé (the Japanese term for their specific brand of animation) extends far beyond game design in the land of the rising sun though, and even into the realm of movies as witnessed in *The Matrix*. **CUBE** spoke to a Dan Mayers, a games Evaluation Manager at Eidos to talk about game design, the life of a developer and how British developers are making use of traditionally Eastern visual techniques.

CUBE: What sort of attributes do you need to be a games designer?
DM: To do the job you need a brain of boundless creativity, mixed with organisational ability that's near military in its precision. You should be literate too. To get the job you need to be grimly determined and unwaveringly enthusiastic in the face of constant rejection.

CUBE: What did you study in order to get you started in the games industry?
DM: What do you need to study to be a games designer? Games. Obviously... once you're able to demonstrate a deep and wide knowledge of gaming history and can explain eloquently and articulately why some games work well and others are best used as coffee cup coasters you'll be ready.

CUBE: How has animé influenced games design in general?
DM: A lot of Japanese games are more explicit in their references to animé, most of those you wouldn't see outside that country, but the ones that make it big over here almost always have a level of indebtedness to animé.

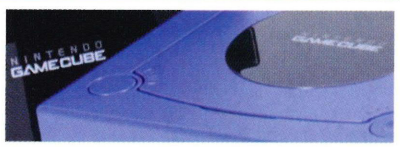
CUBE: What is it like working in the games design industry – is it as fun as it sounds?
DM: It's like anything. Sometimes you crawl home from work wondering wearily why you put yourself through this every day. Other days you swagger out of the building convinced that you've got the best job in the world and you're nothing short of a genius.

CUBE: Describe your average day?
DM: Depends entirely on the game, but an average day might include meetings to discuss character backstory, scriptwriting, collating feedback that the look and feel we're going for is the right one, making sure any vehicles handle properly, arranging focus groups to make sure the people who are actually going to be playing the game, like it and playing other peoples games that might be competitors. With tea and biscuits in between. CUBE

At the time of press the ratio of GBA's sold in

50 TO 1

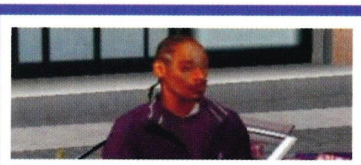
comparison to Nokia's N-Gauge!



It's the Snoop D-O-Double-G

Luxoflux, developers of, *True Crime* (reviewed on page 68) have signed up the Dogg Father of Hip Hop, Snoop Dogg, as a playable character in their *Grand Theft Auto*-a-like. Completing 'Dogg Patrol' mode unlocks Snoop complete with hyraulic-enhanced custom convertible.

on your TV



COMPETITION

COMPETITION

Win a handful of animé DVD's an exclusive Miyazaki t-shirt and a book on Japanese animation ...

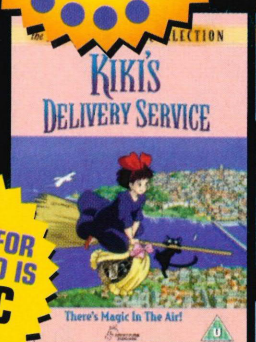
Continuing our animé themed look at gaming (and as an excuse to give you some cool free stuff) we're celebrating the UK DVD releases of *Castle In The Sky* and *Kiki's Delivery Service* and in conjunction with Buena Vista Home Entertainment are giving you the chance to win one of ten copies of both titles PLUS an exclusive Miyazaki t-shirt and the book – 'Hayao Miyazaki – Master of Japanese Animation'. For your chance to win, simply answer the following question:

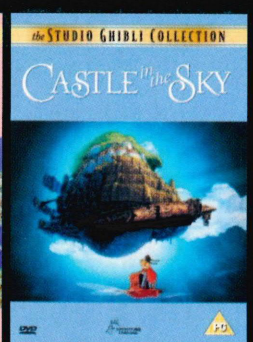
Q. WHICH ONE OF MIYAZAKI'S FILM RELEASES RECENTLY WON AN OSCAR?

A. PRINCESS MONONOKE
B. CASTLE IN THE SKY
C. SPIRITED AWAY

WIN!

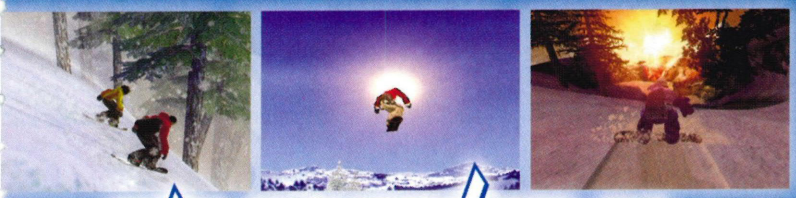
Odd but beautifully animated tales that are definitely a cut above the usual Disney song and dance material, you know Gary loves it





THE DEADLINE FOR THIS COMPO IS 25 DEC 2003

FILM ME IN



OUT NOVEMBER 28

1080° AVALANCHE

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3+ www.pegi.info

MOUNTAIN'S GONNA GETCHA

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

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MIDWAY ARCADE TREASURES

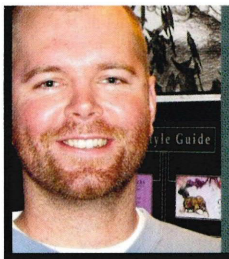
Turn your GC into an eighties arcade emulator!

Early next year, Midway, a company that initially made its name producing arcade action games will be gracing the GameCube with a compendium of over twenty of its very best coin-op classics. The full listing of this trip down memory lane includes the following games:

- SPYHUNTER
- DEFENDER
- GAUNTLET
- JOUST
- PAPERBOY
- RAMPAGE
- MARBLE
- MADNESS
- ROBOTRON 2084
- SMASHTV
- JOUST 2
- BUBBLES
- ROADBLASTERS
- STARGATE
- MOON PATROL
- BLASTER
- RAMPART
- SINISTAR
- SUPER SPRINT
- 720°
- TOOBIN'
- KLAX
- SPLAT!
- SATAN'S HOLLOW
- VINDICATORS

As an added bonus the disc comes with DVD content such as creator and developer interviews, game histories and music from the eighties.

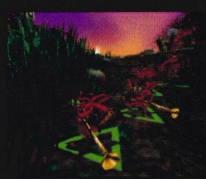




GOBLIN COMMANDER

"Oi, goblin, get over 'ere"

IN THE CUBE WITH...

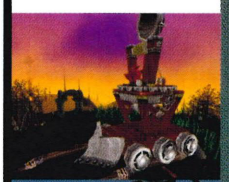




CHRIS MILLAR

POSITION: LEAD PRODUCER COMPANY: LJALECO'S BOULDER STUDIO

Real Time Strategy finally comes to the GameCube – fun for armchair generals and sofa sergeants everywhere





CUBE: How did you first get into the videogame industry?

CM: I began in the QA department at Blizzard Entertainment in 1995, on *Warcraft II*. From there I helped influence some of the level designs of the *Warcraft II* expansion pack, and then moved up the chain of command over a seven year period until I was working on *StarCraft Ghost*. It was in Nov 2002 that I left to come and join the crew over at Jaleco on *Goblin Commander*.

CUBE: What are your favourite three games of all on time?

CM: *Conkers Bad Fur Day*, *Battlefield 1942* and *GTA III*.

CUBE: Can you tell us how *Goblin Commander* plays. What's its premise and your objective?

CM: In the world of Ogriss, the goblins were not born, but created...

Goblin Commander is all about controlling chaotic packs of Goblins and monsters in an action-packed fantasy world that is in the midst of an apocalyptic war. The game features both a top down strategy component that one might find in typical RTS games as well as the ability to jump in and take direct control of various troops from a third person perspective.

The game features lots of environmental destruction, earth-shattering spells, as well as a healthy heaping of blood and gore as the player uses the five unique goblin clans to crush their kinsmen-turned-enemies.

CUBE: As a RTS game how have you managed to map all the usual functions of the genre onto the GameCube pad?

CM: In *Goblin Commander*, the player can control up to three individual goblin clans. In turn, each clan is assigned a 'Clan button' that corresponds directlyto a button on the controller. This button is used to set waypoints,attack enemy units or structures, and defend friendly structures. A fourth button allows the player to enter and exit individual creatures and structures through Direct Control. On top of that, by using an easily accessible 'Action' button as a modifier, the player can double tap the various clan buttons to access more advanced controls such as placing 'Waypoints Paths' and assigning an individual clan to 'Follow' another clan. It sounds a lot more complicated in trying to explain it, as we've done a lot of in-house testing with people from outside the company to see how quickly they adapt to the control scheme. Most of them have picked it up almost instantly, saying: "Wow... this is pretty cool!" It's been very exciting to get that reaction, especially from those who aren't necessarily RTS players.

CUBE: How does *Goblin Commander* compare to the much-loved *Diablo*, *Warcraft* and *Starcraft* series of games that you've previously worked on? Will fans of these titles find gameplay they recognise in *Goblin Commander*?

CM: Like all of these titles, GC has an evolved control scheme that has been polished up until the final days of development. It also has a character to it that is very unique, while still being accessible and familiar to the fans of the fantasy RTS genre. There is a streamlined resource management scheme, cool items to find by exploring, and a general satisfaction in watching the goblin battles unfold until the last clan is standing. Be sure to check out www.goblincommander.com for the latest info and screenshot updates.

CUBE

The Suffering

Midway's stab at survival horror, *The Suffering*, will no longer be coming out on the GameCube. The publisher has stated that this decision has been taken in order to focus on the launch of the game for other platforms such as PlayStation2 and Xbox.

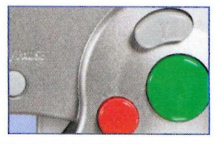
...gets canned



Number of GBA SP's sold in Europe...

2 MILLION

...in the first six months on sale!



SIERRA ENTERTAINMENT PRESENTS

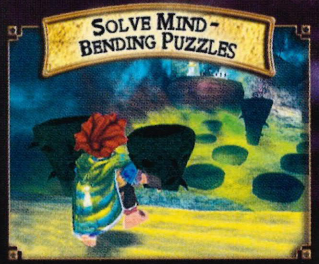
THE Hobbit™

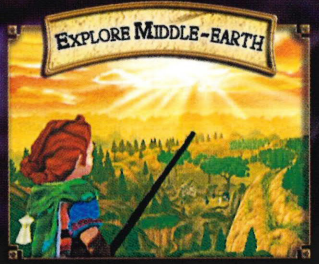
THE PRELUDE TO THE LORD OF THE RINGS™

OFFICIAL GAME

BASED ON THE LITERARY WORKS OF J.R.R. TOLKIEN







THE ADVENTURE OF A LIFETIME BECKONS

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PlayStation 2 NINTENDO GAMECUBE XBOX GAME BOY ADVANCE PC CD-ROM SIERRA INEVITABLE

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ADVANCED GAME PORT

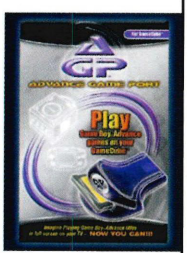
The Game Boy Player gets some competition

The maker of the Freeloader, Datel, has launched its very own version of Nintendo's Game Boy Player. Called the Advanced Game Port (AGP), this device plays Game Boy Advance games on your GameCube by simply allowing handheld titles to be read via an AGP plugged into a free memory card slot. Neatly enough the AGP can also maintain your real time clock and save positions within GBA/SP titles – now that's conectivity!

The AGP costs £29.99 (£10 cheaper than Nintendo's equivalent, which is nice) and will be in stores as of 24 October.

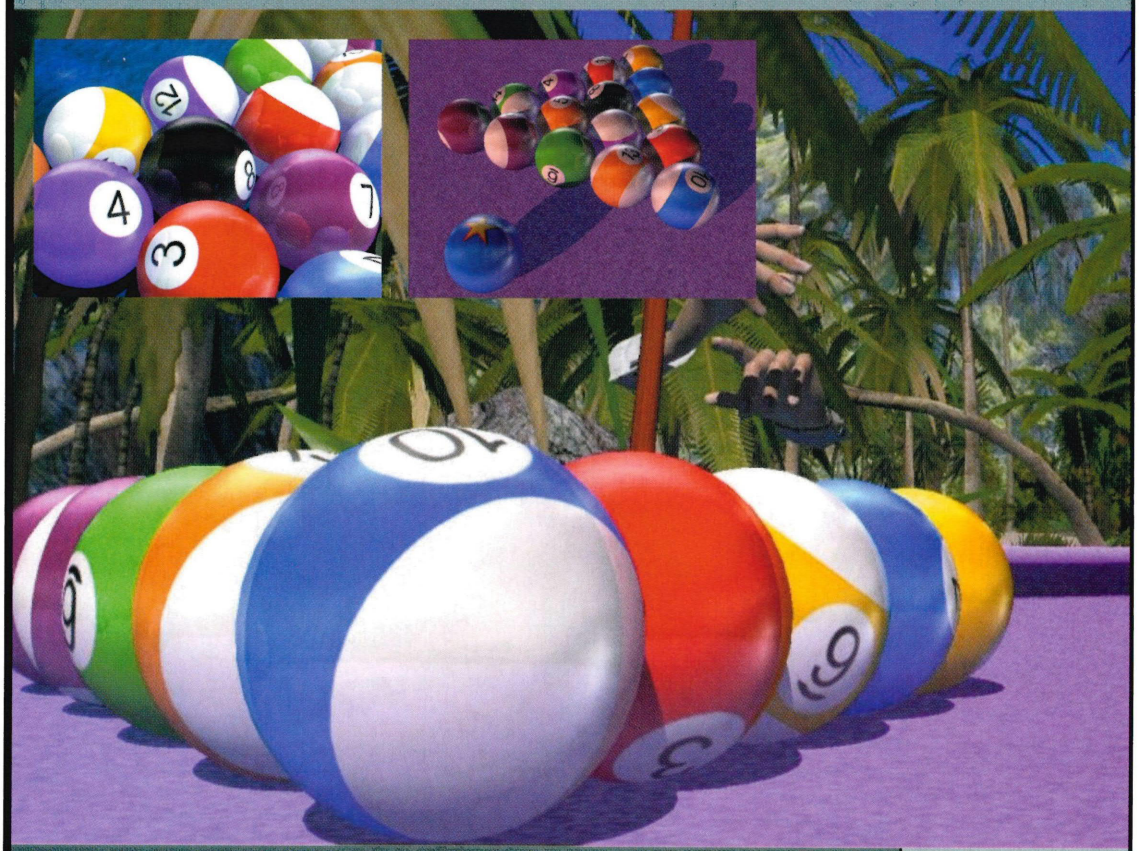


GameBoy Advance games made big on your television



As you read this the AGP is available at your local game store

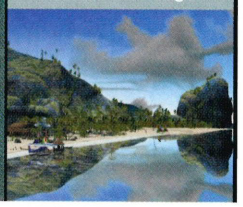
Right on Cue... PARADISE POOL



DEVELOPED BY INDUSTRY legend Archer Maclean, a man made famous by his *Jimmy White Snooker* games back on the Atari ST and Amiga, *Paradise Pool* should be the definite pool sim come the time of its launch in March of next year. Featuring twelve main rule sets (eight ball, nine ball etc.) games called "Bowlliards" and "Switchball" and a stunt hut of triangular and ice hockey themed tabled, *Paradise Pool* has more modes of play that the Hurricane Higgins has had shots of whiskey. Okay so that's a lie, but with mini-games such as darts, a cannon ball coconut shy and Archer's first ever game, *Dropzone*, tucked away in beach hut arcade, you get what we mean.

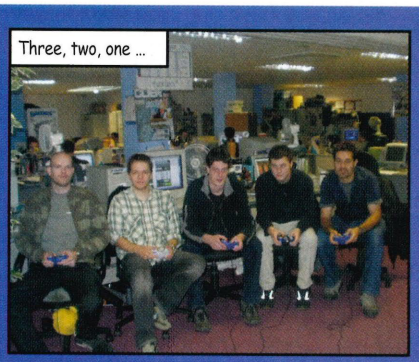
Considering the number of refinements and years over which Archer's Pool games have been tweaked we expect *Paradise Pool* to be nothing less flawless. CUBE

Apart from Monkey Billiards we've no decent pool sims. This should change

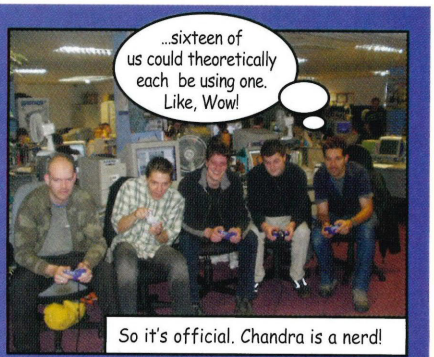


OFFICE MOMENTS

When he should have been concentrating on playing Double Dash!! Chandra's thoughts revealed just how much of a geek he truly is ...

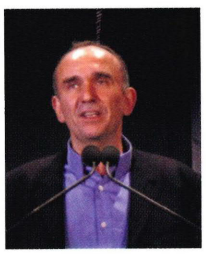






THE MOVIES

IN THE CUBE WITH...



PETER MOLYNEUX

POSITION: MANAGING DIRECTOR **COMPANY: LIONHEAD STUDIOS**

From black and white talkies to modern day blockbusters, this is sim film

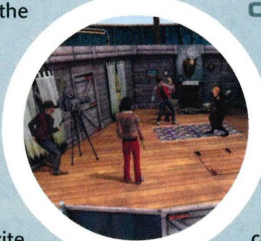


Hmm, just a thought – can you make your fav game into a film without ruining it?

INITIALLY BEST KNOWN perhaps for his work at British developer Bullfrog, which included the game *Populous*, Peter Molyneux, following the sale of Bullfrog to EA, founded his own company, Lionhead Studios, creating the critically acclaimed *Black & White*. He is currently involved in the creation of film studio simulation, *The Movies*. Earlier in the month CUBE caught up with Peter Molyneux to find out how this intriguing mix and management and creativity is coming along.

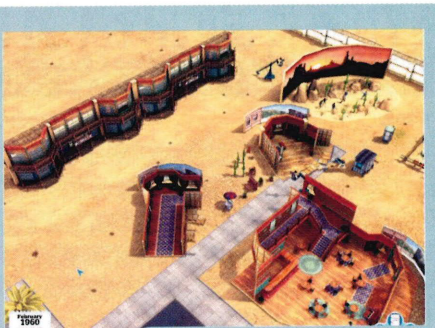
CUBE: How did you first get into the videogame industry?

PM: Hmm, this is quite a long story – I'd set up a company with my then partner Les Edgar programming databases on the PC, we called our company Taurus because we were both Taureans. One day we had a call inviting us to meet with Commodore – they gave us the red carpet treatment and were very keen for us to work on the Amiga asking us how long it would take for us to get "the program" on the Amiga – and giving us several free machines. It was only at the end of the meeting it dawned on me that they had the wrong Taurus – they thought we were a company called Torus. But we kept quiet, took the free machines and it soon became very apparent that the Amiga was going to be games machine – we were offered a conversion of *Druid 2* from the ST to Amiga and Bullfrog was born.



CUBE: What are your favourite three games of all time?

PM: *The Legend of Zelda: Ocarina Of Time* - just because it's one of the most complete games ever. *Advance Wars* – I spent my whole holiday playing on the beach and nearly caused a car crash playing it while driving. *Halo* – a great game and the co-operative play opened up a whole new range of gameplay.



Recreate the *Blazing Saddles* hilarious campfire scene

CUBE: We understand that to be successful as a movie maker you have to tailor your pictures to the audience of the time. How strict have you made these limits?

PM: This concept is central to the whole game, in fact you are free to push the limits as hard as you like but an extremely realistic violent film is not going to appeal to 1920's audiences and it is more than likely your studio would be closed down. The real art of this game is to push the boundaries but only slightly. However the player is restrained by the time period, and the budget, there are no limits on the game itself.

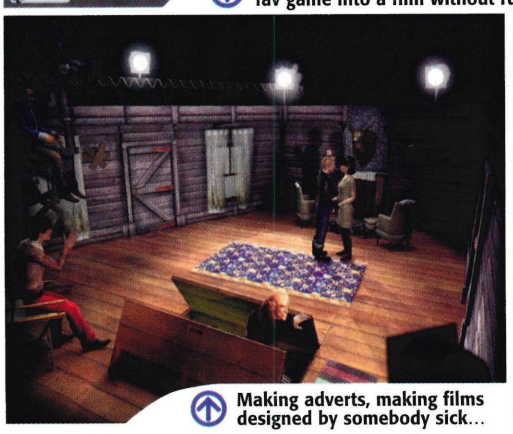
CUBE: Being able to download movie trailers to the internet so others can watch and rate them (and vice versa) sounds like a great idea, but how will this work on the GameCube?

PM: Although GameCube owners will be able to save off their Movie on to the memory card to show off to friends, until Nintendo has worked out whether the GC can be connected to the internet it won't be possible to upload you movies to the internet.

CUBE: Will there be any multiplayer features or GBA link up in the GC version?

PM: Too soon to say but I hope the GBA link up happens and this is something I find pretty exciting.

CUBE



Making adverts, making films designed by somebody sick...



Feeling kinda groovy, working on a movie...



Schlock! Horror! Make your own Hammer homage at home

UK RELEASE LIST

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

GAME	GENRE	PUBLISHER	RELEASE DATE	ANTICIPATION
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	★★★★
Rogue Ops	Stealth-'em-up	Capcom	Feb 2004	★★★
Metal Gear Solid: Twin Snakes	Stealth-'em-up	Konami	Feb 2004	★★★★★
StarCraft: Ghost	RPG	Vivendi	Feb 2004	★★★★
Killer 7	Action Adventure	Capcom	March 2004	★★★★★
Everything Or Nothing	Action Adventure	EA	March 2004	★★★★
The Movies	Simulation	Lionhead	March 2004	★★★★
Harvest Moon	Life Sim	Natsume March	2004	★★★★
Splinter Cell: Pandora Tomorrow	Stealth-'em-up	Ubi Soft	March 2004	★★★★★
Prince Of Persia: The Sands Of Time	Action Adventure	Ubi Soft	March 2004	★★★★★
Resident Evil 4	Survival Horror	Capcom	March 2004	★★★★★
Pikmin 2	Action Adventure	Nintendo	April 2004	★★★★★
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	★★★★
Final Fantasy: CC	RPG	SquareSoft	2004	★★★★★
Mario Tennis	Sports	Nintendo	2004	★★★★★
Geist	FPS	Nintendo	2004	★★★★★

IMPORTANT DATES...

Anyone buying *R: Racing Evolution* from America will also receive a free copy of *Pac-Man Vs.* as it's currently being bundled with all new Namco games across the pond! That's just one of those many joys of importing.

JAP RELEASE DATES

Donkey Konga	Namco/Nintendo	OUT!
R: Racing Evolution	Namco	OUT!
Pokémon Colosseum	Nintendo	OUT!

US RELEASE DATES

Beyond Good & Evil	Ubi Soft	OUT!
Prince of Persia	Ubi Soft	OUT!
R: Racing Evolution	Namco	Dec 12





SOUND BYTE

"I THINK IT COULD BE HUGELY IMPORTANT, BUT IT HAS NOT SO FAR LIVED UP TO ITS POTENTIAL. IN OTHER WORDS, WE HAVEN'T SHOWN THE GAME THAT MAKES IT A KILLER APPLICATION."

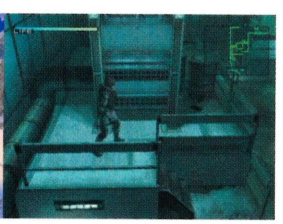
George Harrison, senior vice president of marketing and communications, NOA, concedes that GBA to GC link-up is yet to its potential.


MARIO KART: DOUBLE DASH!!


TONY HAWK'S UNDERGROUND


BILLY HATCHER AND THE GIANT EGG


1080° AVALANCHE


MGS: THE TWIN SNAKES

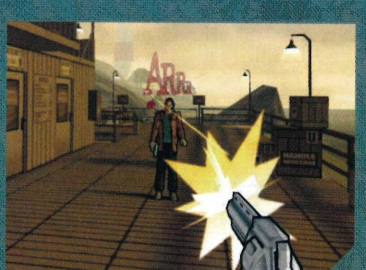
CUBE MOST PLAYED

The games we take home at the end of the day



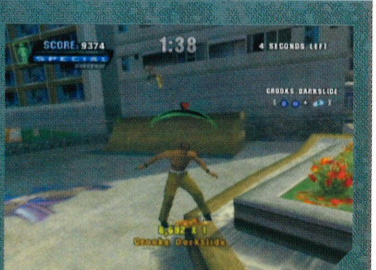
MARIO KART: DD!!

Since getting two copies of the game in the office we've had eight player Vs races via LAN link-up every single lunchtime. And it just keeps getting better. A game we'll be playing for months if not years to come.



XIII

With so few decent first person shooters launching over the past year or so, *XIII* despite its drawbacks has seen a lot of playtime. Maybe because of the way or looks or its excellent story, we just had to see the ending.



T.H.U.G.

We didn't expect to stay up into the wee small hours for nights on end canning through all the challenges, but we did. And we also didn't expect to still find playing "HORSE" so addictive. Roll on *Tony 6*...

MS-SPELT YOOF #1

FINDING NEMOY



Playing as Spock you boldly go where no Vulcan has gone before in a search to find your missing ears which are thought to be nestling somewhere on a CGI sea bed.

GAMECUBE CHARTS

WEEK ENDING 25 OCTOBER 2003

As a few old classics now part of the £19.99 Platinum range – *Metroid Prime* and *Mario Sunshine* – re-enter the chart it seems you lot just can't resist a bargain. It's also nice to see *Viewtiful Joe* selling so well, makes you think there will be a future for for original games rather than just endless frnachises.

UK CHART

ChartTrack

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

POS	LAST	TITLE	PUBLISHER	SCORE
1	NEW	FIFA 2004	EA	8.9
2	NEW	VIEWTIFUL JOE	CAPCOM	8.6
3	NEW	SUPER MARIO SUNSHINE	NINTENDO	9.4
4	NEW	SOUL CALIBUR II	NAMCO	9.2
5	1	STAR WARS: ROGUE LEADER	LUCASARTS	9.1
6	6	METROID PRIME	NINTENDO	9.6
7	6	JAMES BOND 007: NIGHTFIRE	EA	7.9
8	9	SUPER SMASH BROS. MELEE	NINTENDO	8.3
9	NEW	STAR WARS: JEDI KNIGHT II	LUCASARTS	4.7
10	NEW	MARIO PARTY 4	NINTENDO	9.0



METROID PRIME



MARIO SUNSHINE

A LINK TO THE PAST

DURING THIS MONTH BACK IN 1998...

The first English language versions of Nintendo's newest RPG, *The Legend Of Zelda: Ocarina Of Time* hit stores in America. Arguably the best videogame ever made *Ocarina Of Time* is still – over five years later – a masterpiece of design and of much "inspiration" to other developers when making their own 3D adventure games. Even Nintendo itself, is yet to better Ocarina as we saw with *The Wind Waker* which borrowed heavily from the gameplay of *Ocarina*.





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WORLD OF NINT

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

US wahey! (US)

"We're already receiving requests for additional shipments of Nintendo GameCube systems between now and the holidays." So say American retailers after sales of the GameCube quadrupled following Nintendo's slashing of the GameCube to only $99.

At one point during the start of October the GameCube was outselling the PlayStation2 by 20 percent and the Xbox by 145 percent giving Nintendo, including its GBA figures, the two best selling game systems in the country.



Selling out (GER)

Right across Europe Nintendo's cheaper GameCube is flying off the shelves. In Germany, Nintendo predicted a ten-fold increase in sales after the price cut and witnessed exactly that.



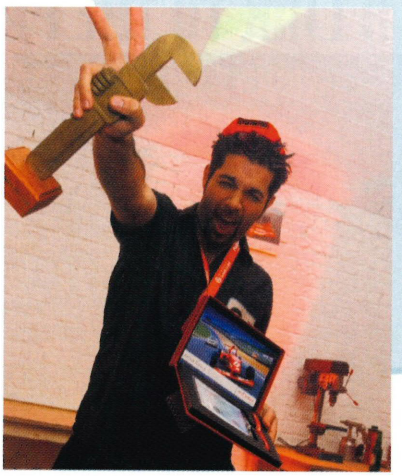
Henshin a going, going, gone! (US)

Capcom of America's online store sold out of all its copies of *Viewtiful Joe* on the very first day of its release! Having not done as well as expected in Japan a sequel to the side scrolling beat-'em-up was made less likely although continued American success along with good European sales could well see Capcom give Joe another game.



CUBE rules! (UK)

Earlier in the month CUBE travelled to a games industry *Double Dash!!* competition organised by Nintendo and attended by rival magazines and other assorted industry peeps. The result: the CUBE boys caned the competition and left with first prize!



Bling! Bling! (US)

Having sold a million WaveBirds, Nintendo's wireless controller has gone platinum. Literally. By the time you read this Platinum WaveBirds will be available in US stores. The WaveBird works using RF (radio frequency) technology and can be used for up to 100 hours on just two AA batteries.



ENDO

Yet more awards (JAP)

Japan's Consumer Entertainment Software Association (CESA) comprised of a panel of judges taken from games players, magazine editors and game developers, recently announced the results of its yearly videogame awards. Special mention in the Excellence category was given to *The Wind Waker*, *Made In Wario* and *Pokémon Ruby* and *Sapphire*. The overall winners were *Final Fantasy XI* and *Taiko no Tatsujin*. As you may already know from reading **CUBE** the latter game is a drumming title by Namco which is in part, much of the inspiration behind the upcoming *Donkey Konga*.



Nintendo # 1 on home turf (JAP)

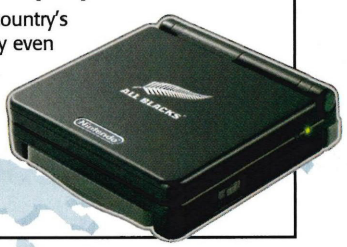
Sales figures over a week in Japan last month gave Nintendo the top, third and fourth positions in the hardware charts.

Software wise Nintendo also held the best-selling spot with *Made In Wario* (*Wario Ware*) shifting nearly 100,000 copies in its launch week.



All Black handheld (NZ)

In New Zealand, the country's national sport of rugby even influences the design of the GBA SP as you can see from this All Blacks themed SP that's been on sale since the start of the Rugby World Cup.



GAMECUBE CHARTS

WEEK ENDING 29 OCTOBER '03

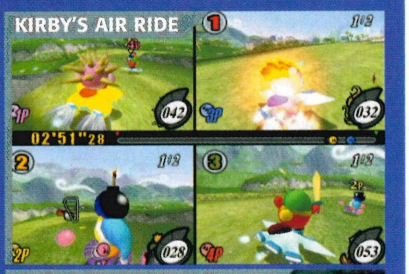
We doubt it'd ever happen over here but crazy-ass multiplayer, *Wario Ware*, has outsold every other game in Japan. America meanwhile is predictably safe in its buying habits although *Viewtiful Joe* is doing better than expected.

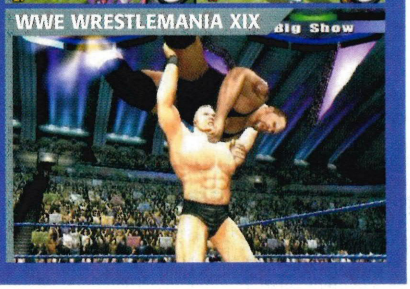
JAPANESE CHART

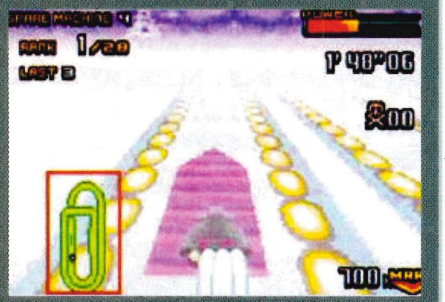
POS	LAST	TITLE	PUBLISHER
1	NEW	WARIO WARE	NINTENDO
2	1	MARIO GOLF	NINTENDO
3	7	KIRBY'S AIR RIDE	NINTENDO
4	NEW	BILLY HATCHER	SEGA
5	2	TALES OF SYMPHONIA	NINTENDO
6	3	HARVEST MOON	NATSUME
7	6	ANIMAL FOREST E+	NINTENDO
8	4	FINAL FANTASY: CC	NINTENDO
9	5	F-ZERO GX	NINTENDO
10	8	JIKKYOU PRO BASEBALL 10	KONAMI

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	SOUL CALIBUR 2	NAMCO
2	NEW	WWE WRESTLEMANIA XIX	THQ
3	2	F-ZERO GX	NINTENDO
4	NEW	VIEWTIFUL JOE	NINTENDO
5	3	MARIO GOLF	NINTENDO
6	4	TIGER WOODS 2004	EA
7	NEW	BILLY HATCHER	SEGA
8	8	LORD OF THE RINGS	EA
9	7	THE WIND WAKER	NINTENDO
10	9	THE SIMS	EA







POCKET-ROCKET ROUND-UP

Handheld delights coming your way...

With *Final Fantasy Tactics*, *Advance Wars 2*, *Mario Bros. 3*, and, in our opinion, one of the games of the year; *Wario Ware*, all available now to buy on GameBoy Advance (and of course GameBoy Player) you're seriously missing out on some absolute gaming gems by ignoring Nintendo's handheld. It doesn't end there though as these three beauties are on the horizon:

MARIO GOLF

Developed by Camelot, the same outfit that coded the excellent *Toadstool Tour* on GameCube, this is essentially the console version in the palm of your hand. Plus, it features GBA link-up.

F-ZERO: FALCON LEGEND

F-Zero 2 (basically a SNES-style update) will undoubtedly be a must have. Mixing the classic gameplay of the original with the spin move from *F-Zero X* on the N64, its out on the 28 November in Japan.

MARIO AND LUIGI

Mario And Luigi's battle system is turn based but real time. Also part of its gameplay is platforming sections where you use the brothers to solve puzzles. Both Mario and Luigi are controlled simultaneously and each have their own special moves along with abilities – such as a helicopter jump – only available by using them in tandem.

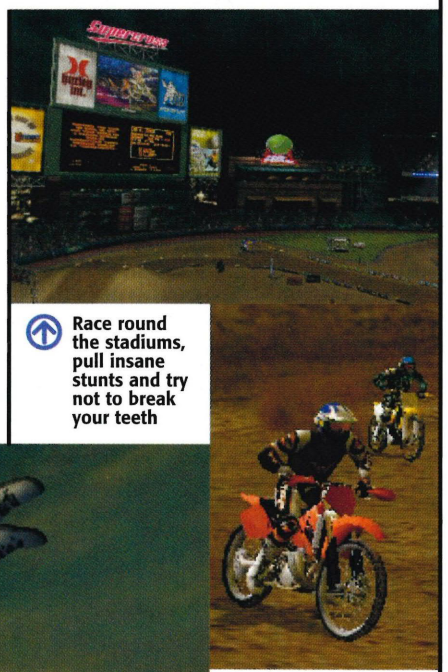
Think of a handheld version of the N64 RPG *Paper Mario* and that's what you've got here.



MTX MOTOTRAX

Excitebike on the GC Anyone?

THE GAMECUBE HAS had a sizable clutch of motocross games during its lifetime, but with the exception of the average *Freekstyle* from EA, they've all been pretty duff. Now at around this point in any mention of a new two wheeled game on a Nintendo system it's compulsory to compare it in some way to the much loved *Excitebike*. So we will. Only, this time it's more than just lazy name checking as *MTX* is developed by Left Field Productions who did *Excitebike* on the N64! With a career mode, multiplayer, bike upgrades and track editor it looks like *MTX* has the tool kit, now all that remains is for Left Field to make a good game of it. It's out in the spring of next year so we'll have a preview soon.



Race round the stadiums, pull insane stunts and try not to break your teeth



Gary reminiscing about *Excitebike*: "Oh that was a great game." You can't buy that kind of advertising, we don't take bribes

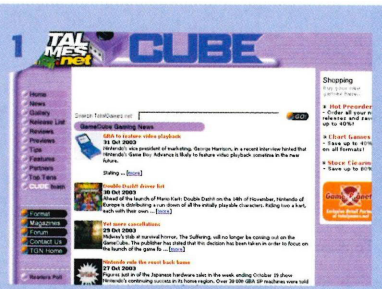
Get ready to display your mad skills like this superman seatgrab – brush up by watching the Xtreme channel

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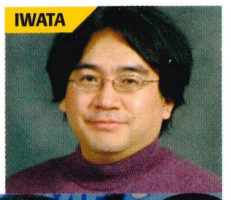
UP-TO-THE-MINUTE NEWS

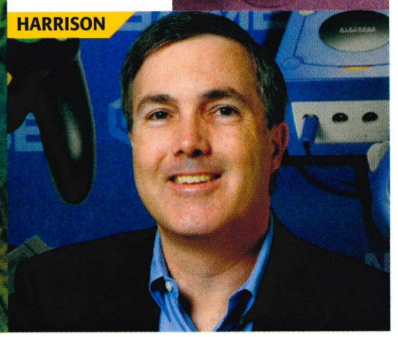
Every day of the week our rabid news hound updates the GameCube stories that matter.



N5

Nintendo's President says one thing, his American colleague says something different





The rules of the game

Too Human from Silicon Knights could well turn out to be a launch title for the console that replaces the GameCube



NINTENDO'S OWN IDEAS of what it's up to and where it's going are often impenetrably difficult to figure out. One thing though, recently made clear by George Harrison, Nintendo's head of marketing, is that with the launch of their next console Nintendo, "can't be a year late again, as we were with the GameCube".

All of which means is that if Sony and Microsoft go for a date of around 2005, then the GameCube's successor, the N5 as it's called, will also hit stores at this time. Whatever the PlayStation3 and Xbox2 are finally named they will of course feature online gaming support, the ability to play movies, along with backwards compatibility, and we suspect, a whole lot more. What then is the N5 going to be like?

Rewind a couple of months and Nintendo's president, Saturo Iwata, at the Tokyo game show, was telling us that he's sceptical about building consoles with DVD playback or other multimedia features. Skip to the present however and his American colleague, George Harrison, is conceding that Nintendo made mistakes in presenting the GameCube (it basically looked too unsophisticated) and that the phenomenal sales of the PlayStation2, were due in part, to it being used as more than just a games machine. Despite having the weakest performance, the PlayStation2 looks decent sat next to a TV and, if people didn't play games on it they could watch a movie and with neat advertising, product placement and the best range of third party support, Sony keeps selling truckloads of them. As Harrison noted: "It's not always about the most sophisticated technology; it's about what you do with it, and it's also about presentation."

With games on average taking a year or two from conception to retail, Nintendo is undoubtedly right now deciding the exact specifics of its next machine. As far as CUBE is concerned the rules when making this decision are obvious. Rule one: forget purple casing and go for an exterior look that's sleek, desirable and inoffensive. Rule two: make pads that translate easily to all types of game. It's a fact that most of the most sought after and best selling titles are multiformat, Nintendo can't ignore this and need to cater for ports. Rule three: get as much third-party support as possible and at every available opportunity buy exclusives. Rule four: include DVD playback.

Whilst we haven't even mentioned specific games, machine specs, online gaming or other features, if Nintendo overlooks these points then much as it pains us to say it, we really can't see the N5 succeeding.

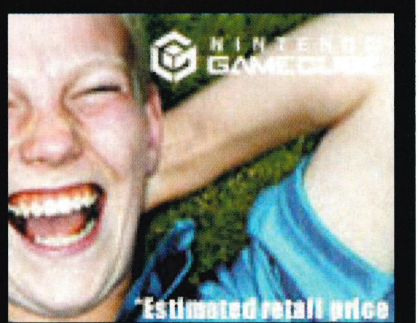
CUBE

GCN GAMECUBE NEWS

FINAL THOUGHT...

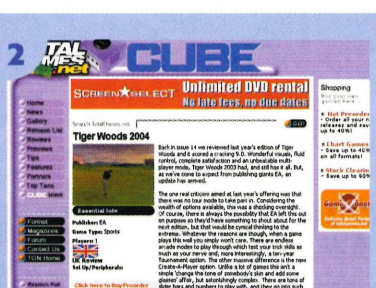
DOING IT FOR THE KIDS...

If console sales were decided solely by the manufacturer's ability to advertise their products then the GameCube would be dead and buried. It's not that Nintendo is unable to come up with a good advertising campaign (although, in truth, we can't recall a single particularly memorable or clever advert from the company), it's just that it's permanently got its pitch all wrong. Take the new £79 adverts running on TV, littered as they are, with fresh-faced, ankle biting youngsters. With its console suffering an image perception problem – too many punters think the GC is more of a toy than a cutting edge games machine – short of rebranding the GameCube, and calling it "My First Console" Nintendo could barely have commissioned a worse piece of advertising. They say that any publicity is good publicity. "They" are wrong.



A happy kid this Christmas – will Nintendo's advertising work?





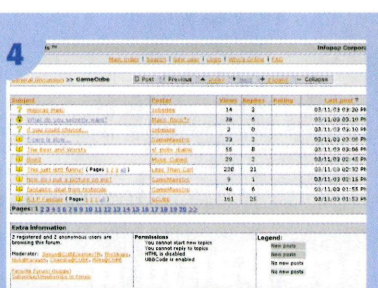
CUBE, WITHOUT THE PAPER

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.

BANJO IS BACK

NGC STAR GAME

90% NGC

'GO BUY NOW. YOU WON'T REGRET IT!'

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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®

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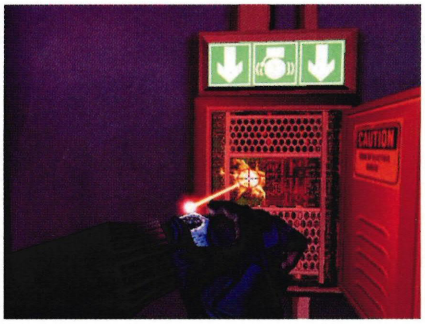
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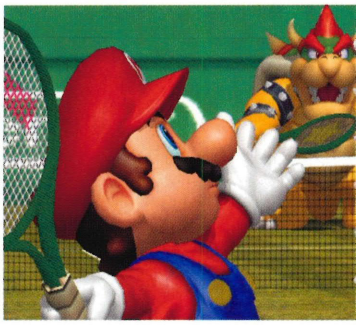
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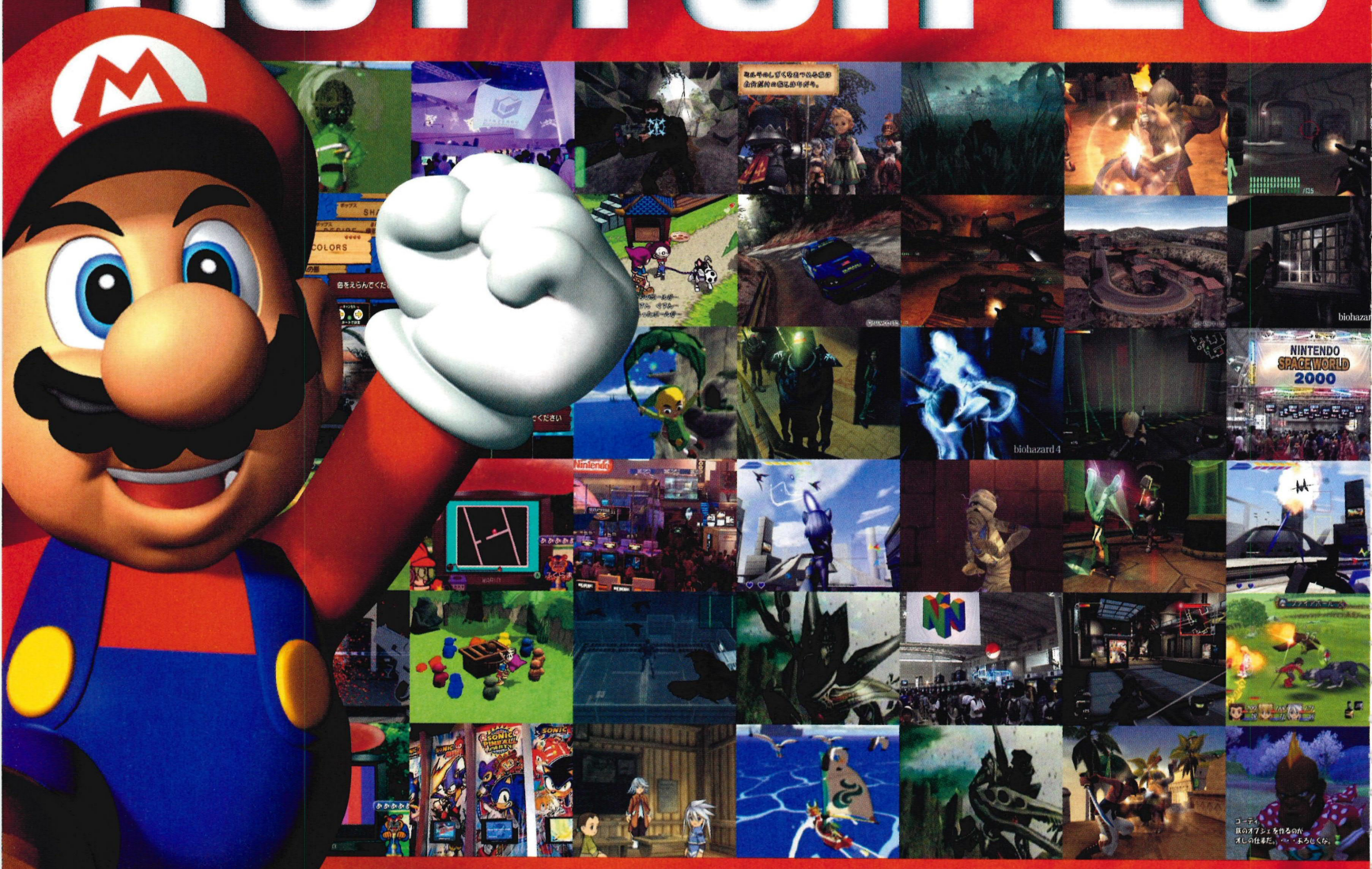








HOT FOR 20









04



30 OF THE VERY BEST NINTENDO-RELATED EVENTS FOR 2004

CAN YOU BELIEVE it? It was a full 12 months ago when we gave you our Top 20 reasons to own a GameCube in 2003. Ahh, it seems like it was yesterday. Some of those reasons came through: *Metroid Prime*, *Monkey Ball 2*, *Mario Kart*, *F-Zero*, *Soul Calibur II*... classics every one. Some turned out to be not quite what we were hoping: Tri-Force and GC Online never really happened did they? And then there are the ones that simply haven't arrived yet: *Thornado*, *Star Fox 2* and *Pikmin 2*. Will they arrive ' ' year, and will they be on the ess ' 2004? Read on my pre'

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WHATEVER HAPPENED TO...

THE GAMES THAT HAVE DISAPPEARED OFF THE FACE OF THE EARTH

There are five games in particular that we were really rubbing our hands together for:

- **THORNADO**
- **PILOTWINGS**
- **TOO HUMAN**
- **DONKEY KONG COUNTRY**
- **I-NINJA**

So what's happened to them then? Factor 5 is the developer in charge of both *Thornado* and *Pilotwings*. Having only just completed *Rebel Strike*, and with N5 (successor to GameCube) due to be announced sometime in 2004, it seems likely that both these titles will shift platforms. *Pilotwings* will almost certainly be an N5 launch title.

Too Human however is more difficult to place. There are two main teams at Silicon Knights: the smaller team is currently finishing off *Twin Snakes*, while the other team is most likely working on *Too Human*. We predict that *Too Human* will be a GameCube title, but given its size and complexity we may not see it until 2005.

Miyamoto-san's *'Donkey Kong* game' turned out to be *Donkey Konga*, so you can get *DKC* out of your head right now! Last, but by no means least, *I-Ninja* has become a PS2 exclusive in Europe. We'll be reviewing the import version soon (with a free FreeLoader on the cover), but don't expect to ever see it over here.

"THOUGHT THE GC WAS FADING AWAY? THINK AGAIN; HERE ARE 30 REASONS FOR GAMECUBE TO SUCCEED IN 2004"



UK RELEASE: TBA

GBA WIRELESS LINK

FORGET ALL ABOUT THE MUCH TALKED ABOUT MISSING LINK: THERE ISN'T ONE!

It may seem like a small development on the surface, but this wireless technology will change the way we play games as well as pave the way for the future. Imagine the possibilities. Wireless N5 pads as standard, and that's just the beginning.

Anyway, as far as GameCube is concerned it paints a pretty picture for games such as Pac Man Vs. Combine the fact that the game comes free, with being able to have four GBAs plugged in without the hassle of wires, and you're onto a winner. Nintendo knows best.



UK RELEASE: MAR '04

BEYOND GOOD & EVIL

GOOD THINGS COME TO THOSE WHO WAIT... THAT'S WHAT UBI SOFT IS SAYING ANYWAY

The early version that we played back at E3 sowed the seeds for a potential *Zelda* beater, so we're heartbroken that it's been delayed until March. *BG&E*'s many styles of gameplay provide the perfect fantasy adventure. Masterminded by *Rayman* creator Michel Ancel, the game has been in development for four years now, and the development time shows. Expect this to be one of THE sleeper hits of next year.

We'll have a massive In-Depth feature for you in CUBE 28, so keep your eyes open for that one.

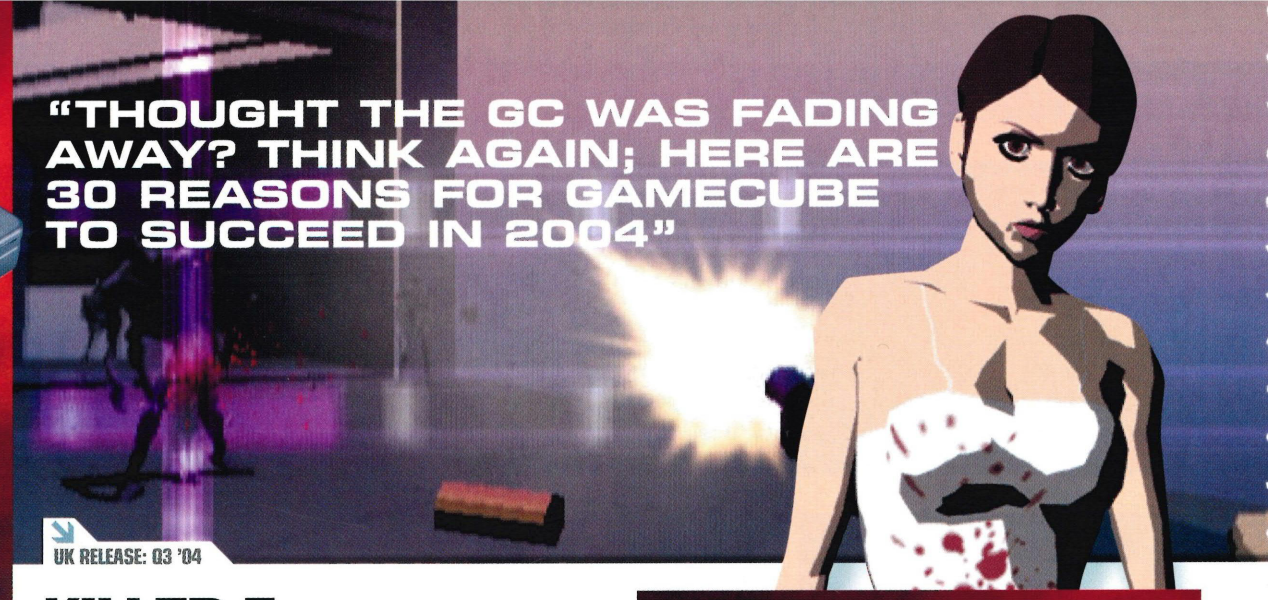


UK RELEASE: APR '04

007 EVERYTHING OR NOTHING

MR SMOOTH PREPARES FOR ANOTHER OUTING COURTESY OF EA

When the Executive Producer of a Bond title tells you that he's obsessed by *GoldenEye* and *Metroid Prime*, you just know that that game is going to be fantastic. Bond is taking on a third-person adventure stance, where much of the action is based around stealth. The more you think about it the more sense this makes.The stealth elements should deliver that certain something that has been missing before.

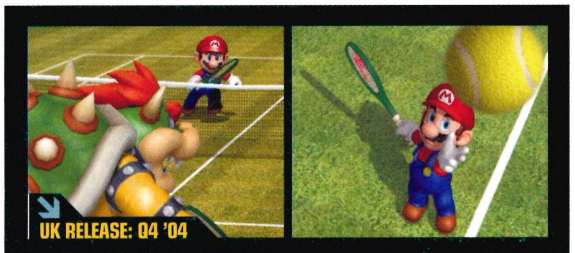


UK RELEASE: Q3 '04

KILLER 7

MURDER ON THE TRANCE-FLOOR

Capcom has managed to get people foaming at the mouth about this detective game-come-serial murderer sim despite having not actually told anyone much about it at all. The plotline and graphical style have been enough to draw people in hook, line and sinker thought – i victory for anti-marketing. In all honesty it could well disappoint, but this is unlikely given that it's being overseen by Production Studio 4 (*Viewtiful Joe*, *PN03*) head Mikami-san. If you don't know what all the fuss is about, try taking a peek at this month's Video Disc. We're sure you'll be at least a little impressed.



UK RELEASE: Q4 '04

MARIO TENNIS

CAMALOT GETS THE DEUCES FLOWING

If you're wondering whether we'll ever see this game, then join the club! Developers Camalot didn't start on it properly until *Mario Golf* went out the door (Sept '03), so don't expect to see it on the shelves until the end of next year. It'll be worth the wait though: just as *Mario Golf* was a pure pleasure-dome of multiplayer mascot-sporting, so too will *Tennis* be. The *Mario Tennis* franchise has traditionally been one of the best in its genre and we don't expect Nintendo to disappoint. It could really do with being launched during the summer though.



UK RELEASE: Q4 '03

MARIO TITLE

WILL THE REAL NEXT-GEN MARIO PLEASE STAND UP?

While *Mario Sunshine* was a great game, essentially it was *Mario 64 II* rather than a true next generation *Mario* title. Miyamoto-san has already stated that the next game in the series will be the step up that everyone was expecting from *Sunshine*, but aside from that he's keeping quiet. We will have to wait until E3 in May to see the game, and the chances are that it will be ready to go shortly after. In true Nintendo style nobody will know anything before E3 lest a competitor steals the new ideas, so you may as well put the not-so-slim but definitely shady plumber out of your mind.

... and we won't be holding one of those poxy 'what new abilities do you think Mario will have,' competitions; we all know that no one cares about that kind of thing...



UK RELEASE: Q2 '04

DONKEY KONGA

GO ON, SLAP YOURSELF SILLY



While pretty much every other console since the SNES has been graced with dancing/rhythm games, the N64 and GameCube have had no such luck. The market has grown exponentially over the last few years though: this coupled with the fact that Miyamoto-san has a soft spot for games such as *Samba De Amigo* has seen Nintendo joining forces with Namco to create the ultimate multiplayer, ape-ridden rhythm game.

It may not appeal to the masses due to its lack of current chart hits, but for the gamers out there it's going to be totally unmissable.



UK RELEASE: Q2 '04

DONKEY KONG'S DRUMS

THE PARTY ACCESSORY OF THE YEAR!

Yeah, yeah, so we've already mentioned *Donkey Konga* in this feature, but the drums themselves deserve their very own section. Even with just one pair four people can take part, as the accessory has microphones built into it to pick up sounds such as claps.

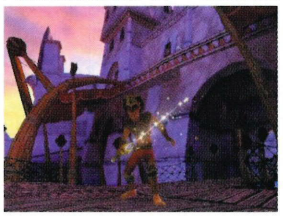
Genius. Just imagine how much of a laugh you could have with four sets! The mind boggles...

SPHINX AND THE CURSED MUMMY

IT'S A CASE OF CAN'T DIE WON'T DIE FOR THQ'S LATEST



UK RELEASE: FEB '04



THQ's Eurocom-developed adventure of the living dead may be little more than *Zelda* set in ancient Egypt, but that's hardly a bad thing. The more we see of it the more we like it. Using the 'dead'/'alive' properties of the two characters has allowed for some fantastic puzzle elements. With this type of game though it all comes down to the camera, so let's hope the team mimics that as well.

You can expect this to be another sleeper hit for the first quarter of the year, and we've just got some new code in, so you can expect a lovely little preview next issue!



UK RELEASE: MAR '03

SPLINTER CELL PANDORA TOMORROW

SAM FISHER JUST CAN'T STAY AWAY FROM NEAR-DEATH SITUATIONS

Last year Ubi Soft brought the stealth-'em-up kicking and screaming into the 21st Century. It was done so well that the title became one of the best-selling games of the year. Naturally work on the sequel began immediately, and the results are far more than just an evolution of the first game. There are several new moves for a start, and Sam actually comes up against teams of rival splinter cells, not just enemy thugs.



UK RELEASE Q4 '04

Nintendo is set to blow the lid on this game sometime in the next few months

STAR FOX 2

THE STAR FOX TEAM IS REUNITED ONCE MORE!

Regular readers will already know that the E3 presentation of this Nintendo-Namco collaboration disappointed in a big way, but with a year of development time still remaining we decided to delay our judgement. It's been six months now since we've seen anything it, and we get the feeling that the as yet unseen single-player mode will be something pretty damn special when it's finally unveiled.

A true sequel to the SNES and N64 classic franchise developed by the masters of the arcades is too much for our tiny little minds to handle.



UK RELEASE: Q2 '04

POKÉMON COLOSSEUM

COULD THIS BE THE MOST SUCCESSFUL GAMING FRANCHISE EVER?

There are two reasons why this has suddenly become a hot title for us. Firstly, it's a *Pokémon* title, and there are still an awful lot of fans out there. The second reason however, is that we're now really looking forward to the game. Admittedly we moaned about it just being *Pokémon Stadium 2*, but it has just recently come to light that there will be a massive RPG mode. Whether this was added as a result of the E3 feedback is unknown but the new addition has sparked a lot of interest.



UK RELEASE: APR '04

METAL GEAR SOLID: THE TWIN SNAKES

"THE BEST STORY OF THE 20TH CENTURY" (KONAMI JAPAN)

Having played through the original we already know roughly what to expect, but we're still looking forward to sitting down with this upgraded version. So are you it seems, as it's come in at No 3 in your Top 10 most anticipated games for 2004.If you want to know more, or if you have no idea what we're talking about, there's a six-page In-Depth in this issue and ten minutes of footage on the Video Disc. If that doesn't do it for you, you're clinically dead!

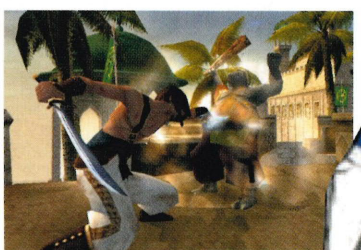


UK RELEASE: APR '04

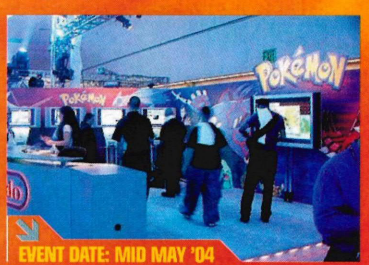
PRINCE OF PERSIA: THE SANDS OF TIME

SUCK UP THE PERFUMES OF ARABIA...

Another title that has been delayed until next year due to Sony's PAL exclusivity is this little gem. Don't worry though – the GameCube version will look far nicer with all that extra development time. The most recent PS2 code (which is pretty much complete) shows a game that has improved yet again over the already fantastic version that we used for our In-Depth a few issues ago. Ubi Soft really does have a killer line-up next year, and POP is arguably the most promising out of the lot.





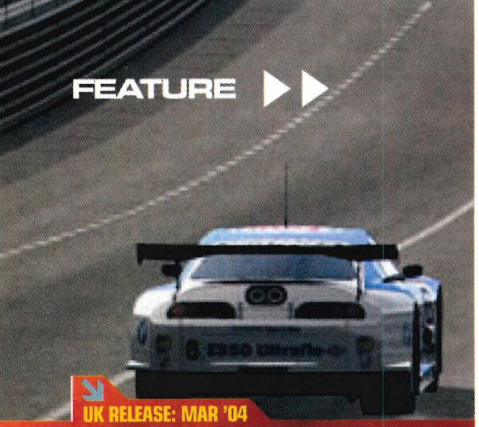


EVENT DATE: MID MAY '04

E3 2004

COULD THIS BE THE MOST SUCCESSFUL GAMING FRANCHISE EVER?

Every year we find it hard to imagine how Nintendo will better its previous attempts and every year (with the exception of 2003) it manages to do it. This year will see titles such as *Metroid Prime 2*, *Geist*, *Mario*, *RE4* and *Zelda* in a playable capacity. More interesting though is the potential first announcement regarding Nintendo's next machine, N5. Nintendo is almost certain to announce the fact that the official successor to the GameCube will arrive in 2005. Don't expect to see the pad, any specific details, or any in-game footage though.

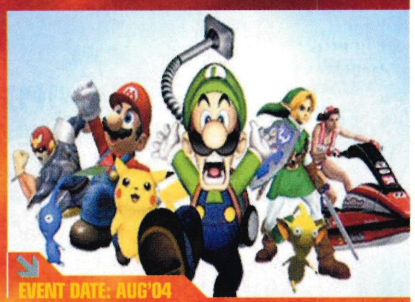


UK RELEASE: MAR '04

R: RACING EVOLUTION

THE GAMECUBE'S FIRST DECENT RACING SIM SCREAMS INTO VIEW

The fact that Namco is working so closely with Nintendo is fantastic news, as it means the GameCube gets the three genres in which it would otherwise be desperately lacking: serious racers, RPGs and beat-'em-ups. With the latter two already out only *R: Racing* is left to take the stand. Latest code reveals a game that provides everything we would want: a serious racing game with all the character of the classic *Ridge Racer* titles. Namco can't possibly lose.

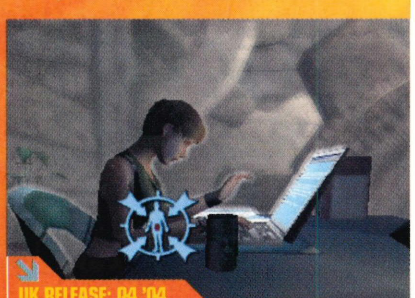


EVENT DATE: AUG'04

SPACEWORLD '04

THE FABLED SHOW COULD MAKE A RETURN, IF NINTENDO KNOWS WHAT'S GOOD FOR IT

While N5 should be officially announced at E3, it's likely that any first in-game footage will be saved for a Japanese debut. Spaceworld would be the perfect event at which to do this, IF Nintendo decides to resurrect it. Let's face it though, there will be plenty of reasons for it: GBA2, N5, *Zelda* and whatever other GC games are set to arrive around that time. It'll happen, and we'll be there... for sure... even if we have to sell Chandra's *Mario Kart* skills by the minute...



UK RELEASE: Q4 '04

GEIST

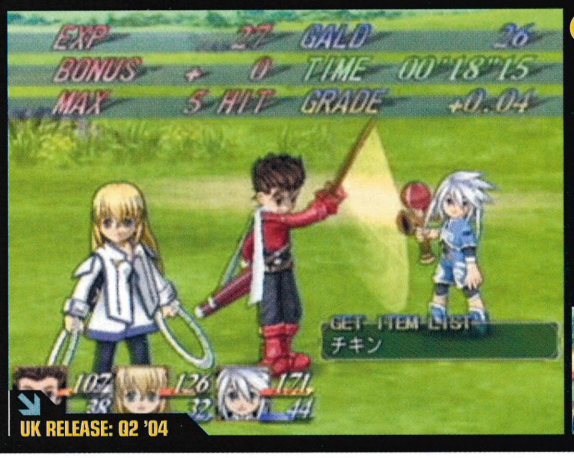
SILENT BUT VIOLENT WINS THE DAY. N-SPACE OPTS FOR SOME SOULSEARCHING

Things have been very quiet on the *Geist* front since it was shown at E3 six months ago. That particular build had massive potential but was a little early for our liking. Since then though we've seen a new video, which looks and sounds far more impressive. Nintendo may not be as hands-on with this as it was with *Metroid Prime*, but it's got all the hallmarks of a killer title when it arrives next year. When next year is anyone's guess though, but hough we reckon it will be in the dark nights of winter.

TALES OF SYMPHONIA

NAMCO CELS OUT WITH ITS IMMERSIVE RPG

The sheer size of this game has meant that (despite having launched in Japan back in August) the US and PAL versions won't turn up until well into next year. Our only problem with the game was that we couldn't understand a word of it. Other than that Gary and Tim absolutely adored it, and await the English language version with baited breath. The battle system combines fast and frantic button tapping, having assigned moves to each button beforehand. Sounds weird for an RPG but it works a treat.



A superb combat system coupled with amazing graphics – this is going to be a treat

UK RELEASE: Q2 '04

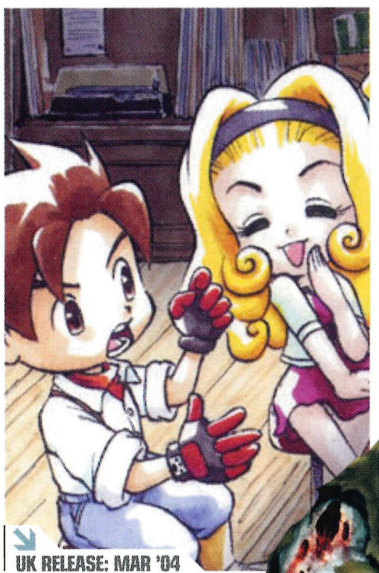


UK RELEASE: Q4 '04

METROID PRIME 2

THE REVENGE HASN'T EVEN BEGUN...

No sooner was *Metroid Prime* finished than work started on the sequel. The team at Retro hasn't had a second to breathe for the past three years, and this means that we'll see two outstanding GC *Metroid* titles inside of two years. No details have surfaced on the game (save for a brief video clip), and we don't expect to see or hear anything new until E3 in May. Until then, here's one very vague screenshot for you.



UK RELEASE: MAR '04

FINAL FANTASY: CC

MULTIPLAYER MAYHEM FROM AN RPG? OH YES...

We've already had a tremendous amount of fun with this in four-player mode, but the real fun starts when we can actually understand what is being said. This is another game that will benefit greatly from the GBA wireless link (and perhaps a drop in price of the GBA). Even in single-player though it's a fantastic little game. Beautiful both visually and aurally, you need to have this game.





UK RELEASE: MAY '04

HARVEST MOON

WHEN WILL THERE BE A HARVEST FOR THE WORLD? ERM... MARCH.

Whoever thought that farming could be so much fun? Well, actually it's not the farming that does it for us – it's the collecting fossils, milking the cow, feeding the dog and impressing the girlies bit that has us hooked. As you might expect we would rather play it in English... saying that though our dream of the girls saying rude things to us will probably be shattered. Stuff it, we'll stick with the Jap version.



PIKMIN 2

RUNNING AS FAST AS THEIR LITTLE LEGS WILL CARRY THEM...

... but that just ain't fast enough! Take a look at that release date: October for crying out loud! We would've quite happily taken the ECTS version home back in September and kept it forever, but NOOOOO, Nintendo has to keep it for itself! Anyway, with a more efficient selection system, no limit on the number of days and the all-new Co-op mode, *Pikmin* is far more attractive than the original, and we'll most certainly be queuing up for it.

UK RELEASE: OCT '04



UK RELEASE: JUN '04

MARIO GOLF

THE GANG COMES ROUND FOR AFTERNOON TEA OFF IN THE PARK

We've had it in the office for a while now, and the keen ones amongst you will have taken advantage of last month's covermounted FreeLoader, but there are still a whole load of people waiting for the PAL release. Fear not my pretties, for it will be with us soon. Sports fans and Mario & co fans will need to get their mitts on this one. A joy to play on your own and a blast in multiplayer, developer Camelot can seem to do no wrong. Oh, and then there's always next year's GBA link-up possibilities as well.



UK RELEASE: Q4 '04

BATEN KAITOS

MAMMOTH ADVENTURE ON THE HORIZON

When it first announced we sat back in our seats flabbergasted, and to be honest with you we still haven't recovered fully. A major Japanese publisher shovelling time, energy and significant amounts of dosh into a brand new, GameCube exclusive franchise!? This will sell shedloads of units in Japan, and we can only hope that the western release is as successful. There is no doubt about it: this will be beyond amazing.

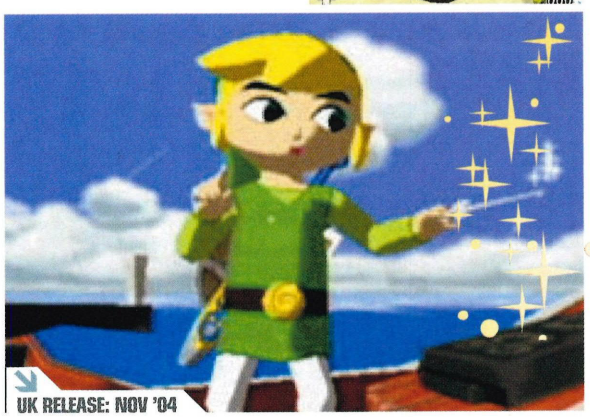
ZELDA

SKITCHEN LINK?

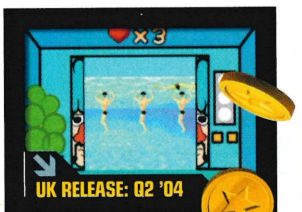
Naturally we've gone and saved the best 'til last. NCL is hard at work on the next *Zelda* game, which will be using an adapted version of *The Wind Waker* engine. This doesn't necessarily mean that it will be toon-shaded, but it's likely that it will be. No other details have surfaced – we don't even know if it will be a continuation or a separate game – but we'll know more in six months when the game is made playable at E3.







UK RELEASE: NOV '04



UK RELEASE: Q2 '04

WARIO WARE

FAT BOY DOES GOOD FOR THE SECOND TIME IN 6 MONTHS

"I'm a gonna ween!" He's fat, he's evil and he stinks... but he has an awful lot of wicked mini games at his disposal, and that's where we come in. Gary and Byron adored the GBA *Wario Ware*, so it only makes sense that they should fall head over heels in love with this four-player GameCube iteration. You can find the preview on page 38, and the review will follow next issue once we'd had a chance to recover from this month's avalanche of reviews.



UK RELEASE: FEB '04

ROGUE OPS

LARA WHO? FORGET HER. THIS GIRL HAS GOT IT ALL, INCLUDING A NASTY ATTITUDE

This is another one of those games that has been squeezed out of the limelight by the tidal wave of heavyweight Xmas releases. It's a shame that the game has been delayed until next year but it's better for everyone in the long run. Now arriving in February, the delay means that we'll have something decent to play after the New Year, and the game will get the attention it deserves in the market. Check back next month when we'll be chatting to the developers and taking a more in-depth look at the later levels.

RESIDENT EVIL 4

DISCOVER THE TRUE HORROR

Regardless of whether or not you're a fan of Resident Evil, listen up. This game will rock. Capcom is ditching the aged control system from *1*, *2* and *3*, and is instead going with proper 3D controls. There's even a first-person viewpoint. The game will be far more akin to the original game and *Silent Hill* in the shock factor – Mikami-san is taking the series back to the good old days of dumping your load when you turn a corner. We'll bring you the full story soon... exclusively... we promise.



UK RELEASE: DEC '04

THE PEOPLE SPEAK

WHAT THE PUBLIC REALLY THINK

Of course, this feature contains the 30 games/events that the **CUBE** team are most looking forward to, but what about you? We recently posed the question on the **CUBE** forums, so here are the Top 10 forum favourites for 2004:

NO.	% VOTE	GAME
1	22	NEW MARIO TITLE (TBA)
2	22	NEW ZELDA TITLE (TBA)
3	12	METAL GEAR SOLID: TWIN SNAKES
4	8	PIKMIN 2
5	8	TALES OF SYMPHONIA
6	8	MARIO TENNIS
7	6	KILLER 7
8	6	FINAL FANTASY: CRYSTAL CHRONICLES
9	4	RESIDENT EVIL 4
10	4	PRINCE OF PERSIA: THE SANDS OF TIME



UK RELEASE: Q3 '04

GIFTPIA

NOTHING BEATS THIS FOR PURE INSANITY... JUST ASK GARY!

Watching Gary play this is a different experience altogether, Despite not knowing what he was doing for the first four hours he still absolutely loved it. Is it an RPG? Is it an adventure? Is it a puzzler? We'd say it's a little bit of everything. We'd also suggest that developer Skip should sit back and sip a cappuccino lest it drives the world mad with its bizarre gameplay ideas... all of which is why we can't wait for the western release next year!

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.

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DID YOU KNOW... WARIO FIRST APPEARED AS MARIO'S ENEMY IN THE COMIC SERIES.

CUBE

INFORMATION

WARIO WARE	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PARTY
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

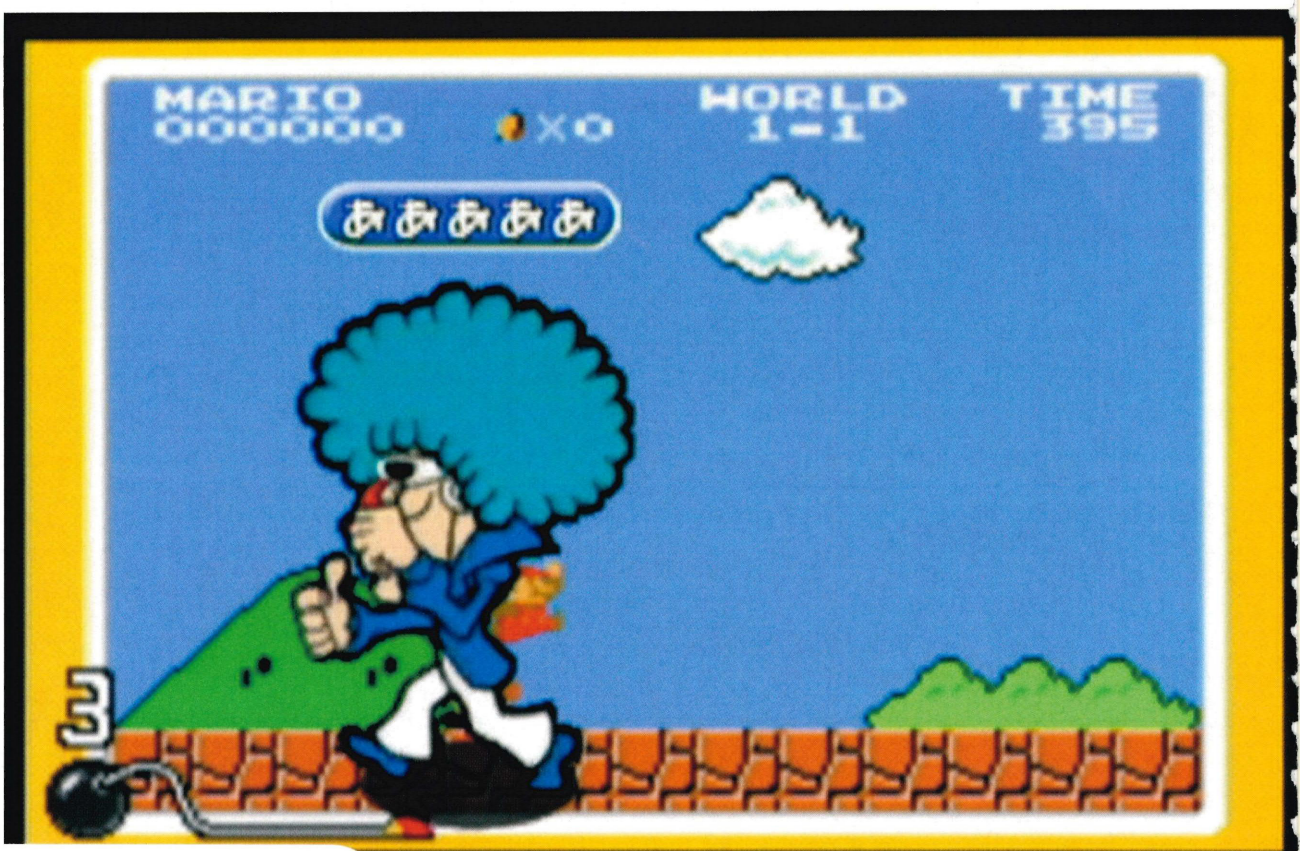
TBA OUT NOW TBA

A BIT OF PREVIOUS

MARIO KART: DOUBLE DASH!!
GAMECUBE

SUPER MARIO SUNSHINE
GAMECUBE





Ware's Wario?

WARIO WARE

Enough with all those complicated games, we say! This is what we want...

WHILE WARIO WARE IS by far our favourite GBA game at the moment, claiming hours of our busy lives, we can't pretend that we didn't have doubts about it on a home console. Its absorbing madcap mini-games and unique style are perfectly suited to the handheld format sure... but on a TV?

If you're confused over our sentiment, then here's the explanation: the GBA game has you running through a series of three second long mini-games at high speed, completing tasks of such variation that it would be impossible to go through them all. Catching baseballs, picking noses, walking through doors, parking cars, breaking wooden planks, squeezing eye drop bottles, sniffing snot, skating, shooting birds... the list goes on and on and on and on. Obviously with so many games it doesn't matter how boring they may get as they're over as soon as they've started, so are they worth a £40 outlay? While *Wario Ware GC* doesn't expand on the complexity or length of any of the mini-games in any way, it does include one crucial aspect that should make it an essential purchase – multiplayer.

As you'd expect from such a clever title, multiplayer isn't a simple case of going through the games at the same time. Oh no, Nintendo have something very special in store.

There will be around 10 different multiplayer modes, all focusing on the various mini-games, but each with a different structure that pits players against each other in a variety of ways. For example, in one mode each player is under the spotlight at a disco, busting out their funkiest moves to an appreciative audience. Initially everyone plays a quick mini-game at the same time, but from then on they have to be taken in turn, the winners claiming spectators from everyone else. As the lights strobe faster and the dancing gets more manic the game speeds up until only one person is left. In another mode one person has to complete a mini-game while their opponents each control a giant character on the screen in an effort to block their view. Yet another plays like a card game, with the games that have to be tackled determined by drawing cards from a deck. While playing, other people can also steal cards. By far the strangest mode we encountered has to be 'Doctor ni Kike!'



THE COMPANY LINE

"MORE THAN 200 LIGHTNING-QUICK MICRO-GAMES YOU SIMPLY CAN'T PUT DOWN!"

NOA PRESS RELEASE

CUBE TOUCHÉ

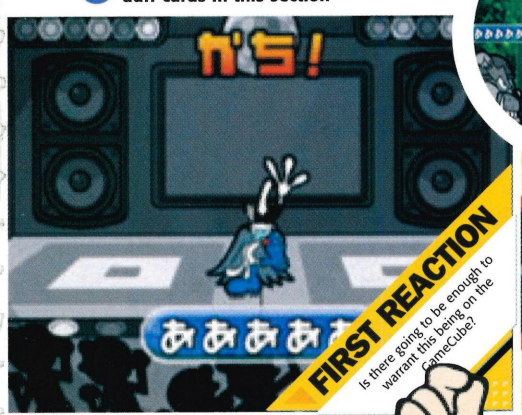
So there's 201 then?



Just pray that you don't grab any duff cards in this section



Choosing a character has nothing to do with stats. Its all down to who looks the funkiest when disco dancing!





though. In this, the computer asks players to perform a physical action such as standing on one leg or shouting out certain words while they play. Once the game is over the other players tap the A-button rapidly to show how pleased they were with the display.

In practice these games prove to be hysterical, and ultimately completely unfair to the poor person suffering through their opponents' antics. Everything is wrapped up in the totally bizarre style that we've come to expect from anything to do with Wario, and more importantly, it's accessible enough for anyone to play. This will be absolutely massive through Christmas in Japan, and happily, we'll have it by the time you read this. Review next issue. CUBE

"IT'S ACCESSIBLE ENOUGH FOR ANYONE TO PLAY"



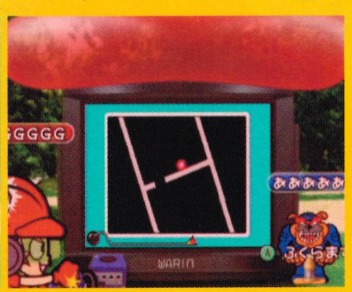
PUMP IT UP

CHASE THE BALLOON

The balloon game has to be our favourite mode so far. Here, a player pumps up a big red balloon by rapidly tapping the A-button while another goes through a mini-game. If they fail the mini-game they have to go through another, if they pass then they get to pump up the balloon. Eventually the balloon bursts, and a point is given to the player who pumped it. The brilliance of this idea cannot be overstated and it had everyone in the room cheering.

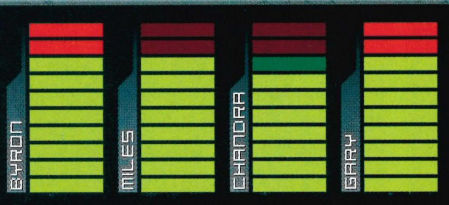


Plenty of time to tactically mess up a few games here



Maybe now you should let somebody else have a go...

CUBE EXPECTATIONS



- ⊕ Gazillions of mini-games, each one different
- ⊕ The ultimate party game for four players
- ⊖ The simple games could get repetative
- ⊖ Is it worth £40?

■ An absolutely insane title that sums up everything that makes videogames great. We can't wait to get stuck into an English version properly and really explore what options are avaliable. Let's hope that there's enough in there to justify a £40 price tag when plenty of people already own the GBA version...

Expect the impossible

MISSION: IMPOSSIBL

CUBE INFORMATION

MISSION: IMPOSSIBLE	
PUBLISHER:	ATARI
DEVELOPER:	PARADIGM
ORIGIN:	AUS
GENRE:	ACTION ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

Q3 '03	TBA	TBA

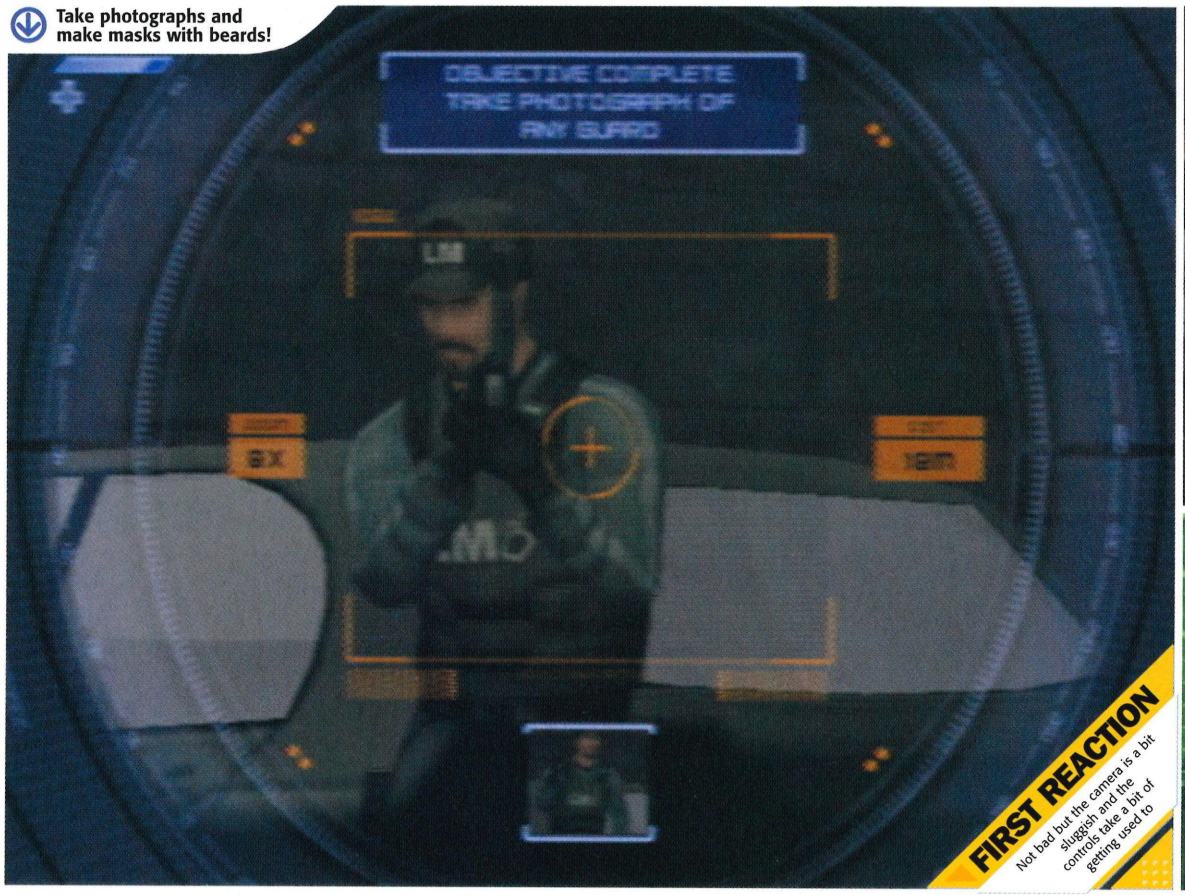
A BIT OF PREVIOUS

ENTER THE MATRIX
GAMECUBE

MINORITY REPORT
GAMECUBE



Take photographs and make masks with beards!



FIRST REACTION
Not bad but the camera is a bit sluggish and the controls take a bit of getting used to





Your mission should you choose to accept paying £40 for the privilege...

IMITATION IT SEEMS IS the sincerest form of robbery. *Mission: Impossible's* Ethan Hunt not only sneaks and snipes like a Third Echelon operative – tip-toeing and peering round walls in an uncannily similar fashion – he even has the same kind of weapons and gadgets as *Splinter Cell's* Sam Fisher. Silenced tranquilliser guns, flying surveillance cameras, extra sensory vision (in Ethan's case infrared contact lenses)... if Sam can, Ethan can.

Okay, so you get the point – it's a rip-off, but then surely *Operation Surma* offers some kind of novel approach, right? Well the story is different. A shadowy international conglomerate based in the Balkans, controlled by your nemesis for the duration of the game, Simon Algo, is using a computer virus called the Ice Worm to steal weapons and sensitive information from the west. The IMF (the body you work for) gets hacked and that's more than enough of an excuse to get you into a catsuit, tooled up and into a New Mexico research facility dangling from a zip wire.

All of which sets the scene for linear missions where there's little deviation from the intended route the programmers expect you to take. But then that's stealth for you. Objectives and recon info are relayed via your earpiece, gadgets are used at prescribed points and there's a lot of trial and error to be expected.

Admittedly this preview is hardly glowing with praise for the potential of *Mission: Impossible* but what it does have going for it are solid and competent visuals, a control system that makes decent use of hand to hand combat and sometimes novel mission objectives. For instance you take photos of people who you'll later masquerade as and there's also a skydiving stage. Yes, we're basically damning it with faint praise, but with *Pandora Tomorrow* expected around a similar time next year, the most difficult mission Atari face is convincing people *MI* is anything more than a clone. CUBE

THE COMPANY LINE

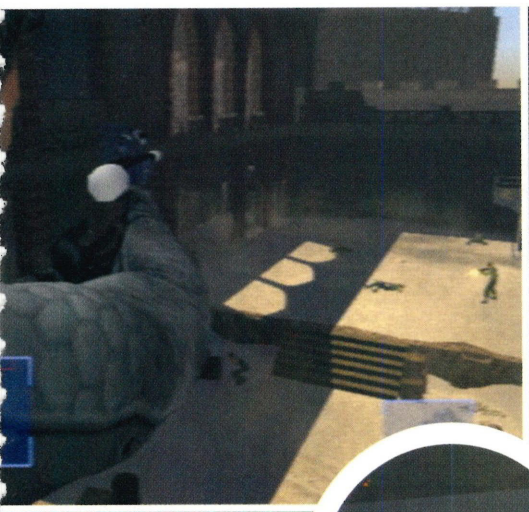
"USE MELEE ATTACKS TO SUBDUE ENEMIES WITH BOTH STEALTH AND BRAWN"

ATARI PRESS RELEASE

CUBE TOUCHÉ

The biggest spark of originality is you can punch up close

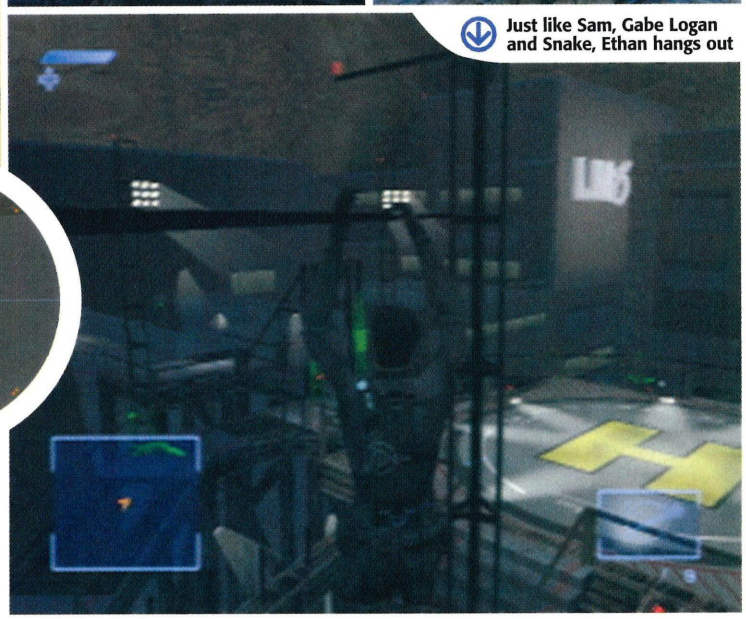
E OPERATION SURMA



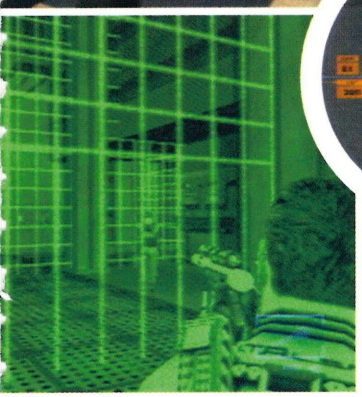


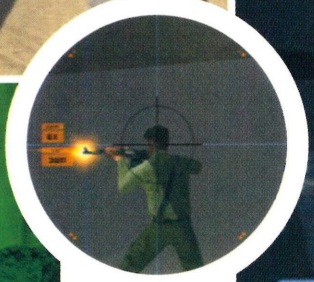






Just like Sam, Gabe Logan and Snake, Ethan hangs out





It would be nice to see Zeta Jones' butt sliding through there – wrong film? Arse!

CLEAR AND PRESENT DANGER

BODY TALK

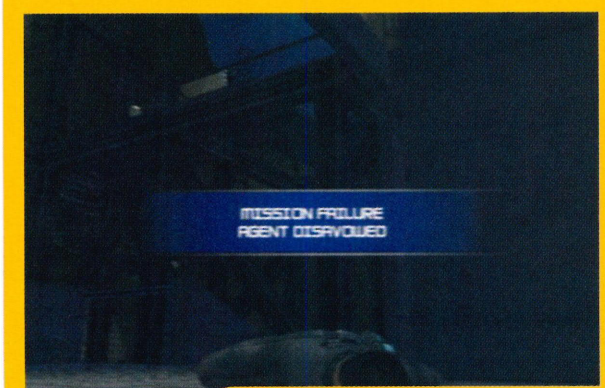
A neat way of showing how visible you are to enemies, as opposed to hearing them shout "what was that" etc after it's too late, is the body icon in the top right corner of the screen. The closer you are to detection, the fuller it becomes.



The in thing for games – hide and seek. What's next, British Bulldogs?

GAME OVER

MISSION DISAVOWED



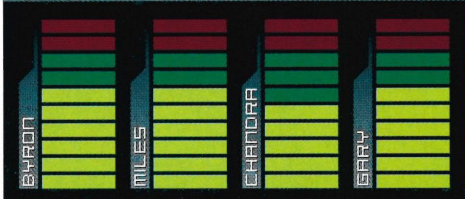
Disavowed? Jesus, that's a bit harsh. I mean, c'mon, give us a chance like...

Making a wrong move and getting spotted in *Splinter Cell* pretty much guarantees an end to your mission, but Ethan Hunt has a little more leeway with what he can get away with. Say for instance the alarm has been raised, you can simply dispose of the guard that raised it and if you're quick enough switch the warning signal off. If you can find it in time.

"THE IMF GETS HACKED AND THAT'S ENOUGH TO GET YOU INTO A CATSUIT"

CUBE EXPECTATIONS

DOES MY BUM LOOK BIG IN THIS?



- ⊕ Diverse missions and lots of waiting in shadows
- ⊕ Good gadgets and skydiving sections
- ⊖ Seen it before in *Splinter Cell* and more
- ⊖ Is stealth actually fun? It's just hiding, innit?

■ Decent but it won't persuade anyone that finds stealth games dull that they're actually worth playing. All that waiting for the guard to turn his back can be a chore. Also you still have to get over the feeling, brought on by Tom Cruise taking the lead role in the recent films, that Ethan Hunt is bit of a tube.

THE SIMS: BUSTIN'

Real people living real lives inside your console, or is *The Sims* just a virtual doll's house?

TO ANSWER IN the affirmative would help to explain why such a massive proportion of people who bought *The Sims* are female. Over 50% if certain sources are to be believed. But let's be real about this. *The Sims* is a virtual pet. You don't control them, but you influence them and manipulate them in the hope that they develop into interesting, valuable and productive members of society. Is it a life sim or is it a Tamagotchi (remember those?)? It's getting harder and harder to categorise games these days as the lines between genres become ever more blurred. It's not like the good old days when you had your platformers, you scrolly shooters, your beat-'em-ups, and God forbid their paths should ever converge. Now, as developers strive to incorporate more and more elements into their games there are so many overlaps it's pretty much impossible to classify anything under single heading. However *The Sims* probably deserves a genre all of its own.

Can you really fall in love with your Sims? Can you actually come to care how they fare in life, love and work? Apparently so. *Bustin' Out* expands *The Sims* world with a whole bunch of new features that will no doubt delight fans. There are more than 12 new levels to tackle, but the biggest obvious difference is that each house is no longer totally disconnected. You can now 'bust out' (you see what they did there?) onto the street, and explore a whole Sim town. How ironic. *The Sims* phenomenon started way back in the late Eighties with *Sim City* where you got to build and manage a heaving metropolis. As Maxis

I want to break free



Now, now – violence never solved anything, and it's clearly not impressing the young lady







THE COMPANY LINE

"THE EXCITEMENT OF GETTING OUT OF THE HOUSE TO EXPLORE NEW LOCATIONS, MEET WILD NEW CHARACTERS AND EXPERIENCE NEW STORYLINES"

SEGA PRESS RELEASE

CUBE TOUCHÉ

Instead of sitting around playing brain-rotting video games all day, eh?

CUBE

INFORMATION

THE SIMS BUSTIN' OUT	
PUBLISHER:	EA
DEVELOPER:	MAXIS
ORIGIN:	CANADA
GENRE:	LIFE-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

DEC '03 | TBA | DEC '03

A BIT OF PREVIOUS

SIM CITY
AMIGA

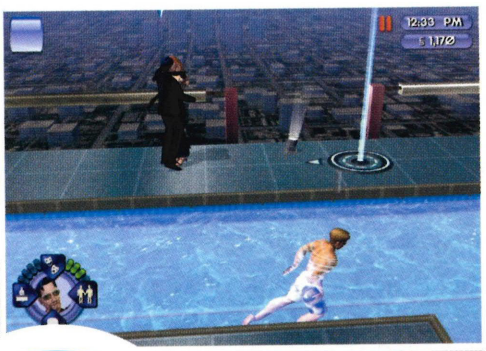
SIM FARM
PC

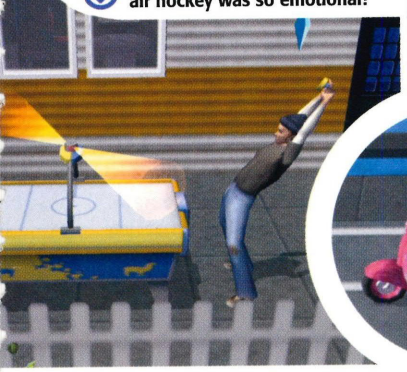
SIM ANT
PC



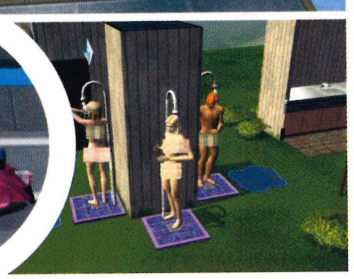


In your face, Sim boy! Who knew air hockey was so emotional?









"YOU CAN NOW 'BUST OUT' ONTO THE STREET, AND EXPLORE A WHOLE SIM TOWN"





The Sims arrive on the small screen with all the charm that's made them a global phenomenon



One of the new locations where your Sims can shake a leg and maybe even score!





SIM-BIOTIC

THE SIMS GO OUT AND ABOUT

The GBA version of *Bustin' Out* is not only going to be stuffed with options exclusive to the handheld such as unique items and careers, but there will also be extensive GameCube link-up features. Hooking up to the GC version opens a whole new level in the GBA game while the GBA enables your GameCube Sims access to a cabinet full of mini games which they can play to earn extra Simoleans – the currency of the *Sims* world. You can also download your Sims from the GC into the GBA and take 'em with you wherever you go. All good stuff and nice to see developers taking advantage of features unique to Nintendo's machines.



Now you can get out of the house and explore the local amenities

developed the themes and ideas of the *Sim* ethos the scenarios were scaled down in order to focus the game more. *Sim City* became *Sim Town*, *Sim Town* became *Sim Farm*, and finally the emphasis became the inhabitants – the Sims themselves. Now, in order to take the series forward we're seeing expansion once more. If you were a scientist you could probably define it with some sort of sine wave, but we'll just accept the fact, because we're like that

Ten eclectic new careers are on offer. Among other things your Sims can now become mobsters, mad scientists, athletes and fashion victims, although exactly how this equates to a career isn't made entirely clear. Also new are various venues for the Sims to hang out. They can cut the rug at Club Rubb, hit the Love Shack or take in the more wholesome-sounding surroundings of the art gallery and the family diner. There are loads of new objects, activities and 'social moves' to open up, offering both you and your Sims a much more varied life experience. There are also 40 new independent characters to flit in and out of your life. Whether or not you really want your innocent Sims fraternising with the likes of Bling Bling the party (on) dude is beside the point as he and a host of others including aerobics-obsessed Goldie Toane appear to enrich your Sims' existence.

The game's Executive Producer Sinjin Bain said: "We're giving our fans what they've been asking for, the excitement of getting out of the house to explore new locations, meet wild new characters and experience new storylines. *The Sims Bustin' Out* has ten times more replay value than the first *Sims* console game."

As quirky as it is and despite the enormous following of dedicated fans, *The Sims* remains an acquired taste. The list of new features is impressive and should take the whole experience up a few notches from the original which bagged a hefty 8.6 back in issue 18. Our main concerns back then were the lack of repalyability and the fact that once you'd unlocked all the items that was pretty much that. With so much more to see and do, *Bustin' Out* suggests an altogether deeper experience.

CUBE

OUT

CUBE EXPECTATIONS

THE SIMS, BUT TOTALLY MORE SO



- Loads of new items and characters
- Get out of the house and explore Sim Valley
- Graphics still look a bit iffy
- Unlikely to convert non-believers

■ *Bustin' Out* will appeal to anyone who's enjoyed *The Sims* in the past. However, will a few new items and careers really justify shelling out for another full price release? Time will tell, but the freedom to get out and explore the surrounding areas should add a new dimension to what was previously a very compact environment.

DID YOU KNOW... CRASH BANDICOOT TITLES HAVE SOLD OVER 29 MILLION COPIES!

Crash and learn

CRASH NITRO KART

And tonight Matthew I'm going to be...

YOU ONLY NEED to look at the screenshots dotted around this page to know what you're getting with *Crash Nitro Kart*: tracks that twist and turn around themed environments, a clutch of colourful, cutesy adversaries taken from the *Bandicoot* universe, boost pads and power-ups. And yes (as if you didn't already know), that does mean it's a *Mario Kart* rip-off. But then what better Kart game to pilfer from?

Although aimed more specifically at younger gamers – the 17 tracks provide a challenge but never frustrate – there has been, we're glad to tell you, some thought about how to improve what was originally a massively successful PlayStation racing game. A perfect slide round corners gives a boost of speed which can – if you're neat enough – be linked in a combo fashion to give a further zip of velocity whilst items, of which there are all manner of projectiles (bombs, rockets and so on), can at times be swiped directly from your opponents if you've run out of power-up's yourself. All which make it just as weapon heavy a racer as it is a deft Kart sim.

Such additions at least give *Nitro Kart* some identity over and above its inspiration but whether such novelties make it worth getting will depend on how great *Double Dash!!* actually turns out to be. Vivendi need to hope Nintendo slip up. Fat chance! CUBE

FIRST REACTION

Yep that works, now where's *Double Dash!!* It's not hard to guess where people's loyalties will lie

Boxing clever, eh? We'd ask what's in that crate, but isn't that too obvious? Fnarr!

CUBE INFORMATION

CRASH NITRO KART	
PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	VICARIOUS VISIONS
ORIGIN:	US
GENRE:	RACING
PLAYERS:	1-8

PERCENTAGE COMPLETE

00 25 50 75 100

OCT '03 | TBA | OCT '03

A BIT OF PREVIOUS

BLOODRAYNE
GAMECUBE

DIE HARD VENDETTA
GAMECUBE

CRASH BANDICOOT
GAMECUBE

THE COMPANY LINE

"BY MIXING RICH NEXT-GENERATION GRAPHICS AND INCREDIBLE GAMEPLAY... CRASH NITRO KART WILL LEAD THE PACK"

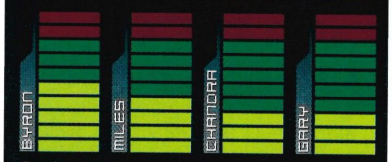
VIVENDI PRESS RELEASE

CUBE TOUCHÉ:

Yeah but *Double Dash!!* has two exclamation marks!

CUBE EXPECTATIONS

NEEDS A MECHANIC



⊕ Perfectly controllable and playable

⊖ It's Crash, not Mario

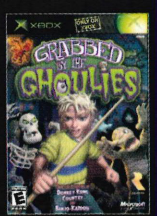
■ **It's true that *Crash Nitro Kart* has LAN for up to eight players and the handling, weapons, track design... everything about the general feel of playing all makes perfect sense, but still, it ain't *Double Dash!!***

Zombies are nothing to be afraid of. Especially after you've beaten them silly with their own arms.



From the Creators of Donkey Kong Country and Banjo-Kazooie

Microsoft game studios



Welcome to Ghoulhaven Hall, the haunted home of the dastardly Baron von Ghoul. It's you and Cooper, battling anything the evil Baron puts in your way. Armed with chairs, pool cues and tables, you'll smash your way through over 50 rooms, crushing Skeletons, kicking Ninja Imps, bashing Vampire Chickens and hordes of other dirty fightin' ghoulies. All the while, trying to avoid being bitten, burnt and even mummified. So take a deep breath and get over your fears, you've got a house to wreck.

GRABBED BY THE GHOULIES™

RARE

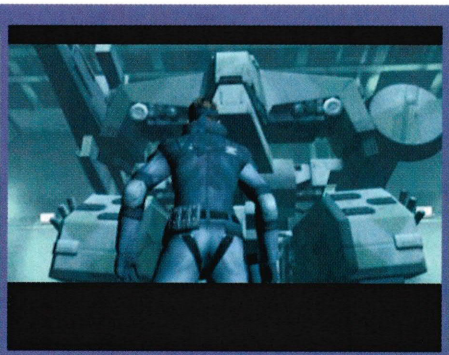
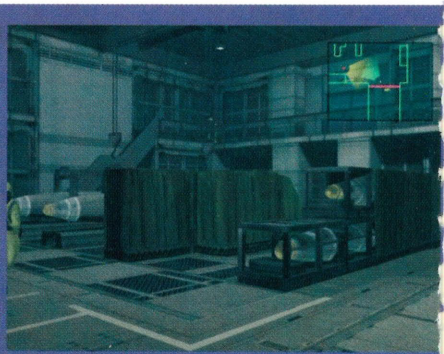
XBOX

it's good to play together

xbox.com/ghoulies

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CUBE INFORMATION

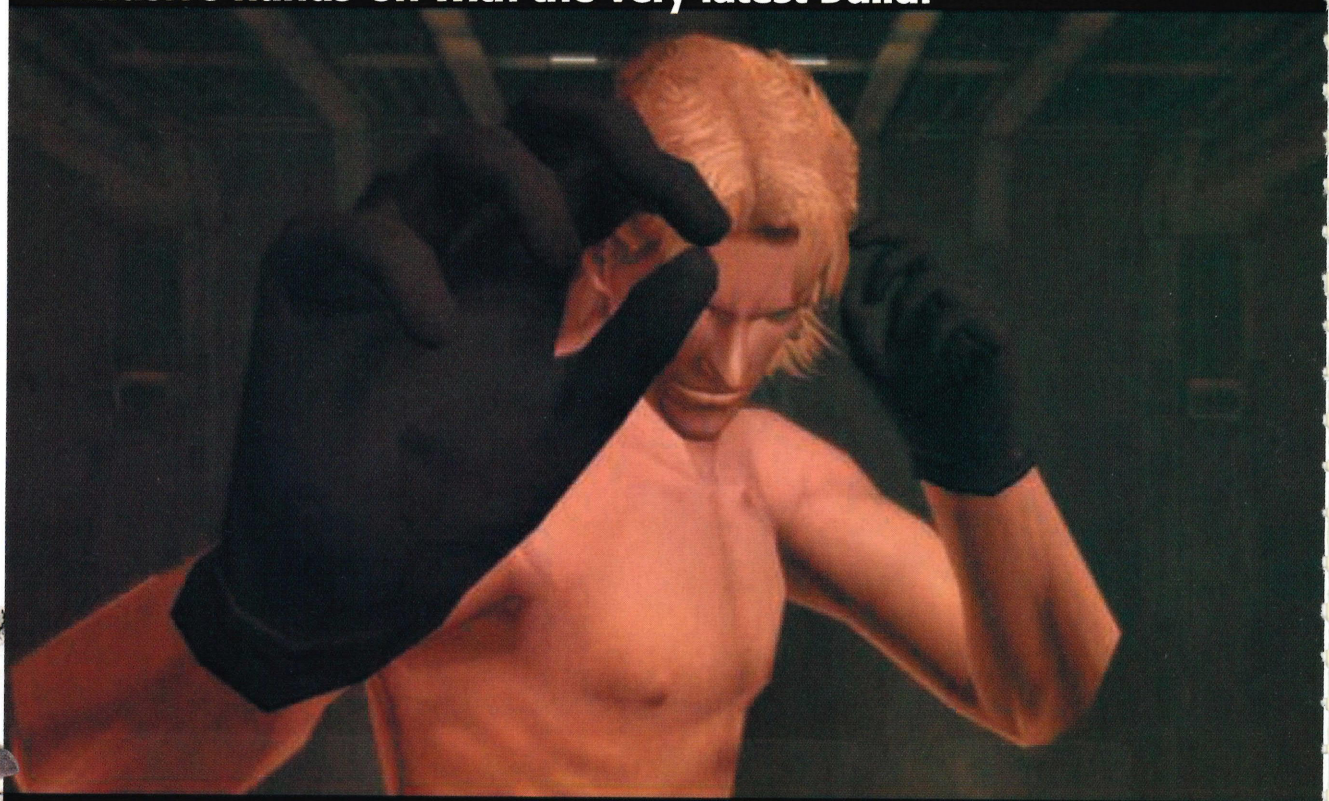
MGS: THE TWIN SNAKES	
PUBLISHER:	KONAMI
DEVELOPER:	SILICON KNIGHTS
ORIGIN:	JAPAN
GENRE:	STEALTH ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

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Q1 '04 Q1 '04 Q1 '04

Exclusive hands-on with the very latest build!



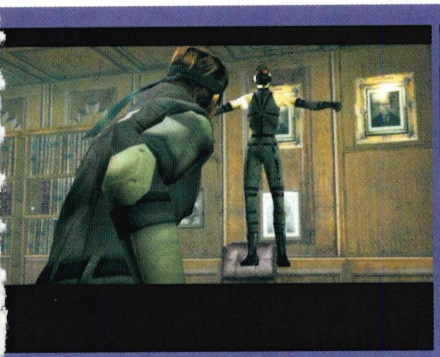
METAL GEAR SOLID THE TWIN S

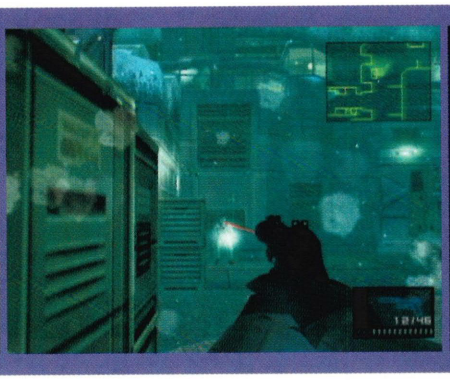
Exclusive hands-on with the very latest build!

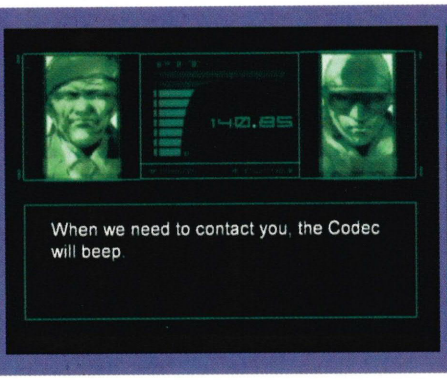
HAVING SPENT QUITE a lot of time with the *Metal Gear Solid* remake at this year's ECTS, we thought we knew everything about the Konami/Nintendo collaboration. Wrong! Just recently we were treated to a whole day with the new code, and boy has it changed. It's amazing how much can be done in a few short weeks, and with the game now delayed until March '04, everything is looking rosy.

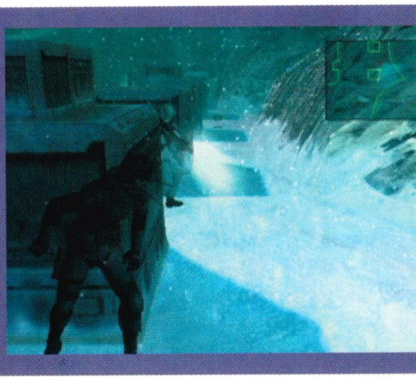


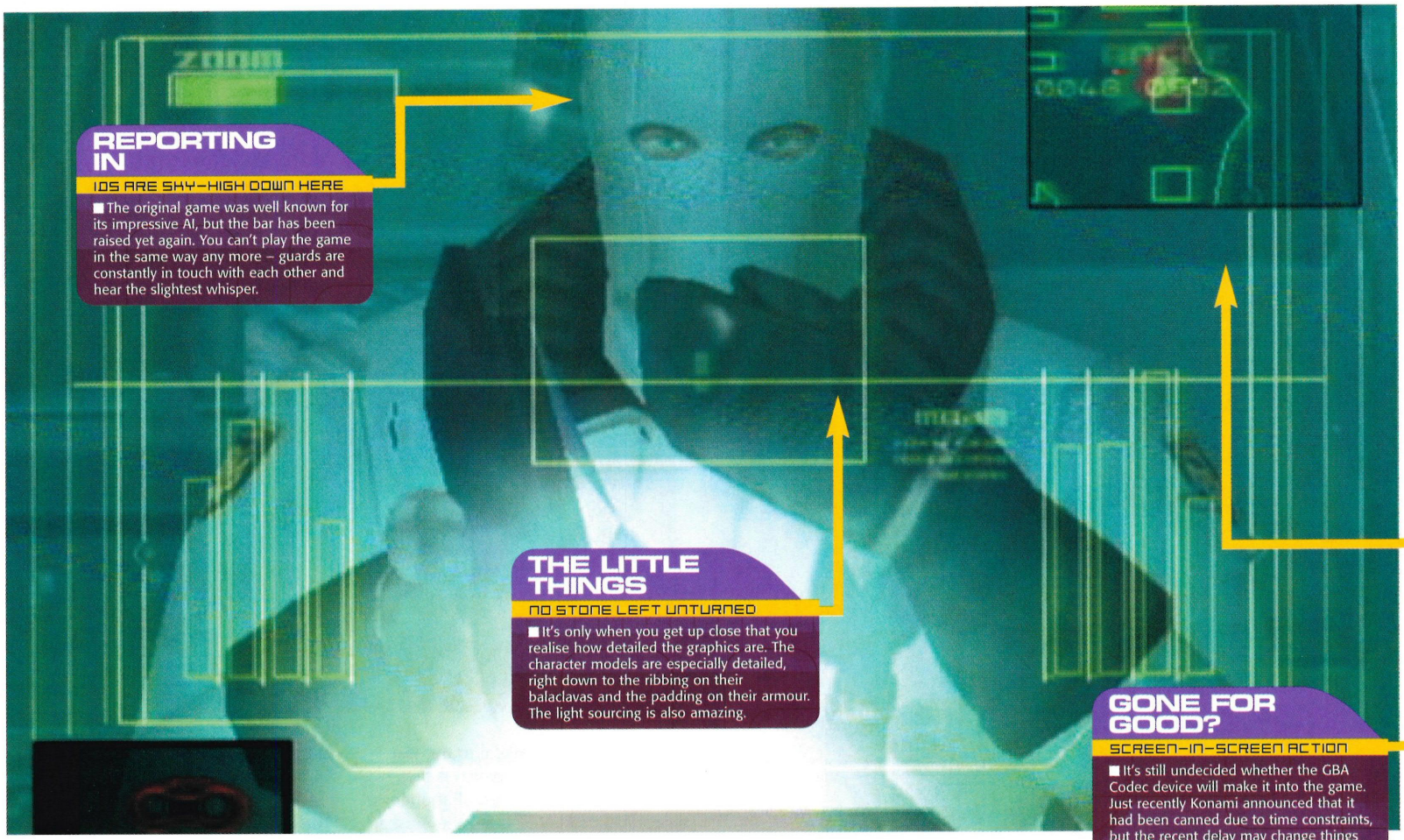
"METAL GEAR CREATOR KOJIMA-SAN HAS BEEN SAYING JUST RECENTLY THAT GBA CONNECTIVITY WILL NOW NOT APPEAR IN THE GAME..."











REPORTING IN

IDS ARE SKY-HIGH DOWN HERE

■ The original game was well known for its impressive AI, but the bar has been raised yet again. You can't play the game in the same way any more – guards are constantly in touch with each other and hear the slightest whisper.

THE LITTLE THINGS

NO STONE LEFT UNTURNED

■ It's only when you get up close that you realise how detailed the graphics are. The character models are especially detailed, right down to the ribbing on their balaclavas and the padding on their armour. The light sourcing is also amazing.

GONE FOR GOOD?

SCREEN-IN-SCREEN ACTION

■ It's still undecided whether the GBA Codec device will make it into the game. Just recently Konami announced that it had been canned due to time constraints, but the recent delay may change things again. We'll see.

NAKES

Before we tell you about all the new stuff though, there are a few grey areas that need to be cleared up. You may have read elsewhere this month that the GBA link-up option has been removed. Previously the team at Silicon Knights intended to use the GBA screen as a Codec device, allowing you to see the map, enemies, items and such on the GBA screen. *Metal Gear* creator Kojima-san has been saying just recently that this will now not appear in the game, however this information is not 100% confirmed. With the game now delayed until March, it's possible that the feature will make an appearance – it's all down to how quickly Silicon Knights gets through the final stages.

So what exactly has changed since we last played the game? Graphically the title is complete – our build looked

PREVIOUS

FROM THE MAKERS OF...

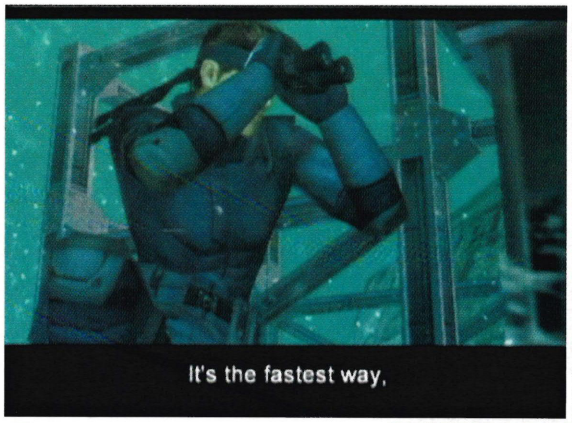
ETERNAL DARKNESS

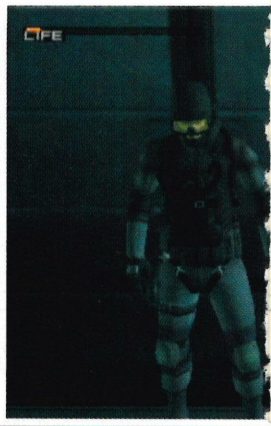
■ The first game ever to really screw with your head. You actually start to question reality. Quality.



TOTALGAMES.NET RATING: 93%







Probably a bit too late to be thinking about grenades mate

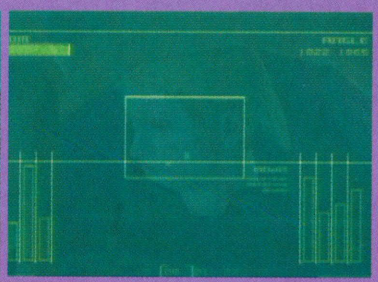


LIQUID ASSETS

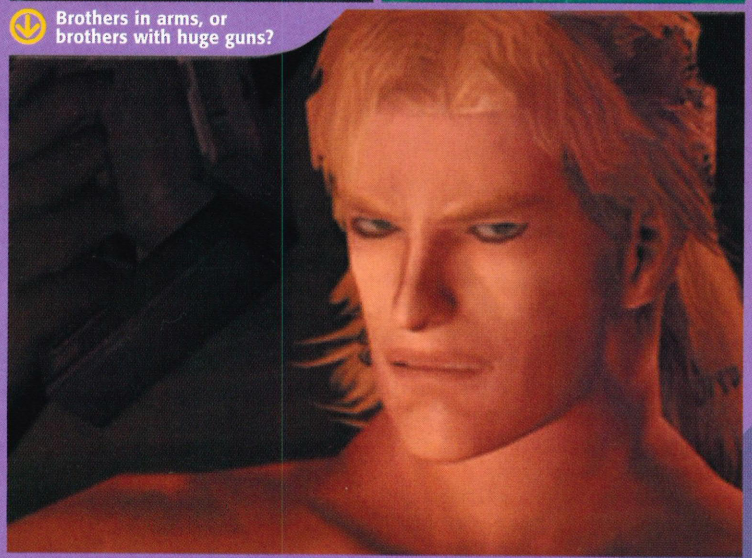
SNAKE CHECKS OUT THE FAMILY TREE

One of Kojima-san's original reasons for developing this game was that he wanted to further explore the mysterious relationship between Solid Snake and his 'brother' Liquid Snake. To date though none of the screenshots or trailers have revealed anything new. We have seen footage (and played through sections) where he turns up, but the script is near identical to the original. We're hoping that Konami is holding back on us here because the *MGS* fans out there desperately want this title to dig deeper into the storyline, in a similar style to *RE Remake*.





Brothers in arms, or brothers with huge guns?



CONTINUED

identical to the last one, which is fine. Silicon Knights has used all manner of graphical trickery to bring the Alaskan base to life: volumetric fog, reflection mapping, ray-tracing, bump-mapping... it's all in there, and when you get close up to objects you really appreciate the quality. To really get across all the differences in this new version, it's probably best to give you a walk through of the first section:

Solid Snake swims up to the base in his scuba gear. The game controls almost identically, right down to the twitchy controls when you're lying down. The only difference is that the analogue stick allows you to walk as well as run. This definitely wasn't in the last build. Within the first few seconds a guard has already seen us, and 20 seconds later we're dead.

Right – this is far harder than the previous build and the PSone version. The enemy AI has been ramped up considerably. No longer can you get away with standing just outside of a guard's 'alert zone.' If you move while in line of sight of the enemy, they will become curious. They may not realise what you are, but the movement will draw them towards you. Footsteps

"THE ENEMY AI HAS BEEN RAMPED UP. NO LONGER CAN YOU GET AWAY WITH STANDING JUST OUTSIDE OF A GUARD'S ALERT ZONE"



Bringing back any memories? Fans of the original will recognise these screens

The character models in the latest version are pretty much the finished article

too will alert them – in a concrete/steel-floored room, running will make a lot of noise and alert the guards. The same goes for walking through puddles of water. The added danger with puddles is that your shoes will leave footprints for the guards to follow.

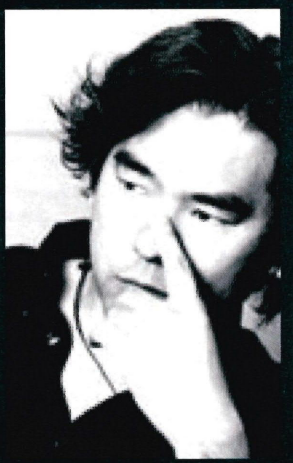
In brief then, the game is much harder. Having played the PSone version the day before, we know that for sure. After about 15 minutes of trying and dying it becomes clear that killing each of the three guards in this first room is the way forward. Tap a wall to get the first guard's attention before creeping up behind him and breaking his neck. The noise alerts the second guard, so in a panic we pick up the first guard and inadvertently discover that we can use him as a hostage. With the guard in your grip you can tap Z to go into the first person view. This view allows you to scope out your immediate area rather than rely on the set camera angle. It also allows you to see the insane amount of detail on objects, and in this case the guard's uniform.

We eventually make it into the cargo lift and up to ground level, where an extensive cut-scene



This cut-scene is brand new. Nothing like it was in the PSOne version

THE DIRECT APPROACH



Kitamura-san, the genius behind the cut-scenes

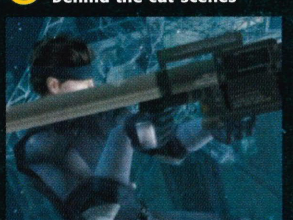
LIGHTS, CAMERA, ACTION!

A significant contribution to *Twin Snakes* has come from acclaimed film director Ryuhei Kitamura. To some people this will mean an awful lot, but not many. The Japanese director (responsible for cult classic *Versus* among others) is rapidly growing in status and his inclusion on this project is a major coup. His role is simple: recreate all the cut-scenes in the project. His influence is obvious, as anyone who has seen the new trailer will testify (download the trailer at http://jpn00.konami.co.jp/products/mgs_tts/english/).

While still based on the original storyline, the cut-scenes are now very different. The fight scenes especially are, to put it bluntly, amazing. Two scenes in particular come to mind immediately:

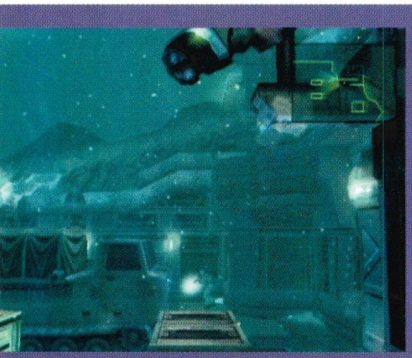
- Snake gets into a fight with Ninja, and the pair battle it out (samurai blade versus fisticuffs) in slow motion. It's more like something out of *The Matrix*, but not in an OTT way.
- At the top of a tower next to the Comms Array, Liquid Snake fires a set of Homing Missiles at Solid Snake. Our hero backflips into the air and lands on one of the missiles sending it flying off seeking out another target. Fantastic stuff.

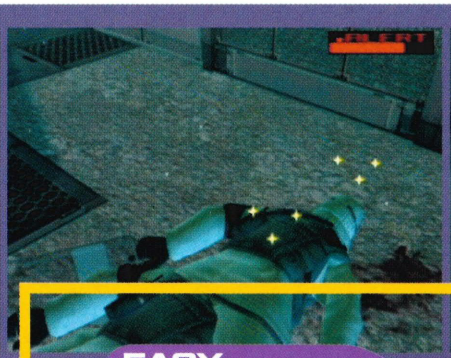
We highly recommend that you try and get hold of some of Kitamura-san's work. *Versus* is a good start.



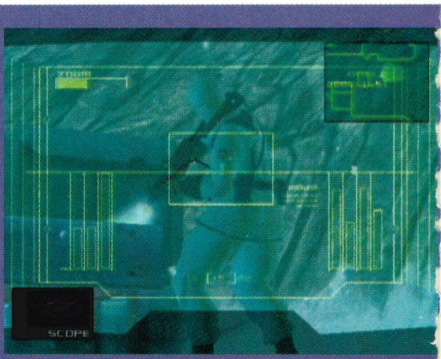








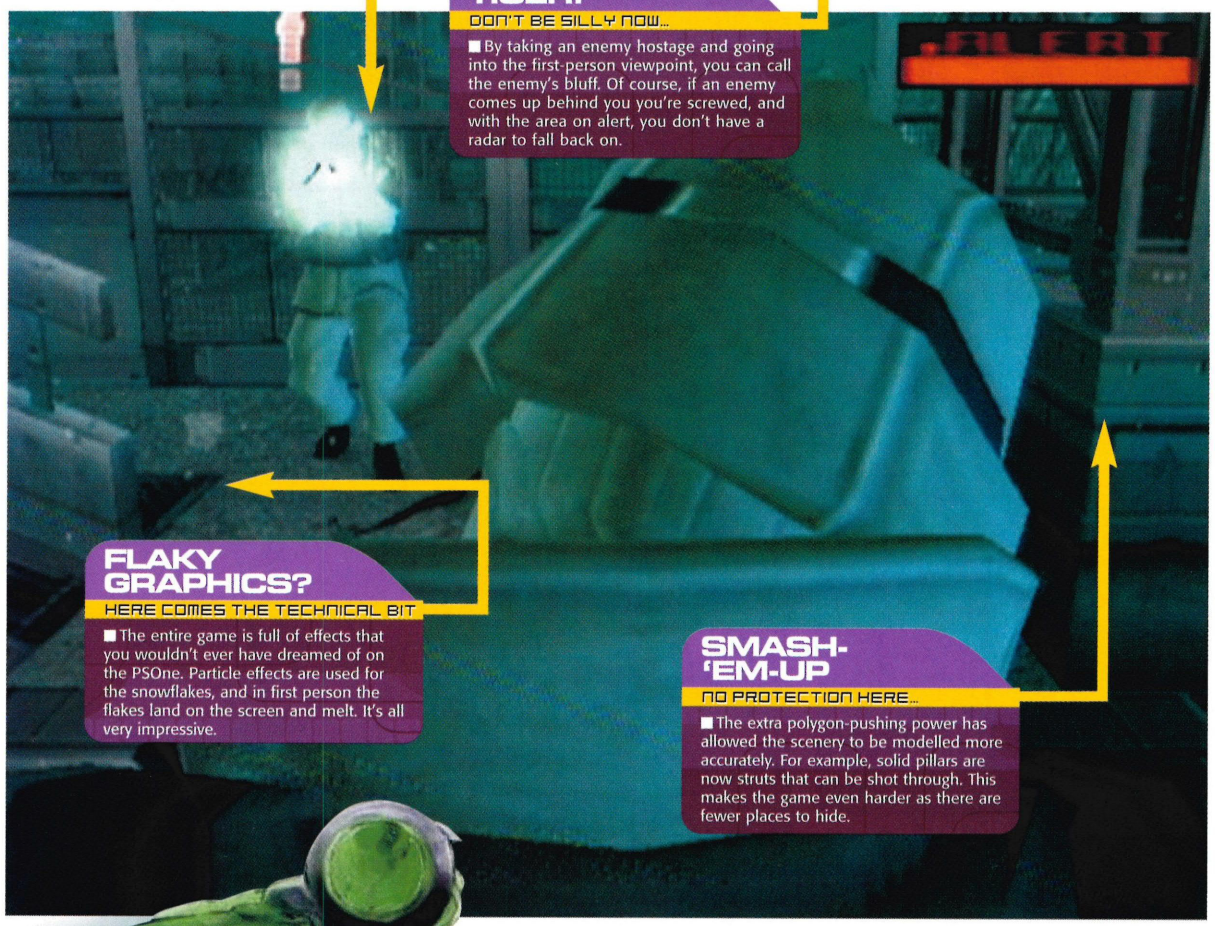




EASY TIGER!

DON'T BE SILLY NOW...

■ By taking an enemy hostage and going into the first-person viewpoint, you can call the enemy's bluff. Of course, if an enemy comes up behind you you're screwed, and with the area on alert, you don't have a radar to fall back on.



FLAKY GRAPHICS?

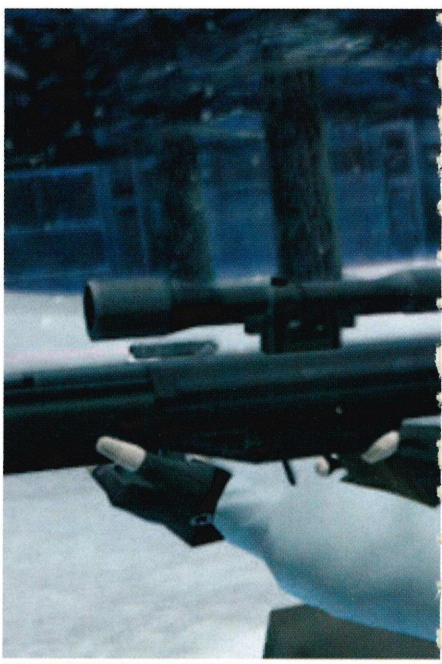
HERE COMES THE TECHNICAL BIT

■ The entire game is full of effects that you wouldn't ever have dreamed of on the PSOne. Particle effects are used for the snowflakes, and in first person the flakes land on the screen and melt. It's all very impressive.

SMASH-'EM-UP

NO PROTECTION HERE...

■ The extra polygon-pushing power has allowed the scenery to be modelled more accurately. For example, solid pillars are now struts that can be shot through. This makes the game even harder as there are fewer places to hide.





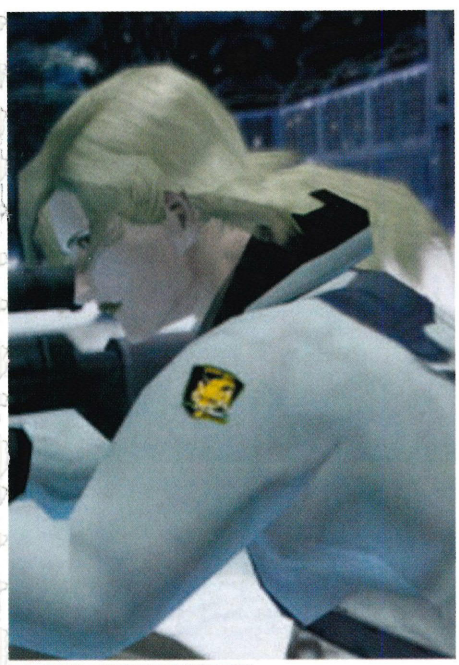




CONTINUED introduces Liquid Snake and explains some of the storyline. A quick check of our inventory reveals the Scope and the M9 Tranquilizer. The Scope really lets you appreciate the levels. Remember the first time you used the Sniper Rifle in *GoldenEye*? It's the same feeling but on a much higher technical level. The M9 has a laser sight, which can be used in conjunction with the first-person view for accurate shooting. This is another aspect of the game that isn't anywhere near as easy as it was before though. Many of the guards in this area have transparent riot shields. As well as looking very pretty they also protect the user from pretty much anything. If you're going to sting these guys you need to hit the extremities, ie the head or the feet. Any other part of the body is kept safely behind the shield. A dart to the head puts the guard out cold, at which point we drag him to a nearby room. There are lockers in here (a *MGS2* classic feature) so naturally we shove him in one. Now another problem rears its ugly head: our guard has missed his radio check, so one of his mates has come looking for him. He spots the erratic footprints in the snow (we can tell because a screen appears in the corner showing us what the guard is looking at) and

"THE FINAL ROUNDHOUSE THROWS THE ENEMY TOWARDS THE BARRIER AND HE FLIES OVER IT, SCREAMING AS HE FALLS TO HIS DEATH"







Sniper Wolf... the sort of girlfriend who'd cap you in the arse ever time you messed up

"They'll never find me in here, especially if I close my eyes." Snake wishes he had his duvet...

starts following them to our hiding place. We foolishly jump into the second locker, but the guard is too clever for us, and it isn't too long before three guards are using us for target practice.

We start the level again, but this time we grab the Stun Grenades from the second locker and use one to knock out the curious guard. The entrances to the base are on two levels (ground and first floor). The first floor entrance is reached by walking up some stairs, but there are two guards up here. We sneak up behind one and use a punch-punch-kick combo. To our joy the final roundhouse throws the unsuspecting enemy towards the barrier and he flies over it, screaming until he hits the ground below with a thud! Fantastic.

Merely from playing this first section it's quite apparent that Silicon Knights' improvements to the game are more than just aesthetic. Sadly though much of the press coverage so far has missed out on these additional gems, mainly because they simply weren't switched on in the E3/ECTS versions. However, it's really starting to take shape now and we can't wait to get a look at some of the later levels.

CUBE

WIN! WIN! WIN!

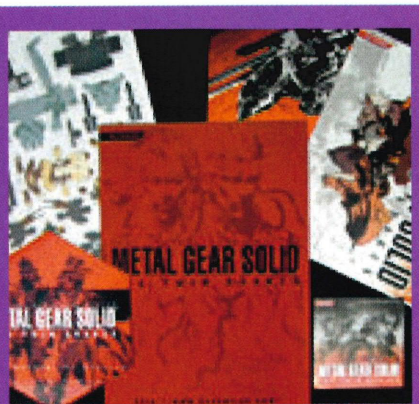
EXCLUSIVE TWIN SNAKES PACK UP FOR GRABS

For the recent Tokyo Game Show Konami made 1,000 special *Twin Snakes* packs. These packs were only given out to a few select people, but we've managed to get hold of a few to give away. The packs themselves are Collector's Edition and contain artwork, movies, screens, storyline and a numbered Dog Tag.

To be in with a chance of getting your hands on one simply write to the following address:

TWIN SNAKES COMPO
CUBE, HIGHBURY-PARAGON
PARAGON HOUSE, ST PETERS RD
BOURNEMOUTH, DORSET BH1 2JS

Include your name, address and email (if you have one).





CUBE SAYS...

FIRST IMPRESSION

■ *Twin Snakes* is looking better all the time. Now that we've had a chance to see first-hand what little extras have been put in, we're very excited. Thankfully the framerate has been tweaked as well, so that's another problem solved. Some of the original game's problems are still apparent though – the twitchy controls for example, so we'll have to wait and see whether Dennis and his team address them. With four months to go though, everything is looking good.

CUBE

YOUR ONE-STOP SHOP FOR THE COOLEST



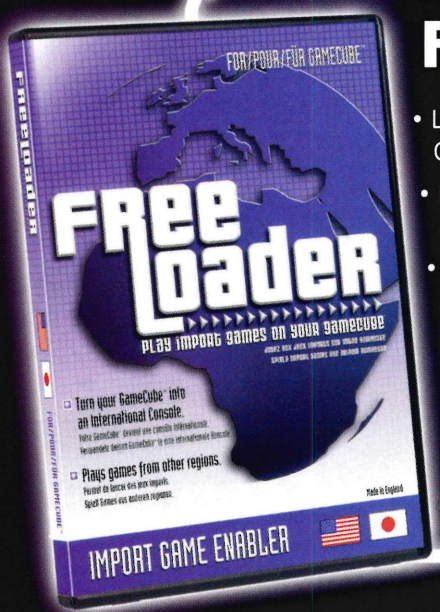
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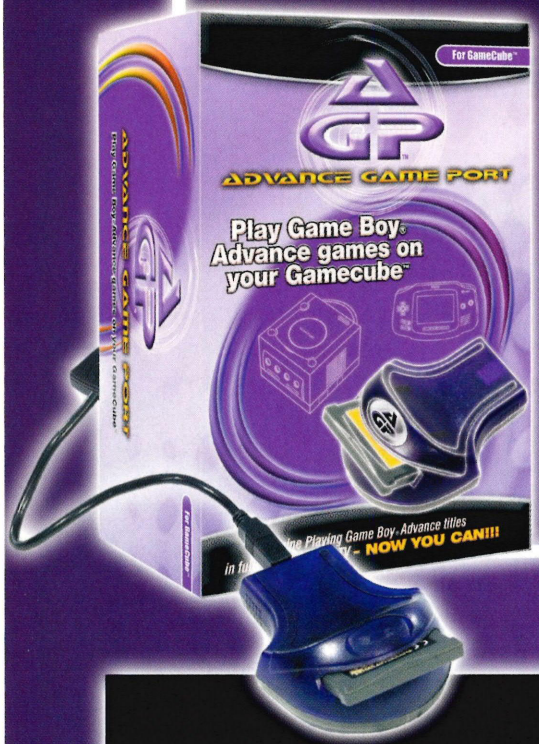
*Free postage and packing on all items delivered to UK mainland only. Please allow 2 to 4 working days for delivery. Other delivery options are available, please call us or check web site for prices. Some products may not yet be available. Please call to check availability. We reserve the right to change 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.

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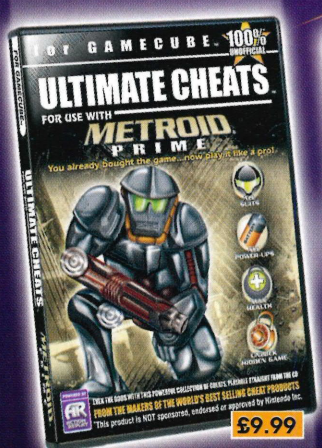
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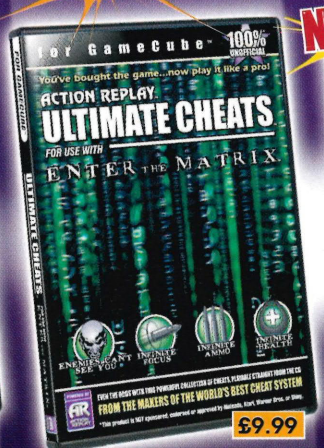
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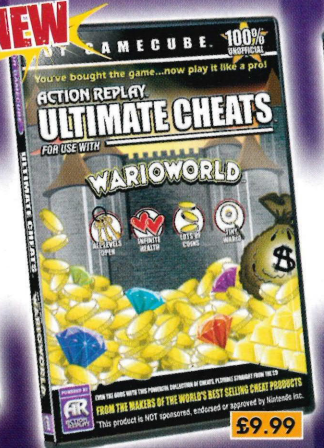
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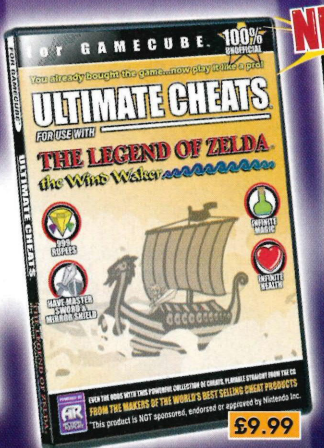
Ultimate Cheats for use with **Enter the Matrix™**

NEW



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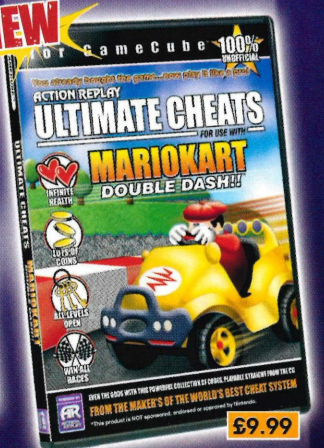
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NEW



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Ultimate Cheats for use with **MarioKart: Double Dash™**

REVIEWS

JUST A BIT LONGER

IT'S MONTHS LIKE these when it's hard to believe that GameCube is trailing behind in the European marketplace. If just six months out of the year were like this one there wouldn't be room for Microsoft. You know it's a good month when games like *Rebel Strike* get bumped out from the main Reviews Intro page to create space for the real big hitters. *Mario Kart* (omg, how cool is this game!?), *1080°*, *THUG* and *Rebel Strike*, all in one month. Then there's the £79 price-point on the console itself, which has returned the machine to its rightful place in many retail outlets. Retailers simply can't ignore the fact that games such as *Soul Calibur II* outsold other console versions by a significant amount. By rights GameCube titles should account for at least three of the Xmas Top 10, but that all depends on how retail works it, and more importantly how Nintendo works with retail. The GC can work for retail – it just needs to position it correctly, ie not under a shelf in the stockroom…

CHANDRA NAIR



MARIO KART DOUBLE DASH!!

We all knew it was going to be one of the forerunners for game of the year, but we didn't anticipate it being this good. Perfectly balanced, wicked new additions, LAN link-up and Co-op modes. It's too much…

56

CUBISTS

Those of you who hate Xmas a) sort your life out, and b) don't read this next bit… IT'S NEARLY XMAS!! WOO-HOO!

MILES GUTTERY



EDITOR, CUBE

ALL I WANT FOR XMAS IS: A little cuddly bear
BEST PRESENT EVER: Milo bear's best present ever was actually one he bought for himself a few weeks ago as an early Xmas treat. He's bought this snug new jacket that has a fluffy rim and felt-lined innards. He now eats, sleep and drinks in it.

CHANDRA NAIR



DEPUTY EDITOR, CUBE

ALL I WANT FOR XMAS IS: No 1 chart single
BEST PRESENT EVER: The transformer 'Galvatron.' He was amazing. His cannon lit up and made shooting noises and everything. I played with that for at least six months and never got bored with it. My mum threw it away though :o(

GARY ADAMS



STAFF WRITER, CUBE

ALL I WANT FOR XMAS IS: An end to all war
BEST PRESENT EVER: My Treasures & Trapdoors boardgame. You could like, move around the board and fall down trapdoors… or you could like, win treasure and stuff (erm… we guess you had to be there to really appreciate it – Ed)

BYRON WILKINSON



STAFF WRITER, CUBE

ALL I WANT FOR XMAS IS:: A lurvely EMac
BEST PRESENT EVER: I've got two that I can't decide between: *Mario Kart* on the SNES and my ZX Spectrum. *Mario Kart* turned up just before Xmas one year and my family didn't see me again 'til the second week of January.

TIM EMPEY



SUB EDITOR, CUBE

ALL I WANT FOR XMAS IS: (censored)
BEST PRESENT EVER: Knight Rider Stunt Set. The fact that David Hasselhoff managed to get away with that face and that haircut was a testament to how cool that car was. It was like a Cylon… but in car form. Broommmm!

MARTIN MATHERS



DEPUTY EDITOR, GAMES™

ALL I WANT FOR XMAS IS: Lady wrestlers in a sack
BEST PRESENT EVER: Once I got a complete set of mint condition Destructacons. You can't get any better than that. You should've seen the episodes of Transformers that I was able to act out in my bedroom – more than meets the eye!

STEPHANIE PEAT



SENIOR DESIGNER, CUBE

ALL I WANT FOR XMAS IS: Perfume (hint-hint)
BEST PRESENT EVER: My Raleigh Chopper. I like choppers… me mum hid it in the downstairs toilet and told me that the toilet was broken. I was bursting by the time Xmas Day came along. It was worth it though.

NICK TRENT

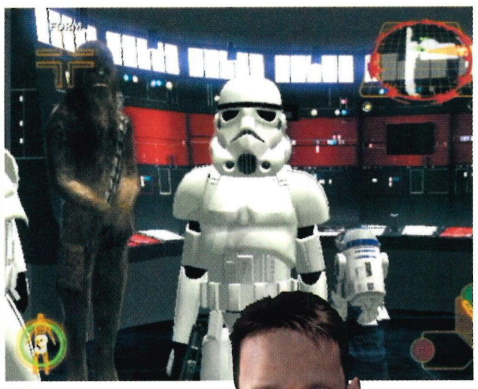


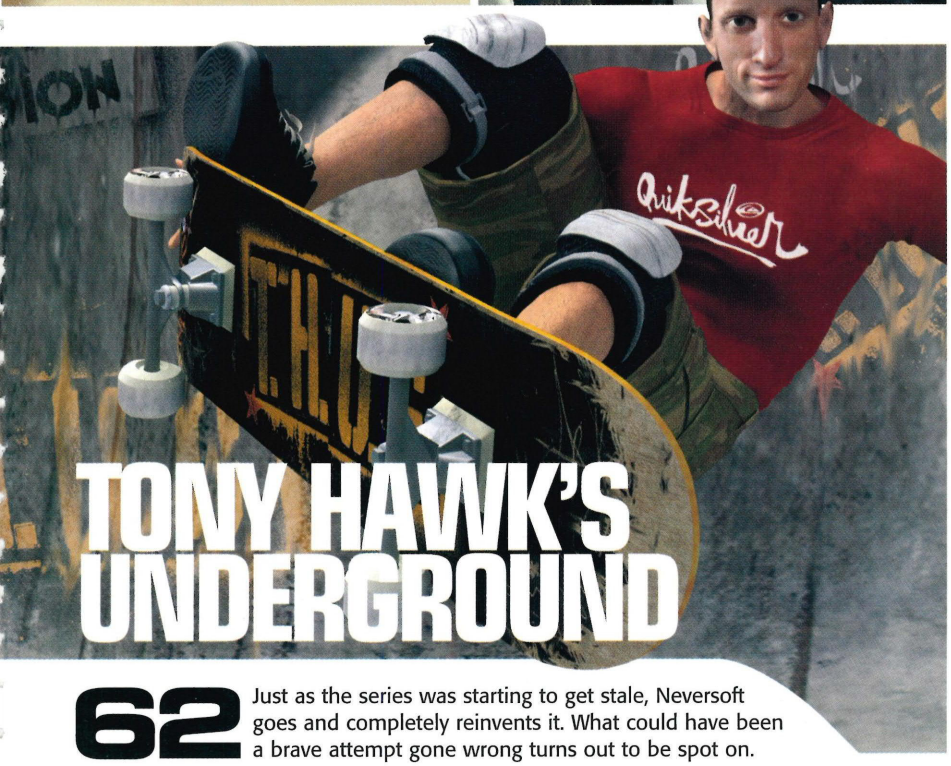
ART EDITOR, CUBE

ALL I WANT FOR XMAS IS: Chandra to get a No 1 single
BEST PRESENT EVER: My Rally SuperBurner BMX. It was amazing. Sure, it was the cause of many a bleeding nose, sprained ankle, dead leg and bent back fingers, but it was so cold that winter that I didn't feel any of it anyway!

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







TONY HAWK'S UNDERGROUND

62 Just as the series was starting to get stale, Neversoft goes and completely reinvents it. What could have been a brave attempt gone wrong turns out to be spot on.

BILLY HATCHER
66 A great attempt from Sonic Team, but we think it could have been better. SEGA didn't capitalise on a great idea.

1080° AVALANCHE
68 What started out as a bit of a bodge job has miraculously transformed into a thing of beauty. And different to *SSX* too.

TRUE CRIME
70 The hype surrounding this one has been amazing – but is it be the *GTA* beater we were hoping for or just *The Getaway* in America?

DRAGON BALL Z
74 What happens when a developer doesn't bother much with a game and relies instead on a strong brand name?

GLADIUS
75 Once upon a time we were really, really looking forward to this. Then it all went wrong in typical LucasArts style.Nice one.

REBEL STRIKE
76 A *Star Wars* fan's dream come true, and a great showcase for what the GameCube can do. It's just a shoot-'em-up though.

XIII
82 2003: The year of Ubi Soft... or it would have been had Sony not nabbed the exclusives for *BG&E* and *Prince Of Persia*.

RETURN OF THE KING
84 We wanted this to be great, and by rights it should have been. Instead though it's just a repetitive scrolly beat-'em-up.

NBA LIVE 2004
86 As is usual with these annual offerings if you liked last year's game you'll like this one as well. There's little to shout about though.

FIFA 2004
88 This game just gets better and better each year, which means that after 76 years of evolution it's actually a good footie sim.

NFS UNDERGROUND
90 Combining all the attitude of *The Fast And The Furious* with greasy looking roads, *NFSU* is truly 'in-yer-face'.

THE HOBBIT
92 Take a walk in Bilbo's hairy feet in this cutesy alternative to *Return Of The King*. Less hack-and-slash, more puzzler.

THE SIMPSONS: HIT & RUN
93 *GTA* in Sprignfield meets *Crazy Taxi* – an odd mix that actually works rather well and a lot better than *Road Rage*.

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.

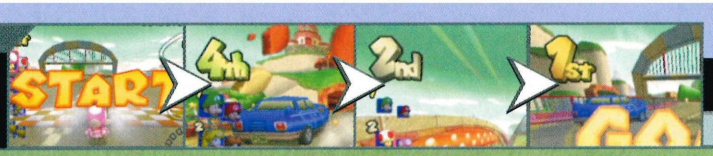
RATING 50 — **5.0 > 7.4**
Yep, it's that tricky middle ground that a lot of games walk. With 5.0 branding a game decidedly average, scoring up to 7.4 means you might want to try it if you're into that sort of thing.

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!

I'M THE WEINER

Winning is easy, get a perfect start, corner neatly and mercilessly shoot your rivals.



CUBE

INFORMATION

MARIO KART: DOUBLE DASH!!

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-16
MEMORY:	3 BLOCKS

STATS

- SIXTEEN TRACKS
- NEW MULTIPLAYER MODES
- TWIN KART RIDING
- LAN COMPATIBLE

OUT NOW | OUT NOW | OUT NOW

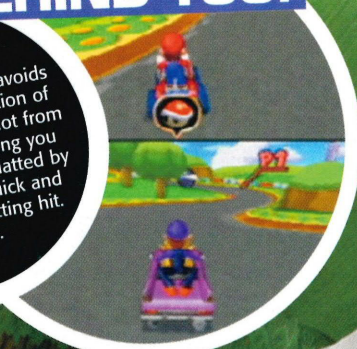


"THERE'S STILL ALL THOSE MOMENTS OF ADRENALIN PUMPING BRILLIANCE"

BEHIND YOU!

OI!

A neat addition that avoids the potential frustration of continually getting shot from behind is this warning you see before getting blatted by a projectile. Act quick and you can avoid getting hit. Priceless.

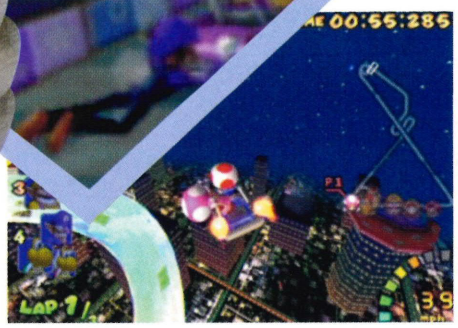


Spend your cash on Double Dash!!

MARIO KART: D



OUBLE DASH!!



HANG ON: One of many neat little touches, this. Getting hit temporarily throws your passenger off the back of your ride leaving you unable to pick up items.



Do believe the hype – a game that lives up to its reputation...

IF LIKE US you've spent days on end cackling with delight playing multiplayer *Mario Kart* on either the SNES or N64, or if you've spent countless hours whittling down lap times, perfecting your karting technique, developing a Zen-like ability to slide perfectly round bends then you'll probably want just one thing answered by this review: whether *Double Dash!!* is actually any better than the much-loved originals? Well, it's both a mix of the two previous games but it's also got a uniqueness, so in a word – yes, it is better. Kind of.

Control is still simple, intuitive and deep, pitched as it is between the tight and clinical handling of the SNES original and the looser more arcade-like driving of the slide and boost N64 version. Courses are still inspired, littered with shortcuts and a balance of design that sees you yo-yo up and down the rankings during races but always in with a chance of winning (minus the cheap catch-up for CPU opponents that marred the N64 game). There are still all those moments of adrenalin pumping brilliance like cornering just right, boosting, and at the very last second snatching victory mere nano-seconds from the finishing line. Or times like where on the very last lap you can't help but howl with laughter as you screw over an opponent, shooting them with a shell or running them over using an invincibility star. Still it's a game

LOCAL AREA NETWORK

EIGHT PADS+TWO TV'S = MULTIPLAYER BLISS



LAN link-up provides the ultimate in karting joy

For a LAN game you need the following:

TWO GAMECUBES
TWO BROADBAND ADAPTERS
TWO COPIES OF MARIO KART
TWO TV'S
AN ETHERNET CABLE

After this it all works a treat: no slow down, no messing around, just fun. Differences from a normal multiplayer are that you can't play the GP Mode and nor can you pick your character whilst races tend to be decided just as much by items as by driving skills.



PLAYING THE FIELD

ARE WE AN ITEM?

Whilst every available character can use all the normal items – red and green shells, mushroom speed boosts, banana skins, fake item boxes, invincibility and the lighting bolt – they've also now got their own special items. CUBE favourites include Baby Mario's Chain Chomp and Koopa's triple shells.



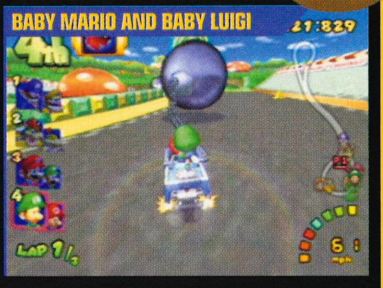
The Bros. can launch a clutch of dastardly fireballs (backwards or forwards) that also bounce of walls. Rude.



Enveloped in a ring of three hearts the girls can absorb hitting a dropped shell or skin and then use that same item. Sneaky.



A bit lame really as this special is merely an egg shaped red shell and you only get one of them. Useful but dull.



Tethered to a Chain Chomp the babies get dragged a small part of the course whacking all in their way. Naughty but nice.



Turtle powered shell wearers are granted the aggressive ability to hold up to three green or red shells. Dastardly.



Fittingly for apes their special is a giant banana. Better defensively than in attack, a good item for those in front. Slippery.



A big bad ass shell for these boys makes them the bullies of Double Dash!! Cruel but fun.



A bomb that when dropped is very effective but when fired forward tends to blow up in your face. Risky.



The little train that could... just one of the bonus karts that can be won

"EVERYTHING WE HOPED FOR AND A GAME WE'LL BE HAPPILY PLAYING FOR YEARS TO COME. BUY IT"

CONTINUED best played with friends, a point made all more obvious by the way every time we took a break from playing *Double Dash!!* we'd come back to find writers from other magazines huddled around the GameCube sneaking a quick game in battle mode, laughing their asses off.

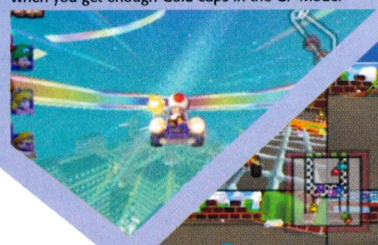
Watching a group of people playing *Double Dash!!* makes it obvious that Nintendo hasn't slipped up. Any game that can make even the most jaded and cynical hacks in the office, on finding out you can nick other drivers balloons, squeal like a pig on its wedding night, is a game in a million. That simple fact alone says enough: *Double Dash!!* is easily one of the best multiplayer racers ever made.

Okay, so why then have we said it's only kind of better? Because in multiplayer *Double Dash!!* should have done more. It's absolute strongest asset – playing with mates – has been enhanced with new modes, but arguably not enough. As it's seven years now since *Mario Kart* on the N64 we'd hoped for more battle arenas than the mixed bunch of six available in *Double Dash!!* And whilst one of the new battle modes, Shine Thief, is genuinely good, the other one, Bob-omb Blast is more of novelty option.

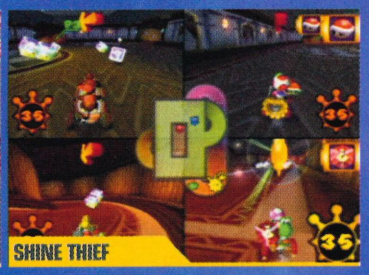
Still, the rest of it, the alterations and tweaks, work brilliantly and generate the ideal situation of keeping fans of the original games happy whilst simultaneously making *Double Dash!!* fresh, novel but still as brilliantly playable as ever.

The most noticeable addition to *Double Dash!!* is of course the way two characters ride in a Kart. Say for instance you pick Bowser as your default driver and then Diddy Kong as a passenger, Bowser determines the type of Kart you can drive – it's got a fast top speed but slow acceleration – and Diddy Kong gives you a weight rating that affects how easily you get knocked around in collisions. Both characters also have their own special items. Bowser's is a colossal green shell and Diddy's is a massive banana skin. You can at any time switch their positions in

TOAD GET!: Our favourite from the SNES version, Toad, makes a welcome return as an un-lockable bonus when you get enough Gold cups in the GP Mode.







LET BATTLE COMMENCE

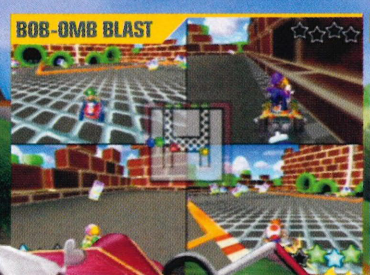
"RIGHT LETS A HAVE REMATCH - NOW!"

You've been playing for hours although it feels like minutes. Like with all the previous *Mario Kart* games the multiplayer modes, of which there are two new additions, give *Double Dash!!* a near endless longevity. Here's a run down of what you'll be doing when you've finished the Grand Prix and aren't playing a still-as-brilliant-as-ever straight forward VS race.

BALLOON BATTLE
The absolute classic last kart standing scenario only it's been given a twist in that you can now nick other players balloons! To do so use a mushroom boost straight into another kart or run over an opponent using an invincibility star.

SHINE THIEF
Starting with a big gold shine icon from *Mario Sunshine* placed somewhere on the tracks this is essentially a game of capture the flag. Pick up the shine and hold it without getting hit for 60 seconds in order to win.

BOB-OMB BLAST
The weakest of the three as some locations don't suit the shoot and hide mentality you need to win, this is a first to four stars affair achieved by launching bombs at rival karts. Thing is you lose a star every time you get hit.







The sneaky banana-reversal move has been removed, to Waluigi's detriment it seems...

THE RACING LINE

BENDER
Powerslide round a bend and wiggle the control stick in the opposite direction to get a boost. Do it perfectly and blue sparks come from your wheels giving you the edge on your opponents.







COURSE AND EFFECT

EVERY TRACK LISTED...

The courses in *Double Dash!!* are generally short and thanks to their distinctive layout and the way they're populated with vividly realised and themed obstacles and shortcuts, they're really easy to learn. There are 16 courses in total and you can also unlock a mirror mode. Here's a run down of them:

MUSHROOM CUP



LUIGI CIRCUIT
Backing onto itself and covered in boost pads with big arcing bends, this course is ripe for practicing your slide-and-boost skills.

PEACH BEACH
An open long stretch of beach with a tide that ebbs and flows up the shore, there's also quite a few different routes to be found.

BABY PARK
Oval shaped and eight laps long, this course is rife with items and perfectly suited to those who can master cornering. One of our faves.

DRY DRY DESERT
With a big swirling pit of quicksand at its centre and cyclones poised to whip up skywards this is a difficult track to negotiate.

FLOWER CUP



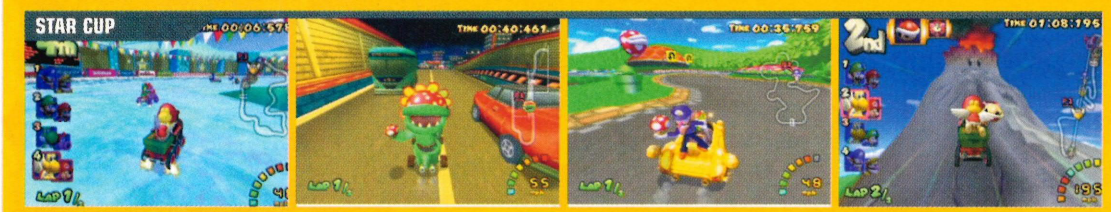
MUSHROOM BRIDGE
Fast, dangerous, littered with vehicles and shortcuts. An eventful slab of tarmac but the tricky bridge shortcut can win or lose you the race.

MARIO CIRCUIT
A classic *Mario Kart* feel of slick asphalt bends that rewards neat driving and punishes the sloppy. Keep it tidy or lose.

DAISY CRUISER
A nice idea well executed. Also features one of the most perilous but funny home straights in the game. Watch out for the hole though.

WALUIGI STADIUM
Plays like an extreme sports dirt bike track as it's stuffed with ramps, jumps, bumps, boost pads and rings of fire. Bouncy.

STAR CUP



SHERBET LAND
The obligatory ice level is difficult but plays well. You'll need to know it inside out to win at 150cc. Avoid the skating Shy Guys.

MUSHROOM CITY
With multiple routes and a stream of oncoming traffic this is a track notorious for seeing you lose it on the final lap thanks to the evil bomb cars.

YOSHI CIRCUIT
Shaped like the dinosaur himself, this is racing purist's ideal course: bends that snake and a design that rewards a racing line.

DK MOUNTAIN
One of the most hazardous tracks in the game, you'll be crushed by boulders, fall off cliffs, get shot out of a cannon and then do it all again.

SPECIAL CUP



WARIO COLOSSEUM
F-Zero-lite futuristic industrial carve up. Long stretches of track ensure that everyone's potentially easy prey for the chasing pack.

DINO DINO JUNGLE
Really difficult thanks mainly to a colossal stomping dinosaur and rickety wooden bridge that never fails to make you feel edgy.

BOWSERS CASTLE
Another SNES style offering. Fast with lots of sharp bends, lava, punishing Thwomps. and some ingenious, lap time-reducing shortcuts.

RAINBOW ROAD
Commonly referred to by CUBE as "the git", Rainbow Road is thankfully a lot less frustrating than previously, but still very tricky.

"DOUBLE DASH!! IS EASILY ONE OF THE BEST MULTIPLAYER RACERS EVER MADE"

EXTRA, EXTRA: This gold car from the Delphino Isle award ceremony is a bonus unlockable for caning the GP mode.



Skid enough and you'll get a red and then a blue boost!



CONTINUED

the Kart by pressing the Z-button to best use their special items. If say you're in the lead then Diddy is useful as his oversized banana skins foil those behind you, but if you're trailing the pack a well aimed shot with Bowsers spiky green shell works wonders. Because of the character swapping, races now have an unexpected level of tactical depth and also go some way to lessening the worrying problem of the preview versions of *Double Dash!!* – its supposed lack of speed.

In 50cc mode the wide tracks and overall pace feel sluggish but go up to 100cc or 150cc and with the ability to swap characters and the way item use plays just as important a role as driving skills, races become much more aggressive and you rarely if ever feel like you're travelling too slowly as there's always someone chasing you, a shortcut to try for, an obstacle to dodge, a corner to sweep round and boost from … simply put *Double Dash!!* is easily the most frantic *Mario Kart* yet. All of which makes the solo player game, the Grand Prix mode, so tense.

A clever decision by Nintendo is to allow only one attempt at races in Grand Prixs. Without the need to place fourth or higher to go to the next track, short cuts



Lakitu takes an age to fish you out of holes... git!



TWO CAN PLAY THAT GAME

THERE'S NO "I" IN TEAM

In an unexpected take on co-operative racing two players can simultaneously use the same kart. One drives, the other uses items. Stuck at the back of the kart can get a bit dull so if both players agree to tap Z at the same time the characters swap places. An advantage of playing in tandem with someone else is that you can corner tighter, and steal items more easily. It's a strange set up to get used to although, assuming you can play well with your partner, it does give an advantage.



Who needs to steal items when you've got this?

(such as chancing a ride on the kart-width sides of the bridge at Mushroom Bridge track for instance, for the sake of hitting boosts and power-up's) carry a lot more risk (mess up and you might as well quit) and getting scuppered on the final lap, happens a lot more frequently thanks to the greater emphasis on using items, and hurts an awful lot more than it used to. Nintendo has implemented it deftly by having an icon appear, a red shell for instance, just below your Kart to warn you when you're about to get hit, giving you just enough time to take evasive action and try to block it. Another smart decision is the way when you do get hit whatever items you were holding spit out onto the track, littering already crowded races with a Russian roulette assortment of power-ups waiting to slip you up or be put to good use.

Multiplayer issues aside, *Double Dash!!* is a rare game these days – a title that lives up to the fevered hype and anticipation surrounding it. As a racing game it's superb. Each kart handles uniquely, there's a palpable sense of being in contact with driving surfaces – rickety bridges for instance tilt left and right as you zip over them, the camber and pitch of bends directly affect how your kart feels to drive and the whole *Double Dash!!* world is solid, cohesive, physically convincing and built for fun. It's also got countless touches of invention like the mushroom car which if glanced just right on you way past it pops out a mushroom boost, or the multiple themed hazards such as cyclones, quick sand, stomping dinosaurs and erupting geysers, all of them vividly rendered in clean, smooth and classic Nintendo-vision.

We admit we had our doubts about *Double Dash!!* We thought it might be too slow, we suspected that course design might not be up to scratch, we wondered in fact if Nintendo could still produce games as good as it used to. After all Luigi's Mansion wasn't all that, *Super Mario Sunshine* could irritate and even the sumptuous *Wind Waker* didn't match its predecessor, *Ocarina Of Time*. Gladly though, *Double Dash!!* doesn't disappoint.

Both a faithful update of the previous games and a unique, brilliantly playable, genuinely funny and unmatched racing experience of its own, by now it should almost go without saying, *Double Dash!!* is almost everything we hoped for and a game we'll be happily playing for years to come. Buy it.

BYRON

CUBE VERDICT

MARIO KART: DD!!

THE GAMECUBE'S VERY BEST MULTIPLAYER

VISUALS Crisp, colourful and vivid with a framerate that never dips. Flawless.

AUDIO Great sound effects although the chirpy tunes are forgettable

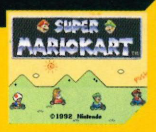
GAMEPLAY Weighed in favour of item use, but handling and skill are still essential

LIFESPAN Time trials, bonus karts, characters and endless laughs in multiplayer

ORIGINALITY A varied range of additions make this more than just a sequel

ALTERNATIVE

Easily stands up to *Double Dash!!* and we reckon it handles just that little bit better.



MARIO KART SNES

Reviewed: N/A CUBE Rating: N/A

2ND OPINION

LET'S-A-GO! *"Double Dash!!* refines and improves on the N64 experience, and provides reason enough to buy a second GC and two broadband adapters. Mmmm...LAN"

CHANDRA

FINAL SCORE

9.4

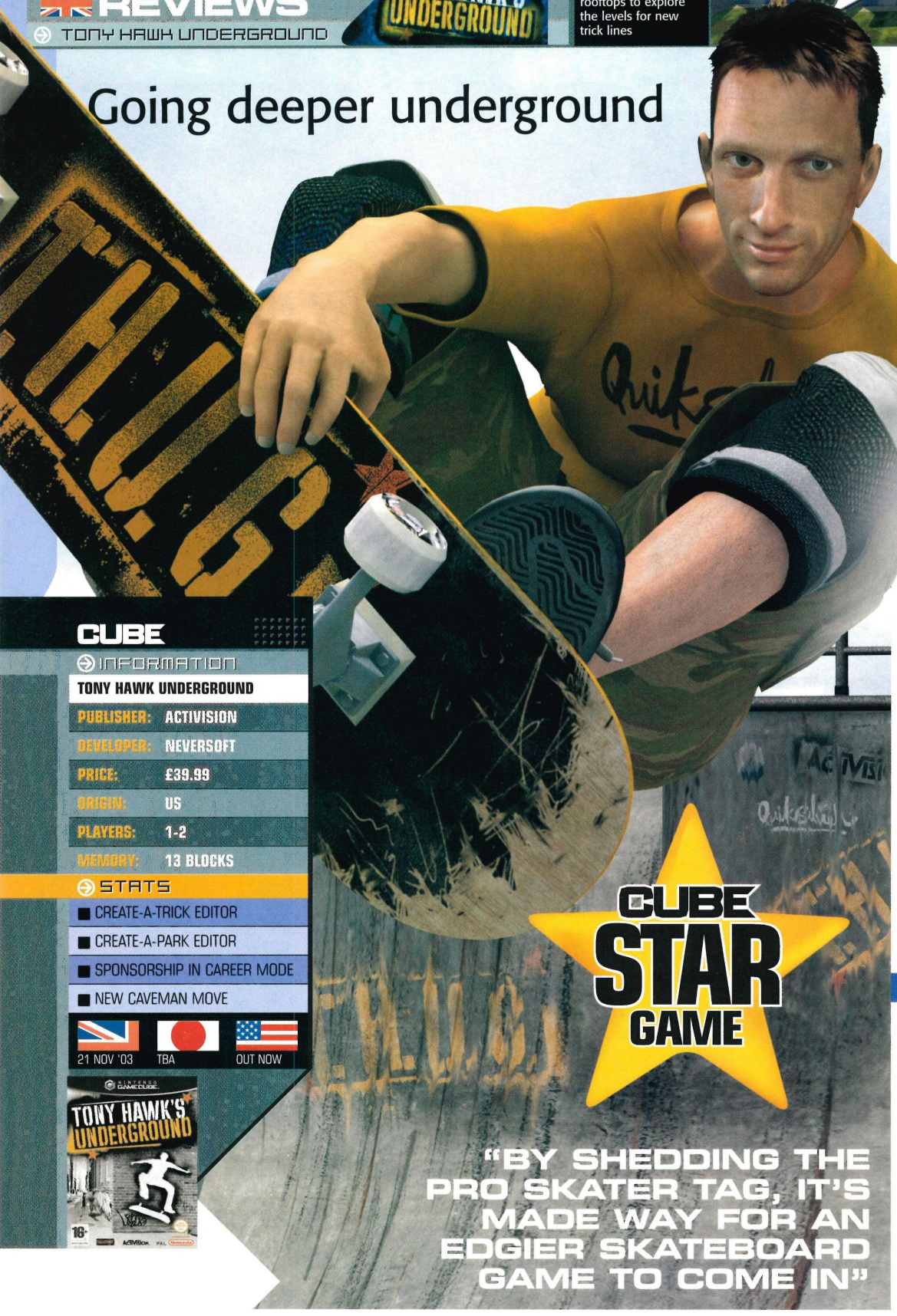
BRILLIANTLY BALANCED GAMEPLAY WITH A LUDICROUSLY FUN MULTIPLAYER. AN ABSOLUTE MUST.

HANGER ON

You can clamber up rooftops to explore the levels for new trick lines



Going deeper underground



A new feature – race around in cars... sorry, *on* cars





CUBE

INFORMATION

TONY HAWK UNDERGROUND	
PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	13 BLOCKS

STATS

- CREATE-A-TRICK EDITOR
- CREATE-A-PARK EDITOR
- SPONSORSHIP IN CAREER MODE
- NEW CAVEMAN MOVE

21 NOV '03	TBA	OUT NOW

CUBE STAR GAME

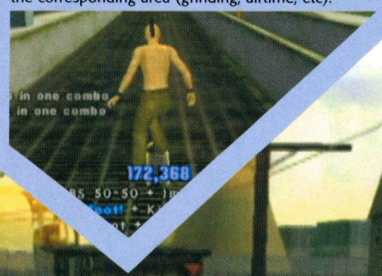
"BY SHEDDING THE PRO SKATER TAG, IT'S MADE WAY FOR AN EDGIER SKATEBOARD GAME TO COME IN"

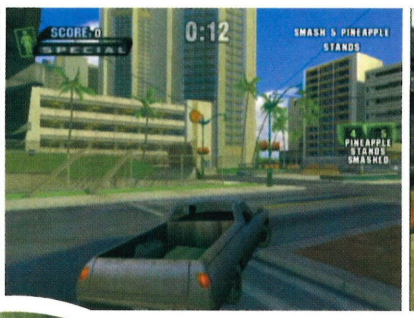
Tony Hawk drops the Pro Skater tag and almost forgets to pack his skateboard...

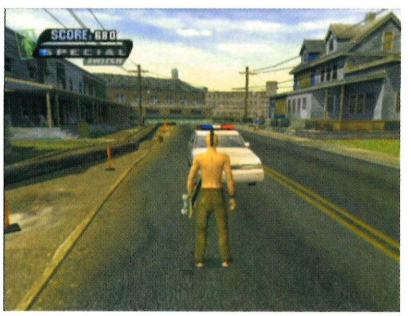
SINCE TONY Hawk appeared on the gaming scene with his skateboarding series, the vert ramp god has ruled over extreme sports. There have been challenges to the his stranglehold on the genre but none have seriously threatened the lanky skateboarder as he grinds over the face of the competition with each game that bears the Hawk name. But *Tony Hawk's Pro Skater 4* left the old chap in a bit of a dilemma – it was clearly the best extreme sports game out there yet left little room for future instalments to improve. So where does he go from here? Why do the screenshots show skateboarders hanging from roofs? And what's going on with the *THUG* title? Well Tony Hawk has taken his baby back underground to its roots, which explains the ridiculous acronym.

TONY HAWK'S UND

STAT ME UP: Pulling off lengthy combos or big airs will see your stat points automatically improved in the corresponding area (grinding, airtime, etc).





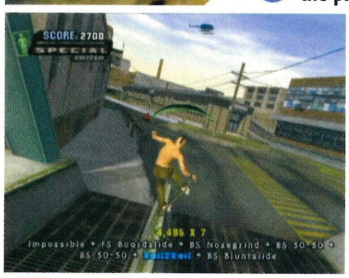


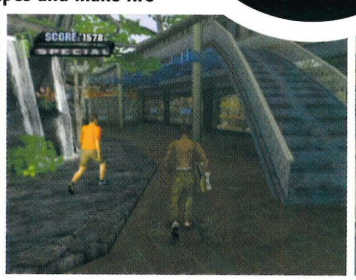
Like a caveman – grind the pipes and make fire

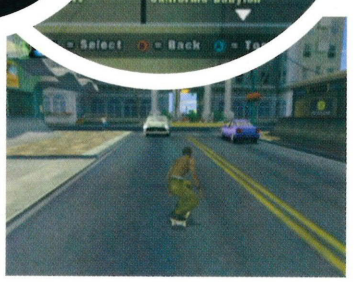
ROCK ON!

AGAINST THE MUSIC

The soundtrack features The Clash, Fu Manchu and People Under The Stairs. The inclusion of Kiss has delighted Chairman Guttery – we've never seen Miles so happy.





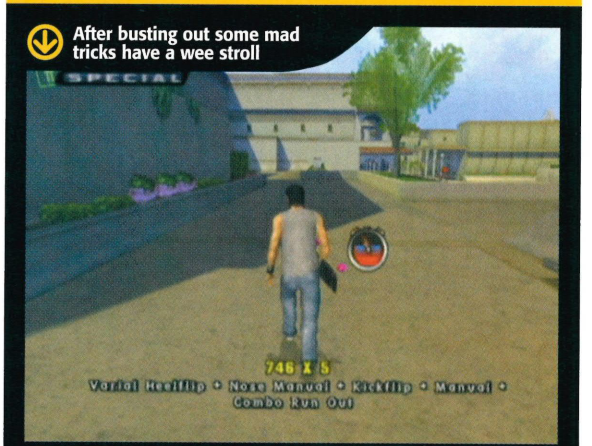


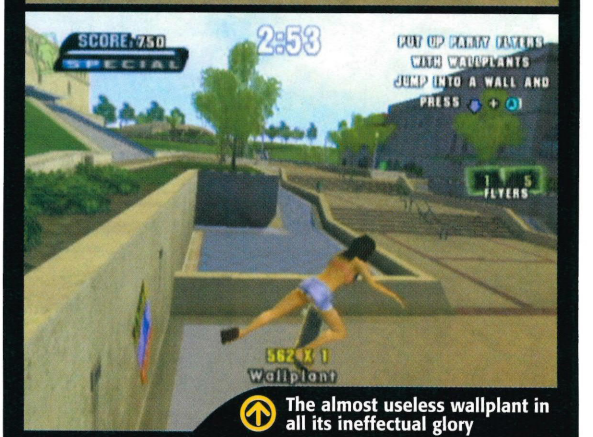
CAVEMAN GOOD, WALL PLANT BAD

NEW MOVES FOR DA THUG

No *Tony Hawk's* game would be complete without new moves to try out and Underground is no exception. Caveman is the most useful and the biggest gameplay addition to the series since the manual was introduced back in the heady days of *Tony Hawk's Pro Skater 2*. The move involves breaking off a combo to run to the next trickline before jumping back on the board to continue clocking up the points. A small timer shows how long you can stay on foot, preventing the player from idly searching for another rail. It takes practice to effortlessly pull the move off mid-combo but once you've nailed it down, you'll wonder how you ever skated without it. The other new addition is Wall Plant, which sees the skater, erm, plant his foot on the wall infront of him before pushing back off. Unfortunately it's every bit as rubbish as it sounds, paling in comparison to the ability to tuck your board under your arm and run around a la caveman.

After busting out some mad tricks have a wee stroll





The almost useless wallplant in all its ineffectual glory

By shedding the *Pro Skater* tag, it's made way for an edgier skateboard game to enter the fray. *Underground* doesn't let you pick a top skateboarder right off the bat, as you start off with your own character in the dingy suburbs of New Jersey. Those who haven't taken the time to get properly introduced to Mr Hawk over the years will find it hard to deal with the controls, which feel awkward on the GameCube pad. Not to mention the overwhelming amount of moves mean more time spent on arse getting back to feet rather than time spent on board looking cool. Nevertheless, *Underground* is a kind and caring soul and delicately nudges you through the tutorials with minimum fuss.

While newcomers smash teeth on the tarmac when attempting their first manual, veterans will be scampering over New Jersey rooftops after discovering the first of Underground's new features. Press the Z-trigger and your rider will flick the board under his arm, leaving his hands free to grab any nearby ledges and pull himself up to higher areas. Sounds fantastic in theory yet once you hop on your board, the realisation sets in that after the first level there are very few ledges that can't be accessed with suicidal speed and a nearby surface pointing upwards. It's only once you start working this move into combos (where it's known as a caveman) that the true potential of this trick opens up, giving you far more flexibility to rack up points. The addition of a trick editor helps keep the experience lemon fresh while the game automatically boosts stat points when you pull off tricks worthy of note. Again, every facet has been tinkered with so when it comes to nailing down that elusive trickline or lofty combo, *Underground* remains the undisputed champion of the genre.

Cutscenes are now peppered throughout career mode due to an actual plot explaining why you're flinging yourself around bench-strewn streets with only a plank of wood to protect you. We don't remember anyone moaning that they wanted a plot when *Tony Hawk's Pro Skater 4* came out, so we aren't sure why they've crow-barred one into *Underground*. Still, it's in there and if you pay close attention to the events, then the story isn't too bad. Think of it as the videogame equivalent of *Eastenders* repeats – there for the four people who want it, a minor inconvenience for everyone else.

ERGROUND

GET SPONSORED BY COMPANIES

AND THEN DUCK SELLOUT ACCUSATIONS

You start off in the humble neighbourhood of New Jersey but progress far enough and you'll attract the attention of big name skate companies. They'll try to seduce you to the dark side with their promotional videos, leaving you to choose between the vert ramp excesses of Birdhouse or the slick street style of Girl, for example. Pick a team and the interface changes to reflect your new bosses – a company logo appears in the top-left of the screen and the balance meter changes to company colours. Your company's boards will also become available, so you can use original boards or those of your team mates. Selling out to The Man? Maybe, but once the team photographers and bosses start asking you to enter demos and photo-shoots for them, any sell out accusations will be like water off a duck's back.



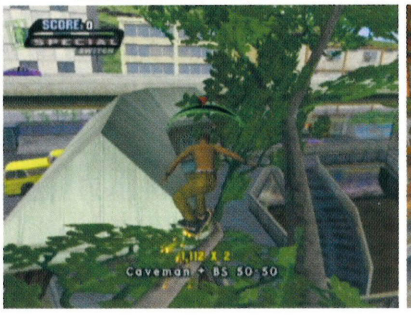
If you get sponsored you'll be as cool as Bam Magera, then you can smack yo-self

BISH BASH BOSH: New crash animations include one where your skater throws a hissy fit and puts his foot right through the board!



With the caveman and wall plant moves *THUG* has it all, including the skitchin sink





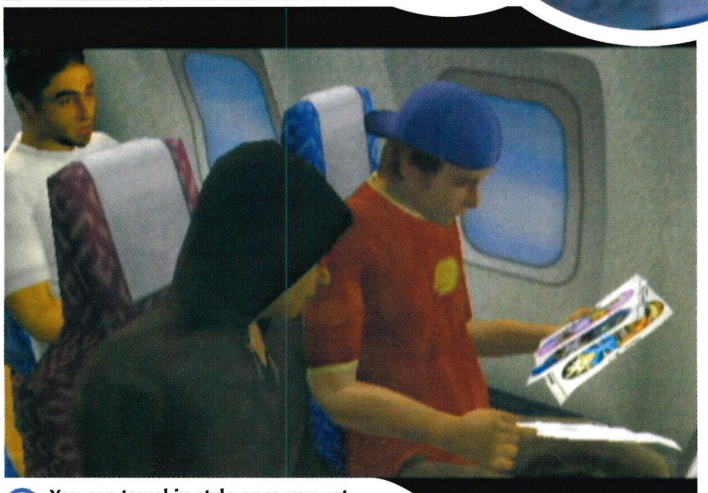


EDIT THIS

CUT AND PASTE

Cutscenes drive the plot along in career mode as you watch your skater compete with rivals and take orders from the team boss. Not sure what's going on here though...





You can travel in style once you get sponsorship and check new deck designs

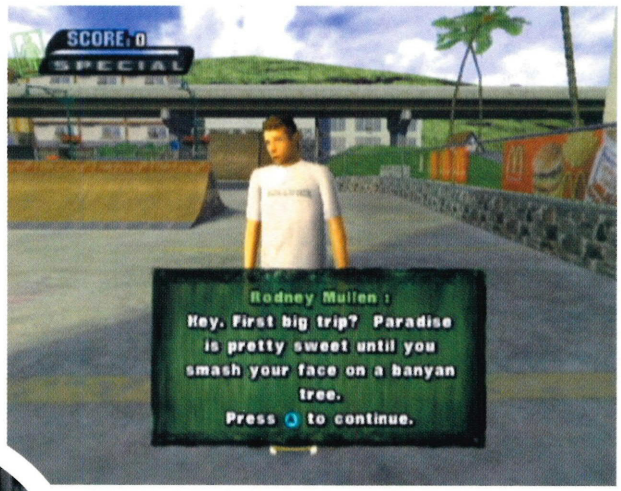
Outside of the story, the game structure revolves around your rise from lowly skateboarder who hangs around town centres at night to the face of a major skateboarding company. The inclusion of sponsors is a masterstroke and having the big names hanker after your signature does make you feel like a king.

Levels can be explored at your own leisure, leaving you free to cruise around and admire the pretty-but-basic graphics. If you want to get on with the game, you'll have to look out for bystanders with red stars above their heads. Skate up to them, hit X to hear their challenge and watch as the game begins to wobble instead of tailsliding into greatness. By trying to make *Underground* so different from its predecessors, Neversoft have forgotten what made this skateboarding game so great – the skateboarding. Hence the unmitigated tragedies that are the driving challenges. Drive into the pineapple stands. Drive into the rival hotdog vendors. Drive around to find hot women for a party. The excuses to stick you behind a wheel become increasingly ridiculous as the game wears on. Can we skateboard instead? No, you have to drive. The handling is terrible, the racing dull and the whole thing is slower than a rusty shopping trolley. Are you sure we can't skateboard? Please? Sigh.

This isn't the biggest boil on Sir Hawk's bottom either. That dubious award goes to the stealth challenges. As Computer Entertainment Law (revised: 2003) dictates, all videogames must have at least one stealth section. And so *Underground*, in a desperate attempt to keep with the times, has half-heartedly flung a sneakery mini-game into the mix. Things we found out during this stealth challenge: skateboarding games should stick to skateboarding, stealth should either be done properly or not at all and Wavebirds break when flung at the wall out of frustration. However this isn't the only pointless challenge as our patience



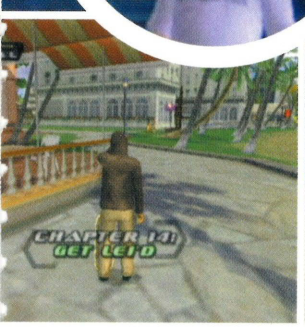
Remember that fabulous moment in *Tony 3* when you unlocked Rodney Mullen's skate video?

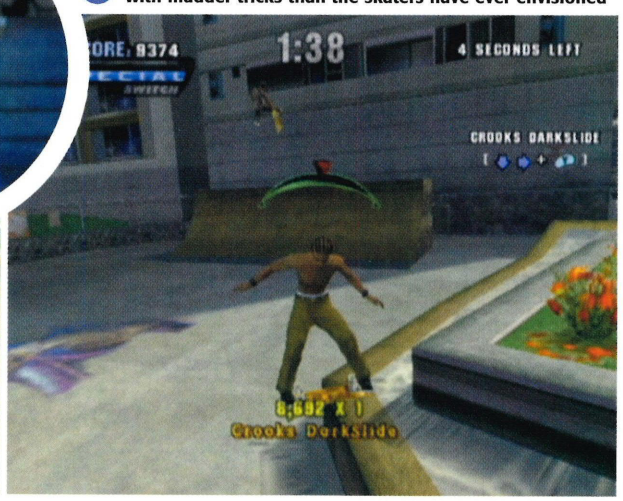


Unfortunately, as touted, you can't scan your own face into the game but you can make a good approximation

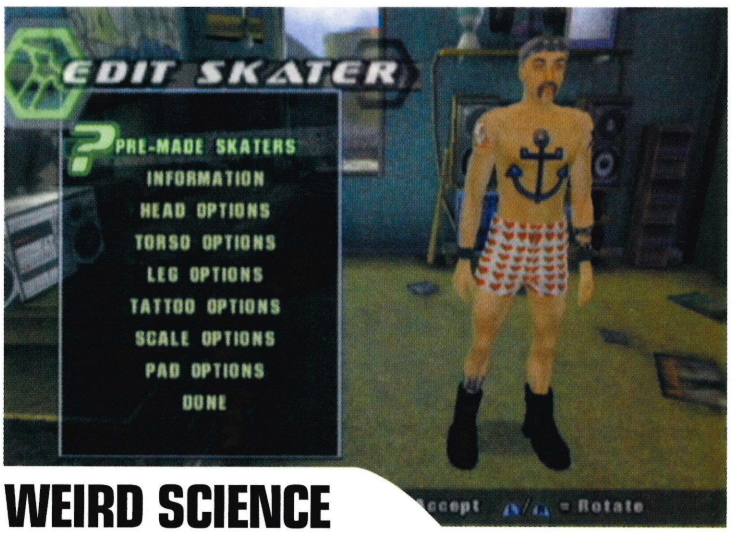


With the inclusion of the trick editor you can come up with madder tricks than the skaters have ever envisioned





"THE OLD MAGIC STILL SHINES BRIGHT, IT'S JUST SLIGHTLY SMEARED WITH CHALLENGES THAT RANGE FROM PAINFUL TO IDIOTIC"



WEIRD SCIENCE

CREATE YOUR OWN SKATEBOARDING FRANKENSTEIN

Because you have to play as yourself rather than a top skateboarder, creating a character is the first thing required. The much-vaunted option of using your own photo hasn't been included in the GC version but there are plenty of other options here to recreate your dashing good looks and suave charm. The more conservative of you can use the collection of t-shirts, jerseys, trainers and sunglasses. On the other hand with mohicans, bandanas, boots and tattoos, everything is here to whip up anything and everything from a leather-loving biker to a YMCA cast off. The detail goes right down to the colour of your shoes and the size of your biceps. Ahem. Once you've done that, you should probably dress up your skateboard with a different deck, deck tapes and wheel colours. You can witness our monstrous creation here although we're still not quite sure who or what he's supposed to be...

and knowledge of swear words was tested several times on the way to skateboarding glory. While picking up bits of broken Wavebird we realised the reason these challenges were annoying is because even if you happen to be the best *Tony Hawk's* player in the world, it wouldn't matter as your skateboarding skills aren't called upon. Moments like this make us depressed.

To counteract that temporary doom and gloom, the game will burst into brilliance with challenges that focus exclusively on high scores and competitions, with nary a vehicle in sight. *Tony Hawk's* has always been about stringing together moves into elaborate combos, developing a sixth sense of knowing when to bail out before you fall and leave an imprint of your face on the rail. The same applies for *Underground* so it isn't really surprising to find that this is at its most enjoyable when the pretentious vehicles 'n stealth mix is abandoned for skateboarding. Away from the career mode, the game shows off its pedigree with a huge array of options. Free skate lets you take professional skaters around the tightly designed levels, you can tinker with your character's moves, watch videos that you unlocked and any other option that's even remotely connected with skateboarding is in here. The Create-a-park mode has been improved too, although it still feels like buying a guard dog then barking yourself.

Every time *Tony Hawk's Underground* smacked our gobs into a smile with some clever innovation, it would then stick us in a car and make us miserable. The old magic still shines bright, it's just slightly smeared with challenges that range from painful to idiotic. Even so this should still be nestling at the top of your shopping list, as the gameplay that has kept the franchise at the pinnacle of the extreme-sports hierarchy is perfectly preserved and reproduced here. But next time, no cars eh Hawky?

RYAN

CUBE VERDICT

TONY HAWK'S UNDERGROUND

BOLD MOVE FOR UBER-SEQUEL

VISUALS Lush animation but your GC won't sweat too much

AUDIO The Clash! Kiss! Jane's Addiction! And, erm, Cannibal Ox

GAMEPLAY Caveman move works a dream but challenges are hit and miss

LIFESPAN Plenty to get stuck into and great levels to replay

ORIGINALITY Tries something new with a worn out genre and almost succeeds

ALTERNATIVE

King of the slopes and the best wheel-free extreme sports game there is!



SSX3

Reviewed: Issue 25 CUBE Rating: 9.3

2ND OPINION

BOARD! "*Tony* was brilliant when he first rolled onto consoles all those years ago, but from the third installment onwards things have got very dull. Come on, let's see some progression!"

GARY

FINAL SCORE

9.0

STILL THE EXTREME SPORTS KING BUT THIS IS MORE A STEP SIDEWAYS THAN FORWARDS

MOTHER-HATCHER
Roll your egg over enough fruit and hatch it for items and animal weapons



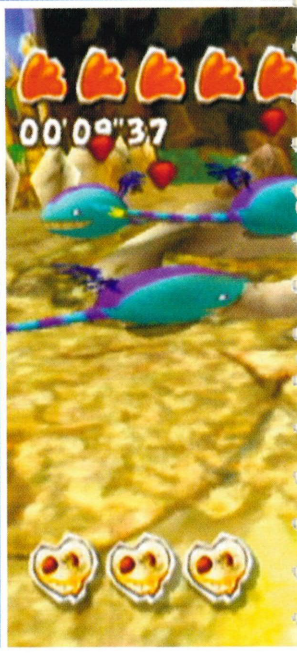
SEGA go for yolk



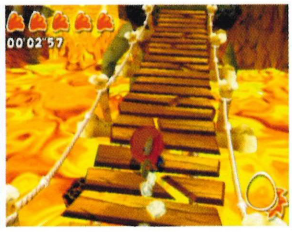














Burn the baddies with Cipher's fire attack

CUBE

INFORMATION

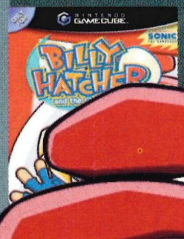
BILLY HATCHER AND THE GIANT EGG

PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	8 BLOCKS

STATS

- ROCK AND ROLL EGGS
- PLAY WITH THREE OTHER PEOPLE
- FROM THE MAKERS OF SONIC
- WEAR A CHICKEN SUIT

OUT NOW | OUT NOW | OUT NOW





BILLY HATC AND THE GIA

Sonic Team's first non-Sonic game in years!

SEGA HAVE A reputation for delivering fresh new experiences at odds with common trends and fashions. *Billy Hatcher* is one such title, giving you the initially interesting task of rolling eggs around various colourful levels in order to unimaginatively complete basic challenges. All of these challenges are typical cutesy platformer fodder – race what looks like a giant kid's toy, rescue one of the good guys, defeat a certain amount of enemies or collect coins; everything that you've done before. The structure is similar to *Mario 64*, in that there are six tasks to complete in each level, but unfortunately, they're not as freeform as the aforementioned title.

It's because of this that Billy Hatcher comes across as a childish game – not in its presentation or feel, but in the linearity of the levels. When you're given access to such large and interesting stages you'd imagine that a certain degree of freedom would also be granted when it comes to your missions.

With the sizeable amount of different hats for Billy which alter your skills, not to mention the small creatures who hatch from your eggs with ice/fire/wind/electricity skills that can either take down enemies or help in some other way, its very odd that each mission is so rigid in it's structure. Most of the time you'll find yourself following a path, occasionally halted by a very basic switch/door problem or a not-so-puzzling platform spot.

The vast amount of moves at your disposal is sometimes flirted with, but never fully taken advantage of, and so the conclusion that despite the graphics and sound, *Billy Hatcher* is several steps behind both *Mario 64* and *Sonic Adventure* is not a hard one to come to.

Obviously eggs play an important part in this game. Before you find one in a level you're pretty helpless – you can run about and shout a quick cock-a-doodle-doo, and that's pretty much it. However, once you start rolling the ovoids around you'll find your moves list greatly improves: you can perform a dash , jump into the air and pogo up a little higher, spin around in the air and float down

YOUR CALL: Once you've rolled your egg over enough food it will start to flash. Press the R-trigger and you'll make ridiculous noises, causing it to hatch







Fling your egg and enemies die in a spectacular fashion

Sonic Team have dreamed up one bizarre world – eggcellent





EGGOLOMANIA

ROLLING THUNDER

Grow your egg to big enough dimensions, and you'll be able to send it rolling down these roller-coaster tracks to use at a later point in the level. Useful for those golden eggs...



HER NT EGG

slowly, chuck the egg forwards and call it back like a boomerang, and depending on what headgear you're wearing, even jump on it and ride it like a ball.

To let the egg grow and finally hatch, you have to simply run over fruit and then cock-a-doodle-do at it. The physics are very convincing, and playing around with the egg is really good fun. Billy becomes quite flexible, and hurling a recently hatched creature around who'll fry anybody it comes across is satisfying.

The levels themselves also house all kinds of tricks and traps: on some missions you can't let a golden egg break, and there will be occasions where you'll have to send it ahead of you on a roller coaster-type structure while you catch up with it using an alternative route. There are hoops that send you flying in all directions, switches to slam down on in order to open doors and the most interesting of all – giant slides to roll down. There's no shortage of ideas in the world of *Billy Hatcher*, which is exactly why it seems such a wasted opportunity. With the kind of moves Billy has, he's begging for a big playground, *Mario*-style, where tasks can be tackled in a number of different ways and his skills are really tested to the limit. As it is, the level structure is simply too linear, leading *Billy* to feel more like an unfinished build of Sonic Team's next project than a complete game.

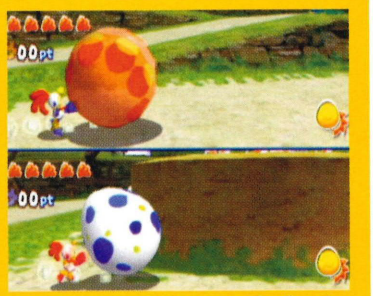
At first it's fun, with the eggs rolling around and the excitement of hatching creatures urging you to play more. You wait for the game to open up as you complete tasks, but it never will. A great shame, because the presentation and music has been shined to perfection.

GARY

HOW MANY EGGS DO YOU LIKE?

WHO GETS THE WAVEBIRD?

As you'd expect, *Billy Hatcher* has an extensive multiplayer mode. In each game, players compete to out-roll, out-collect and generally out-hatch each other. The levels aren't very expansive, but each one is designed with competitiveness in mind. We'd go out on a limb and say that this was more enjoyable than the single player game. Although no *Mario Kart*, the frantic action is enough to keep you and your family/friends amused for a fair while.





The frantic multiplayer battles can be more fun than the linear one-player game

Maybe your Gran will enjoy some egg-hatching action this Christmas, fun for all the family

"BILLY HATCHER IS, IN FACT, SEVERAL STEPS BEHIND BOTH MARIO 64 AND SONIC ADVENTURE"

CUBE VERDICT

BILLY HATCHER

GREAT IDEAS, BUT MODERATE FUN

VISUALS
Bright and snappy with cool characters, but a little basic at times

AUDIO
Wonderfully twee music and Disney-esque sfx create an atmosphere

GAMEPLAY
Freeform ideas limited by strict levels and tasks. Billy aches to be let loose

LIFESPAN
There aren't many levels, the tasks are easy, but the multiplayer is a riot

ORIGINALITY
Giving your character something that both helps and hinders you is clever

ALTERNATIVE

The re-issue of the Dreamcast adventure is loaded with extra features.



SONIC ADVENTURE 2: BATTLE
Reviewed: Issue 6 CUBE Rating: 7.6

2ND OPINION

OMELETTE! "Marred by an unintelligent camera viewpoint and a sometimes unfinished feel this still manages to be brilliantly playable in parts."

BYRON

FINAL SCORE

7.0

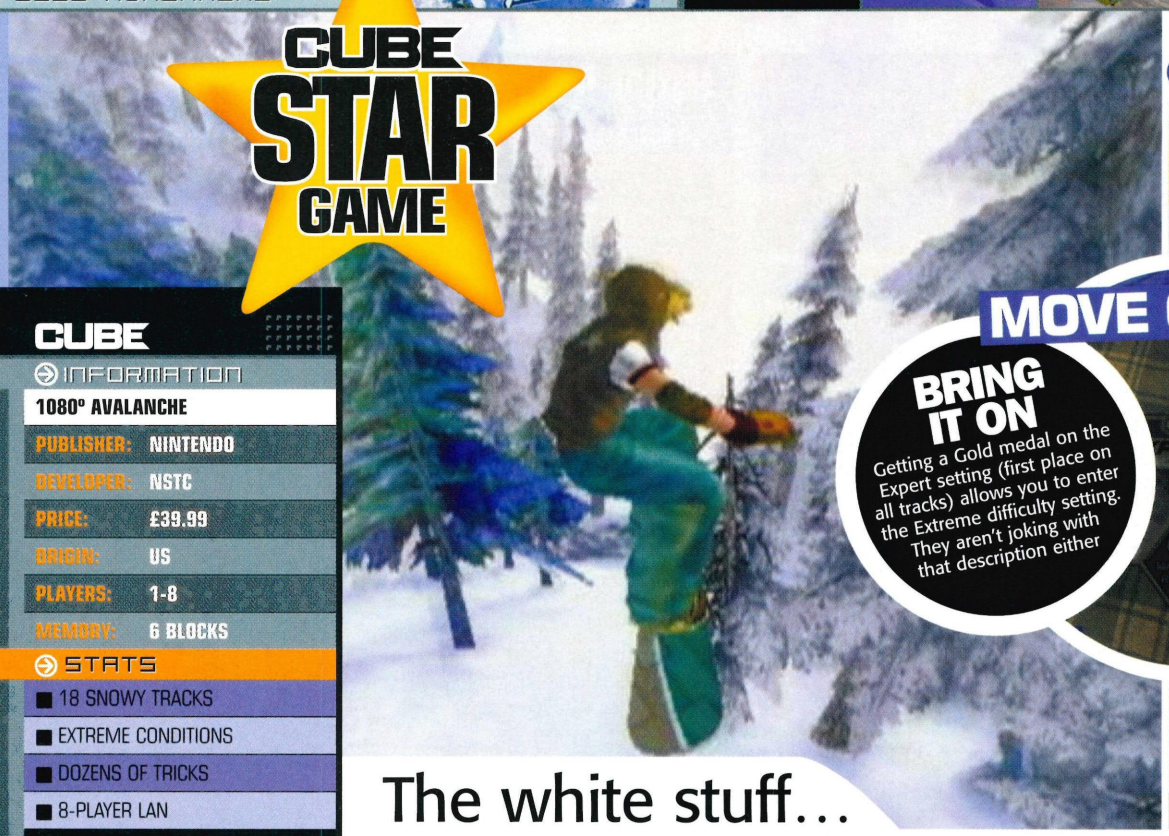
IT'S GOOD ENOUGH, BUT COULD HAVE BEEN SO MUCH MORE

SWEET START

The two-minute intro sequence will definitely make you want to *get going.*



CUBE STAR GAME



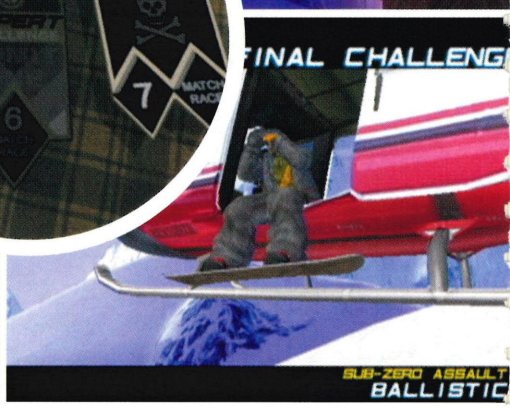
Time to level out now Ricky... like NOW!



MOVE ON!

BRING IT ON

Getting a Gold medal on the Expert setting (first place on all tracks) allows you to enter the Extreme difficulty setting. They aren't joking with that description either



CUBE

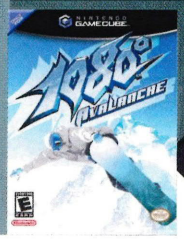
INFORMATION

1080° AVALANCHE	
PUBLISHER:	NINTENDO
DEVELOPER:	NSTC
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-8
MEMORY:	6 BLOCKS

STATS

- 18 SNOWY TRACKS
- EXTREME CONDITIONS
- DOZENS OF TRICKS
- 8-PLAYER LAN

28 NOV '03 | JAN '04 | 1 DEC '03



The white stuff...

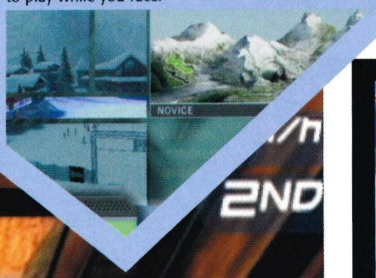
1080° AVA

Can Nintendo possibly hope to match the mighty *SSX3*?

SO HERE WE are again. Another month, another Nintendo franchise. We've already seen *F-Zero* and *Mario Kart*, and now it's *1080°'s* turn. Out of all the franchise updates this one had worried us the most. Having started under (what was then) second-party Left Field's wing, the title was moved halfway through the development cycle to *Ridge Racer 64/WaveRace: BS* developer NSTC. The game was playable at this year's E3 and ECTS, but it was still very difficult to say much about it. For three months now we've seen and heard nothing more. Other publishers tend to be similarly coy when they're trying to sneak out a below par title, so naturally we were a little concerned. The N64 original was such a wicked title in its time, and we could do with our memories of it not being shattered.

Fingers and toes crossed? Well, all we can say is that NSTC must have worked like crazy over the past three months because *Avalanche* is leagues ahead of the LeftField version and a damned sight better than the ECTS version.

TUNE CHOICE: While the track loads in you can skip through all 25 tunes and choose which one you want to play while you race.



This slope is nothing compared to the 'straight down' antics found in some levels

LANCHE

Those boys... they done good! The question on everybody's lips is "is it better than SSX3?" and that's a very difficult question to answer. In the same way that *F-Zero GX* is different from *XGRA*, *1080°* is different to *SSX*. Fans of the original will know that *1080°* is more about the racing and the feeling of being out in the wilds than pulling off impossible strings of tricks. NSTC has gone down a similar route for the sequel, although it has added a few new features to freshen up the action. For example grinding is now accompanied by a balance meter, much like *Tony Hawk's*. There's also a new stability feature; lose your balance (by hitting a bump for example) and an on-screen gauge will ask you to wildly rotate the analogue stick in order to regain your composure.

The biggest difference in the game though has to be the all-new Power Bar in the top-left corner. Pulling off tricks and landing jumps fills up said meter. Once full your character will glow to represent heightened abilities for a limited period (speed, acceleration, turning etc). This gives you a reason to do stunts as opposed to the original's 'do them to look good' approach.

Avalanche provides you with a number of gameplay options from the word go: Match Race, Gate Challenge, Trick Attack, 2/3/4-player Versus, Time Trial and LAN. Match Race though is what the game is all about. Split into Novice, Hard, Expert and Extreme, this single-player experience pits you against one other racer in a series of races. Novice sees you racing over three tracks whereas Extreme chucks six tough courses in your face. One thing however remains constant; the final challenge is a race for your life rather than a race against someone else. The last track on each difficulty sees you flown up to a remote and unstable location. As soon as you land the noise from the chopper sets off a catastrophic avalanche which chases you all the way down the mountain. It's a truly amazing experience; the screen shakes, the pad goes crazy and you can see the wave of snow and rubble constantly licking your board.

The final stage isn't the only place where you can experience these extreme conditions. In pretty much every race there's something going on. Be it landslides, snow machines, thick fog or blizzards, there will be something working against you. Animals and people make an appearance too; herds of deer some bounding



TOTALLY ISOLATED

HOW TO DISAPPEAR COMPLETELY

The opening stages of *1080°* may well leave you a bit disappointed, but you have to remember that these tracks are intended to ease newcomers into the handling of the board and the physics of the environment. These first stages are very simple and very short.

It's not until you reach the Expert and Extreme courses that you really get your money's worth. These courses are complex, full of short-cuts, bursting with obstacles, and clock in at over two minutes long. The beauty of the game is that every corner can be taken without slowing down, so once you get really adept with the board, you're in for hell of a ride.

Highlights from the later tracks are:

DIESEL DISASTER: various landslides are causing havoc on the mountain roads, and as well as avoiding all the pile-ups, you also have cars skidding out of control at the most awkward moments.

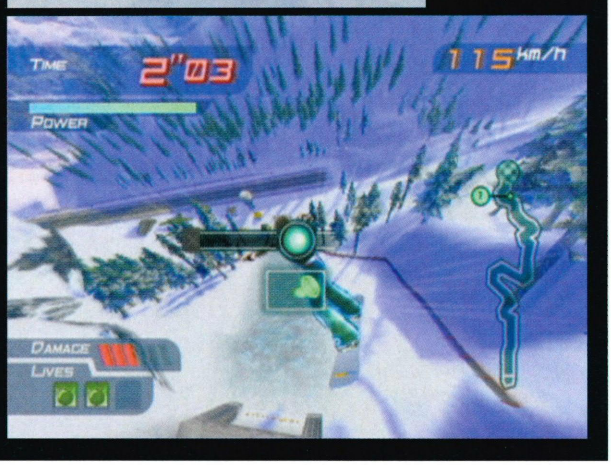
EVOLUTION RIFF: At one point you are so high up that the camera zooms out above you so you can see the valley below and the scenery draws out for miles.

NO WAY OUT: The last track on Expert mode pits you against a huge avalanche. Worse still, the vibration is so intense that it sets off landslides all around you as you're going along. The final set-piece requires you to jump off a cliff into the helicopter cockpit!



When the fog hits you can hardly see three metres in front of you

The landscapes in the game draw out for miles. It's impressive



"THE OVERALL GRAPHICAL QUALITY IS SIGNIFICANTLY BETTER THAN SSX3, BUT THIS IS A FIRST-PARTY TITLE SO THERE'S NO EXCUSE FOR IT NOT TO BE"

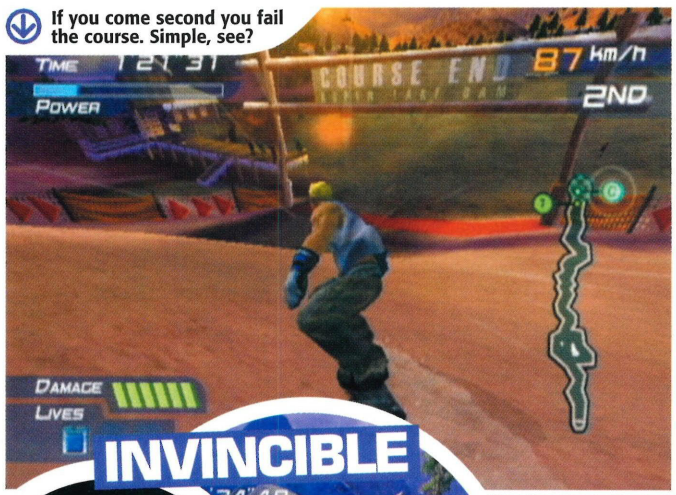
SIGHTS AND SOUNDS

AMAZING WHAT YOU FIND ON A MOUNTAIN

In the later stages of the game there are so many little things going on that you often find yourself watching your surroundings rather than actually racing.

Things like flocks of geese flying past aren't all that distracting, however rabbits darting all around you are. There are also herds of deer, eagles, skiers and other snowboarders. Combine one of these elements with a jet screaming overhead (thus causing a landslide) or perhaps a collapsing bridge, or even a shortcut that takes you through a factory filled with wood-saws, and you're faced with quite an intense bunch of races.





If you come second you fail the course. Simple, see?



Forget about the injured drivers... you've got an race to win, damn it!





INVINCIBLE

GLOWING PRAISE

An all-new feature to the franchise is the Power Bar. Pull off stunts to fill it, and therefore heighten your stats. You'll glow until the effect wears off.



Snow collects on your outfit, but a few collisions will clean you off

towards you on one track, and a quick game of 'floor the annoying skier' is far too hard to resist on another. Short-cuts are also something we should mention. Each of the 18 tracks has at least one alternative route, and most of them have two or three. Some of these can only be reached by a long grind, a leap of faith, or even by purposely setting off gunpowder barrels to shatter ice sheets. Anyway, enough about the Match Race already...

Something which adds tremendously to the game is the Time Trial mode. Not only does it allow you to practice and go for a best time; it also sets you the challenge of searching for Gold Coin pieces. Each track has a Gold Coin to its name, and five pieces of this artefact are hidden throughout the level. You may need to grind a tree trunk or nip in behind a wooden hut to get them. Then again, you may have to get to a certain point, come to a complete stop, then drop down to a powder snow-drenched ledge below. Coins mean prizes of course, and they can be used to buy new boards and other goodies.

On a technical front *Avalanche* presses all the right buttons. The overall graphical quality is significantly better than *SSX3*, but this IS a





STEP IT UP: Not all the tracks take place in the wilds: some will take you through mountain villages, factories and people's garages!

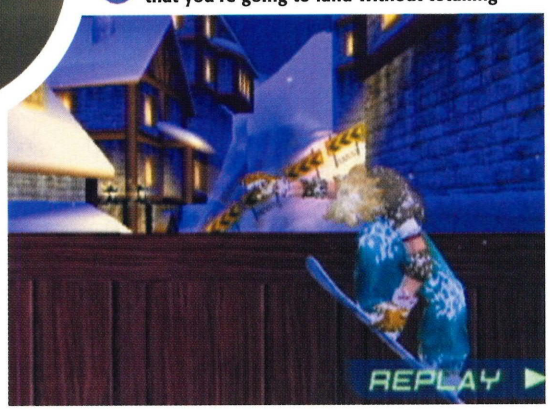




Strike a pose! You have to admit, that looks pretty damned cool doesn't it?

Simply beautiful. This shot kind of says it all really. Class in a glass

Once you get to this angle it's pretty unlikely that you're going to land without totalling



ALL A-BOARD

STRIKE GOLD ON THE BLACK RUN

As we've mentioned elsewhere, the Time Trial mode allows you to search for Gold Coins which can be used to buy new boards. The way it works is simple. You have access to the first set of boards (one for each character) when you first play the game. By collecting two Gold Coins you can open up the next set. There are four sets in all, with the final set being a complete rip off.

Getting all the boards does make the game far too easy though. We managed to complete the game without a problem by using the second set of boards, so we're assuming the final set will have sky-high attributes.

Collecting coin pieces allows you to buy new boards





And there's one of the lovely coins in the flesh. Each track has a coin, which is split into five pieces

first-party title so there's no excuse for it not to be. There is some fantastic lighting going on, which is most apparent when you break through the trees only to see a beautifully lit village in the distance. Some might argue that the game opts for light sourcing rather than dedicated light routines such as ray-tracing, but to be honest this game doesn't really call for anything that complex.

Some of the texture work could be sharper, and disappointingly there's no bump-mapping to be seen, but in general the textures suit the mood of the game. Something we haven't mentioned yet is the fact that the characters' clothing collects snow as the race goes on, and this is a really nice touch. There are 25 licensed music tracks on offer; these comes from eight bands and all sound as crisp as you like. The one negative aspect of the game lies with the framerate. The game fluctuates around the 50fps mark, but when something intensive happens this drops. Technically speaking this is annoying but we found it bothered the people watching it more than the people playing. One other thing we would have loved to have seen is some sort of rear view camera angle. After going to all the effort of creating an avalanche it's a real shame you can't see it in all its glory. Imagine getting a lead on the avalanche, then stopping and watching it come towards you. It seems so obvious, and we can't for the life of us imagine why NSTC didn't think of it too.

Avalanche then, is snowboard racing at its most extreme, with a few minor flaws. Fast, frenetic, and really good fun, it's better than its predecessor and every bit as good as *SSX3*... albeit in a different way. We can only hope that Nintendo matches EA's inevitably huge advertising budget, otherwise Avalanche will need rescuing by a St Bernard.

CHANDRA

"FAST, FRENETIC, AND MOST OF ALL REALLY GOOD FUN, AVALANCHE IS BETTER THAN ITS PREDECESSOR AND EVERY BIT AS GOOD AS SSX3"

CUBE VERDICT

1080° AVALANCHE

A NEAR-PERFECT SEQUEL TO THE N64 CLASSIC

VISUALS
Really nice, though some of the textures could be better

AUDIO
A whole slew of fitting and well-sampled tunes and sound effects

GAMEPLAY
In typical *1080°/WaveRace* style, it feels weird until you get used to it.

LIFESPAN
18 tracks, 90 coin pieces and the whole multiplayer/LAN mode.

ORIGINALITY
This is *1080°* with wax on but the avalanches are a wicked touch

ALTERNATIVE

Admittedly it's still snowboarding, but *SSX* has an entirely different vibe to it.



SSX3
Reviewed: Issue 25 CUBE Rating: 9.3

2ND OPINION

WAX ON! "It's wierd how different this is to *SSX3* – you do get totally sucked into the vibe though. Great, but like *WaveRace*, you have to get used to the handling first"
BUFORD

FINAL SCORE

9.0

THE PERFECT SNOWBOARDING COMPANION, RATHER THAN COMPETITOR, TO SSX3

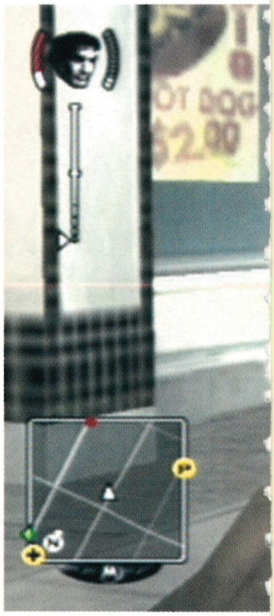
FAT CHAN-CE

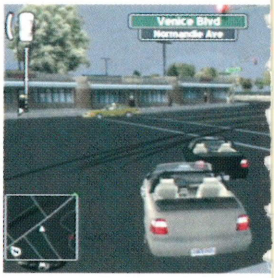
Is that the boy Chandra? Obviously we gave him a good shoeing just in case!



LA Gear







CUBE

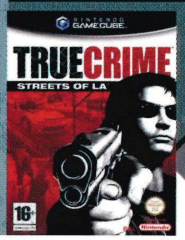
INFORMATION

TRUE CRIME: STREETS OF LA	
PUBLISHER:	ACTIVISION
DEVELOPER:	LUXOFLUX
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	9 BLOCKS

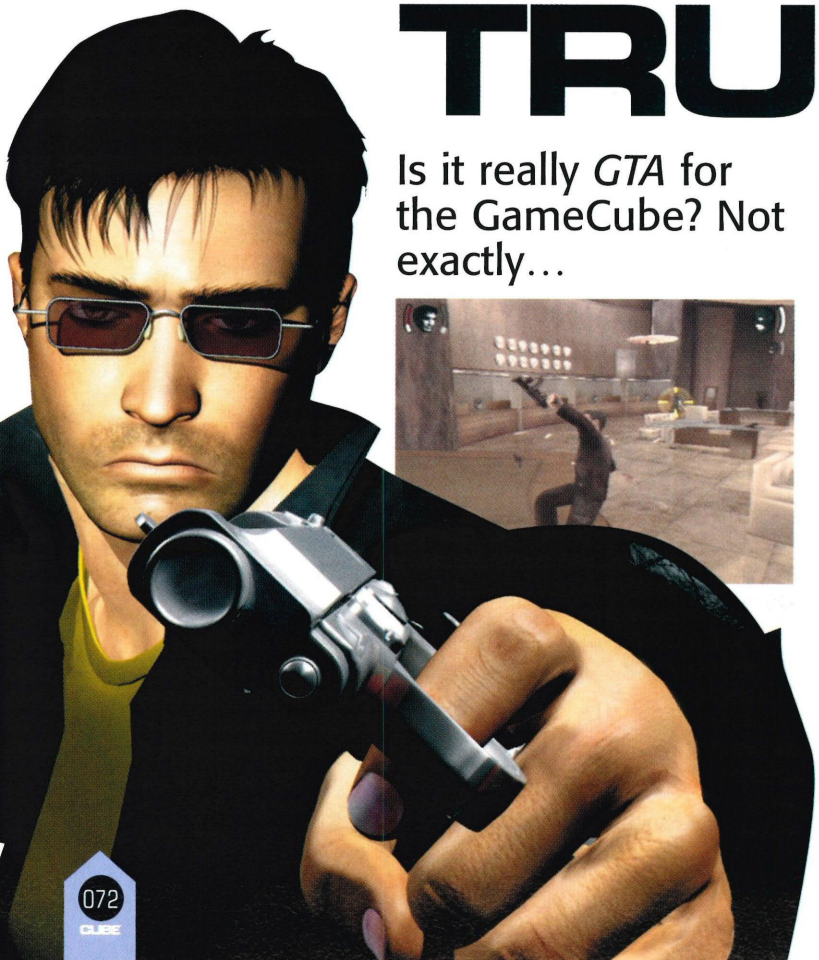
STATS

- BRANCHING STORYLINES
- ALL STAR CAST
- LA RECREATED
- IT'S GOT SWEARING!

OUT NOW | TBA | OUT NOW



TRUE CRIME



Is it really *GTA* for the GameCube? Not exactly...

FANS AND press alike have been billing *True Crime* as *GTA* for the GameCube while Luxoflux have been at great pains to stress that it's not in fact the new *GTA* at all, but the next logical step on the road of evolution. Well, we can lay the argument to rest once and for all – *True Crime* is categorically not the new *GTA*. It's not even the old *GTA*. It wants to be, despite what Luxoflux say, but unfortunately it flies wide of the mark in several key areas.

The 'Streets Of LA' aspect is great in theory. A massive chunk of the world's wildest city recreated street by street for you to explore. Except that unless you've actually been there and know the place, the accuracy of this is rather academic. It's still a nice touch, again in theory, but for one major problem – it's all so empty. LA is one of the most crowded cities on earth with miles of jammed highways, but here it's a ghost town. Vice City and Liberty City were very well constructed with lots of alleys and side streets to give a false sense of scale to what was actually quite a compact environment. The effect worked so well you were rarely aware that there wasn't an awful lot going on and the cities gave the illusion of being alive and vibrant.

True Crime deviates from the formula in that it offers distinctly different sections. Between the car-jacking and racing around city streets you get stealth, shooty and beat-'em-up elements that take place inside buildings. The three types play very differently with shooting sequences very much in the same vain as *Max Payne* (another Rockstar title) right down to the diving bullet time. Here though the lack of a strafe option is massively off-putting. You want to duck out from behind cover, fire off a couple of shots and get back out of the line of fire. Unfortunately you have to charge round corners providing a sitting duck target for the enemy and the occasionally twitchy camera only serves to disorientate you further. The fighting sequences are okay in a basic kind of way. Kicks, punches and throws are

COP OUT: Various incidental crimes occur all the time and you can choose to bust the perps or simply go after the main missions.



HUBBA HUBBA

WHO DA MAN

Nick Kang is a great character who deserves a better stage than this. His feisty female sidekick is also a bit tasty, so hopefully we'll hear more from them in the future

Beat up suspects to get information. Good policing!

"TRUE CRIME IS NOT THE NEW GTA. IT WANTS TO BE, DESPITE WHAT LUXOFLUX SAY"



GOOD COP BAD COP

MAKE MY DAY

An on-screen rating let's you know if you're the one good cop in a bad town or a menace to society. Every criminal or civilian you kill scores against you but avoiding the innocents and arresting villains (rather than knocking them off) builds your rating. Depending on your rating the storyline branches at certain points, offering the chance to go back and play the game differently in order to access different missions. It's actually more of a challenge to play the good guy which in itself encourages you to play with a little more thought for the well being of the people you're supposed to serve and protect.

STREETS OF LA

available along with some big finishing moves to use on stunned opponents. However you can't draw your gun in these situations and the game offers no explanation as to why not. Fair enough, certain characters are integral to the plot which would explain why you're not allowed to shoot them, but others are simply henchman who need to be disposed of. The fact you can draw your gun and shoot anyone any time you like in the main game just makes it seem weird and forced. In a similar vein, on stealth missions you have a special punch that can take down baddies with one hit. Why the hell can't you do this move normally? Levels that combined all three disciplines, enabling you to tackle them however you saw fit would be much more fun and give the sense of freedom the game desperately wants but so obviously lacks.

A branching storyline depending on your good cop/bad cop rating (see box out) helps the replay value, and also mission performance affects the path you take through the game. If you fail a mission you can choose to continue the story, but to get to the most satisfactory ending you need to complete every one and maintain a good cop rating. This obviously adds a lot of longevity if you want to go back and investigate every possibly story branch. Whether you will or not depends on how prepared you are to over-look the bitty and disjointed nature of the gameplay.

This is a real shame because the presentation, script and voice-acting is all top drawer stuff. The main character, Nick Kang, is an appealing maverick tough guy in the classic Hollywood mould and the cut scenes are genuinely excellent. It's this that keeps you playing long after you might have thrown down the pad in a fit of apathy.

In the long run though it just throws into stark relief how good *True Crime* could have been. Instead it's buggy, often irritating and nowhere near as good as *GTA*.

MILES

CUBE VERDICT

TRUE CRIME

SADLY DISAPPOINTING AFTER ALL THE HYPE

VISUALS
LA looks sparse and uninteresting and the camera can be annoying

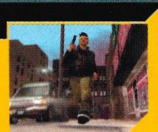
AUDIO
Cool soundtrack and terrific script do their bit to salvage things

GAMEPLAY
Sections don't hang together as they should. Needs more flexibility

LIFESPAN
Plenty if you want to investigate all possible routes through the game

ORIGINALITY
GTA with a few extra ideas and a fraction of the appeal

ALTERNATIVE



Normally we'd put a GC game here, but *True Crime* wants to be *GTA* and simply isn't.

GTA 3
Format: PS2 **CUBE Rating:** N/A

2ND OPINION

SCHMUCK "Some great moments scattered amongst a whole load of average 'me too' gameplay. Not terrible, but should have been so much better."

CHANDRA

FINAL SCORE

6.9

A LITTLE AMBITIOUS FOR ITS OWN GOOD WITH TOO MANY NIGGLES THAT STICK IN THE THROAT.

BROKEN THUMBS

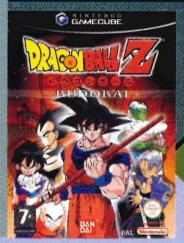
Press the R-button when you're in their face... close your eyes and MASH!



CUBE INFORMATION

DRAGON BALL Z: BUDOKAI	
PUBLISHER:	ATARI
DEVELOPER:	DIMPS
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	1 BLOCK

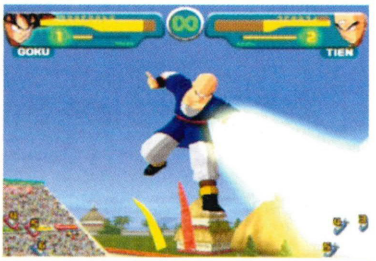
OUT NOW | OUT NOW | OUT NOW



Ballz to it all!









DRAGON BALL Z BUDOKAI

The killer franchise arrives on the GC

THERE HAVE been untold amounts of *Dragon Ball Z* games on pretty much every console around over the last ten or so years. The unwavering interest in the franchise is shared over every country and culture in the world through television programs, film, action figures and even breakfast cereal. Don't ever underestimate the force of the *Dragon Ball Z* franchise. Just take a look around the Internet if you want convincing that *Dragon Ball Z* commands some of the most dedicated fans around. Surprisingly, not one game has managed to capture the spirit of the anime series yet, despite numerous attempts. Enter Atari's *Budokai*, a beat-'em-up, but does it contain enough punch to win over the most jaded of *Dragonball* fans? Scenarios from the TV series are thrust into the game where the cel-shaded warriors battle it out.

If you've been weaned on the likes of *Soul Calibur* and *Virtua Fighter* then this will prove to be most underwhelming. The face buttons allow you to kick, punch, block and use your Ki power. Although mashing the buttons together at the same time will result in a small amount of fireworks, (try using the Ki power with the punch button) the majority of special moves are activated using *Street Fighter*-like D-pad trickery.

There's a lot of options for *Dragon Ball* fans to get their teeth into: tournament modes, an extensive Practice mode, two-player battles and more importantly, Skill Edit – a place to upgrade your character's attributes and save them to a memory card so that you can fight any friends who also have the game. Despite this though, the game itself isn't too hot. The most important thing with a fighting game is a well-balanced set of characters with a variety of moves to keep things interesting and offer tactical opportunities. *Dragon Ball Z* is shameless in its button-mashing. There is even one move that sends both characters into what looks like an epileptic fit, screaming and punching as the screen vomits colours at you, where the aim is to hit the buttons as quickly as possible. The much-vaunted flying is a farce too. Your character doesn't fly, it merely stands on the air as if it's another layer of ground. This plodding attitude to the fighting genre runs through the whole game. It's slow, dull and ugly. Unless you're a complete *Dragon Ball* obsessive, there's no reason to own this when there's so much better out there.

GARY

CUBE VERDICT

DRAGON BALL Z BUDOKAI

AN IRRELEVANT BLIP ON THE FIGHTER RADAR

VISUALS – They look just like the cartoon – which is what was intended

AUDIO – The famous themes are all present and the Japanese voices are great

GAMEPLAY – Lifeless and limp. The fighting lacks any excitement

LIFESPAN – *Dragon Ball* fans will go back to their favourite fights time and time again

ORIGINALITY – There are a couple of novel ideas, but it's mostly formulaic stuff

FINAL SCORE

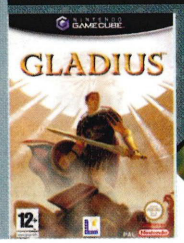
4.5

BORING FIGHTER WITH FEW SAVING GRACES — FOR FANS ONLY

CUBE INFORMATION

GLADIUS	
PUBLISHER:	LUCASARTS
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	6 BLOCKS

OUT NOW | TBA | OUT NOW



Glad to see us?

GLADIUS

Stick Mr Tumnus in his eye with your +2 sword



Please the crowd during a scrap and you are awarded extra abilities





LucasArts, step into the arena...

THE STORY OF *Gladius* is basic. Two families have been at each other's throats for years, and in doing so managed to release a dark God. He was locked away and peace reigned. Now, in uneasy times, two warriors from each opposing house have to team up and... well, you get the idea. This is pure beard. Beard at its most stroking level. Lists of stats, an unholy amount of different leagues and championships to remember, schools, classes, bizarre feuds, wax stamped certificates, gold cups and characters who resemble supermodels yet still manage to lug a sword twice their height around.

There is an overhead map to travel around and a small degree of character interaction to deal with that loosely holds everything together into what you could describe as an RPG, but *Gladius* is all about the fighting. Every time you enter a new town there's a whole load of different challenges to enter, each one with its own set of rules and conditions for entering, along with a shop for buying new items (of which there are over 400) and a school for recruiting new warriors for your cause. At first everything seems a little complicated due to the huge amount of options on offer, but the core elements of the gameplay are pretty simple to understand. Turn-based strategy is the order of play, and in terms of the mechanics, there's very little in the way of surprises. However, an arcade-style 'swing meter' has been shoehorned in, which works in way similar to most golf games, except that this time, what you're swinging has the potential to do rather more damage than a seven iron. It's a nice idea as it means the combat feels more hands-on, and when you start playing with combos, it can get surprisingly complicated.

Although initially confusing, it's hard to contain the beard inside yourself as you start to take away double damage using a height advantage coupled with clever selection of your warrior class. Ahem. The huge amount of combatants to choose from and their individual skills means that you're never short of strategic options, and powering up your characters is very compulsive. It hasn't got a lot of staying power though. Its very good fun in short bursts, but any longer than a couple of hours and your mind starts to wander. LucasArts are dressing this up to be an all-out action game that will appeal to everyone, but in reality only a very particular audience will appreciate it.

GARY

CUBE VERDICT

GLADIUS

STRATEGY GAMING WITH A TASTE OF ACTION

VISUALS
Muddy-brown, low-detail and overall, very last-generation

AUDIO
The yelps and cries of the characters mixed with the clash of steel are brutal

GAMEPLAY
Compulsive in short bursts, but sickly in large doses. Just like Pringles

LIFESPAN
A touted 36 hours of gameplay incorporating 2 different characters

ORIGINALITY
Games like this date back to the old pen and paper days

FINAL SCORE

6.5

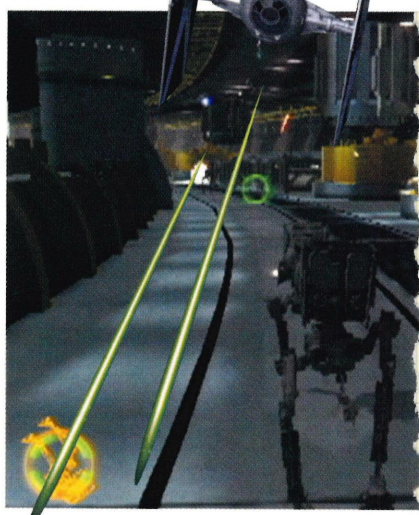
CERTAIN PEOPLE WILL LOVE THIS, OTHERS WILL TIRE QUICKLY OF THE NUMEROUS STATS

DANCE VADER

As always Factor 5's intro is fantastic. At the *Star Wars* disco even Yoda can pull.



CUBE STAR GAME



CUBE

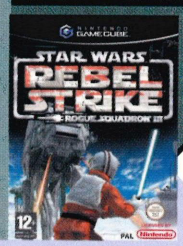
INFORMATION

ROGUE SQUADRON III: REBEL STRIKE	
PUBLISHER:	ACTIVISION
DEVELOPER:	FACTOR 5
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	5 BLOCKS

STATS

- NEW THIRD-PERSON LEVELS
- TONS OF FILM FOOTAGE
- 2-PLAYER CO-OP MODE
- ARCADE GAME BONUSES

OUT NOW | OUT NOW | OUT NOW



Strike III: Not out!

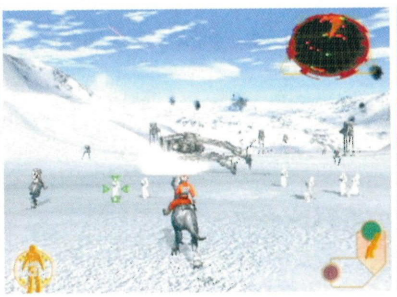
ROGUE SQUADRON III REBEL STR

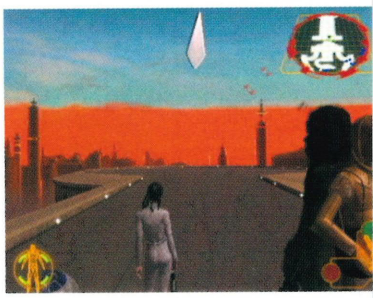


OPEN SESAME: As with Rogue Leader, bonus levels can be bought with the points you earn from completing levels.

We've got to get some of these for the office. That would totally rule

"NEVER AGAIN WILL WE ACCEPT LOW-QUALITY FMV. OTHER DEVELOPERS TAKE NOTE - YOUR LIFE JUST GOT HARDER"





IKE

The true sequel to the N64 classic finally arrives

HATS OFF TO them – they've done it again. The Factor 5 team have managed to raise the bar yet again on what we thought was possible from the current generation. They did it for the N64 and now they've done it for the GameCube.

Rebel Strike looks so good it has Xbox owners bowing down to its beauty. From a technical standpoint it raises the 'average' by a substantial amount. How it has been achieved is beyond us. Not only is the polygon count higher, but the textures are more detailed, the environments use a brand new, super-realistic lighting routine, there are particle effects left, right and centre, AND it all runs at a consistently high framerate. And don't forget that the entire *Rogue Leader* game (as well as other levels) is available as a two-player co-op experience. Then there are the audio samples and film sequences. There must be at least an hour of film footage in the game, and it's of the highest quality. The music and sound effects fall into the same boat and all this on one measly GameCube disc. Never again will we accept low-quality FMV, distorted voiceovers and muddy sound as a limitation of the proprietary discs. Other developers take note – your life just got harder.

Rebel Strike comes two years after *Rogue Leader* hit US shelves. Where *RL* was essentially the N64 *Rogue Squadron* ported to the GameCube, *Rebel Strike* is the true sequel. *RL's* one main problem was its shallow gameplay. Going through levels trying to win medals only emphasised that, as most levels could be done in under four minutes. The team has attempted to get round this problem by introducing more vehicle changes and an all-new third-person mode. For example, one mission may see you shooting down Ties in space before crash-landing on a planet, wandering around on foot, and then jumping into another vehicle to escape.

The big question is, what are these third-person sections like? Well, they're not great, but they're not terrible. Put it this way: as small sections of the game, and as bonus missions they're ok, but had the game been based around them it would have got a slating. The main problem is that the controls are so basic... but then the gameplay is similarly basic, so really, it doesn't matter. Your character can tip-toe, walk and run (hey, that's more than *Twin Snakes* has...). They can also jump, crouch, roll forwards, roll to either side and use a targeting scanner for identifying heat-sources.

Most of the missions see you running around a level (Hoth, Dantooine, the Death Star etc) shooting Stromtroopers and Storm Commandos. As you get close to an enemy the computer will auto-target them. Generally two or three standard laser shots will kill them, at which point you can pick up their

BONUS SHIPS

EVEN MORE FUN

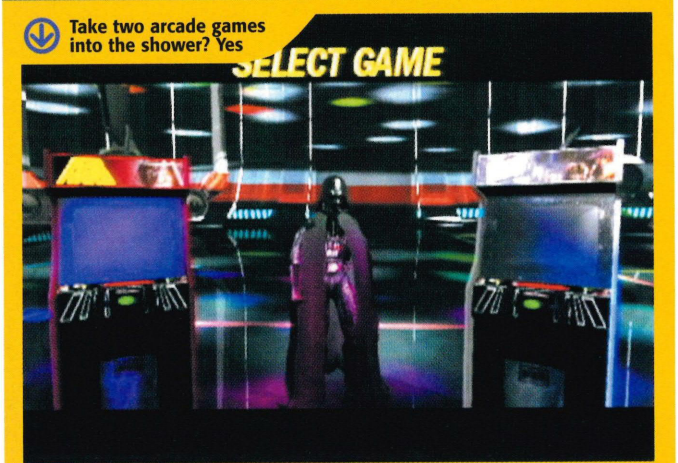
Once you've completed a level with one ship you're given the option to do it with a whole host of other ships. Though it takes a bit of time to unlock the Naboo Starfighter.



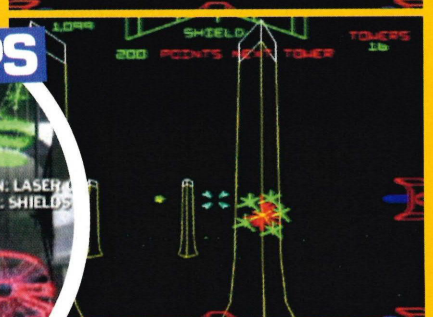
BACK TO THE OLD-SKOOL

TAKE A TRIP BACK IN TIME...

Take two arcade games into the shower? Yes







So, did you think that the Bonus Disc *Star Wars* arcade conversion was the end of the emulation craziness? You were wrong. The game itself holds yat another secret in the form of *The Empire Strikes Back* as well as the original. By completing the game once you are rewarded with the option to visit Vader's personal garage. You can control Vader himself and walk up to the arcade machines, however only one of them is playable at this point. You'll need to complete the co-op missions in order to open up the other one. 8-bit gaming goodness, in a retro stylee. Bring it on...

LOST IN SPACE?

A HITCH-HIKER'S GUIDE TO THE EXPANDED UNIVERSE

The levels in the game are set out in a grid fashion, which looks remarkably similar to the one we've recreated below. Some levels are reachd merely by completing the level next to it, but others have to be bought using points earned from winning Medals. Here's a simple guide to every level in the game, because naturally, we've finished it!

START HERE

NO, NOT HERE! GO TO THE OTHER SIDE!

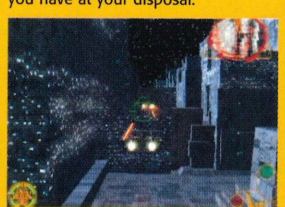
REBEL ENDURANCE

■ The final level in the game sees you going up against wave after wave of enemies. It's a simple case of endurance, and is a bit of a lame way to end the game if you ask us.



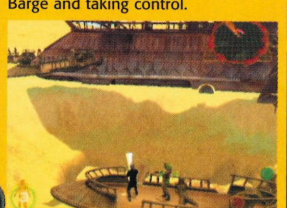
ATTACK ON THE EXECUTOR

■ Use an A-Wing to launch an attack on the Empire's flagship 'The Executor'. The A-Wing is hardly the best ship to do this with, but it's all you have at your disposal.



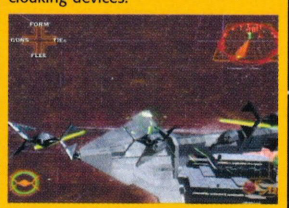
THE SARLACC PIT

■ Use some of your recently learned Jedi powers to escape the clutches of Jabba the Hutt. Jump from vessel to vessel before getting to Jabba's Sail Barge and taking control.



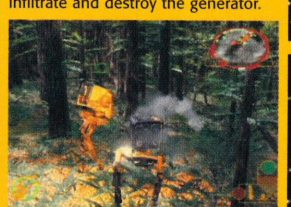
FONDOR SHIPYARD ASSAULT

■ Use a stolen Tie Hunter to get behind enemy defences. Break down the shield surrounding the Fondor Ship Yards, then destroy the three cloaking devices.



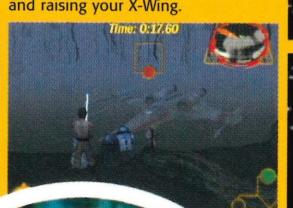
TRIUMPH OF THE REBELLION

■ Take control of an AT-ST and make your way through the forest to the shield generator bunker. Use the Ewok traps to help you, then infiltrate and destroy the generator.



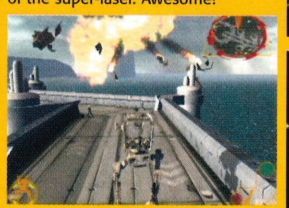
TRIALS OF A JEDI

■ Find Master Yoda and learn the ways of The Force. Carry out the many tasks put before you such as navigating the treacherous swamps and raising your X-Wing.



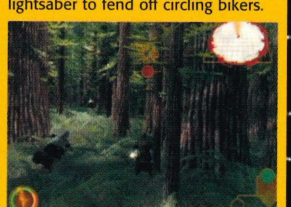
GUNS OF DUBRILLION

■ With the shielding down, use an AT-ST to break into the heart of the facility before using a mighty AT-AT to deliver the final blow to the very core of the super-laser. Awesome!



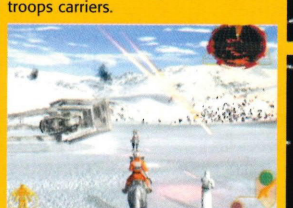
SPEEDER BIKE PURSUIT

■ Use your speeder bike to chase down Imperial scouts before they alert the troops. After getting knocked off you'll have to use your lightsaber to fend off circling bikers.



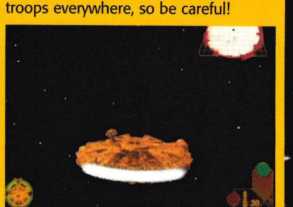
BATTLEFIELD HOTH

■ Take down AT-ATs with your thermal detonators before crossing the frozen wasteland on a Taun-Taun. Then use your X-Wing to protect the troops carriers.



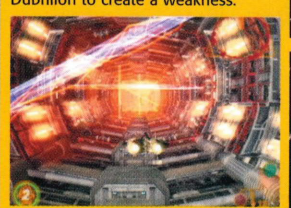
ESCAPE FROM HOTH

■ With the shield generator breached Vader's forces have managed to infiltrate Echo Base. Find, protect and escape with Princess Leia. There are troops everywhere, so be careful!



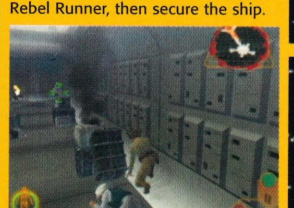
DECEPTION AT DUBRILION

■ Navigate through the energy tunnels, then hold your own against a fleet of Tie Hunters. Break through the super-laser shielding on Dubrilion to create a weakness.



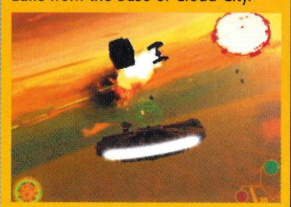
EXTRACTION FROM RALLTIIR

■ Jump into an AT-ST and escort the scientists out of the derelict city. The maze-like ruins hold APCs, AT-STs and plenty of troops. Get them to the Rebel Runner, then secure the ship.



FLIGHT FROM BESPIN

■ Han Solo has been encased in carbonite. Attempt to save him from Boba Fett before escaping in the Millennium Falcon and picking up Luke from the base of Cloud City.



PARTY TIME

YOU DESERVE IT

After completing the Triumph of the Rebellion level you get a cool little ending movie, but this doesn't mean the game is finished... there's plenty more



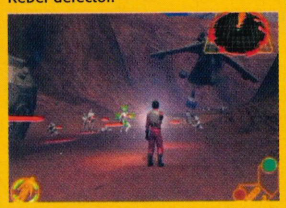
HOW FOR NOW: After completing the game a 'Making Of' documentary opens up in the options menu.



A huge cannon versus some poncey droids? Get away

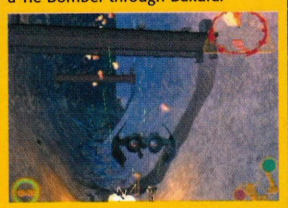
RELICS OF GEONOSIS

■ Chase and destroy the Imperial Escort Carrier. Follow the survival pods down to Geonosis where you must fight against battle droids and a Rebel defector.



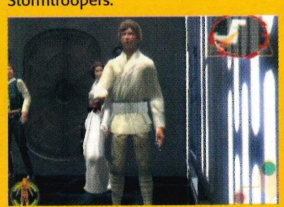
RAID AT BAKURA

■ Pilot a B-Wing and disable the Imperial cargo holders while your team boards them and takes their goods. Then rescue Luke by piloting a Tie Bomber through Bakura.



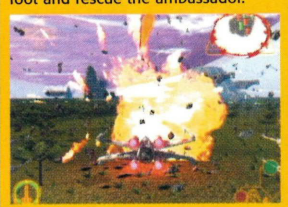
DEATH STAR RESCUE

■ Use a disguise to rescue Princess Leia from the Death Star. Then make your way to the Millennium Falcon while fighting off dozens of Stormtroopers.



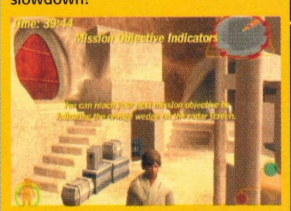
REVENGE OF THE EMPIRE

■ Destroy the Imperial cargo ships on Yavin IV and protect the Rebel troop carriers while they escape. Then infiltrate one of the temples on foot and rescue the ambassador.



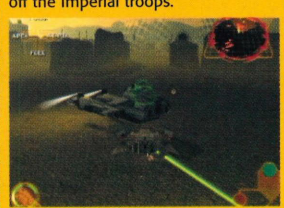
TATOOINE TRAINING

Pilot training, speeder bike training, AT-ST training... it's all in here, and you'll need to do it all in order to get that medal. And this time there's no slowdown!



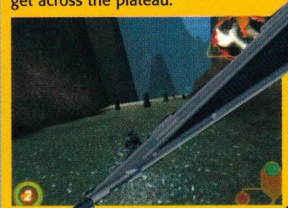
DEFENDERS OF RALLTIIR

■ Star Destroyers are pounding an installation on Ralltiir in order to flush out some scientists. Get down there and use Snowspeeders to hold off the Imperial troops.



DEFIANCE ON DANTOOINE

■ Speederbike your way through the valley, then use whatever means necessary to save your spy from the Imperial APC. Use another bike to get across the plateau.



"THE TEAM HAS RESORTED TO RAIDING THE VERY DEPTHS OF THE STAR WARS CUPBOARDS IN ORDER TO KEEP EVERYTHING WITHIN THE EPISODE IV-VI TIME FRAME"

CONTINUED

weapon. You are automatically equipped with the most powerful weapon available. In some levels you can take control of larger guns such as laser cannons simply by walking up to them and tapping the C-stick. As well as guns you can also pick up health containers, though these tend to be limited to one or two per level. All very simple but fun in short bursts.

This being a proper sequel, Factor 5 has had to come up with a whole slew of new level ideas, while keeping everything within the *Episode IV-VI* time frame. To do this the team has resorted to raiding the very depths of the *Star Wars* cupboards, but despite taking place on barely known planets, the new storylines have given rise to some really cool new gameplay ideas. For example, using a Snowspeeder to pick up bombs in order to blow up the suspension bridges on Ralltiir. There's nothing quite like taking out a bridge carrying 10 tanks, 6 AT-PTs and an AT-AT. Another level requires you to destroy a super-laser on Dubrillion. This device happens to be at the centre of a huge facility crawling with AT-STs. The solution is to take control of an AT-ST and use it to break into the building. You then ride an industrial lift into the heart of the factory itself before jumping into an AT-AT and destroying the very core of the super-laser. Definitely a high point.

As well as the main gameplay modes, each level contains many other little gems. For example, on Endor you can make the Ewoks use their traps (rolling logs, swinging logs, catapults etc). It's the little details like this that really make the game what it is. Saying that, there are aspects that drag it down. The Speederbike levels for instance, are pretty lame. The problem here is much the same as with the third-person bits. These sections account for approximately 5% of the game (appearing as they do in two sections of two levels), and Factor 5 obviously hasn't spent as much time on this as they have on the flying sequences. The graphics themselves are fine (the forests of Endor are beautiful in fact) and the gameplay is fun for a few minutes. It's when you come back



GETTING ALL SHIP-SHAPE

FOUR LEGS GOOD, TWO LEGS BAD?

There are many vehicles that you can pilot in the game. Here's a brief description of each one:

X-WING
The standard *Rogue Squadron* fighter. Pretty average in all fields, the X-Wing is a good all-rounder, and the bog standard choice for most levels.

Y-WING
Armoured up to the max, the Y-Wing can take a lot of gunfire, it's main strength being to get into the thick of it and drop bombs.

A-WING
Extremely nimble, this ship is best for chasing Tie Interceptors. The Geonosis version also has Sonic Blasts a la *Episode II*!

B-WING
Slow but powerful, the B-Wing matches the Y-Wing's strength with an awful lot of firepower. It's not very manoeuvrable though.

SNOWSPEEDER
Fast and nimble but limited to terrestrial missions. Have the ability to take down AT-ATs with their harpoons.

MILLENNIUM FALCON
An absolute powerhouse, it has forward and rear-firing cannons. The Falcon's only drawback is that it's so damned big.

T-16
A slow and weak, one-seater ship that Luke uses to practice with on his home planet.

SPEEDERBIKE
An extremely fast, anti-gravity bike that can only be piloted by skilled pilots. Has a single laser cannon.

AT-ST
Quite slow, but well armoured and able to walk over varied terrain. Those multiple homing missiles are great fun as well.

AT-AT
Very slow and pretty much incapable of turning around. None of that matters when you're impenetrable and can take out a ship in one blast.

IMPERIAL TROOP CARRIER
Other than the rapid-fire weapons system, these ships are a bit naff really.

TIE FIGHTER
The standard Empire Starfighters are very weak, but then there are so many of them.

TIE HUNTER
Very fast and extremely nimble, but these advantages come at the cost of their weak armour.

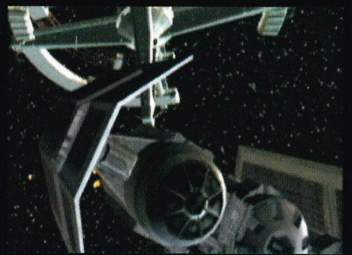
TIE BOMBER
Triple Homing Missiles and powerful bombs make this vessel very dangerous in the right hands.

TIE ADVANCED X1
Darth Vader's personal ship has the very best elements of the Hunter, the Interceptor and the Bomber.

ON FOOT
Use a blaster, a laser rifle, grenades or a light-saber to plough your way through waves of enemies.

TAUN-TAUN
Probably the best way to cross the frozen landscapes of Hoth... when you've crashed your Snowspeeder.





EVIL LURKS: Then are plenty of Imperial ships to fly, such as Vader's very own Tie Advanced x1. That's what we like to see!



Yavin IV returns, albeit in a slighthly different form. Kill, kill, kill!



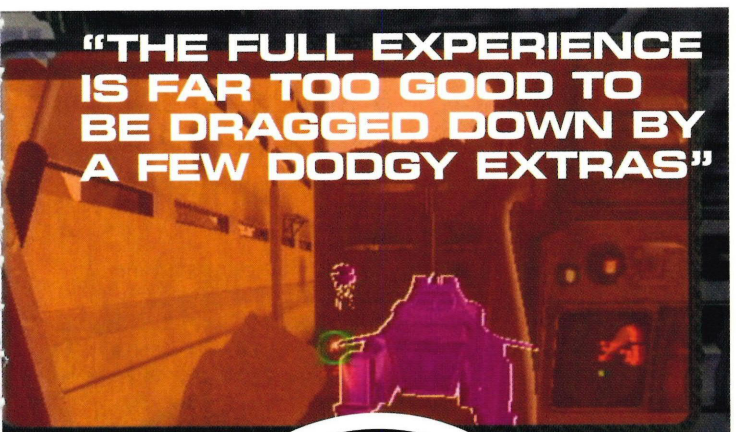




CONTINUED

to earn the medals that you realise how random it is. You need to use the B-button to punch opponents into the trees, but you're moving so fast that you're dead by the time you react to being barged. That'll be the low point then...

Deserving of special praise is the sound. It really is superb, but strangely doesn't include Pro Logic II compatibility this time around. Come to think of it, several big titles have left it out recently. Whether this is a direct request from Nintendo or just complete coincidence we don't know. Still, standard Stereo (while being a slap in the face for audiophiles and a kick in the nuts for home cinema owners) works incredibly well for *Rebel Strike*. Out of all the levels on offer, 'Triumph of the Empire' is the finest for sounds. After taking control of an AT-ST Chewie has to make his way through the forest, taking out



The different viewpoints aren't just aesthetic. They enable you to utilise all of your vehicle's abilities

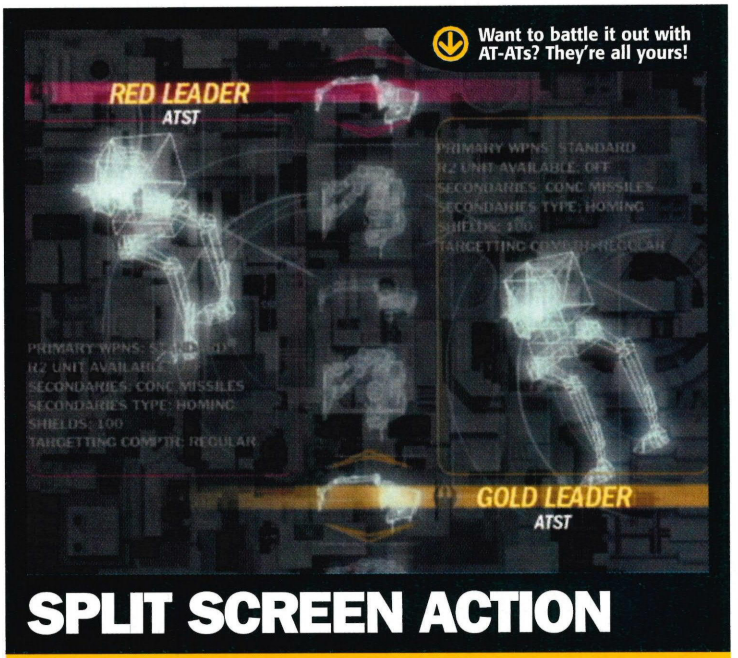
MOVIE HEAD

CLASSIC TRILOGY CLIPS

There's an amazing amount of film footage squeezed onto this disc, and all of it compliments the game experience.



The GameCube throws around vast numbers of polygons without even a hint of slowdown. Amazing stuff



Want to battle it out with AT-ATs? They're all yours!

SPLIT SCREEN ACTION

IT TAKES TWO TO TANGO WITH A TIE

As we've mentioned many times already, every main level from Rogue Leader has been made available in Rebel Strike as a two-player co-operative mission. There are also a few levels from Rebel Strike itself. Quite how the GameCube is handling it is a mystery, but you can see the hardware struggling to keep up when the action gets really intense. The framerate fluctuations are forgivable though – just imagine all the Ties on Razor Rendezvous, then remember that the GameCube is being asked to handle double that for co-op mode.

The missions have been made harder, which is only fair seeing as there are two of you working together. For example, the gun turrets on the Death Star take many more shots than usual to take out, and the Ties are slightly more evasive. It's great fun though, apart from when you're playing with someone rubbish... like Gary.

There's also a fantastic Versus mode where two players can go head-to-head in Dogfight, Rampage, Tag & Defend and Special modes.

Stormtroopers and other AT-STs. At the start of the mission though you can just sit there and let the battle fade into the distance. With the war cries gone, you begin to notice that there is birdsong in the trees and animal footsteps in the undergrowth. Getting back to the battle, there are hordes of Ewoks babbling and screaming their little hearts out as they set up boobie traps. Then there's the radio chatter from the enemy, the Speederbike engines and the hundred-odd laser blasts per second. It's all good. There's even a sound test where ships and enemies cross the screen making their signature noises.

For all the extras though, *Rebel Strike* still follows a similar formula to every other game in the series. We expected that – we knew perfectly well what was coming, but because of this it doesn't have quite the same impact as its predecessor. It also means it'll still appeal to the same audience, and few other people. *Rebel Strike* is everything a *Star Wars* fan could ever want. The game may be a bit stop-start towards the beginning, but it soon sorts itself out. The inclusion of so much film footage within the levels is a fantastic addition, and just makes you want to go and watch the original trilogy again. Hardcore *Star Wars* fans may be a bit disappointed at the lack of storyline fills between the levels, but this is because the *Star Wars Expanded Universe* hasn't written anything for these missions, rather than it being an oversight.

Overall, it would be easy to slate *Rebel Strike* for having slightly iffy third-person and Speederbike sections, but these could so easily have been left out. The full experience, which includes some amazing one-player levels, a whole host of challenging co-op levels, a Making Of Rebel Strike feature, two complete *Star Wars* arcade emulations, and the ability to go through many of the levels with any ship you fancy, is far too good to be dragged down by a few dodgy extras. For us the only thing missing is the ability to explore a level at your own pace without any objectives or time restraints, but that's a teensy moan. Buy it now, as this could well be the finest *Star Wars* game you ever play.

CHANDRA

CUBE VERDICT

ROGUE SQUADRON III

GORGEOUS INTERGALACTIC SHOOTING ACTION

VISUALS Superb. We doubt you'll see any better from this console generation

AUDIO Clean, crisp voiceovers, classic samples, and a booming soundtrack

GAMEPLAY The new modes are frustrating, but the flying sections have been refined

LIFESPAN Bonus missions and retro games to unlock, the Co-op mode, it'll last

ORIGINALITY It's the previous game with lots of knobs and blinking lights on

ALTERNATIVE

A technical tour de force and the best recreation (at the time) of the *Star Wars* universe.



ROGUE LEADER

Reviewed: Issue 6 CUBE Rating: 9.1

2ND OPINION

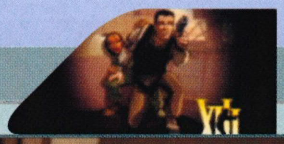
HANS OFF! "A plodding shooter which feels nothing like travelling at mach 23 while firing lasers. Boo!"

GARY

FINAL SCORE

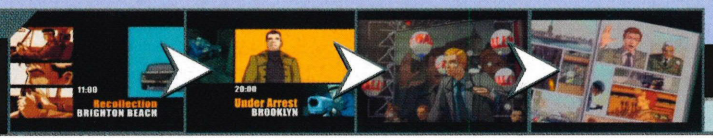
9.0

AN AUDIO-VISUAL STAR WARS EXTRAVAGANZA THAT'S A LITTLE RUSHED IN PLACES



TOON-TOWN

Each level is introduced in a comic book style, albeit with voiceovers



XIII

Cartoon or not, a spade to the chops is still damned painful!



ONE THING that really makes a first-person shooter stand out in this day and age isn't the weapons or the gadgets or the vehicles, because quite frankly we're at the stage where we've seen it all before. What really makes a difference is the storyline. Think about it for a second; *Metroid Prime* and *Half-Life* are good examples of FPS titles that suck you right into the story. Ubi Soft has obviously done its homework, and its latest cel-shaded offering has been based in the French comic book world of *XIII*.

The term 'XIII' refers to your character's codename, though other than a strange tattoo on your chest and a few brief flashbacks, your entire life is clouded in amnesia. Literally minutes after being found face down on a beach you're being hunted down by a group of men. To reveal the story further would ruin both the efforts of the writers and your enjoyment of the game, but suffice to say you've been set up for the murder of JFK (though they're not actually allowed to call him that). The entire game is about you slowly uncovering the events of the past few months through flashbacks and a fellow agent's help. Only you know what really happened...

Because of *XIII's* intriguing storyline you'll constantly find yourself wanting to spend "just another hour" with it, and we get the feeling that had it even been a below average game we would still have been compelled to play it. Thankfully though that isn't the case, and while it isn't the most original shoot-'em-up out there, it still manages to add enough new ideas to give it a fresh feel. Our hero can duck, crawl and jump. Fear not though; this doesn't mean the game is full of awkward jumps. There are some gaps to cross but mostly you'll use the jump to get past obstacles. You can also pick up and interact with items in your environment, although Ubi Soft's early 'completely interactive' claims are far from realised. Bottles, chairs, ash-trays, bricks, spades, brooms etc can all be picked up and used to knock an enemy cold. These are the non-lethal weapons, and are the ones to use when you're around civilians. Some of the levels take place in public areas, and killing innocent civilians will see you failing your mission objectives. Knocking them out and leaving them with a serious concussion however is acceptable.

CUBE

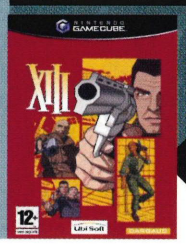
INFORMATION

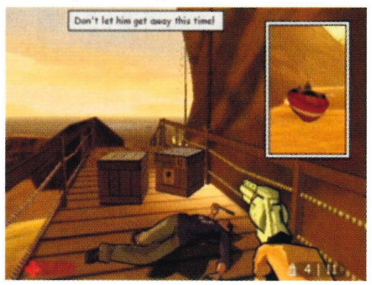
XIII	
PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	FRANCE
PLAYERS:	1
MEMORY:	3 BLOCKS

STATS

- FAMOUS COMIC LICENSE
- INTERACTIVE ENVIRONMENTS
- GREAT STORYLINE
- CEL-SHADED GRAPHICS

OUT NOW	TBA	OUT NOW





This never happened in *Baywatch*... *Baywatch Nights* however...

Many gadgets, such as the hookshot, turn up in the game. It's not always clear how to use them though

The story is progressed via screen-in-screen action that shows you what's happening all around

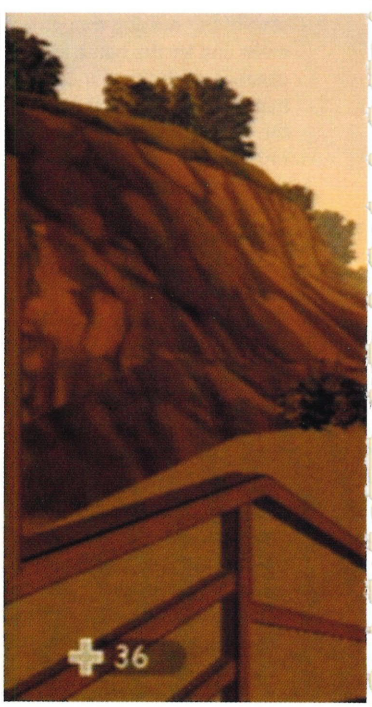
EYE SHOT

STRIP TEASE

Set pieces such as sniper shots result in a comic-strip style affair on the screen. It's elements like these that set the game apart from other shoot-'em-ups.



We certainly won't be seeing the whites of his eyes anytime soon



The one place where *XIII* falls on its arse a little is the learning curve, or rather lack of it. In keeping with the feel of the game there's no Training mode. There couldn't be; it just wouldn't fit with the story. To counter this though there needed to be very clear instructions on how to play from the start. As it stands you have to learn through trial and error how to knock an enemy cold, how fast you need to approach someone without them hearing you, how to use a hook-shot without falling to your death, how to actually use a medikit (simple when you know how but we only found out by random button pressing) etc etc. In most cases the instructions flash up on screen for a few seconds but that's really not enough when you're trying to concentrate on what your team-mate is saying to you.

There's just one other thing that bugs us with this game... why is it that cel-shaded games have to have blurry textures. The game looks great until you get close up to the characters. Clothes are supposed to have definite edges so why oh why are the edges to clothes, lips, eyes etc the most ill-defined we've ever seen. Even *Wind Waker* had this problem. Anyway... rant over.

For FPS aficionados *XIII* represents a must-buy title. Refreshingly different, addictive and extremely stylish, it's everything the trigger-happy gamer needs. For everyone else it's definitely worth a look, if only for the wicked story.

CHANDRA

LADY IN GREEN: Fellow agent Major Jones comes to your rescue early on. She provides back up and vital psychological support throughout the game.



If in danger grab a cute lady... or a cel-shaded one will do if it comes to it

QUIT SCREAMING YOU BI**H!

HANDS-FREE ABDUCTION

In order to get through certain sections it may be necessary to take a hostage. Holding a character in a headlock leaves you with one hand free. This hand may be needed to unlock doors, press buttons or even knock someone over the head with a bottle.

While you have a hostage enemies won't shoot you... as long as you're facing the right way. Expose too much of your body however and they'll open fire.



The head of a group called 'The Mongoose' chases you through the whole game. He knows something you don't...

"HAD THIS BEEN A BELOW AVERAGE GAME WE WOULD STILL HAVE BEEN COMPELLED TO PLAY BECAUSE OF THE STORYLINE"

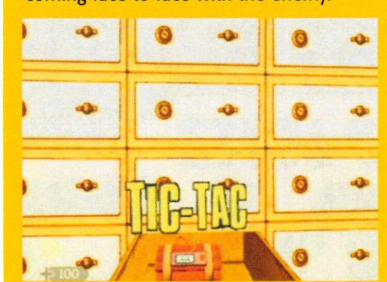


It all looks quite nice, but more detailed textures wouldn't have hurt

WORD UP!

SHALL I SPELL IT OUT

Another fresh idea in the game is the adoption of the comic book style. This means that you actually get to see words on the screen, such as 'Kerpow', 'Bam', 'Slam' etc. This addition is more than just aesthetic though, and you can also watch for enemy footprints. By standing against a wall you can see the 'tap-tap-tap' of their feet on the floor. If they are walking away from you the taps will gradually decrease in size. This is the perfect way of seeing what's on the other side of a door without actually opening the door and coming face-to-face with the enemy.



CUBE VERDICT

XIII

INTRIGUING FIRST-PERSON SHOOTER

VISUALS
Quite nice on the whole, but the GameCube can do much better

AUDIO
Good voiceovers and very fitting detective-style music

GAMEPLAY
Very good once you get to grips with how everything works

LIFESPAN
It's big enough, and there's always the multiplayer to come back to

ORIGINALITY
Some very nice ideas, but really it's just another first-person shooter

2ND OPINION

LUCK OF THE DRAW!

"There's bit too much trial and error gameplay for my liking but well worth playing all the same"

BYRON

ALTERNATIVE

One of the best Bond games yet, but still manages to be a little on the shallow side.



007: NIGHTFIRE

Reviewed: Issue 14 CUBE Rating: 7.9

FINAL SCORE

8.2

A REFRESHINGLY ADDICTIVE AND INNOVATIVE SHOOTER WITH A GREAT STORY



RSI

The playtesters must be crippled...hack, slash, cut scene, slash then hack etc...





A right Royal rumble that's anything but regal

AT THIS POINT in writing about any EA sequel it's customary to begin by blathering on about how the company only ever releases yearly updates that lack innovation. This review however won't start like that as *Return Of The King* sidesteps such facile introductions by adding to the original game's competent but tiresome hack and slash-ery some brand new elements. *Return Of The King* has GBA link-up, a more refined combo system, interactive environments and a two player co-operative mode. Of course such features could – or rather should have been included in the *Twin Towers*.

Anyway, you get the idea – *Return Of The King* is meant to be more of the same only better. Film footage segues into gameplay as you take the mantle of a range of Middle Earth characters in an atmospheric and evocative take on what is essentially *Gauntlet* meets *Golden Axe* meets the third dimension. Propping up such simplistic gameplay is a storyline (an action heavy version of the film plot) that sees Frodo and Sam trek towards Mount Doom to destroy the One Ring whilst Gandalf, Aragorn, Legolas, Gimli and the rest of the Fellowship slay biblical numbers of Sauron's minions from Pelenor Fields all the way to the Black Gates. (If you've read the books you'll know what we're, err, Tolkien about.)

Of course to ring fanciers/Tolkienites/ringers (whatever it is you call a devoted fan of the *Lord Of The Rings*) such straightforward gameplay is more than made up for by extra features such as cast interviews, film footage and the chance to indulge in playing as Aragorn, Frodo, Gandalf or whoever. But what about the rest us? Is *Return Of The King* much of a game?

Well, for a start you'll pretty much need to have a mate who'll play alongside you. *Return Of The King* isn't easy. But then it's also not that difficult. Battling through locations is exceptionally simple but reaching the end of levels is a different matter entirely as save points are infrequent and there's little genuine skill in the core mechanic of slaying whatever your encounter. The reason for this is that despite the enhanced combo system you're actually discouraged from using other moves as doing so leaves you more likely to get hit. Couple this to the fact that in solo games you can at times lose track of exactly which way you're facing (two player games helpfully keep a 1P or 2P icon above your head at all times) and after only two or three scenarios it soon becomes obvious you're essentially performing an extended, although visually well crafted,





CUBE

INFORMATION

LOTR: RETURN OF THE KING	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	1 BLOCK

STATS

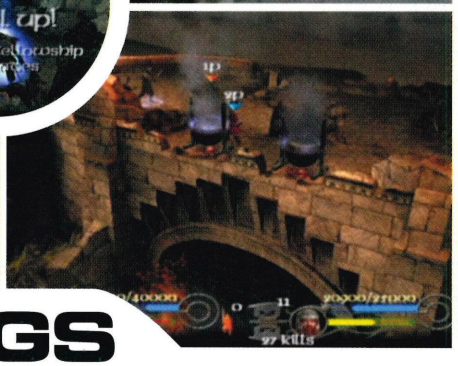
- MULTIPLAYER MODES
- UPGRADABLE COMBOS
- MULTIPLE ROUTES
- TONS OF MOVIE FOOTAGE

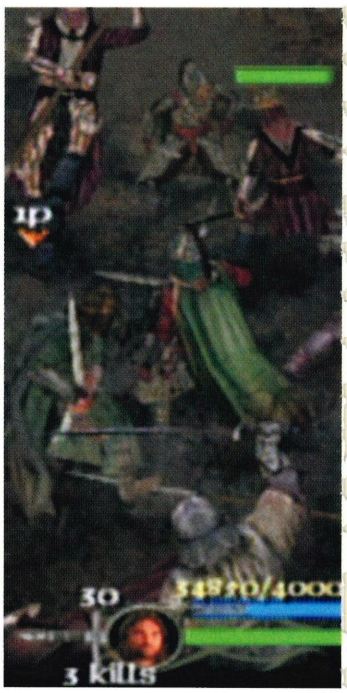
OUT NOW	TBA	OUT NOW



Chandra without his beatuy sleep is terrifying







LORD OF THE RINGS RETURN OF TH

linear task of facing enemies and mashing the A-button for all you're worth.

Return Of The King is very much like the last game: repetitive and monotonous. A fact made no less tiresome by additions such as occasionally pressing Z to use objects such as spears or rocks (those interactive environments) or by getting bonus upgrades by connecting your handheld (nice try, but no cigar – GBA link-up). Most damning of all though, unless playing two player, by around the third scenario there's such a relentless onslaught of enemies that without another character on hand to help you out and considering the little amount of skill required to progress, the difficulty level too often hinges on simply being fortunate enough to dispose of those around you without getting hit, ensuring a disheartening number of restarts and a crushing déjà vu as you play through the same locations over and over again.

If you're sat reading this surrounded by *Ring* memorabilia, within touching distance of your DVD of the first *LOTR* film, eagerly anticipating the upcoming flick, such drawbacks might not bother you. If though you're after more than eye catching cosmetic gloss and an ear stroking cinematic score, if, in short, you're after a brilliantly playable game based on one of the most celebrated, loved and epic fantasies in living memory, then sadly this isn't what you're looking for.

BYRON

PRECIOUS... MY PRECIOUS: Arguably one the best 'actors' in the film, Smeagol, otherwise known as Gollum accompanies your journey as Frodo.



Hells bells. Press the Z-button next to certain structures and you'll use them accordingly

He's one of the strongest characters in the game, but you only use Gandalf when the script allows it



RINGO STARR

USELESS TEAMATES

Taking two distinct routes, that of Frodo and the Ring and the path of the *Fellowship, Gandalf et al, Return Of The King* presents both solo and multiplayer routes. The better you play scenarios according to a four point scale from fair to perfect – the more elaborate your combos, the less you get maimed – the higher your rating at the end of each location. Points accumulated can buy you upgrades such as the ability to shoot balls of fire as Gandalf, extra moves like finishing blows and also increased health. Such upgrades can be bought not just for yourself but also for your group as a whole. Disappointingly there's little noticeable difference in buying your cohorts more moves and although many of them are voiced by their real life acting counterparts they're all too often just bystanders delivering scripted outbursts at pre-ordained events.

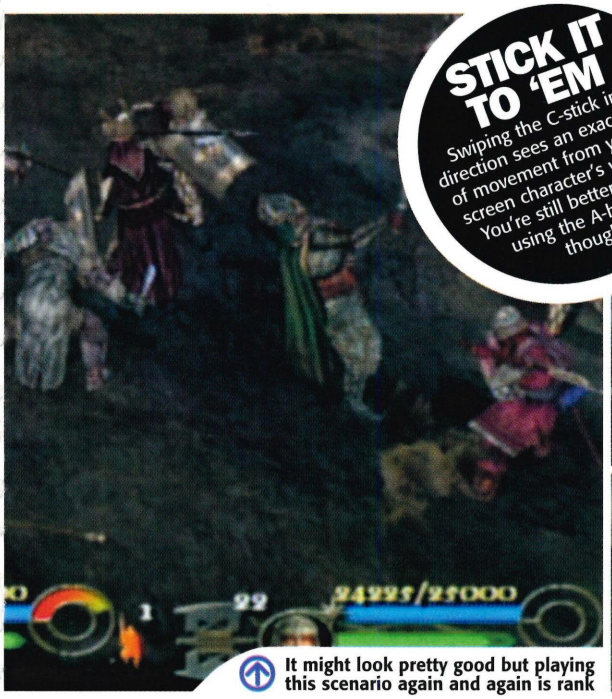


Some of the locales in *Return Of The King* are too much on the dark side

ROD ON

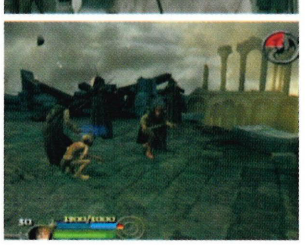
STICK IT TO 'EM

Swiping the C-stick in any direction sees an exact replica of movement from your on-screen character's weapon. You're still better off just using the A-button though.



It might look pretty good but playing this scenario again and again is rank





"VERY MUCH LIKE THE LAST GAME: REPETITIVE AND MONOTONOUS"

CUBE VERDICT

RETURN OF THE KING

TIRESOME, SHALLOW AND OVERLY DIFFICULT

VISUALS
At times excellent but a movable viewpoint is needed

AUDIO
The melodramatic film score by Howard Shore plays throughout

GAMEPLAY
The very weakest aspect: too much slay-full and not enough play-full

LIFESPAN
A glut of extras are there for the dedicated/patient/lobotomised

ORIGINALITY
Rarely have film licences been better milked and pasteurised

2ND OPINION

LORDY! "You know a game isn't great when your tendons start to seize up after half an hour of play. Still at least there are the interviews, eh?"

TIM

FINAL SCORE

5·8

OTHER THAN TO MIDDLE EARTH FANS THIS IS FAR TOO REPETITIVE, SIMPLE AND DULL TO RECOMMEND

ALTERNATIVE

More of the same but but there's no two-player option. Worth renting but not buying.



THE TWO TOWERS
Reviewed: Issue 16 CUBE Rating: 7.7

E KING



ICE-CREAM...

After a particularly good shot, you get to watch the action again – boom!



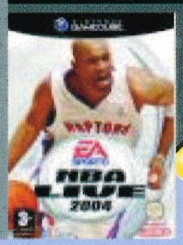
Going to the basket, again

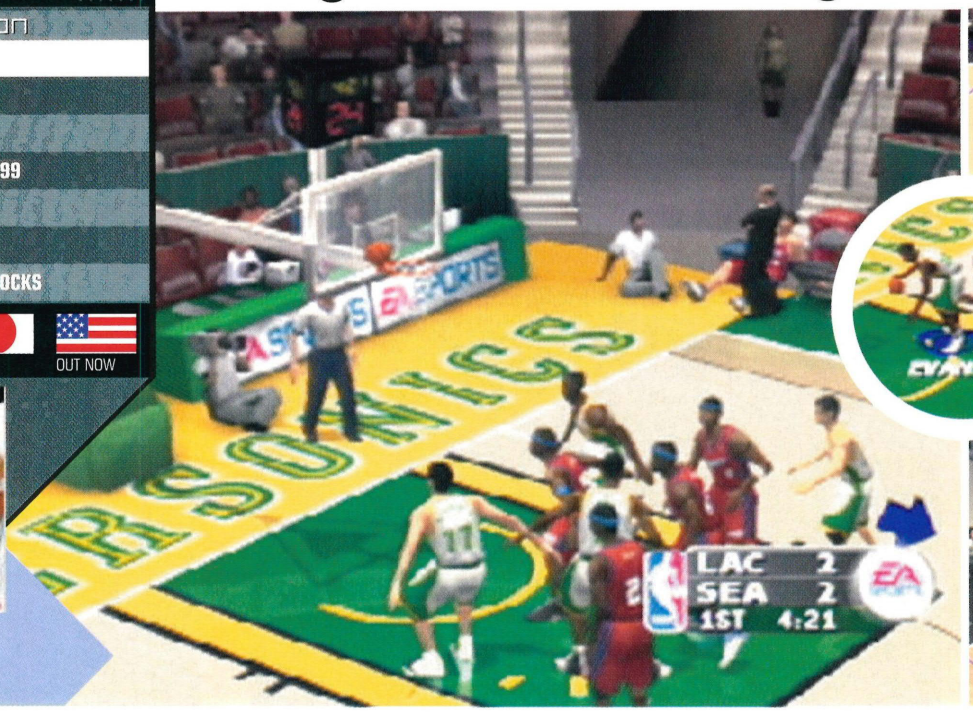
CUBE

INFORMATION

NBA LIVE 2004	
PUBLISHER:	EA
DEVELOPER:	EA
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	5 BLOCKS

OUT NOW | TBA | OUT NOW

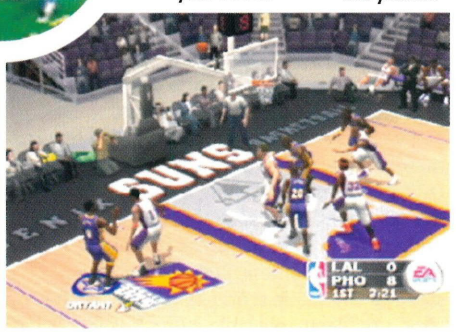






The action is as real as you can get without lacing up your boots!

Get to the basket and go for the shot – those points are yours...



NBA LIVE 2004

EA's b-ball favourite gets back on the court and it's more realistic than ever!

BASKETBALL games generally fall into two distinct categories – there are those that go for a more cartoon style to pick up the casual gamers, such as EA's *NBA Street* series and then there are games like *NBA Live 2004* that attempt to reproduce exactly what you see on the television each week. Well, at least you would if you lived in America.

NBA Live 2004 gives the basketball freak everything they could want, from the official rosters of the NBA to the stadiums where the real teams play their b-ball. The first nice touch that EA offers comes as soon as you switch on the game and you are asked your favourite team. The game then produces a skin based upon your favourites as you choose the mode you wish to play. Sure it is cosmetic but it shows the effort that has gone into making everything right.

The game itself can be played as deeply as you wish – sure you can opt for Quick Play and enjoy a single game, but the real longevity comes with the Dynasty Mode where you take complete control of your team and attempt to take them to the top. The problem with modes like this is that occasionally you just want to get to certain games against the bigger sides or arch rivals – it is not a problem with *NBA Live 2004*, you can merely simulate any games that you do not wish to play.

The action itself is fast and fluid. The default camera setting has you playing up the court but this can easily be changed to a side view as everything is changeable via in-game sliders. Those not so familiar with basketball may find that the opposition are rather tougher than expected – each team is modelled completely on the real life side and so less patient gamers may find themselves giving up as the opposition takes a ridiculous lead. This, of course, is where the practice modes come in handy!

Sonically *NBA Live 2004* excels. As well as the usual EA collection of tunes (in this case, the obvious rock is replaced with Urban favourites such as Dilated Peoples and Black Eyed Peas) the game also includes commentary from the NBA's legendary Marv Albert who lends even more authenticity to the product as do the realistic trainer 'squeaks'.

Overall, *NBA Live 2004* might put off those not so into their basketball, but those looking for a good reproduction of the real thing will find plenty to enjoy.

KENDALL

CUBE VERDICT

NBA LIVE 2004

DECENT B-BALL THRILLS BUT LACKS FLAIR

VISUALS
All of the players look like their real-life counterparts and are well animated

AUDIO
Excellent commentary and a packed soundtrack of groovy urban tracks

GAMEPLAY
It's basketball, what do you expect? One-on-one adds an arcade touch

LIFESPAN
Playing through the season is going to keep you going until the 2005 edition

ORIGINALITY
We've seen it a million times before, of course!

FINAL SCORE

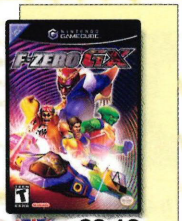
7.3

IF YOU'RE LOOKING FOR REALISTIC BASKETBALL ACTION THEN THIS IS FOR YOU.

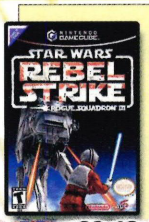
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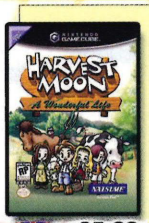
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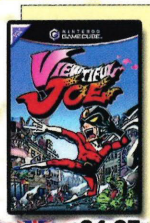
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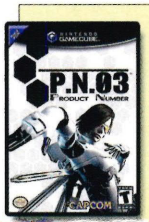
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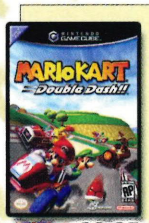
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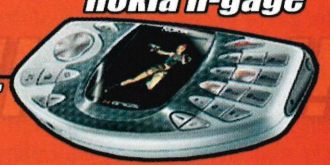
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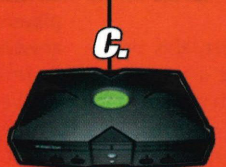


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EAT MY GOAL...

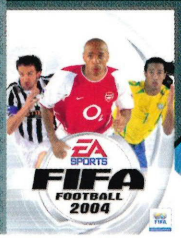
Zoom into the action, and using the C-stick, get your defenders to to the ball first.



CUBE INFORMATION

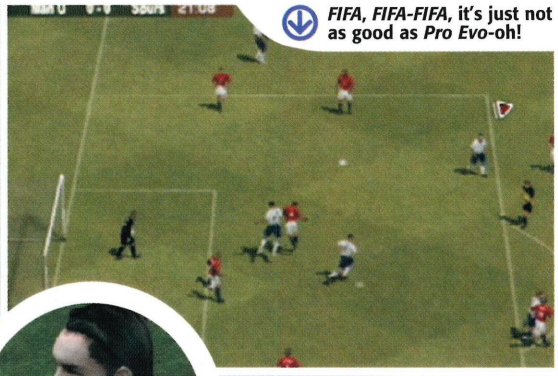
FIFA 2004	
PUBLISHER:	EA
DEVELOPER:	EA CANADA
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1-4
MEMORY:	54 BLOCKS

OUT NOW | TBA | OUT NOW

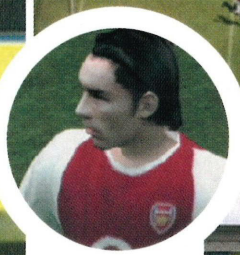


Kick it on... FIFA 2004

David, David Beckham, David, David, David Be-ck-ham – football chants, the new poetry



FIFA, FIFA-FIFA, it's just not as good as *Pro Evo*-oh!



So what's next for *FIFA 2005*? Anti-gravity balls? Or just an updated team roster?



EA run off the ball for this year's edition

THE CUBE isn't particularly endowed with quality football games. We sit and watch our PS2 chums kicking through *Pro Evolution Soccer 3* with envy. Well, at least EA hasn't ignored us, and this year's edition of *FIFA* is actually quite different to the games of the last couple of years.

The biggest change is found in the game's controls. Instead of the game doing everything for you, it's now possible to control the runners as well as the passer of the ball. This requires some skill to perform; it is after all the gaming equivalent of patting your head and rubbing your stomach. With practice though, and after hours of blind fury and blue language, you will start to score in style.

For those wishing to play the old fashioned way, the game does still feature the same through ball passing of old *FIFAs*. Though the AI isn't always smart enough to make the most of your creativity.

The passing in general is solid, but there are still doubts over just how authentic the game is. Goals will generally come from the same Sweet Spots just outside the box and defending is often a clumsy task. Plus, the new Off The Ball control method has slowed the whole caboodle down to accommodate the need to manhandle half a dozen buttons to string a through pass together. Fans of the *FIFA* series may be disappointed, as this isn't the arcade kick-a-bout of old.

To compensate this year's version has a more in-depth management system. It's possible to give orders to your team, such as defend, press, long ball, as well as scout for new talent across the game's thousands of players. If they're a professional player anywhere in the world, then they're in there. At the end of every season you will be judged on your teams results and awarded points which can then be used to buy better players. And with three divisions in each continent, it is now possible to turn a minnow into a giant

Of course it goes without saying that *FIFA 2004* is the most realistic looking game on the GameCube. The players resemble their real life counterparts immaculately and the animation and stadium effects are superb. With the sound turned up, this is a truly atmospheric experience.

FIFA 2004 is easily the best football game on the GameCube, even with the shortcomings of the AI and controls. It takes some getting used to, but once mastered, there's a great game in here.

IAN

CUBE VERDICT

FIFA 2004

TRICKY CONTROLS, BUT IT'S A QUALITY GAME

VISUALS
Gorgeous stadium effects and slick animation create an authentic atmosphere

AUDIO
Some creative commentary and the best licensed music of any game to date

GAMEPLAY
Solid passing can't hide a game based on scoring from the same Sweet Spots

LIFESPAN
Plenty of leagues and a new management mode lift the lifespan

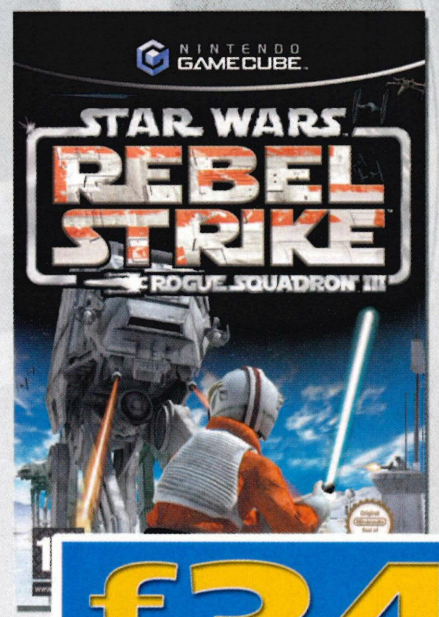
ORIGINALITY
The Off The Ball system is fairly original, but also needless

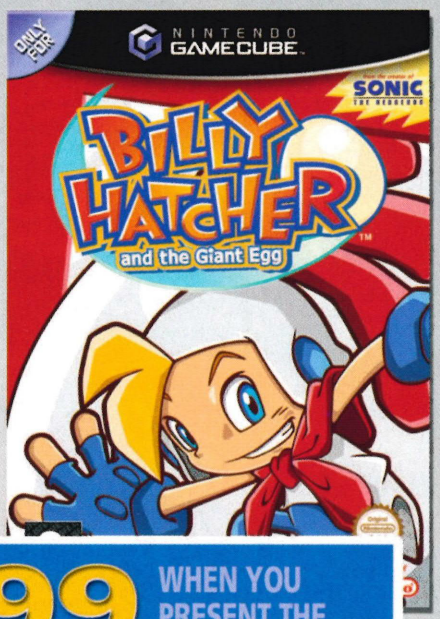
FINAL SCORE

8.9

A COMPLEX AND BEAUTIFUL GAME BUT MAY BE TOO MUCH LIKE HARD WORK FOR SOME.

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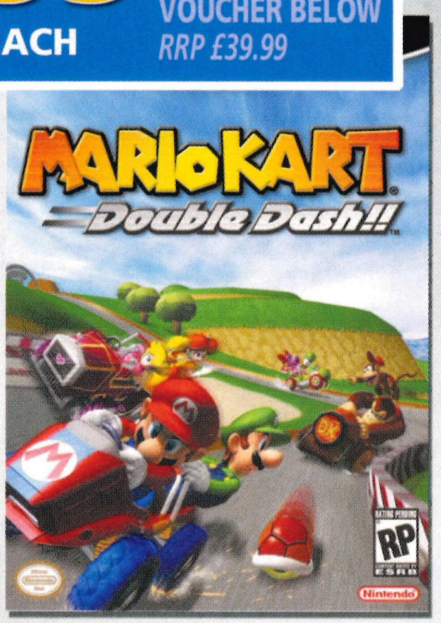




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FITTED UP

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CUBE

INFORMATION

NEED FOR SPEED: UNDERGROUND	
PUBLISHER:	EA
DEVELOPER:	BLACK BOX
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	6 BLOCKS

STATS

- 5 DIFFERENT RACE STYLES
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- IN DIESEL ISN'T IN IT YEA!

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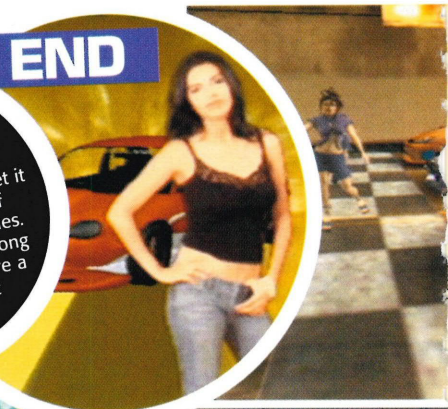


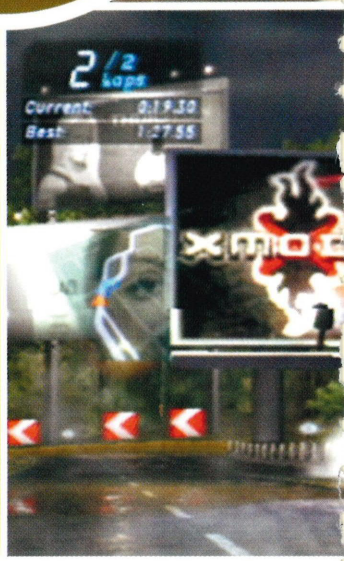
A shower of sparks means you're too close to the wall!

BIG END

COVER GIRL

Jazzing up your car will get it featured in a variety of hardcore motor magazines. Sadly CUBE isn't among them. Then again, we're a bit more upmarket than that!





NEED FOR SPEED UNDERGROUND

Burberry baseball hats at the ready as boy racers of the world unite



NO CIGARS for recognising where *NFS Underground* gets its inspiration. Just like the painfully 'cool' *The Fast And The Furious*, *Underground* takes itself very seriously and there are plenty of people out there for whom this is going to be an instant turn-off. Think of it as a person. No matter how good looking or trendy someone is, if they don't have some sense of self deprecation, modesty or humour they just come off as shallow, arrogant bar stewards. Anyway, you start out as a wannabe street racer with a basic motor looking to make a name for yourself on the illegal racing scene and hang out with the sort of people who say things like 'bling' and 'word up yo' in normal conversation.

To get where you want to be you're not only going to have to win races but also impress your rivals with how many mods and doobries you can bolt on to your car. Money earned in races can be spent on a tankload of upgrades which not only improve performance, but also the look of your wheels. Nitrous boosts, neon underlighting, spoilers and a host of other nick-nacks are available to fit and all play their part in enabling you to progress through the game in pursuit of the Vin Diesel dream. Mechanical upgrades obviously improve speed and handling but cosmetic improvements aren't just, well… cosmetic. You're only allowed to enter certain races when your car looks cool enough. Visual impression is rated out of five stars so you need to think about paint jobs – everything from body to rims and brake callipers can be touched up to your own tastes. You also need to visit the custom shop regularly to make sure you have all the available bits and bobs or the boy racing fraternity won't give up nuff r'spec and you'll be left kicking your heels in loserville. As the game goes on new add-ons become available. Body decals, spoilers, skirts and window tints all improve the look of your machine and you might even get on the cover of a magazine. There are several of these in the game and each time your car is featured you get a natty cover image and increased reputation on the streets. Ultimately your goal is to climb to the top of the rankings to become the number one street racer in town.



PARTY TIME: Win a race and you'll be the centre of attention. Blow it and you're left alone to contemplate being a big, fat loser.

Hot chicks give the go signal... ooh yummy!

Earn special paint jobs for completing certain events

Events take a variety of forms. Races can be a simple point-to-point affairs or set over a number of laps. There are also drag races which test your ability to hit the perfect gear shift while avoiding oncoming traffic and using your nitrous to best possible effect. There are drift challenges where you get a certain number of laps to pull off as many big slides as possible. Some races are one off events while others take place over a series of competitions with points awarded depending on your final placing. The recurring theme though is that you need to finish first to move on.

In static shots the game looks quite lovely, and in-motion the reflection mapping off the wet neon-lit roads is impressive, but the frame rate isn't all it should be. It's also not entirely clear where you need to be heading all the time as the business of the graphics tends to obscure upcoming turns. Black Box has made an effort to negate the problem with large blinking arrows to show you when a sharp bend is approaching. However, this does somewhat detract from the impression of this being an illegal race through unsuspecting city streets. Also every race is set at the same time of day and the roads are always slick with rain. Obviously the developer liked those reflections so much it decided to ram then down your throat on every course you play. All very well, but a bit of variety would have been nice.

Of EA's recent line-up, this was the one that attracted most scepticism on the evidence of the preview versions, and in a way it's turned out more or less as expected. It does improve the longer you play it and there's something enticing about blagging the next new piece of kit to slap on your car. Unfortunately the racing itself simply isn't fun enough. There are some cool effects, like when you start to gather real straight line speed the edges of the screen blur away and everything starts to shake around. However it doesn't quite manage to give you that adrenaline shot. *Burnout 2* is real seat of the pants racing and can leave you breathless from the sheer sense of speed and danger. By comparison *NFS: Underground* is a tame affair, very much a victory of style over substance. But if you get off on all that posturing and driving around in lowered Fiestas with bucket seats you might get along with it.

MILES

CRASH DUMMIES

YOU BEND 'EM, WE MEND 'EM

Major collisions are greeted with a *Burnout*-esque slo-mo replay. Unfortunately they lack the impact of Criterion's seminal racer due to the fact your car sustains no damage whatsoever. You'd expect slamming into a stationary truck at 150mph to at least scratch the paint but it doesn't, making the whole thing look artificial. Crashes also have a nasty habit of lasting just a little bit too long and it gets really annoying as the other cars zip by. On the positive side, there isn't any annoying catch-up system for the CPU cars so driving a good race means you can actually build up a lead and makes it more like a real race.



If this was *Burnout* there would be bits of cars everywhere, but it's not

"OF EA'S RECENT LINE-UP, THIS WAS THE ONE THAT ATTRACTED MOST SCEPTICISM"

CUBE VERDICT

NEED FOR SPEED: UG

TOO COOL FOR ITS OWN GOOD

VISUALS
A bit too busy and lacking in variety
Sketchy at best, ropey otherwise

AUDIO
A hot licensed soundtrack if you like urban sounds

GAMEPLAY
Doesn't have that zing you want from a driving game

LIFESPAN
Once you've earned everything there isn't an incentive to go back

ORIGINALITY
Wants to be like *Burnout*, *Project Gotham* or *Midnight Club*, but fails

ALTERNATIVE

Quite simply the best arcade racer available. Speed and intensity in perfect harmony.



BURNOUT 2
Reviewed: Issue 19 CUBE Rating: 9.3

2ND OPINION

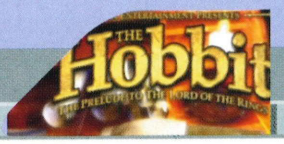
BLING-BLONG! "Apart from the obvious problems there is one more – you can't buy an upgrade for the stereo. Nor can you get it to play any decent music"

TIM

FINAL SCORE

6.5

PLAYABILITY PLAYS VERY MUCH SECOND FIDDLE TO THE COOL PRESENTATION.



SAME OLD...

Not all levels have you hacking, here you'll have to sneak around, but don't get caught!



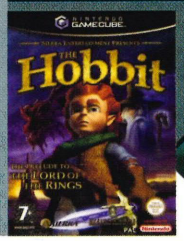
Down the Shire THE HOBBIT

CUBE

INFORMATION

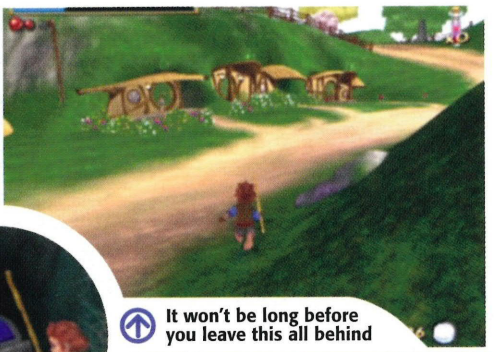
THE HOBBIT	
PUBLISHER:	VIVENDI
DEVELOPER:	INEVITABLE STUDIOS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	4 BLOCKS

OUT NOW | TBA | OUT NOW

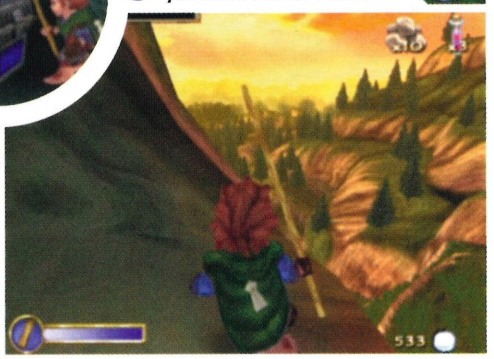


Good old moving platforms!





It won't be long before you leave this all behind



Middle-earth software or destined for higher grounds?

RIDING ON THE *Lord Of The Rings* success comes the game of the prequel, *The Hobbit*. Tolkien's story was originally aimed at children, so with that in mind we bravely stepped into Middle-Earth...

One thing that immediately strikes you with *The Hobbit* is the unoriginality of the tasks. (Although mainly an action game, there is a small RPG element that focuses around you finding items). On the opening level you'll get a bunch of Hobbits asking you to collect items for them, sometimes to help you, other times because they simply can't be bothered to move an urn onto a porch themselves. Although a small number of more riveting chores such as taking part in a game of hide 'n seek or stealing apples from a tree by knocking them down with stones have been included, more often than not you'll just have to make sure that you crawl into every possible cranny in the level for that one elusive hammer. This reeks of artificially lengthening the game, but we can't be too hard on it as the more obscure of these tasks aren't necessary to finishing a stage, they only serve to fill in your stat sheet at the end of each level.

The Hobbit's gameplay is exactly what you'd expect from looking at the screenshots. You run around various locations swiping at enemies with your sword, navigating tricky paths and every now and then, indulging yourself in some stealthy action. There's certainly nothing shockingly original here, although the idea of breaking into treasure chests by trying to stop dials as they hit certain areas is most welcome. As stated before though, there are some RPG elements. On your travels you'll find your maximum health increasing, and after completing an area you can buy potions, stones to throw and othe items with silver coins.

The Hobbit's look is remeniscent of *Crystal Chronicles*, especially the character designs. Everything has a solid feel and the different environments do a good job of drawing you into them. These locations you explore also do a good job of giving a false impression of size – looking around, the world stretches away into mountains and rivers, forests and plains, the epic feel suiting the source material perfectly.

We go through a lot of games every month, and normally when faced with one like this it doesn't take long before we're flicking paper cups around the room out of boredom. However, *The Hobbit* manages to pull itself through some rather dull patches because the sum of its parts is impressive.

Everything about the presentation is lovely, the game is well paced, mixing tricky platforming sections with tense stealth tasks, then having you slash at a slew of enemies before asking you to explore eerie quiet caves filled with traps, and the level design keeps things fresh. Being so simple and lacking in anything particularly original, jaded gamers will find this a bore, but younger Tolkien fans should find plenty in here to keep them busy for a while.

GARY

CUBE VERDICT

THE HOBBIT

PLODDING ADVENTURE WITH PLENTY OF STYLE

VISUALS
Solid looking, and the character designs are funny. (For the right reasons too!)

AUDIO
The voice acting is superb, and the music is of high quality too

GAMEPLAY
A nice mix of styles and level design. Not entirely compulsive, but good fun

LIFESPAN
The adventure is of a reasonable size, and there are plenty of items to collect

ORIGINALITY
Jump around in 3D collecting items. Shocking!

FINAL SCORE

7.1

ITS NOTHING NEW, BUT WELL PUT TOGETHER AND GOOD FUN – ONE FOR THE YOUNG 'UNS.

THE SIMPSONS HIT AND RUN

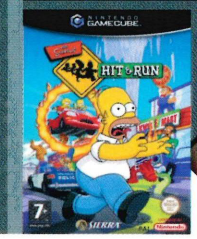
Mellow yellow

CUBE

INFORMATION

THE SIMPSONS HIT AND RUN	
PUBLISHER:	VIVENDI
DEVELOPER:	RADICAL
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	4 BLOCKS

OUT NOW | TBA | OUT NOW



We've never seen Springfield looking so nasty! Where are all the police?



That's it Homer! Kick her in the head! Ahh... you see what games like this do to us? Disrgraceful.



Smoke billows out of the engine and the cars will eventually blow up if you abuse them too much.

The Simpsons get real nasty

TRADITIONALLY, *The Simpsons* videogames have fallen victim to the curse of licensed software – they've been utter tripe. Boring half-baked affairs created purely to cynically generate as much dosh as possible in turn for very little effort. Not that we're bitter.

The latest title in the yellow franchise however fares far better than we'd dare imagine. For one, the structure is vastly different to the usual direction one would expect *The Simpsons* to take in videogame form. In a turn for the morally worse, you play as a selection of *Simpsons* favourites who drive around Springfield in all manner of vehicles performing *GTA*-style missions. Expecting a 'without the violence' bit there? Well don't. You see, although blood is noticeably absent (especially on the moving billboard that splattered the bride's white dress in the episode where Bart couldn't go and see the *Itchy and Scratchy* film), the way that you can run over small yellow children and watch them fly out of your car's axels at breakneck speed unhurt, or kick an old lady down a road like a football, watching her bounce away into the distance before pulling herself up off the floor and dusting herself down will make you feel slightly uneasy, if nota little amused.

Back to the game though: the *GTA*-style structure has you performing progressively tougher deeds in Springfield, Sometimes playing as Homer, out to find Ned Flanders' items that you've been 'borrowing', and on one memorable mission, Marge in the driving seat of her car, aiming to sabotage the truck delivering the ultra-violent videogame 'Bonestorm' into Springfield by stealing its contents. In terms of your vehicles, you're not limited to boring old American saloons either. At any time you can jump out of your vehicle and run around, kicking people to the ground (as we've mentioned) or grabbing another car. Look around hard enough and you may even notice some old show favourites idling in a driveway.

Although it's wonderful to drive around a fully realised 3D Springfield at breakneck speed in Otto's bus, things are a little formulaic. Despite the crazy characters and outlandish vehicles, the missions never really vary from racing another character to a destination, or looking for items *GTA* on the PS2 could suffer from this, but it successfully managed to keep boredom from creeping in due to the large variety of side-missions and little quirks for the player to discover. *Hit And Run* is far more linear in its design, meaning that after an hour or two you start to wonder why you're bothering. What it sets out to do it does well, before *GTA3/Vice City* this would have been seen as new and exciting, but not when there's a game out there that's not only done it all before and, more importantly, far better.

GARY

CUBE VERDICT

THE SIMPSONS

A SOLID EXAMPLE OF THE SIMPSONS WORLD

VISUALS
A little basic, but true to their colourful cartoon doubles

AUDIO
Frantic *Simpsons* tunes and charismatic catchphrases accompany your adventures

GAMEPLAY
Proven gameplay mechanics, but lacking enough flare to make it compulsive

LIFESPAN
There's plenty to do and see in the town of Springfield

ORIGINALITY
GTA was doing this quite some time ago and with guns

FINAL SCORE

7·4

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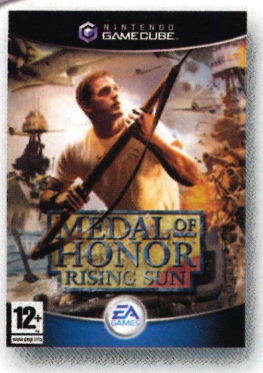
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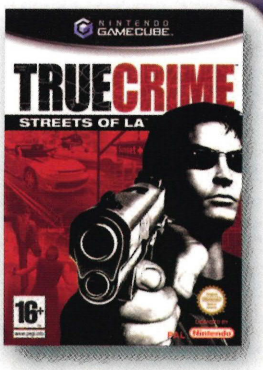
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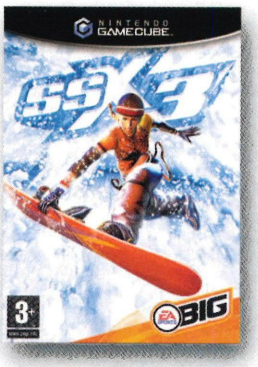
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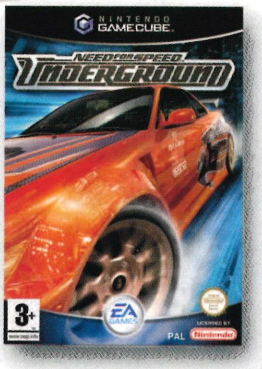
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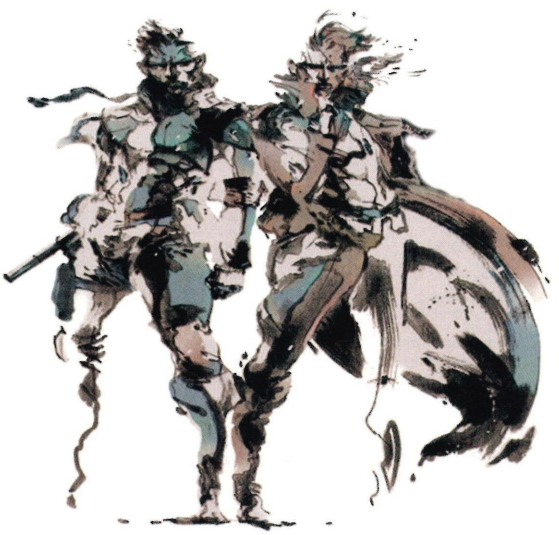
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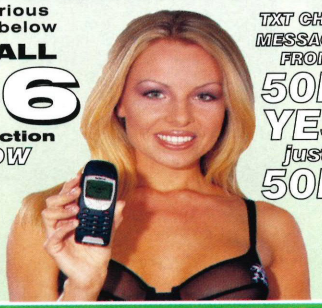
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TONE OF THE WEEK
Fatman Scoop/Crooklyn Clan - Be Faithful
(Mono) 124986 (Poly) 126022

GREATEST TOP 50 RINGTONES

Tone	Mono	Poly
Airwolf	100621	108213
Knightrider	100131	107030
Indiana Jones	100126	108821
Pulp Fiction	100695	109012
Fools & Horses	101226	108315
BBC Cricket	100685	116171
Joe 90	100805	111696
Benny Hill	100013	109279
The Simpsons	100219	107052
Get Carter	100896	108313
Italian Job	100691	107026
The A Team	100682	107898
Magnificent 7	100668	108832
Magic Roundabout	100663	107900
Winnie The Pooh	100253	107831
James Bond	100016	107023
Dambusters	100703	118331
Halloween	100048	109159
The Muppets	100064	108209
Great Escape	100038	107003
Eye Of The Tiger	100687	108299
Beverly Hills Cop	100010	108195
Banana Splits	100804	108264
Rainbow	100696	108301
Hawaii 5-0	100690	108384
Godfather	100884	108294
Phoenix Nights	102796	107872
Stay Another... – E17	101766	118334
Enter The Dragon	101246	108312
Hope & Glory	101743	108447
S O T Water – D.Purple	100084	108369
You'll Never Walk Alone	100379	107041
Fields Of A'ray – Celtic	100381	108273
Kingston Town – UB40	100939	109845
T'lar Bells – M.Oldfield	100094	107004
Faith – G.Michael	100218	118339
Do You Like... – DJ Piper	100589	118334
Sweet Child Of Mine	101084	107012
Bat Out Of...– M.Loaf	100343	119445
Next... – Snoop/Dre	100392	118335
The Way I Am – Eminem	100339	108210
Stan – Eminem	100328	108329
Eminem – Lose yourself	108002	107810
21 Secs – So Solid Crew	100861	107882
Hey Baby – DJ Otzi	101061	107048
U'Ground – Girls Aloud	108378	107893
Sk8er Boi – A.Lavigne	108011	110068
Cheeky Girls – C Song	107986	107817
Bad Intentions – Dr Dre	101566	118363

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NEW RELEASES

Tone	Mono	Poly
Gay Boyfriend - Hazzards	125088	125089
Say Cheese - F Food Rockers	124646	124648
Sympathy For Dev - R Stones	124532	124538
The Sooty Show - TV	124840	124839
Chorlton & Wheelies - TV	124841	124838
Rubberneckin' - Elvis	124657	124635

FRIENDS REUNITED

Tone	Mono	Poly
Addicted To... – R. Palmer	111616	111514
Baby I Don't ... – T. Vamp	111617	111515
Break My Stride – M. Wilder	111618	111516
Don't Leave – Communards	111619	111519
Everybody – Tears/Fears	111620	109319
Frankie – S.Sledge	111622	111522
Hungry Like – D. Duran	111623	111523
Come On... – Dexy M Run	100875	109315
If You Don't – S. Red	111625	111625
Joanne – Kool + Gang	111627	111527
Labelled With... – Squeeze	111627	111528
Stand By Me – Ben E King	111630	111532
Tainted Love – Soft Cell	111631	111533
That's Ent'ment – The Jam	111632	111534
Through The – Spandau Bal	111634	111536
Vienna – Ultravox	111635	111538
Wishing I Was – Wet Wet Wet	111636	111540
Wonderful Life – Black	111637	111541
Wouldn't It Be – N.Kershaw	111638	111542

CHART TONES

Tone	Mono	Poly
DJ Sammy - Heaven	102511	107808
R.Miles - Children	100111	108251
Coldplay - Clocks	108122	112591
C.Aguilera - Fighter	116897	118082
D J Sammy - Sunlight	112694	120223
J.Timberlake - Rock...	108146	117264
S.Twain - Forever/Always	116898	119379
S.Paul - Get Busy	110980	117183
Busted – You Said No	112640	116166
L.Maffia – All Over	112595	116164
D.Sneddon – Don't Let Go	112695	116165
R 5 + O.C– Make Luv	111639	112589
50 Cent – In Da Club	110993	111140
DMX – X Gon' Give it to Ya	110338	116167
White Stripes – 7 Nation	116170	116168
Triple 8 – Knockout	112620	116169
Jnr Senior – Move Your Feet	110619	110626
K.Marsh – Cry	112606	115485
R.Williams – Come Undone	112605	115736
Madonna – American Life	112693	115735
G.Gates– Sprit	111214	111137
Mis-teeq – Scandalous	111173	111685
Blur – Out Of Time	115729	115734
D.B'field – I Can't Read U	110537	115483
J.Lo&LL.Cool J – All I ...	110313	111138
D-Side – Speechless	112631	115737
Plummet – Damaged	115730	115738
D.Goodrem – Born To Try	110320	111139
Ready For Love - Elton	121732	121707

THIS WEEK'S TOP 20

	Tone	Mono	Poly
1	Fatman Scoop/Crooklyn Clan - Be Faithful	124986	126022
2	Blue - Guilty	126024	125303
3	Kevin Lyttle - Turn Me On	125306	125307
4	Black Eyed Peas - Where Is The Love	120393	121454
5	Sugarbabes - Hole In The Head	125537	125109
6	Liberty X - Jumpin'	125490	125781
7	Jamelia - Superstar	124982	125020
8	Obie Trice - Get Some Teeth	126025	125671
9	Hilary Duff - So Yesterday	122448	126023
10	Emma Bunton - Maybe	125606	125113
11	50 Cent - P.I.M.P.	121420	121418
12	Stacie Orrico (There's Gotta Be)More To	126026	123221
13	The Darkness - I Believe In A Thing	125120	123071
14	Dido - White Flag	124530	124529
15	Mark Ronson - Ooh Wee	125491	125305
16	Rachel Stevens - Sweet Dreams Of My	125017	124368
17	Beyonce+Sean Paul - Baby Boy	122575	124342
18	Fabolous+Tamia - Into You	123619	120602
19	Ashanti - Rain On Me	125118	125114
20	Ian Van Dahl - I Can't Let You Go	125558	125110

FILM & TV

Tone	Mono	Poly
A Team	100682	600266
Airwolf	100621	108213
Annie's Song	102771	108836
A.Powers	101077	107793
Avengers	100622	109090
Baby Elephant Walk	100872	107794
Banana Splits	100804	108264
Battle Of The Planets	100841	119446
BBC Cricket	100685	107033
Benny Hill	100013	109279
Beverly Hills Cop	100104	109096
Blue Peter	101221	118087
Bob The Builder	100816	119447
Braveheart	101154	108859
Buffy	100681	108216
Cagney & Lacey	100842	109107
Captain Scarlett	102789	108309
Casablanca	101083	108471
Chariots Of Fire	100628	108523
Charlie's Angels	100502	119451
Chef's Song	102688	118085
Chitty Bang Bang	100807	110883
Crouch Tiger Hidden	110026	119453
Dad's Army	100686	118330
Dallas	100021	112298
Dambusters	100703	118331
Dangermouse	100817	108431
Dawson's Creek	100749	109873
Deer Hunter	100752	108579
Deep Space 9	101304	109128
Dirty Dancing	110028	110107
Dr No	100115	118081
Dr Who	100629	109127
Dukes Of Hazard	102689	118336
EastEnders	100029	108388
Enter The Dragon	101246	108312
Enterprise	102792	118337
Entertainer	100030	108319
Eye Of The Tiger	100687	108299
Fools & Horses	101226	108315
Formula One	102793	107638
Fraggle Rock	100854	108235
Friends	110615	108276
Futurama	102794	118342
Get Carter	100896	108313
Girl Of My Best...	102798	118096
Gladiator	110031	119454
Godfather	100884	109148
Good/Bad/Ugly	100689	109256
Grange Hill	101170	112302
Great Escape	100382	107003
Grease	101754	108383
Halloween	100048	109159
Hawaii 5-0	100690	108384
He-Man	101223	111695
Hitchhiker's Guide	102702	119459
Hulk	101155	109167
Hyundai Ad	102690	119481
If I Were A Rich Man	100868	118340
Indiana Jones	100126	108281
Inspector Gadget	100384	108572
Italian Job	100691	107026
Itchy & Scratchy	102190	118340
Jackass	102708	117260
James Bond	101126	107023
J & The Magic Torch	100843	118360
Jaws	100764	109171
Jesus Christ S'star	100889	118359
Jim'll Fix It	101225	119461
Joe 90	100805	111696
Joseph/Drmct	102033	110081
Jurassic Park	100667	109176
Knightrider	100131	107030
Hope And Glory	100750	108447
Laurel & Hardy	101145	119462
Lion King	100627	107740
Magic Roundabout	100631	107900
Magnificent 7	100668	108382
Matrix	116230	107800
Miami Vice	101308	109117
Mission Impossible	100412	107896
Monkey	102710	119463
Monty Python	100055	108392
Muppets	100064	108209
Munsters	100063	109196
Philadelphia	110038	119464
Phoenix Nights	102796	107872
Pink Panther	100632	107771
Postman Pat	100147	109216
Professionals	100694	108321
Pulp Fiction	100695	109012
Raggy Dolls	101227	119465
Rainbow	100696	108301
Roobarb/Custard	100077	107031
Robin Hood	100791	109229
Rockford Files	100697	111698
Rocky	101343	111697
Romeo/Juliet	102770	108622
Rupert The Bear	101239	117136
Saint	116229	109011
Scooby Doo	102302	107020
Sesame Street	100082	109238
Sex And The City	102187	107002
Simpsons	102191	107052
Smallville	102711	119466
Smurfs	101228	108570
Snow White	101150	109014
Snowman	101241	118100
Spooks	120553	120614
Spiderman	100997	108355
Star Trek	101546	108317
Star Wars	100086	119450
Starsky & Hutch	100698	118091
Sweeney	100088	118097
Terminator	101086	109255
Teletubbies	100091	118095
Thunderbirds	100090	109258
Titanic	100092	119726
Top Gun	100699	108304
Trigger Happy	102693	119467
Wallace & Gromit	100700	118101
Waltons	100850	109272
Where Eagles Dare	100893	118348
Winnie The Pooh	101253	107831
X Files	101385	109022
Zip-A-D-Doo-Da	101174	109281

FOOTBALL

Tone	Mono	Poly
Arsenal – One Nil	100940	108300
Villa – My Old Man	110617	110925
B'ham – Keep Right...	100495	120603
B'burn – Wild Rover	100803	108455
By Far ...	102188	
Cardiff – Men Of ...	101742	116253
Celtic – Fields Of...	100381	108273
Charlton – Valley...	100144	116993
Chelsea – Blue Is...	100499	120596
Crewe – Blue Moon	100489	108265
England – Gr Escape	100382	116473
England – Vindaloo	100329	116473
England – 3 Lions	100950	106997
E'ton/W'ford – Z Cars	100380	120619
E'ton – Altogether	100968	
Fulham – Al Fayed	121003	110853
Here We Go	120494	120495
If You Know Your...	102345	120601
Leeds – Marching...	100375	110510
L'pool – Never Walk...	100379	107041
Man City – Blue...	100489	108265
M.Utd/Spurs –Glory...	100493	108278
Boro – UR My Boro	111005	110970
M'wall – No One...	100787	109336
N'castle – Blaydon...	110616	110875
Forest – Land...	100750	108447
R'gers – Simply...	100802	120612
Singing The Blues	101101	120613
Sheff U – Agadoo	100004	115741
S'ton – When The...	100378	116256
Stand Up If U Hate	100941	108300
S'land – Daydream...	100491	108938
The Liquidator	100680	120616
W'Brom – The Lord...	110618	110952
W'Ham – Forever...	100377	110852
Amazing Grace	108021	108832

60'S

Tone	Mono	Poly
Whiter... – P.Harum	100794	109737
Bad...– C.Clearwater	101552	107802
Blue Moon – Marcels	100849	108265
Bye Love – E.Bros	101350	108443
Congrats – C.Richard	101677	108589
Fun Fun Fun – B.Boys	101318	108395
God Only...– B.Boys	102433	109780
Good ...– B.Boys	102434	109401
Unusual – T.Jones	100856	107765
Jailhouse... – Elvis	100762	109509
Jumpin...– Stones	100835	109781
Love Me...– Elvis	100763	109511
Mrs Robinson – S&G	101434	108461
Pretty...– R.Orbison	100788	108993
Sound of Music	101815	108669
Surfin USA – B.Boys	100662	108390
That'll Be...– B.Holly	101438	108480
We've...– Carpenters	100648	109918
Wouldn't ...– B.Boys	101327	108953
You've Lost That...	100796	109295

BEATLES

Tone	Mono	Poly
Eleanor Rigby	100356	109411
Hard Days Night	100800	108806
Hey Jude	100318	109416
Hey Jude (Verse)	100357	108627
I Feel Fine	100359	109412
In My Life	100360	108804
Love Me Do	100361	109424
Nowhere Man	100362	109429
Penny Lane	101436	109004

BOY BAND

Tone	Mono	Poly
All That I...– B.Zone	108040	110859
As Long...– B.Boys	100184	108599
Want...– B.Boys	100240	110906
Love On...– B.Squad	108003	108537
One Love – Blue	107905	107806
Reminisce – B.Squad	110362	110458
Sorry...– Blue & E.J	108012	107839
These Are... – O.Town	108157	107869
Tonight – W.life	110582	112590
Uptown...– W.life	100435	109027
What Makes...– W.life	100410	110105

DANCE

Tone	Mono	Poly
Children – R.Miles	100111	108251
C. E'wood – Gorillaz	100437	107759
Don't Call...– M.Ave	100209	107748
I Got To...– D.B'field	101454	107018
My Vision – Jakkata	102700	108763
Shake Ur...– Shy Fx	101848	108244
Superstar – Love Inc	109977	107822
Tour De...– K'work	121449	121451

R'N'B TONES

Tone	Mono	Poly
All... – JLo&LLCJ -	110313	111138
Always... – J.Rule	101564	107029
Scandalous – M.Teeq	111173	111685
All Over – L.Maffia	112595	116164
Beautiful – S.Dogg	110318	110388
Can't...– K.Rowland	112602	116460
Girlfriend – N Sync	101975	108236
Get Back – M.Teeq	120359	121377
Bump– 2BK+P.Diddy	108079	111689
Dilemma – N&K	107901	108310
Call Me – Tweet	102450	108266

CHART NUMBER 1'S

Tone	Mono	Poly
G.Gates – Spirit...	111214	111137
R.5-O.C – Make Luv	111639	112589
Busted – You Said...	112640	116166
C.Aguilera – Beautiful	110317	107845
tATu – All The...	109923	110304
D.Sneddon – Stop...	109954	110088
G.Aloud – Sound Of ...	108378	107893
T.Craft – Loneliness	112714	116463

70'S 80'S & 90'S

Tone	Mono	Poly
500 M – P'claimers	102733	110401
3 Times...– L.Ritchie	102783	109293
Agadoo – Black	100004	116971
Air That I ...– Hollies	100801	110099
Baggy...– Madness	102053	119444
Beat It – M.Jackson	100959	109309
Borderline – Madonna	101748	109682
Birdie Song – Tweets	100014	119468
Brown...– V.Morrison	102201	109850
Careless...– G.Michael	100760	108561
Cars – G.Numan	102075	107743
Changes – D.Bowie	101811	112324
China Girl – D.Bowie	110051	112325
Copaca...– B.Manilow	101392	120260
Deadweight – Beck	102049	115491
Disco – Ottowan	101263	116986
Dock...– O.Reading	100832	019282
Don't Go – Yazoo	102105	110892
Don't ...– EJ/K Dee	100885	109496
Don't...– H.League	100785	102811
Down...– Kool+Gang	101752	109879
Express...– Madonna	100755	109683
Fairground – S.Red	101661	110083
Gypsies...–Cher	108042	109882
Hands Up – Ottowan	101461	116979
High – L.Family	101755	110903
Holiday – Madonna	100754	110399
I Fee... – D.Summer	108169	110468
I Will... – G.Gaynor	100128	108798
Jealous... – J.Lennon	101597	109671
Lets Hear...– D.W'ams	102775	112651
Want To...– Queen	100795	109755
Want...– Jacksons	100954	107829
We Are...– S.Sledge	101770	112669
Weather...– Crowd Hse	101581	110891
What Can... – Corrs	101998	107757
Material...–Madonna	101824	108796
Perfect 10 – B.South	102740	110935
Robin Hood – Clannad	101707	109229
Sailing – R.Stewart	100787	109336
Satisfaction – Stones	100798	109785
Summer...– B.Adams	100837	112663
Upside...– D.Ross	101862	113771
4 Seasons – C.House	101577	118341
Blame... – Jacksons	101683	118362
Denis – Blondie	102055	118332
Faith – G.Michael	100218	118339
Good...– B.South	101592	118361
Every...– B. Brown	101659	118338
Kinky... – H.Mondays	101820	118358

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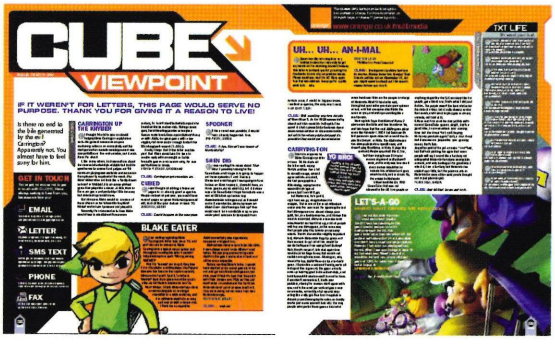
ISSUE TWENTY SIX

The interactive part of **CUBE** – your views, your reviews, our monkeys and the *Rebel Strike* guide

YOUR LETTERS

VIEWPOINT

98 More of your letters, mostly whinging. Why can't we all enjoy life and love each other?



FORUM FRENZY

100 All the latest to-ings and fro-ings from the TGN GameCube forums. Fun for all the family!

READER REVIEWS

101 Once again three readers review their choice of games and win themeselves a memory card.

CHEATING MONKEYS

106 This month the monkeys have become very curious about where babies come from. Someone threw a dirty magazine into their cage and since then they've become very quiet.



REGULARS

BEAT THE WORLD

102 This could turn out to be the biggest challenge in the history of the whole planet. Test yourself against other **CUBE** readers to see how good you really are!

ADVANCE

116 Codemasters' *Pop Idol* turns out to be a bit of a laugh if somewhat short-lived, *Prince Of Persia* is OK, but let's face it. You want *Mario*, we want *Mario*, and here he is!

DIRECTORY

118 Every game ever reviewed in **CUBE** right here. If you're looking for something new to play, here's just the place to find it!

HORIZON

122 Finished this issue already? Course you haven't, but when you do, here's what you can expect to see in Issue 27. It's gonna be good!

GUIDES



110 If you played *Rogue Leader* you'll know that bagging those elusive gold medals is a big ask, but it'll be a little easier this time if you follow our *Rebel Strike* guide.

BEAT THE WORLD
Think you can beat us? You've two hopes: Bob Hope and no hope, and Bob's dead
102

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

CONTENTS

Viewpoint 98
Forum Frenzy 100
Reader Reviews 101
Beat The World 102
Cheating Monkeys 106
Cheating Monkeys Action Replay 108

GUIDES & SOLUTIONS
Rebel Strike 110

ADVANCE
Prince of Persia: The Sands Of Time 116
Pop Idol 116
Super Mario Advance 4 117

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

CUBE VIEWPOINT

IF IT WEREN'T FOR LETTERS, THIS PAGE WOULD SERVE NO PURPOSE. THANK YOU FOR GIVING IT A REASON TO LIVE!

Is there no end to the bile generated by the evil Carrington? Apparently not. You almost have to feel sorry for him.

RANT ON!

CARRINGTON UP THE KHYBER

I thought I'd add to your no doubt bulging Blake Carrington reply letters sack. His general comments on poor marketing, reliance on connectivity and the next generation console needing current disc compatibility are fine and sensible, but it ends there I'm afraid.

I, like many others, had reservations about the new cel-shaded style of *Zelda* but had the good sense to reserve final judgement 'till hands-on playing was available and was more than pleasantly surprised at the result. *The Wind Waker* does not look like a 'badly drawn cartoon' or 'childish', it is an accomplished game that plays like a dream. A little short in the main game and probably a little too easy but entertaining nonetheless.

But of course Blake would be unaware of these charms as he 'refused to buy *Wind Waker*' and in turn I presume not played it.

Secondly, I'm interested as to how Blake would have made *Metroid Prime* more mature, he hasn't identified which aspects he found on the immature side. Perhaps more gore, brain bleeding puzzles or maybe a Samus nudie level. Once again *Metroid Prime*, as with *Zelda*, is a great game with a few niggles, nut none major enough to dent the 9.5 rating (well scored CUBE).

Finally I hope that if this letter reaches print that Blake could take the time to maybe reply with an insight as to his favourite games and reasons why, I'm sure we'd all love to know.

RICHARD FITZGERALD, BIRMINGHAM

CUBE: ***Carrington-gate rumbles on...***

CUBED

Ever thought of adding a few more pages to an already great magazine. Maybe instead of just one, you could have several pages on great Nintendo games of old, kind of like your feature in issue 22.

JAMES HOLE, BRISTOL

CUBE: ***Could happen in the new year.***

SPOONER

If time travel was possible, it would have already happened. True.

TODD PHILIPS, LONDON

CUBE: ***It has. Haven't you heard of Marty McFly?***

SHEN DIG

I was reading the news about *Shen Mue 3* possibly coming to the GameCube and I hope it is going to happen as I have episodes *1* and *2* on my Dreamcast and thought I was going to have to buy an Xbox to play it, (I would have, as these games are so worth it), but if it does come to GameCube I hope to include some sort of GBA link-up feature (eg downloadable retro games) as it would make it even better. Also any news on *Metal Gear Solid* having a link-up? You could use it for a scrollable map or you could plant cameras to keep watch on

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!

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BLAKE EATER

I am writing regarding Blake Carrington's letter from issue 23, and yes I do care to comment. Blake Carrington is a typical casual gamer and throughout reading his letter I couldn't help thinking to myself: "Wrong, wrong, WRONG!"

First the 'masses' are stupid, they love *Enter The Matrix* and *Wreckless: The Yakuza Missions* has been in the top ten recently. *Mario* certainly isn't 'past it,' and he is 'wanted' by mature gamers and the youth alike. As for Blake's comments on *The Wind Waker*, I think Nintendo have done an astounding job on making it accessible to a wide audience, and it is definitely worth the money as it comes with a bonus disk. I think the co-operative *Zelda* connectivity was ingeniously innovative and great fun.

Metroid was never meant to be like *Halo*, it was always meant to be different and better. The jumping and scanning adds depth to the game and makes it fresh and all the more enjoyable.

Before reading Blake's letter, I would have wanted more casual gamers to try out and get into Nintendo's games, but after, now I think it's best that they stick with their Xboxes and PS2s as they just don't seem to understand the hardcore Nintendo fans' point of view. And for it, they are missing out on some top-class Nintendo magic.

MATTHEW DORE, KEIGHLEY

CUBE: ... ***and on!***

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TXT LIFE

We want your text!

IF SONIC HEROES IS COMIN OUT ON PS2 5 DEC 03, WHY SHOULD I WAIT FOR THE CUBE VERSION? WHEN THAT COMES OUT MUCH LATER I'M GUESSIN
CUBE: All formats are due in December.

WHEN IS WRETLEMANIA X9 COMING OUT AND HAVE YOU REVIEWED IT?
CUBE: Last issue. Get with the program, man!

DID U HEAR DAT A JPNESE KID PUKED WHILE PLAYIN F-ZERO
CUBE: No, but Gary was caught 'freestyling' on Groove for Eye Toy recently.

HUY GUYS MY PAL WORKS IN A WELL KNOWN STORE & IN THE LAST 2 WEEKS THEY SOLD: 0 PS1, 11 XBOX, 20 PS2 (2 RETURNED), 19 CUBES – GOOD NEWS HUH
CUBE: Good stuff

IN THPS4 HOW DO U OPER DA AQUARIUM IN DA ZOO
CUBE: Jump on the elephant's head and he'll smash through the door.

PLZ DO YOU KNOW SOME 1 WHO KNOWS SOME 1 THAT COULD GET THE ORIGINAL KILLER INSTINCT & MORTAL KOMBAT RELEASED ON THE GC? I'LL TAKE OUT A SUB.SCR IF YOU HELP!
CUBE: You have Soul Calibur II and you want the original Mortal Kombat?

IS IT TRUE THAT DRIVER 3 IS ONLY CUMIN OUT ON PS2 & XBOX?
CUBE: Afraid so.

IN UR MOVIES OF RSIII ALL U DID WAS SHOOT (AND CHEAT)
CUBE: RSIII is a shoot-'em-up. This is a letters page. You are a twonk.

I'VE JUST BEEN MADE REDUNDANT, HOW CAN I AFFORD SOULD CALIBUR 2?
CUBE: Cash that giro!

GREAT MAG, IS THORNADO STILL COMING OR HAS IT BEEN SHELVED?
CUBE: Rumours now suggest it will appear on the N5, which translates to 'don't hold you breath'.

UH... UH... AN-I-MAL

Upon recently returning from my holiday in America I was able to get my hands on the stunning *Animal Crossing*. This letter is to thank you for providing the Freeloader in one of your previous issues. Please could you start the AC Diary again 'cos that was wicked. Keep up the quality work lads… safe.

MARK CHART, KENT

PS When is *True Crime* out?

CUBE: ***We figured the diary had run its course. Always leave 'em hungry! True Crime's will be out on November 21, but you might want to check out this issue's review before you buy it.***



certain areas, it could be big you know. Excellent magazine, the only one I read.

DEAN CALCUTT, KENT

CUBE: ***Still awaiting any firm details of* Shen Mue 3. *As for* MGS *connectivity, check out this month's In-Depth. The word is that connectivity features have been removed due to time constraints but with the release date delayed it's possible they could yet be reinstated.***

CARRYING-TON

This is in response to Blake Carrington,s letter in issue 23. He starts off the letter well, saying Ninty's problem has a lot to do with image, which I agree with to an extent, the first paragraph is a little dodgy, saying no one wants Ninty's type of games, but I can let it go.

Let Mario rest, he's past it, right here we go, straight down the crapper. That is one of the most ridiculous comments I've ever read. I'm ignoring the fact that *Mario* games are almost always pure gold, but, in a business sense, and I know this sounds mean but, *Mario* is a massive cash cow. Now let me back that up, a lot of people will buy any *Mario* game, in the same way that people play *The Sims* to an amazing extent. There's also another slightly important fact, *Mario* is Nintendo's flagship game and their mascot, to get rid of him would be similar to Square Enix saying *Final Fantasy*? Nah, there's no point, lets start again from scratch. Or for Sega to say that sonic's not realistic enough any more. Moving on, why should he buy *Zelda*? Because it,s a fantastic game, it looks like a cartoon? Frankly, we're all fed up of this argument, the game actually ends up looking great in its cartoon style, and frankly wouldn't work as well in another form. If you don't wanna buy it, that's your problem, clearly the masses don't agree with you, as it's the most pre ordered game ever on consoles, so frankly, shut up and stop acting like a silly girl. Your line in capitals is already proved wrong by the sales, so frankly you've just made yourself look silly. The only people who prefer those games instead of more hard-core titles are the people in charge of Nintendo. What? It has to be said, throughout your letter you state your opinion as fact, and that everyone else thinks the same as you, and end up sounding like a mad fanatic.

Next up lets hope that *Metroid Prime 2* plays more like *Halo* and less like *Mario*. Yes, and lets hope that the next *Zelda* game plays more like *Formula 1 2003*. Just because it's first person in space does not mean it has to play like *Unreal*, or *Halo*. The *Metroid* series has always played in a specific way, and doesn't play like *Mario*, or Halo, it plays like metroid. Maybe you don't like it, fine, but then trying to use it in your mature argument really doesn't work, as the only way to make it more mature would be to include lots of blood and gore, which frankly, isn't metroid. So, the advice to Nintendo

1. Must look like the DVD GameCube that was not released in the UK (not purple or anything stupid like that). If you don,t like the purple, get a black one, that's what I did, and its fine. The purple wasn't the best choice for the default colour, but it really doesn,t matter that much, and I want to play games on my console, not look at it.

2. New machine must be compatible with current GameCube games, alright, that's a good idea, I can see where your coming from but the threat "or I ain't buying Nintendo products again," ooh, a nice threat, but if you wanna jeopardise your gaming career, that's fine.

Any other points? He put an extra * in s**test, but that's nit picking. I imagine that some people will say I sound like a fan boy, not taking what Nintendo has done wrong into account, and only looking at the good side. I admit it, I am a fan boy, but Nintendo has cocked up a little, but the points made in Blake's letter were either odd, poorly thought out or just plain stupid.

FREDDIE INGLE, LONDON.

CUBE: ***And let that be an end to it…***

YO BRO!

Looking at the pictures on the reviews page, I'd say that Gary and Tim are related. What say you!?

CUBE: *They may well fight like crazy, but they both love each other. Perhaps you're right…*

LET'S-A-GO

MARIO KART DRIVES ME KERAYZIE!

I am excited more than ever about *Mario Kart: Double Dash!!* I have been waiting for this game now for two years and it's finally arriving in the UK. This game looks better than *Mario Kart 64*. The problem with *Mario Kart 64* is it was slow and didn't have enough one player options. However I had more fun playing with my friends. When I saw your footage in issue 24 my first word was: "Wow". I want it! It should be the best racer and multiplayer game of 2003. Far better than *F-Zero* – you better believe it!

ANTHONY SCOTT, MANCHESTER

CUBE: ***Yes, it really is all that.***



CUBE

ISSUE TWENTY SIX

FORUM FRENZY

www.totalgames.net is the only place to be if you've got an itching to talk about Nintendo's super-console.

The order of the universe, playing with your mum (in a nice way) and the pirates lash out at copy protection, aharrr me hearties, walk the plank...

HONOURABLE MENTIONS

People that shouted loudest over the last four weeks

Feltmonkey, because he's a bad enough dude to make us say 'Damn he's bad', Hax for having the greatest second name ever, Koffdrop and El_Mariachi for proving that best friends in real life just don't mix on the net and the wonderful Gary@CUBE for being such a marvellous fellow.

HIGH FIVES!

TOPIC: THE TOOTHPASTE QUESTION

Author: Third Eye
HOW DO THEY GET IT IN THERE?
The multi-coloured jazz. If they just piled it all into a tube, it would blend together into a big goopy mess.
And when you squirt it out, the colours stay separate there as well. How do they do it?

Author: Super Al
Maybe it's a big mess in the tube, and somehow it comes out patterned.

Author: Corinthians 9:25
That's impossible. The universe moves from order to chaos, not the other way round! Mad fools!

CUBE: If you're that bothered about it, then just exclude it from your daily routine. Mmm, bad breath.

TOPIC: DO YOU HAVE A GAMECUBE PLAYING MUM?

Author: Hitman 2
My mum sometimes goes on my GC when she has a day off. I know it sounds weird but it's actually quite fun cause I play multiplayer games with her sometimes. Any1 else got a mum who plays on your console?

Author: Mr. MACE
My parents hate gaming. They're rebelling against me.

Author: BabyGangster
My dad's sorta like that, but play a couple of laps of *F-Zero* with him and he's looking at you with this devilish grin as he begins to boost his way to victory... scary actually.
My mum likes the retro games; Her favourite game is *Secret Of Mana* while we're playing two-player. But she likes some new games as well like *WW*, *Mario Sunshine* and *Soul Calibur II*.

Author: Selph82
This is so unfair! My mum doesn't have time to game with me. Not that I live with her any more but still...
However, she did used to sit and play *Tetris* till her eyes went crimson! She was well better than me so I stopped letting her at my GB.
Oh, and she liked watching me play *Shackled* on my old C64... now that was a game!

CUBE: Mothers who play games – we could do an FHM-style supplement!

TOPIC: ARE NINTENDO VICTIMS OF THEIR OWN INNOVATION?

Author: adder
Many people believe that the GC isn't selling well because of Nintendo's childish image and numerous developers releasing 'average' releases and then abandoning the hardware, due to poor sales.
Is this the real reason why Nintendo isn't selling? I believe that the GC isn't the market leader for another reason – innovation. By making their game disks 'pirate proof', Nintendo has effectively stopped a different type of gamer from buying the GC.
The reason why the PS2 is selling well might be because of their extensive game library, but it may also be because it's easy to pirate games on the machine. This means that you could buy games that are pirated instead of buying them legally.
So, has Nintendo become a victim of its own innovation? Did they slip up when they made the hardware secure?
I believe that Sony deserve to be the market leaders due to their range of games, but think that piracy has contributed to their success...
By the way – this isn't meant as a 'fanboy' attack at Sony – I'm just posting my opinions on why Sony is the market leader and Nintendo isn't.

Author: The Source
Sony did seem to turn a blind eye to all the game piracy that occurred on the PSone... or was that my imagination?
As for Nintendo, yes a fair point their innovation, (if that's what beating the pirates is called these days), may of had something to do with the lack of interest in the GC but to be honest I think only a little bit.
Marketing. That's where Nintendo have ballsed up, along with blaming very one else for their downfalls.

Author: Hail to the Link
So what are you actually saying? – Nintendo should make their machines piracy friendly. Even if it sounds logical to you its a pretty dumb idea. I'm fairly sure that Sony is the market leader for other reasons (eg casual gamers, wide range of games etc) and Nintendo would just lose money attempting to beat them by making their software pirateable (ok it's not a word but you know what I mean).

Author: Master Hunter
Lack of sales but still makes money. This is the case for the GC. Its RRP is the same since launch (compared to Xbox which has since went down 57%!). Piracy is a way of getting cheap games that Nintendo never see, by having a pirate proof system they get all the revenue from the games.
So although the GC is third, selling it could even by first for profit, with Sony losing so much due to piracy and Xbox systems must be creating a loss for every system sold by now.

CUBE: Now that the GameCube has dropped in price, it should be on more Christmas lists and we may see more developers, er, developing games. But is it too little too late?

TOTAL GAMES .net

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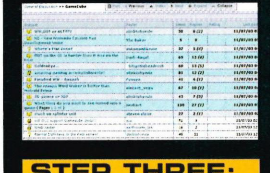
To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. getting in on the action couldn't be simpler...

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.

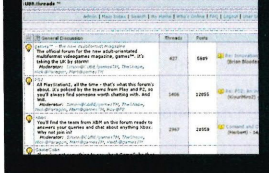
STEP TWO:

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, and we don't. A 130 word review, please and if it gets printed here then in return, you get a JOYTECH memory card. How good a deal is that? PLEASE remember to include your postal address.

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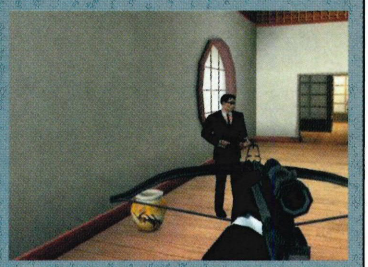
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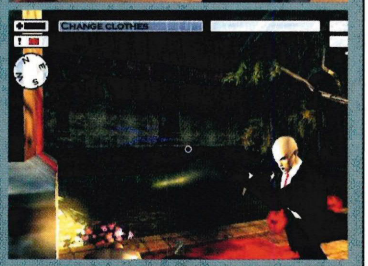
HITMAN 2

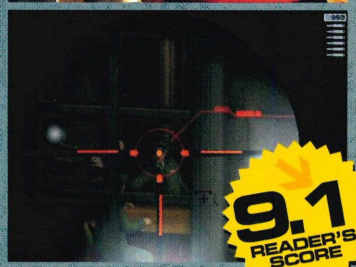
PUBLISHER:	EIDOS
DEVELOPER:	IO INTERACTIVE
ISSUE REVIEWED:	21
CUBE RATING:	7.9

WHEN I FIRST booted up *Hitman 2* I thought it was crap. I didn't like the controls, and I certainly didn't like the toughness of the game. I did what I suppose everyone does on their first go of *Hitman*; I shot my way through the levels and got bored. But, after one too many bloodbaths a flash of inspiration hit me: I realised the perfect hit. I saw through the clumsy control and realised that this game is one of the most freeform I've ever played! You're given a target and you're given weapons, then it's fully up to you how you complete it. Whether you take out the guard peeing outside and steal his clothes, strangle the delivery boy or just blast you're way through. It's not the prettiest game I've ever seen, but I feel that the remarkable experience it provides more than weighs up.

EMIL, NORWAY







9.1 READER'S SCORE

STARFOX ADVENTURES

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

EVERYONE WAS SAYING that *Starfox Adventures* would be a *Zelda* style game, but it isn't, which is good as it wouldn't of worked. The first thing you realise are how brilliant the graphics are as they are some of the best visuals I have seen on the GameCube. The music is excellent suiting the gameplay in every way with African style music. It has a brilliant story and the controls work really well. Even though *Starfox Adventures* is a brilliant game there are things in it that really disappoint me. The battle system is awful, which is basically a matter of hammering at the A-button. *Starfox Adventures* is an excellent adventure but if the battle system was improved and the lifespan got doubled this would be a real winner!

JAMES STOCK, NORWICH







8.4 READER'S SCORE

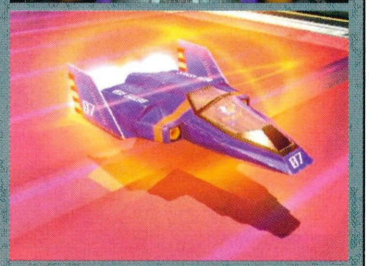
F-ZERO GX

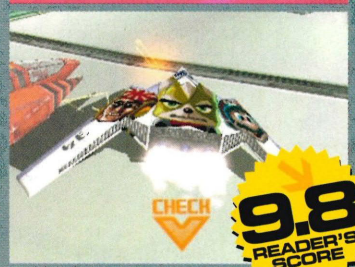
PUBLISHER:	NINTENDO
DEVELOPER:	AMUSEMENT VISION
ISSUE REVIEWED:	23
CUBE RATING:	9.4

FIRST THING THAT comes to your mind is "holy crap". Anybody who doesn't have a freeloader is crazy. This game is awesome, I love making my own racer (I've got some awesome combinations) and my fav characters are still in it (Gomar and Shio). The courses are stunning, and although some people may disagree, I think it is one of the smoothest feeling racers on the GC. I was sadly disappointed because it didn't have online capabilities or LAN, but it made up for that in almost every other aspect. Your review was spot on. Story mode is great but it would be better if you could play as other characters because, truthfully, Captain Falcon is not the best character. Take my word this is one hell of a racer.

JAKE OSBORNE, MELBOURNE







9.8 READER'S SCORE

CUBE

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BEAT THE WORLD

ISSUE TWENTY SIX

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®

WE'RE SO IMPRESSED (not) by your skills that we decided to double the size of Beat The World! Five more challenges have been set, from games old and new. If you think you've got what it takes to challenge our skills, then please, show us how it's done. We seriously doubt that you'll prove to be any threat to our lofty high scores 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.

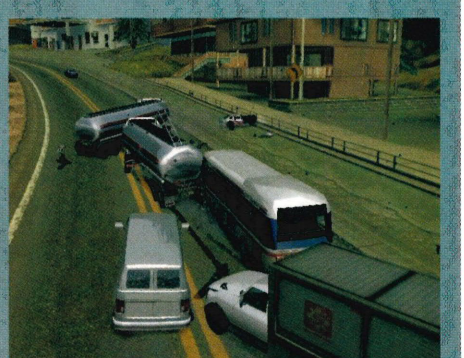
So even though you'll never beat the top scores with your puny 'skills', it's worth sending in your times/scores anyway. Go on – have a go if you think you're 'ard enough, etc...



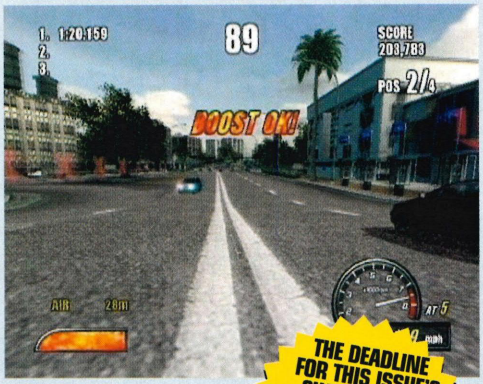
BURNOUT - COASTAL RUSH

See how much damage you can cause with just one car! Remember to keep the car low for maximum damage, and try jack-knifing the long vehicles for extra-big points. Congratulations to Scott on placing first with his huge... ah, score.

POSITION	NAME	SCORE
1	Scott Dabell	59,840,960
2	Daniel Ledgerwood	47,256,344
3	Daniel Ledgerwood	45,528,532
4	Tim Empey	44,915,304
5	Tim Empey	40,881,840
6	Matt Hoddy	30,106,968
7	Gary Adams	24,297,016
8	Gary Adams	22,852,716
9	Gary Adams	22,441,068
10	Chandra Nair	19,539,092
11	Tim Empey	19,401,448
12	Byron Wilkinson	18,831,600
13	Mark Parsonage	18,456,115
14	Chandra Nair	17,905,728
15	Will Johnston	17,866,300



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!

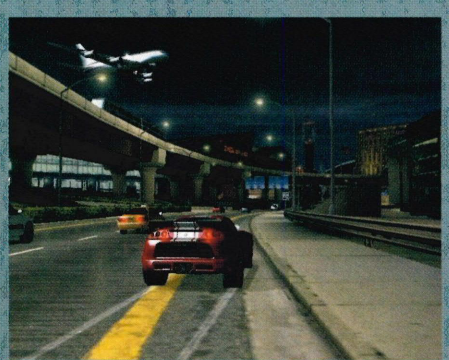
Once you've beaten any of our challenges and got your proof, you'll need to send it along to us - no proof means no entry, so make sure you post it to the usual address:

I'VE BEATEN THE TEAM!, CUBE MAGAZINE PARAGON HOUSE, ST PETER'S ROAD BOURNEMOUTH, DORSET BH1 2JS

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 (but will give the most interesting crashes) – handling is an important attribute too.

POSITION	NAME	SCORE
1	Scott Dabell	0.31.179
2	Nick Gallagher	0.33.050
3	Nick Gallagher	0.33.066
4	Nick Gallagher	0.33.100
5	Gary Adams	0.36.199
6	Will Johnston	0.36.259
7	Byron Wilkinson	0.36.548
8	Tim Empey	0.37.760
9	Tim Empey	0.37.811
10	Chandra Nair	0.37.958
11	Gary Adams	0.38.032
12	Tim Empey	0.38.159
13	Chandra Nair	0.38.200
14	Chandra Nair	0.38.512
15	Will Johnston	0.38.625



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 feel free to high five the nearest person to you!

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



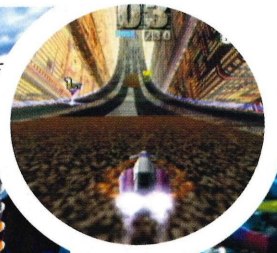


BEAT THE WORLD

RECORD BREAKER









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



SSX'S R&B SLOPE STYLE

See how large a score you can amass during one heat on this simple track. There isn't much room, so you'll have to squeeze in as many tricks as you can on each ramp. It'll be tough to get anything massive; so don't blame us if you end up biting your joypad in anger!

POSITION	NAME	SCORE
1	Tim Empey	86530
2	Tim Empey	87489
3	Miles Guttery	76639
4	Tim Empey	74080
5	Miles Guttery	62520
6	Gary Adams	56105
7	Gary Adams	54608
8	Byron Wilkinson	50805
9	Matt Hoddy	47894
10	Chandra Nair	47009
11	Miles Guttery	45978
12	Matt Hoddy	40708
13	Byron Wilkinson	39785
14	Byron Wilkinson	26700
15	Gary Adams	23659



SUPER MARIO KART DOUBLE DASH!! BABY PARK TT

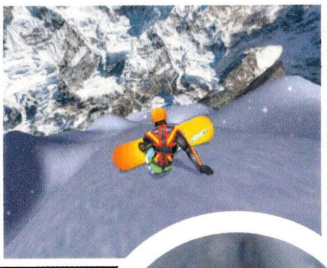
The smallest course in the game is also one of the most fun. Perfect your racing line and power sliding and boosting skills, and see if you can topple our times. Not a bleedin' chance we at **CUBE** love corners and wiggling joysticks.

POSITION	NAME	SCORE
1	Chandra Nair	1:17:510
2	Chandra Nair	1:18:100
3	Gary Adams	1:18:950
4	Gary Adams	1:18:957
5	Gary Adams	1:19:290
6	Byron Wilkinson	1:19:617
7	Tim Empey	1:19:800
8	Byron Wilkinson	1:20:149
9	Miles Guttery	1:20:187
10	Miles Guttery	1:21:598
11	Chandra Nair	1:21:600
12	Tim Empey	1:21:648
13	Byron Wilkinson	1:21:950
14	Miles Guttery	1:22:543
15	Tim Empey	1:23:857

















SUPER MARIO KART DOUBLE DASH!! YOSHI CIRCUIT TT

Lots of twisty turns to navigate, making for some excellent opportunities to boost and a very sneaky shortcut gives this a lot of potential for low times. We hope to have a lot of entries for the *DD!!* challenges, cos we know everyone will buy it.

POSITION	NAME	SCORE
1	Gary Adams	2:15:027
2	Gary Adams	2:15:273
3	Gary Adams	2:15:373
4	Chandra Nair	2:15:956
5	Tim Empey	2:16:100
6	Byron Wilkinson	2:16:256
7	Chandra Nair	2:16:389
8	Chandra Nair	2:17:391
9	Miles Guttery	2:17:854
10	Tim Empey	2:18:180
11	Byron Wilkinson	2:19:364
12	Byron Wilkinson	2:20:400
13	Miles Guttery	2:20:520
14	Tim Empey	2:20:637
15	Miles Guttery	2:20:864



SUPER MARIO KART DOUBLE DASH!! BOWSER CASTLE

Found on the special cup, this tough course has a load of different factors to take into account, including some neat shortcuts. People tend to lose their bottle on the last course and end up panicking – blimey, it's only a game!

POSITION	NAME	SCORE
1	Chandra Nair	2:49:691
2	Chandra Nair	2:50:400
3	Gary Adams	2:54:567
4	Nick Jones	2:54:822
5	Chandra Nair	2:55:156
6	Gary Adams	2:56:398
7	Byron Wilkinson	2:56:657
8	Byron Wilkinson	3:01:236
9	Gary Adams	3:03:146
10	Byron Wilkinson	3:08:486
11	Tim Empey	3:10:491
12	Simon Phillips	3:10:731
13	Tim Empey	3:11:348
14	Simon Phillips	3:14:129
15	Nick Jones	3:34:946



SOUL CALIBUR NO RECOVERY SURVIVAL

We want to see how well you can do on normal difficulty in survival mode, with no recovery turned on. Much to our disgust, our score has already been beaten! Bah. See if you can beat young Shawn, he used Link so he probably used loads of cheesy ring outs.

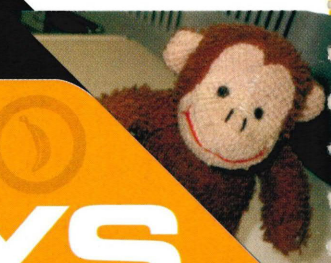
POSITION	NAME	SCORE
1	Shawn Ritchie	25
2	Gary Adams	23
3	Miles Guttery	23
4	Tim Empey	21
5	Chandra Nair	19
6	Gary Adams	18
7	Miles Guttery	16
8	Tim Empey	15
9	Miles Guttery	13
10	Chandra Nair	11
11	Gary Adams	9
12	Byron Wilkinson	7
13	Tim Empey	7
14	Chandra Nair	3
15	Byron Wilkinson	2



CUBE

ISSUE TWENTY SIX

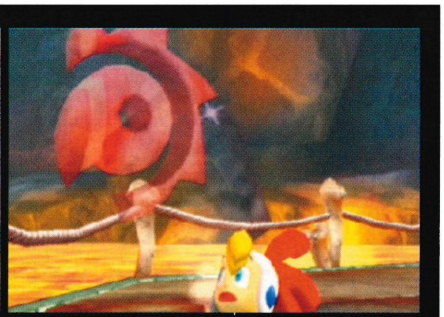
CHEATING MONKEYS





They're brown, they're hairy and they smell a bit musty. Be warned: If some of the cheats aren't as exciting as you'd expect, be easy on the flea-ridden darlings. One of their number went, uh, 'missing'. Yes, missing.





BILLY HATCHER AND THE GIANT EGG

It was surprising to see this released so soon. Has the winter really arrived already? Oh well. Billy isn't quite the classic it promised to be, it's still enjoyable enough to warrant some playtime. At least we think so!

UNLOCK	HOW?
Multiplayer stage Sand Ruin	Finish Circus Park 2nd mission
Multiplayer stage Circus Park	Finish Dino Mountain 2nd mission
Multiplayer stage Pirate Island	Finish Forest Village 2nd mission
Multiplayer stage Dino Mountain	Finish Pirate Island 2nd mission
Secret Emblem 57	Complete Egg Gallery
Secret Emblem 58	Complete all 56 missions
Secret Emblem 59	Collect all 280 red coins
Secret Emblem 60	Get an 'S' rank in every level
Sonic Egg	Collect all chick coins from the first 5 levels in any world
Multiplayer character Bantam Scrambled	Finish Blizzard Castle 4th mission
Multiplayer character Chick Poacher	Finish Dino Mountain 4th mission
Multiplayer character Rolly Roll	Finish Pirate Island 4th mission

WRESTLEMANIA XIX

Hmmm wrestling games, eh? Not all that, are they? Until you grab some friends, that is...

UNLOCK	HOW?
Revenge Arena: Construction Zone	Beat all construction stages
Revenge Arena: Harbour	Beat all harbour stages
Revenge Arena: Parking Lot	Beat all harbour stages
Revenge Arena: Mall	Beat all mall stages
Extra Revenge Arenas	Beat Revenge Mode once
20 Boss Wrestlers	Beat all the bosses in the Revenge Mode stages
EX Special Grapples	Beat Revenge Mode once
Revenge Mode camera in Exhibition Matches	Beat Revenge Mode twice



Big, hard men in tights or BIG, HARD men in tights... errgh!

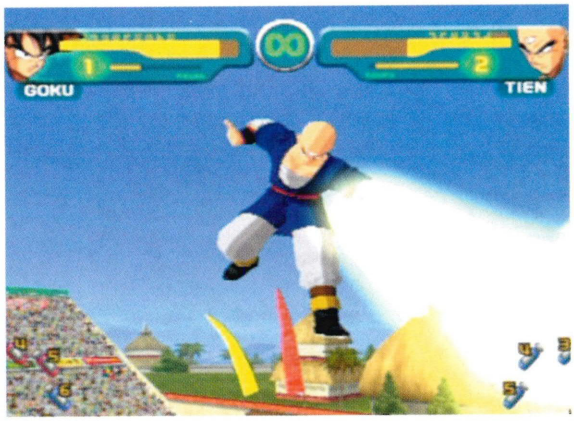
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DRAGON BALL Z: BUDOKAI

It ain't the greatest game around, but *Dragon Ball* nuts will go kooky for it. Maybe. But how do you get all of those deliciously mad-haired fighters? Cast your eyes downwards...

UNLOCK	HOW?
Teen Gohan	Beat Goku
Trunks	Clear Perfect Cell Complete
Frieza	Beat Frieza in Story Mode
Captain Ginyu	Beat Ginyu in Story Mode once he's taken Goku's Body
Cell	Beat Cell in Story Mode
Nappa	Beat Nappa in Story Mode
Raditz	Beat Raditz in Story Mode
Recomme	Beat Recomme the first time as with Vegeta
Great Saiyaman	Beat World Tournament in Advanced Mode
Vegeta	Beat Vegeta in Story Mode
Hercule	Complete World Tournament in Adept Mode
Yamcha	Beat Yamcha with Cell in Story Mode
Zarbon	Beat Zarbon with Vegeta in Story Mode
#16-19	Defeat relevant number in Android Saga



Unfortunately the monkeys don't have any cheats to make this a good game...

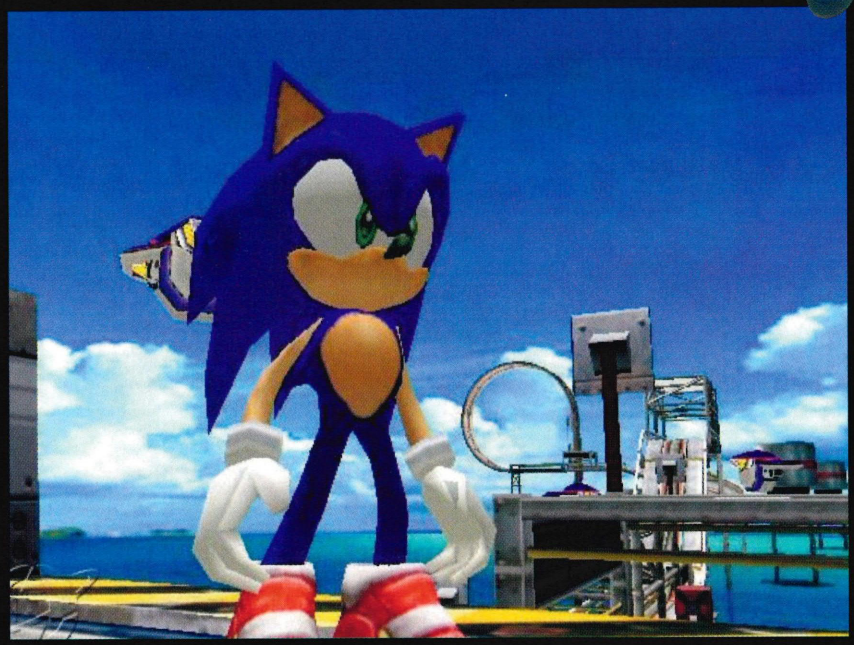
Try to take me on would you? Well I've got the Cheating Monkeys on my side. Ha!



CHIMP'LL FIX IT



You might think you know it all, but the monkeys know more.
Don't believe us? Send in your most taxing (game related) question 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. Include a banana and you may get a little something extra.



STUCK AT THE ARCADE

Dear Cheating Monkeys,
Please help!! Im stuck on *Skies Of Arcadia* Legends. I'm in Nasr and fighting that red Gigas. What do I do?? I've done everything that guy Drachma said to but it doesn't work!! Help!!!!
PHILIP (STUCK A LOT) KENNEDY, VIA EMAIL

The monkeys say...
"Hmm... as long as you remember to do the following you should be okay: Try to hit the Gigas before it can fire its beam. Use both your cannons at the same time to attack, remembering to heal and focus every other turn. As soon as the option 'You mean attack Belleza?' comes up, choose it, then concentrate your fire on her."

SONIC BOOM

Dear Cheating Monkeys,
I need help on *Sonic Adventure 2 Battle*; I can't complete story because I can't find Knuckles' mystic light or his tool to breath under water! Please help.
NICK C, VIA EMAIL

The monkeys say...
"You mean the air necklace? Simply go to Aquatic Mine, set the water level to 3 and search for the shaft with the warning sign. Go down and follow the path, and then dash through the underwater area. You'll find the necklace down here.

The Mystic Melody (is that what you meant?) can be found in Wild Canyon, in the centre of a painting on top of a statue.

PECAN PIE

Dear Cheating Monkeys,
I'm on the last level of *Wario World* – Sparkle Land: Pecan Sands, but I'm totally stuck on the arrow puzzle after the quicksand monster. Help me!
TOOTIN' MAMA, GLASGOW

The monkeys say...
"Right, its quite simple mama. Ground Pound the single block down, hit it left and then right so it rests against the pillar, then take another block and arrange it over the previous one. Ground Pound it to make it rise, then jump off at the centre for a Red Diamond and Statue Part A. Easy when you know how."



CUBE CHEATING MONKEYS

ISSUE TWENTY SIX

CODE JUNKIES

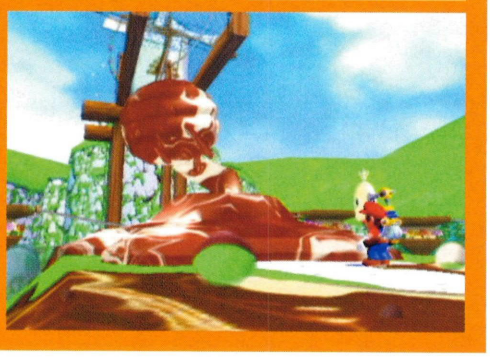


Every month we'll be bringing you all the latest Action Replay codes for the greatest GameCube games!



SUPER MARIO SUNSHINE

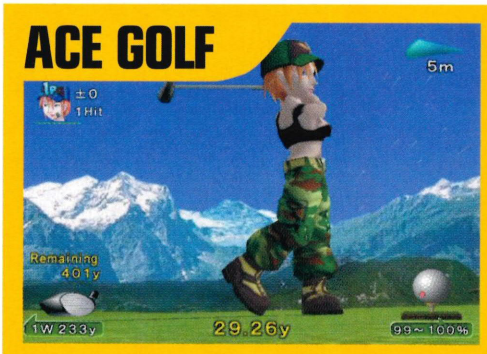
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99 Lives	
1	760A-XVK5-BB4W3
2	7KGM-4JWG-CTDNK
Infinite Health	
1	4516-MMKT-7V7WZ
2	NRFY-7JDC-NZXFW
Infinite water	
1	6W4H-G3PJ-BV3HP
2	BUHV-9CDC-69F8A
3	G3PE-RNM4-TWM23
Infinite Hover Time	
1	QB6H-82JE-AHJ09
2	QJMC-35ER-G8RJE
8 Red Coins	
(Press L+B)	
1	92QY-NWHY-BU36U
2	6VN5-9RD5-Y6GE9
3	UF9N-KKB3-VZ6C6
Open Levels/Nozzles	
1	31ZA-3R07-CH0EC
2	E8EP-6EHF-X4V1P
3	51HR-9PJ9-CTK06
All Shines	
1	UKEW-N2Z5-88NUN
2	M7TM-H458-KVCTX
3	77ME-26VR-KPBRP
4	FVJ7-JEQM-HVQ44
Low Gravity	
1	CXD9-NYW6-YR3XP
2	H8YC-NAC3-2JBU2
Low Spin Gravity	
1	WE4D-KNAK-B8DRC
2	NKD5-4UMD-46QZF
Super Spin	
1	B5UG-7N2Q-0DY2Y
2	44KE-CF4C-MQH80
Super Speed	
1	T009-62QV-C7847
2	8ZBB-V0ZE-T6TPG
Breathe Underwater	
1	BDAH-EZM9-0HNB9
2	A34G-FZUF-MNZA0
Have Sunshine Shirt	
1	DXZK-W3MF-U3MYW
2	YQ6E-QFWM-780ZD
Moon Jump (Hold A)	
1	VNXA-3XA7-T6RZM
2	QE7Z-DZGU-T17X6
3	VRW0-F7V0-30AFH



HARRY POTTER: COS

Maser Code	
1	W1WC-ABUT-AAP79
2	6FQQ-J4GG-R5DHR
Infinite Health	
1	G047-MTQ1-WHPF1
2	WXP8-7807-YWRG5
3	BCG5-C3CT-N5XMX
Have All Spells	
1	MFKV-MN91-UX7AB
2	9Z68-16BW-EEXPJ
Have 999 Of 999 Beans	
1	A95C-J2JD-3HMXH
2	E9YF-CMJ2-34E5M
Have 99 Sickles	
1	943X-C2NU-E5W36
2	50M0-3M4E-5P1JV
Have 99 Of 99 Stink Pellets	
1	TKJ0-UKC0-2GDMB
2	DN68-XEFC-GVR32
Have 99 Of 99 Balloons	
1	UC31-ZNYT-412F9
2	E7RB-8E1V-VWNKN
3	H06J-HZMM-AYQPR
Have The Nimbus 2000	
1	9MVQ-ZD74-N6K0Y
2	MC66-E817-6F1RD
Have A Full Potion Vial	
1	CHZE-RKKV-89R5W
2	BBZH-9MQB-H0YGU
3	YAQE-X0QN-F5Q18
4	5ZH8-Z94R-QGE7B
Have All Wizard Cards	
1	EVZ2-MD84-JQV39
2	2VN0-57PV-7FNZG

ACE GOLF



Master Code	
1	WJWF-EUKV-75QR9
2	GE9P-HN9R-5MREG
Always On First Shot	
1	NZ1J-BGC7-TMFQT
2	R4RY-3TEV-34D20
All Golfers/Caddies Open	
1	9MAA-ZG1V-WNRJN
2	C9DH-3H38-PXDVJ
All Clubs Open	
1	JVG8-4DXU-RJYRW
2	MCKJ-3Y7G-5VM3B
All Golf Balls Open	
1	20MG-CFY0-FXW79
2	YZPH-MG29-C4VCZ
All Accessories Open	
1	VJXG-QH7D-WN159
2	J1GJ-WYZ0-NT68B
Stage 1 Tour Done	
1	KRGG-0M1X-35BA1
2	NV2P-ZZE3-JP8GP
3	UMHK-3X5Z-51CV6
Stage 2 Tour Done	
1	BTP6-H3QT-WYJVT
2	G23X-ZGZ7-QX98N
3	WEAV-B0WZ-GN6HP
Stage 3 Tour Done	
1	8BD1-MU9A-DUR6N
2	4064-XYMZ-T758V
3	ADV8-8WDM-PMQ0C
Stage 4 Tour Done	
1	5VGH-R856-A7XF2
2	FUKM-VBD3-J5AFF
3	WE4V-8VHG-2G5CN
Stage 5 Tour Done	
1	XGUY-NWG9-Z4UJ0
2	TR3V-2P37-RN016
3	2YAT-MYZ7-PXBWE
Stage 6 Tour Done	
1	TFDE-7MKD-8TZF7
2	B648-J1XW-JXPMH
3	88W8-NQPZ-94K9G

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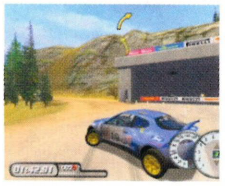
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2	C046-P894-4F4TN
1 Hit Kill For Everyone	
1	90KW-WBNP-3W9UA
2	ZPYP-WUZR-TX2UW
3	6KA9-YFU1-MZ0VA
Strip Club Game Max Distraction	
1	E6ZN-TX69-2A9Y8
2	ZYBY-DBDW-W503K
Infinite Ammo For Shotguns	
1	9ZPY-DMMJ-738QN
2	B7PV-F88K-ET4YW
Infinite Ammo For Pistols	
1	FEXC-3FPF-FTNJF
2	73NC-UNU0-2WBE2
All Mini Games Open	
1	X6M3-3M9F-J2Q8V
2	11PP-6ZB2-WPA0N
3	7BNM-9RBQ-XCBRP
4	4MA7-D87T-ETDTC
5	U3W7-8UTG-YKXGG
6	YZJ7-FA13-E3W92
7	YTUU-KAFC-NX46C
8	WZT8-Q9UD-QJR55
All Movies Open	
1	RHTM-QMWU-0GDDR
2	PD36-DTU0-26C7D
3	1NBG-TNV2-YKCDP
All Chapters Open	
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2	P4UG-7FMQ-UTXY7



RALLY CHAMPIONSHIP







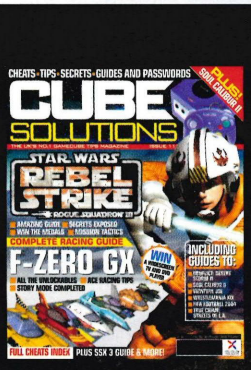
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2	W4CF-PKN3-Y4U1V
3	226G-NW2G-F4XQ5
4	RTPT-CDGN-KFUU1
5	K9H8-EMK2-YJJZF
Drive Anywhere	
(Hold L+R to respawn)	
1	CN0A-7HGN-WQT72
2	8H3M-AVD7-5A9BR
3	JE8K-GZ24-0W593
Unlock All Stages	
1	VW24-YCV2-4MX23
2	6F3T-9ET9-5Z6P2
3	N2P7-EZJM-5A2YW
4	H976-4F7A-E474B
5	CQW0-BRJB-CB4QP
6	20WE-2RU8-GBP2Y
7	CMQ8-03RR-ENRVG
Pots Of Cash	
1	874U-NUDN-GZFJ5
2	CQXH-W6UR-750JU

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DEVELOPER:	FACTOR 5
GENRE:	SHOOT-'EM-UP
PRICE:	£39.99
PLAYERS:	1–2

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TECHNICAL UPGRADE
Advanced Shields

This first upgrade is slyly hidden inside the one of the Transports that you're instructed to destroy. The fifth Transport will have the upgrade hidden inside, but you'll have to fly through it when it opens its doors to get at it. If you destroy the Transport before you get it, the upgrade will disappear.

GOING FOR GOLD

Completion Time:	**4.00**
Enemies Destroyed:	**60**
Shot Accuracy:	**65%**
Friendlies Lost:	**0**
Lives Lost:	**0**
Targeting Computer Efficiency:	**100%**

The hardest thing about earning the Gold medal on this level is getting the balance right between the amount of enemies you kill and the time you spend on the level. It's easy to cut down your time by running past the Stormtroopers instead of fighting them, but this will cost you in kills. It'll take you a few attempts to get a feel for how many you have to kill to earn your Gold.

REVENGE OF THE EMPIRE

An Imperial threat is landing. Stall the invasion to give the Rebels time to escape.

OBJECTIVE - 1
DESTROY THE IMPERIAL TRANSPORTS

As soon as you start, the transports will be landing in front of you – so get blasting. With your wingmen adding to the fire power, the transports won't last long; so just circle the area and pick them all off. There are eight transports in total and once they are all destroyed you'll automatically be started in the next area.

OBJECTIVE - 2
DESTROY THE IMPERIAL LOADER SHUTTLES

The three shuttles will be flying directly towards you, so dealing with them should be no problem at all. Just head towards them and take them out with a bit of laser-fire. If you miss any of them, swing round and shoot them from behind. If you let them escape, it'll be mission failed.

OBJECTIVE - 3
DEFEND REBEL TRANSPORT

Follow the map until you come across the downed Rebel transport, then head down towards it. There are three metal crates on the islands around it and a Walker will emerge from each of them. The Walkers will fire upon the transport until you stop them, so dive down and take them out. If you're too slow, the transport will be destroyed and you'll have to restart the mission.

OBJECTIVE - 4
FIND THE GENERAL

This is really simple: just follow the corridors and blast all the Stormtroopers you see. Even in the rooms where you're outnumbered, you shouldn't have any problems – just keep hitting fire and watch them fall. Once you have reached the General, a door will open at the back of the room that will lead you to the hangar where you'll have to finish off every last Stormtrooper before the level will end.



RAID AT BAKURA

Disable the transports and buy the Rebels time to evacuate the prisoners from Hoth.

OBJECTIVE - 1

PROVIDE COVER FOR REBEL RECOVERY CREWS

As you start the level you'll see a disabled transport dead ahead and one of your transports will start an evacuation. You'll need to defend this transport with your life and the Imperials will be throwing plenty of Ties at it so some pretty fancy flying will be in order. If you're going for a high medal, you'll want to send your wingmen to attack the guns so you can build up a decent kill rating. Otherwise, set them on the Ties and make this tricky task much easier.

OBJECTIVE - 2

DISABLE ANY FLEEING IMPERIAL TRANSPORTS

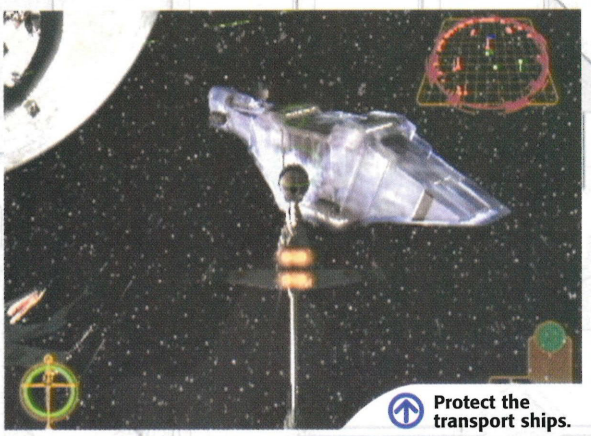
Just as you think you've dealt with the first transport, another will be launched. This transport won't yet be disabled though, so you'll need to stop it before it leaves the area. Fly over to it as fast as you can and hit it three times with your Ion cannon. This will stop it in its tracks and another transport will be sent in for the evacuation. You'll have to defend the transports from Tie attacks once again, but soon you'll have yet another transport on your hands and will need to fly between two locations to defend them both.

If you haven't performed well enough to stand a chance at a Silver medal, the level will end here. If you're doing well though, another cut-scene will take place and you'll find yourself in a cockpit of a Tie Advance.

OBJECTIVE - 3

LOCATE AND RESCUE HOBBIE

This section is pretty simple. The Tie Advance isn't armed with blasters but has Homing Rockets instead, which make it far easier to hit the enemies. Just keep flying through the canyon taking out as many of the Imperial towers as you can until you reach Hobbie's downed ship. With it being so easy to hit the enemies in this section, it is ideal for bulking up your kill count – so make sure you take advantage of it.



Protect the transport ships.



Lock on to the Imperial towers.

TECHNICAL UPGRADE
Advanced Proton Bombs

While you're flying through the canyon in the Tie Fighter, keep an eye out for the metal mesh domes on the ground. One of the domes near the end of the canyon will have the upgrade underneath, so use your Proton Bombs to destroy the dome, then dive down and grab the upgrade.

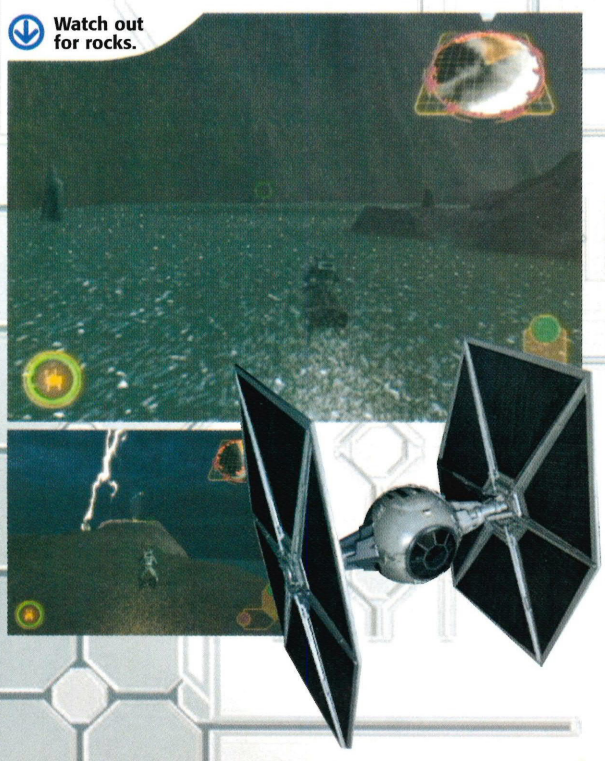
GOING FOR GOLD

Completion Time:	8.30
Enemies Destroyed:	97
Shot Accuracy:	28%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

Time is your main enemy here. You'll need to be extremely fast at shooting down Ties if you want to stand a chance – and you'll have to do it without any help from the rest of the squad if you want to keep your kill count up. Try to take down each wave of fighters the first time they swoop in and make sure you know the exact locations of the transports so you don't waste time flying around aimlessly.

DEFIANCE ON DANTOOINE

Tycho has been captured. It's up to you to rescue him and get him back to the Rebel base.



Watch out for rocks.

OBJECTIVE - 1

REACH THE IMPERIAL LANDING ZONE

This will be your first Launch Bike section and it'll take a while to get used to the handling and speed of these nippy little vehicles. All you have to do is follow the river along until you reach dry land... sounds simple, but jagged rocks and exploding droids are everywhere so you have to keep your wits about you.

If you aren't going for any of the harder medals, you're probably best keeping off the boost as this will almost certainly end in you hitting a wall rather hard. If you're after the Gold though, you'll have to master the controls at these high speeds.

OBJECTIVE - 2

STOP THE GROUND TRANSPORT THAT'S HOLDING TYCHO

The task here is to use the mounted guns to destroy the Ground Transport before it reaches the large ships at the back of the area. You'll have plenty of foot-troops and droids to keep you busy, but you really need to concentrate your fire on the transport if you want to succeed. Start by quickly clearing the area you're in of any immediate threats, then get over to the nearest mounted gun. Fire on the transport continuously until it moves out of range, then jump off the gun and get to the next area. If you keep repeating this process, the transport will explode long before it reaches its escape point.

TECHNICAL UPGRADE
Advanced Lasers

As you're making your escape with Tycho, stick to the paths that fork out to the left. The second time the path forks you'll see the upgrade on the floor ahead of you. Just fly over it to pick it up.



Keep to the right whenever the road forks.

OBJECTIVE - 3
FOLLOW TYCHO BACK TO THE REBEL LANDING ZONE

You'll find yourself back on the Launch Bike for this section of the level. It'll be much more difficult this time though. There is very little room for error here and any wrong move will see you either falling off the cliff or ramming into something, so make sure you learn the course and have your route ready – you'll have no time to think about it once you're moving.

The easiest way to lose lives here is to mess up the jumps you'll have to perform to get to new sections of the cliff. If you wait to use your boost until the last possible second and don't move the controls at all, you should make every jump.





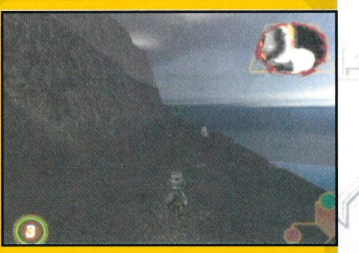
Luke... Luke this is Obi Wan. Stop faffing about and get out there are help the Rebels. And if you'd used the Force you'd realise your flies are undone... idiot

GOING FOR GOLD

Completion Time:	4.10
Enemies Destroyed:	38
Shot Accuracy:	42%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

To get Gold on this level, you'll need pretty sharp reflexes. The Launch Bikes move pretty fast, but in order to finish the level quickly enough you'll have to use their boost ability. This makes them extremely fast and very hard to control; and you'll have to keep all three of your lives intact or you'll fail the medal anyway.

Take time to learn the routes you'll have to take and make sure you master using the Launch Bike's boost to jump gaps – just one wrong move and you'll lose a precious life.



Try to stay on target when using mounted guns.

RELICS OF GEONOSIS

Investigate the area around Geonosis and track down the fleeing Escort Carrier.

OBJECTIVE - 1
FIND AND DESTROY THE ESCORT CARRIER

Although there are plenty of other enemies to fight, the only thing you need to concentrate your fire on is the Escort Carrier that the Ties are launching from, although if you want a decent medal you'll have to take out a fair few of the Ties as well.

To take out the ship quickly, make use of all of your Proton Torpedoes. You won't be using your X-Wing for the rest of the level so there's no benefit in saving them.

OBJECTIVE - 2
PROTECT R5

You're on foot for this section of the level and you have to keep the R5 unit out of trouble until you can find a new ship. R5 will keep rolling along into all sorts of danger unless you get there first and sort it out. You'll come across hoards of Stormtroopers and droids to fight, but thankfully there are a couple of mounted guns dotted around to make your life easier.

As you near the end, a ship will drop down and start firing at you. If R5 gets caught in this fire he'll die instantly, so make sure you get here way before the little droid. Use your rolls to dodge the laser fire and use the mounted gun at the end of the canyon to shoot at the ship. It won't be long before the ship retreats and the path is clear for R5 to fix the Jedi Starfighter.



OBJECTIVE - 3
DEFEND REBEL TRANSPORT

This time there will be two Escort Carriers, but with your new Jedi Starfighter you're more than prepared for them. Instead of Photon Torpedoes, you're now armed with Sonic Charges which, if aimed correctly, can be devastating. Use plenty of these on the ships to make sure they don't get too close to the Rebel Frigate.

Once both the capital ships are destroyed, your radar will direct you towards the rest of your ship; just fly over to it to end the level.

TECHNICAL UPGRADE
Advanced Proton Torpedoes

After you have cleared the first two waves of enemies with the mounted guns on the planet, check inside the escape pod that's on its side on the left of the canyon. The upgrade will be sitting inside.

GOING FOR GOLD

Completion Time:	6.45
Enemies Destroyed:	135
Shot Accuracy:	60%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

This is probably the easiest Gold to get in the game. As long as you make use of your secondary weapons against the capital ships, you can get through the level very quickly. There are also so many enemies about, it's not hard to reach the required kill count.

The hardest part will be keeping your accuracy up – those mounted guns can be pretty unpredictable.

DEFENDERS OF RALLTIIR

The scientists of Ralltiir are in danger – find and defend them before it's too late!

GOING FOR GOLD

Completion Time:	3.30
Enemies Destroyed:	25
Shot Accuracy:	48%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

This is another reasonably easy Gold to get. The only enemies you need to destroy to finish the level are the AT-ATs and the APCs, so make sure you don't finish off all of these until you're sure you have killed enough AT-PTs to get your kill count high enough.

As long as you get the balance between speed and kills right, you'll have this medal in no time.



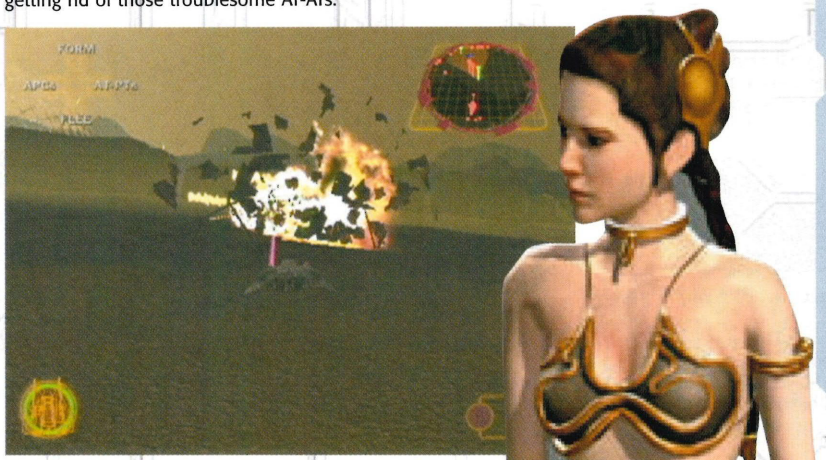
Get the balance right to get the medal.

OBJECTIVE

DESTROY IMPERIALS THREATENING THE SHIELD GENERATOR

All you need to do here is destroy the Imperials that are directly threatening the shield. The small AT-PTs aren't worth bothering about unless you're after a medal, so concentrate on taking down the AT-ATs and the APCs.

If you're feeling clever, there are small explosive packs dotted around the floor that you can pick up using your tow cable. If your flying is accurate and you can manage to knock them into an enemy, it'll be destroyed in one hit – this is a very quick and easy way of getting rid of those troublesome AT-ATs.

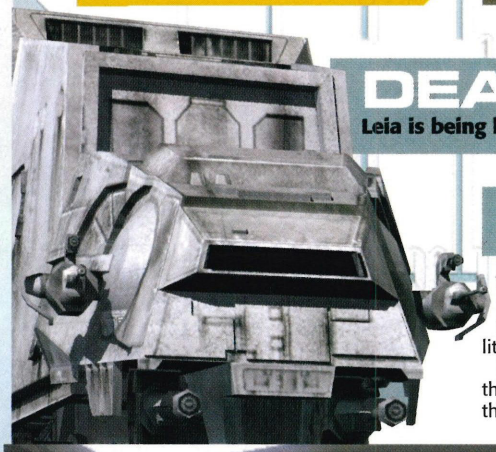


TECHNICAL UPGRADE
Targetting Computer Upgrade

From where you started the level, fly over to the bridge in the far left corner of the area. There will be an Imperial Transport sitting on the island at the other side – blow this up and the upgrade will be inside.



Shoot the Imperial Transport.



DEATH STAR RESCUE

Leia is being kept prisoner in the Death Star. Break in and get her out of there!

OBJECTIVE

FIND AND RESCUE PRINCESS LEIA

This level is just a Stormtrooper massacre. All you need to do is follow your radar around the Death Star and shoot all the enemies in your way. Make sure you use your targeting to guarantee hits: there are times when the amount of Stormtroopers can be a little overwhelming and too many blaster misses will result in you losing a life.

If you aren't interested in getting a high kill count, don't shoot any of the Stormtroopers at the start of the level. Thanks to your disguise, they won't realise who you are until you reach the lift and this will save you a lot of hassle.





GOING FOR GOLD

Completion Time:	3.20
Enemies Destroyed:	55
Shot Accuracy:	45%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

Hitting 55 enemies on this level is tough. If you only kill the Stormtroopers that come at you, you'll get nowhere near this amount. You're going to have to look around and find the extra Stormtroopers to boost your kills. There are plenty of doors to the side of the corridors, and these will usually have a Stormtrooper or two inside so make sure you check them all. Another good way to tot up kills is to hang around in the corridor where you rescue Leia. The enemies here won't stop coming, so you can kill to your heart's content – just keep an eye on the time.



Keep blasting enemies until you think you have enough.

EXTRACTION FROM RALLTIIR

Rescue The Hiding Scientist From the ruins of Ralltiir.

OBJECTIVE - 1

CLEAR THE WAY TO THE BLOCKADE RUNNER

You take control of a Walker for this level and you'll need to master its controls if you want to get through with any of the scientists still alive.

You have to face various Imperial threats as you make your way through, but they are all dealt with in the same way: throw as many rockets at them as you can, while hitting them with blaster fire.

Make sure you keep ahead of the scientists at all times or they'll run straight into any Imperial and get slaughtered. As long as you defeat every single enemy you come across, all the scientists should survive, but keep a keen eye out for individual droids and Stormtroopers – they can slip past you quite easily and cause you a lot of trouble.

OBJECTIVE - 2

REGAIN CONTROL OF THE BLOCKADE RUNNER

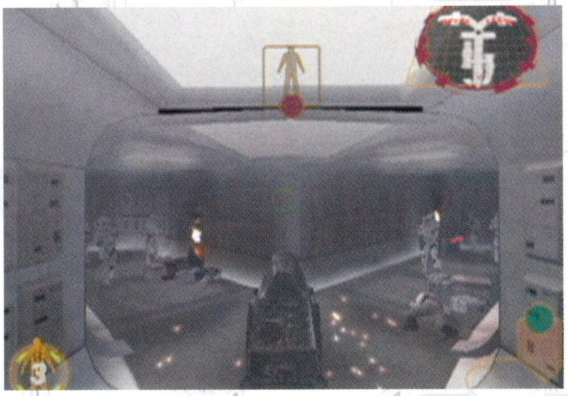
This is another on-foot blast-'em-up section so get your trigger finger ready.

You have to blast your way through to the other side of the complex, but there are plenty of Stormtroopers in your way. This complex has a much more complicated layout to any of the previous sections of this type, so you'll have to follow your radar closely if you want to get through with a decent time.

OBJECTIVE - 3

DEFEAT ALL REMAINING IMPERIAL TROOPS

Your last task on this level is to clear the corridors of Imperial troops. If you keep following the radar, you'll find a mounted gun sitting between two corridors. As soon as you take control, Imperial soldiers will pour from both the corridors and it's up to you to stop them. Use the mounted gun and kill all the troops in one corridor before quickly switching and killing the rest. There will probably be a few survivors, so go and finish them when the bulk of soldiers have been killed. Once they are all dead the level will end.



TECHNICAL UPGRADE
Homing Proton Torpedoes

Right after the first corner you'll notice an alcove to the right of the road. Turn into here and you'll see the upgrade in the right-hand corner.

GOING FOR GOLD

Completion Time:	4.00
Enemies Destroyed:	100
Shot Accuracy:	45%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

Keeping the scientists alive is the problem with this level. If you want the Gold you can't let a single one die and that's a pretty tough challenge. You have to make sure you kill every enemy before the scientists reach them – even one stray Stormtrooper can finish them off easily so keep your eyes peeled and take care not to miss any.

DECEPTION AT DESTRILLION

Get inside the Imperial research facility and transmit the coordinates to the Y-Wings.

OBJECTIVE - 1

FLY THROUGH THE ENERGY TUNNELS

Your first task is to fly through the energy tunnels that lead to the research facility. The tunnel is very narrow and the energy beams that cut across will become difficult to avoid as you progress further in. Luckily you'll be using an A-Wing so the job of weaving in and out is much easier than it would be with any of the larger ships,

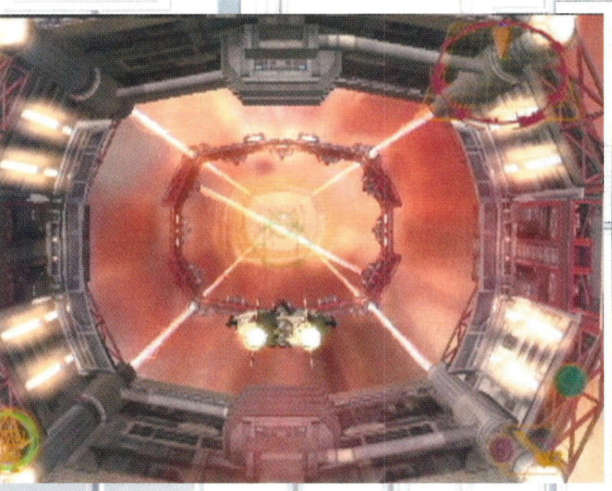
Boosting is not advised here but make sure you use the brakes if things get a little hectic.

OBJECTIVE - 2

DESTROY THE TIE HUNTERS INSIDE THE ENERGY FIELD

This will be your first encounter with the Tie Hunters and you'll soon realise how deadly they are. Your A-Wing will be easy prey for the Hunters if you don't keep moving, so head-on battles are not a good idea. Instead, make use of your homing secondary weapon to take out the majority of them, then take care of any survivors in the traditional way.

Once all the Hunters are destroyed the shield blocking the way forward will disappear and you can escape.





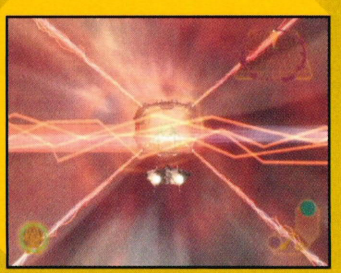
Make good use of your homing rockets.

GOING FOR GOLD

Completion Time:	4.00
Enemies Destroyed:	27
Shot Accuracy:	36%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

You'll need to keep all three of your lives intact to get the Gold on this level and that's going to be very difficult with the amount of Tie Hunters there are about. Even if you manage to get rid of all the Hunters, you still have to work your way through the narrow energy field without hitting a single wall or beam. In short, this is really tough and the only way you're going to do it is with plenty of practice.

Make sure you know the energy field tunnel inside-out and use any homing secondary weapon to deal with the Hunters. Good luck.



OBJECTIVE - 3
DISABLE THE SHIELDS AND DESTROY THE TARGETING RELAYS

After escaping the second energy tunnel you'll be given a Y-Wing to pilot. Although these are much tougher than the A-Wings, you'll still need to be careful as the Imperial forces will be dealing out a lot of punishment and will finish you in moments if you stay in their line of fire for too long.

There are three relays to destroy and each of them will have a blue shield protecting it. It'll take two Ion Cannon bursts to take down the shield, and three Proton Bombs to destroy the relay. If you aren't being hassled by Fighters, you should be able to take out a relay in one pass.



TECHNICAL UPGRADE
Special Proton Bombs

As you're disabling the shields, head towards the huge laser in the centre of the area. Pull up and dive down inside the big dome that surrounds it. The upgrade is right at the bottom.

GUNS OF DUBRILLION

The Rebels are under attack from a secret weapon. Take control of an Imperial Walker and destroy it.

OBJECTIVE - 1
REACH THE FIRST LIFT

This first part of the level would be a walk in the park if it weren't for the huge amount of Walkers that are roaming around the area. More Walkers will be dropped off by Shuttles as you progress, so always be ready for an attack and keep your homing rockets ready to fire at all times.

Keep following the path into the tunnel at the end and take the lift down to the lower levels to reach the next section.

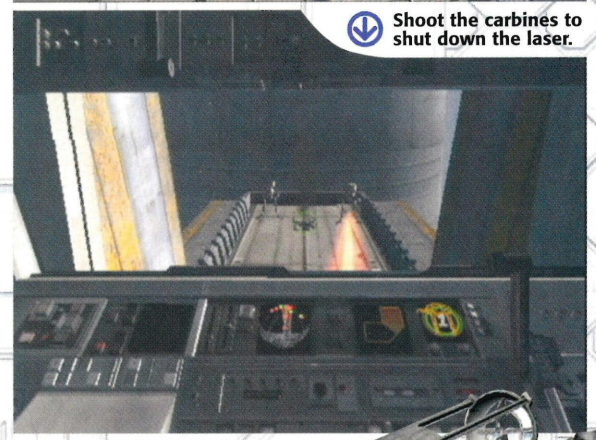


Don't forget the Tie Fighters.

OBJECTIVE - 2
REACH THE AT-AT

This is by far the most difficult part of the level. There are explosive tanks moving along the three rails on the floor and one touch will kill you instantly. If avoiding these wasn't hard enough, you'll also have to deal with plenty of Walkers that will not hesitate in nudging you into the explosives if they get close enough.

Try to keep between the rails so you have plenty of time to avoid the tanks when you see them coming, and use your homing rockets to take out the Walkers from a distance. Keep going and you'll eventually reach the AT-AT.



Shoot the carbines to shut down the laser.

OBJECTIVE - 3
DESTROY THE SUPER LASER

This will be the only time in the game that you get to control an AT-AT, so make the most of it. The AT-AT will walk itself to the laser, so all you need to is control the weapons. The AT-AT's blaster is very powerful and will destroy any Imperial forces easily, so you shouldn't have any problems.

When you reach the laser you'll have to destroy the three carbines that are rotating around it. Again, these won't take much to destroy, so hit them hard and the level will end.

TECHNICAL UPGRADE
Advanced Concussion Missiles

As soon as you start the level, take the first turning on the left and kill the Walker. The upgrade will be near the railing at the end.



GOING FOR GOLD

Completion Time:	7.00
Enemies Destroyed:	80
Shot Accuracy:	35%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

This is a really tight time limit. If you're going to make it, you'll have to keep on the move and not stop for anything. Make good use of your rockets and take out any enemies from a distance so they don't slow you down when you reach them.

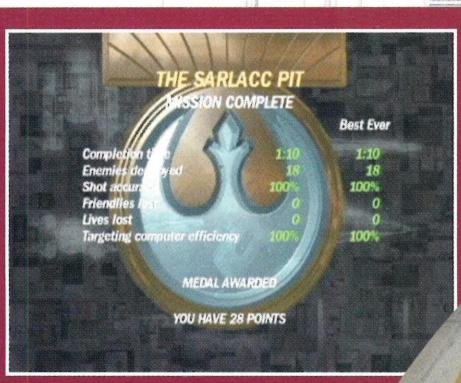
You can also improve your kill count by firing on the Tie Fighters that are battling above you.

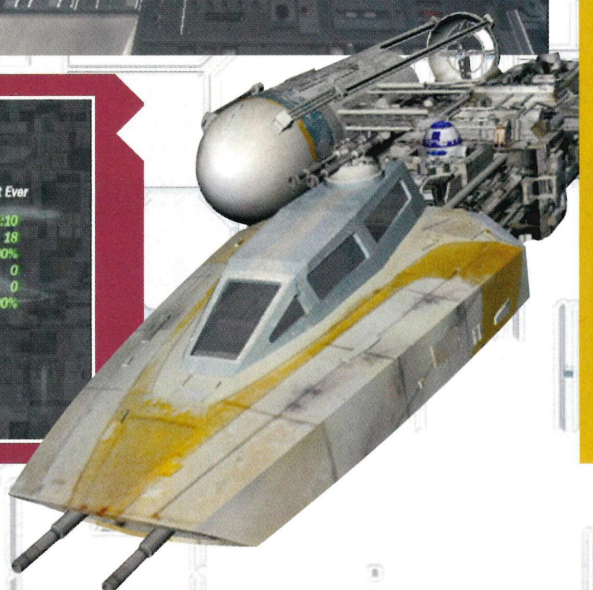


Keep moving or you'll never be fast enough.

BEST OF THE BEST

Once you've got a Gold medal on a level, a new task will be set for you called 'Best Ever'. The Best Ever scores are extremely tough to beat, but if you manage it you'll be rewarded with a special Rogue Squadron Medal. You won't get any extra points for getting these but a full set of them will look more then impressive.





WELCOME TO ADVANCE...

Pop Idol. A concerted search for the talent of the future? Or just the finest example of annoying songs sung badly? Is this the sort of thing you want people to see you playing on the bus? Start cringing now...



ADVANCE

Advance Reviews section. Suck 'em and see!

PRINCE OF PERSIA THE SANDS OF TIME

If I could turn back time...

CUBE
INFO
PUBLISHER: UBI SOFT
DEVELOPER: IN-HOUSE
GENRE: PLATFORM
PLAYERS: 1
RELEASE: OUT NOW
STATS
- PLAY WITH TIME
- FLIP-REVERSE IT

AS EXPECTED THE transition to the GBA has caused *Price Of Persia* to lose a dimension, giving it a grand total of three. Sounds a bit odd? Well, having the subtitle '*The Sands Of Time*', you might have guessed what *Price Of Persia* is all about – time. Although, at heart the game is a simple 2D action platformer similar to the likes of *Aladdin* and *Super Star Wars* from the 16-bit days, the added bonus of being able to tap the left shoulder button and quickly reverse any mistakes you may have made (falling down a pit, for example) makes this a little more interesting. If you're thinking that this element will make everything a little easy then fear not – you start the game with only one life and your time manipulation is limited.

This time manipulation is a neat touch and brings an otherwise average scrolling action game (aside from the pretty animation, of course) up a notch or two. If you dare enter the world of the Prince, expect some really nice level design, plenty of hack 'n' slash action and some diamonds and pearls... but that's all.

CUBE RATING 6.0



At times like these it's best to keep your finger over the L-button, to rectify your untimely death

CUBE
INFO
PUBLISHER: CODEMASTERS
DEVELOPER: IN-HOUSE
GENRE: MUSIC
PLAYERS: 1
RELEASE: OUT NOW
STATS
- 20 POP SONGS
- NO DR FOX!



Certainly don't want it dressed like John Travolta





POP IDOL

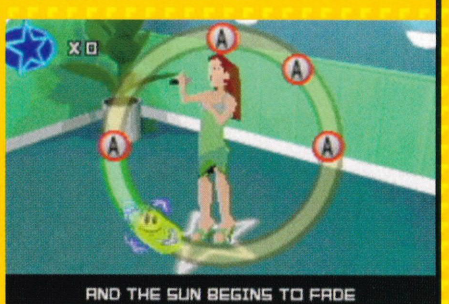
Pap pleb more like...

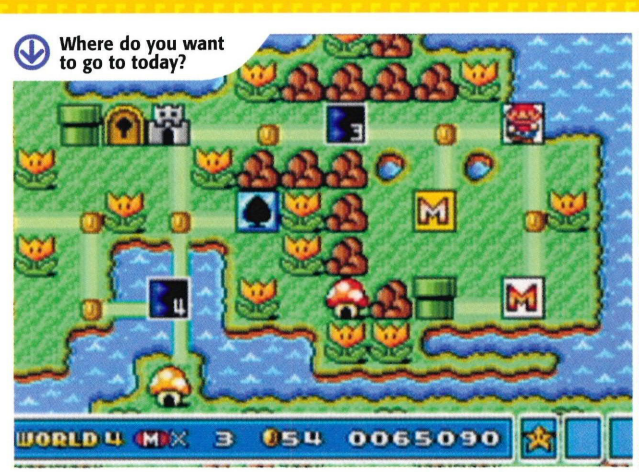
THE GBA ISN'T quite the first system you think of when it comes to music games, but bless its little electronic heart, it's at it again. Playing *Pop Idol* is very easy: a small box travels around a screen-sized circle, which is littered with symbols. When the box passes over these symbols, you have to press the relevant button(s), causing your Idol to sing.

Depending on which heat you're currently in, the box will travel quickly over a packed circle, or slowly around a sparse one. In addition to this, you can also dress your Idol (male or female) up in all manner of crazy gear. Although it's fun to fiddle around with your Idol before taking them onto the stage for a song and dance bonanza, there's too little substance. Once you've got your head around how it works, you can complete the main game in 20 minutes, and although the Endurance mode serves as a reasonable distraction for a little while, it won't be long before you've whizzed through the meagre 20 songs on offer. The clothing also serves very little point. After each song your appearance is judged, but the outcome has no relevance to you getting onto the next stage. Very little thought seems to have gone into the design of the game; it plays like an Internet flash application. A shame – with some extra skill levels, a two-player mode and more songs this could have been a real winner.

CUBE RATING 3.0







Where do you want to go to today?







SUPER MARIO ADVANCE 4

Over 10 years old, but still platforming heaven!

CUBE

INFO

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
GENRE:	PLATFORM
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- 3 SAVE GAME SPACES
- 8 WORLDS TO EXPLORE

ANOTHER YEAR, ANOTHER *Mario Advance* title. Yep, it's anothing new, but *Mario Advance 4* happens to be a remake of the old NES title *Mario Bros 3*, one of the finest *Mario* adventures ever...

The set-up for *Mario Bros 3* looks tired now, but back in 1988 when this first hit the streets, everything was new. For the first time levels could be selected by walking around a map. Not only did this serve as an aesthetic touch, but it also allowed levels and secret areas to be displayed as separate entities on the screen. It also helped *Mario's* world feel more consistent and real rather than a series of stages that you had to beat.

What makes *Mario Advance 4* such a joy to play is its size (the fact that you could save the game directly onto the cartridge all those years ago is quite telling in itself). There are eight massive worlds to explore, each one jam packed with more secrets than you could ever hope to find on your first run through, and each has its own unique flavour. Icy worlds, deserts, big-little island, even a giant castle to climb. Special card games and other bonus games break up the game to stop you getting bored of the platform action (as if), and the amount of power-ups available is unmatched.

If you've not played *Mario Bros 3* before then this is beyond essential. It plays as good as ever, and aside from a few new voice samples, very little has been changed. This paved the way for further *Mario* adventures, and you'll constantly find gameplay ideas that are used today again and again. On its release, this set the standard for videogame companies the world over. Some would even argue that *Mario* games have never been as good since...



Poor Mario can't even go caving in peace

CUBE RATING 9.6





That water rises and falls... everything is out to get Mario!

Slide down a hill on your arse and no emeny will give you problems

CUBE DIRECTORY

ISSUE TWENTY SIX

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
Bionicle	EA	Argonaut	1	N	N	25	PAL	4.4
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
Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	N	N	25	PAL	7.9
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
Conflict Desert Storm 2	Sci	Pivotal	1-2	N	N	25	PAL	8.5
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

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
Final Fantasy: Crystal Chronicles	Nintendo	Games Designers Studio	1-4	Y	N	24	NTSC	8.8
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
Medal Of Honor: Rising Sun	EA	In-house	1-4	N	N	25	PAL	9.0
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
Resident Evil 2	Capcom	In-house	1	N	N	9	PAL	6.0

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

PERIPHER-ILLS

Through the ages there have been peripherals designed to aid you, to make games more accessible, to give you a feel for the game and then there have been a few that not only hamper your progress – they also make you look like a right div...



AIR FLO

A self-cooled controller that comes with a built-in fan, Joe Kim, NYKO's marketing director said: "As gaming gets tougher and more involved, sweat becomes a problem for game players." Genius, no more slip-ups when playing *Double Dash!!* No more flying pads during *F-Zero* time trials and no more wiping our hands on our pants.Check www.nyko.com.



THE HAND

In the ultimate search for the laziest way to play games this was developed for the PSone. The Nintendo PowerGlove (as seen in the Fred Savage vehicle *The Wizard*) didn't quite hit the mark with its tilting and cross-arm button pressing, but this left your left hand completely free for whatever activities you saw fit...



NEGON

Ever watched someone play a racing game and they start physically leaning into corners? Developed by Namco, the NegCon was supposed to reduce the comic value of your mate falling off the sofa by replacing the 'lean' with a controller you can twist. Shame very few games cottoned on to the idea though.



SUPER SCOPE

The biggest light gun in the world. So big you had to put it over your shoulder in a rocket launcher stylee. Though released with six games on a SNES cartridge there was another secret game – see how long you can hold it before the lactic acid build-up in your arm makes you drop it and break it.

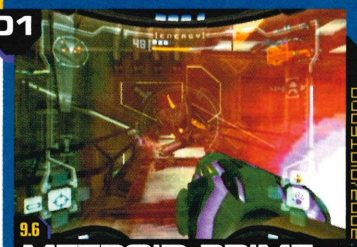
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
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
SSX3	EA	EA Big	1-2	N	N	25	PAL	9.3
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
Tales Of Symphonia	Namco	In-house	1-4	N	N	25	NTSC	7.8
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
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	25	25	PAL	8.6
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 3D	DEGA	Team 17	1-4	N	N	25	PAL	8.3
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
WWE: Wrestlemania XIX	THQ	Yukes	1-4	N	N	25	PAL	6.9
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

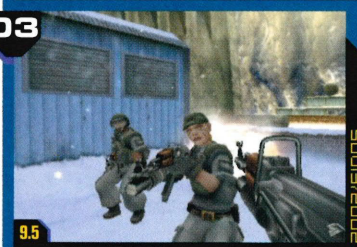
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01 METROID PRIME 9.6 2002/NINTENDO



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 SSX3 9.3 2003/ELECTRONIC ARTS

09 WINNING ELEVEN 6 FE 9.2 2003/KONAMI

10 TONY HAWK'S PRO SKATER 4 9.2 2002/ACCLAIM

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LOGOS



MUSIC RINGTONES

MONOPHONIC & POLYPHONIC RINGTONES - mono code first, poly code second if available

	MONO	POLY		MONO	POLY		MONO	POLY
2Pac - Changes	5156	9240	DMX - X Gon' Give It To Ya	8593	8659	Metallica - St Anger	8934	8929
2Pac - Thugz Mansion	8144	-	Electric Six - Gay Bar	8724	8661	Milk & Sugar - Let The Sunshine	9338	-
50 Cent - 21 Questions	8973	8636	Elton John - Are You Ready	9142	9174	Milk Inc - Walk On Water	7685	-
50 Cent - In Da Club	8133	8300	Elvis vs JXL - A Little	6817	-	Missy Elliott - Work It	7781	-
50 Cent - Pimp	9078	-	Eminem - Business	8997	8662	Mis-Teeq - Scandalous	8233	8448
Aaliyah - I Miss You	8099	8301	Eminem - Cleanin' Out	7542	7859	Motorhead - Ace Of Spades	6332	-
Amy Studt - Misfit	8755	8639	Eminem - Lose Yourself	8137	8101	Murderdolls - Dead In	7594	-
Amy Studt - Under The Thumb	9336	9287	Eminem - Sing For Moment	8201	8375	Murderdolls - White Wedding	8946	-
Ashanti - Rock Wit U	8784	8642	Eminem - Without Me	6604	6976	NAS - I Can	8251	8455
Atomic Kitten - The Tide Is	7603	-	Evanescence - Bring Me To	8605	8774	Nelly - Dilemma	7952	7951
Avril Lavigne - Complicated	7977	-	Faithless - Insomnia	8097	-	Nelly - Hot In Herre	6636	-
Avril Lavigne - I'm With You	8065	-	Fast Food Rockers - Fast Food	8780	8775	Nickelback - How You	6253	6949
Avril Lavigne - Sk8er Boi	7858	8312	Fast Food Rockers - Say Cheese	9345	9362	Oasis - Songbird	8125	-
B2K - Uh Huh 2003	9353	-	Finch - Letters To You	8134	-	Punjabi MC - Mundian To	8054	8464
B2K Ft P Diddy - Bump Bump	8017	8314	Flip & Fill - I Wanna	8035	-	Paul Van Dyk - Time Of Our	9352	-
Benny - Satisfaction	9017	9036	Flip & Fill - Shooting Star	6937	-	Pink - Just Like A Pill	7238	8470
Beyonce - Baby Boy	9356	9360	Gareth Gates - Spirit In Sky	8214	8393	Placebo - Bitter End	8191	-
Beyonce - Crazy In Love	8765	8646	Girls Aloud - No Good Advice	8702	8664	Porn Kings - Shake Ya	8219	-
Bhangra - Husan	8620	8647	Girls Aloud - Sound Of The	7968	7971	Puddle Of Mudd - She Hates Me	7547	-
Big Brovaz - Favourite Things	8618	8648	Good Charlotte - Girls Boys	8606	8665	R Kelly - Ignition Remix	8210	8476
Big Brovaz - Nu Flow	7834	8321	Good Charlotte - Lifestyles	8070	8400	Rachel Stevens - Sweet Dreams	9218	9267
Black Eyed Ps - Where Is The	9195	9246	Good Charlotte - The Anthem	8945	9194	Red Hot - By The Way	6769	-
Blazin' Squad - Reminisce	8140	-	Guns 'n' Roses - Sweet Child	3868	6977	Red Hot - Can't Stop	8143	8478
Blazin' Squad - We Just Be	8933	8932	Him - Buried Alive By Love	8284	-	Red Hot - The Zephyr	7831	-
Blu Cantrell - Breathe	9065	9041	InMe - Neptune	8266	-	Robbie Williams - Something	9066	9052
Blue - One Love	7856	8329	Ja Rule Ft - Mesmerize	8237	-	Room 5 - Make Luv	8246	8494
Blue - U Make Me Wanna	8235	8330	Jamelia - Superstar	9222	9266	S Club 8 - Sundown	9334	9285
Britney Spears - I Love Rock	7882	8333	Javine - Real Things	8996	8993	Scooter - Logical Song	6818	-
Busta Rhymes - I Know What	8587	8650	Jay-Z Ft - 03 Bonnie &	7949	-	Scooter - Maria	9348	-
Busted - What I Go To School	7719	-	Jennifer Lopez - All I Have	8066	8409	Scooter - Nessaja	7683	-
Busted - Year 3000	8052	8337	Jennifer Lopez - Jenny From	7930	8100	Scooter - Posse	7943	-
Busted - You Said No	8590	8651	Junior Senior - Move Feet	8180	8414	Scooter - Weekend	8249	8504
Cheeky Girls - Cheeky Song	7961	8340	Justin Timberlake - Cry Me A	8067	8416	Sean Paul - Get Busy	8262	8682
Christina Aguilera - Dirrty	7912	7898	Justin Timberlake - Like I Love	7851	8417	Sean Paul - Gimme The Light	7682	-
Christina Aguilera - Fighter	8753	8655	Justin Timberlake - Rock Body	8602	-	Sean Paul - Like Glue	9143	9185
Christine Aguilera - Beautiful	7995	-	Kelly Rowland - Stole	8109	8421	Sex Pistols - Pretty Vacant	7533	-
CKY - 96 Quite Bitter Beings	6080	7168	Kym Marsh - Cry	8290	-	Shania Twain - Forever And	8745	-
Coldplay - Clocks	8248	8344	Las Ketchup - Ketchup Song	7799	7877	Strokes - 12	9343	9359
Craig David - Rise & Fall	8609	8656	Liberty X - Just A Little	6588	8430	Sum 41 - The Hell Song	8072	-
Daniel Bed - If You're Not	7936	8353	Linkin Park - Faint	8726	8669	tATu - All The Things	8108	8527
Darkness - Thing Called Love	9157	9258	Linkin Park - In The End	5398	6954	Texas - Carnival Girl	9344	9361
Delta Goodrem - Born To Try	8215	8359	Linkin Park - Somewhere I	8209	-	Tomcraft - Loneliness	8608	8687
Delta Goodrem - Lost Without	8781	8772	Lisa Maffia - All Over	8591	8670	Transplants - Diamonds And	8285	-
Dido - White Flag	9196	9247	Love Inc - Broken Bones	8717	8672	UD Project - Summer Jam	9273	-
DJ Sammy - Boys Of Summer	8179	8365	Love Inc. - Superstar	8012	-	Ultrabeat - Pretty Green Eyes	9105	9188
DJ Sammy - Heaven	7137	8366	Lumidee - I'll Never Leave	9008	9058	Wayne Wonder - No Letting Go	8782	8700
DMX - Where The Hood At	9337	-	Marilyn Manson - Mobscene	8628	8673	XTM & DJ - Fly On Wings	8730	-

TV / MOVIE & OTHERS - WAP REQUIRED TO RETRIEVE POLYPHONIC RINGTONES

	MONO	POLY		MONO	POLY		MONO	POLY		MONO	POLY
633 Squadron	4376	8449	Dambusters	5788	9252	Italian Job	5658	9260	Muppets	4650	8271
Angel	4603	8949	Deliverance	4457	9253	Itchy And Scratchy	4642	9282	Only Fools Horses	6732	8697
A-Team	6454	8454	Exorcist	4460	7167	Jackass	8588	8557	Phoenix Nights	7538	7541
Austin Powers	1026	8690	Formula 1 Podium	8257	-	James Bond	1430	8077	Pulp Fiction	6715	8698
Banana Splits	5016	8950	Friends	4632	8535	Jaws	4462	8957	Rainbow	4924	8964
Beverly Hills Cop	1432	9250	Godfather	4461	9255	Kevin And Perry	6286	-	Rocky	1050	8542
Big Brother	4613	8166	Good, Bad & Ugly	4465	9268	League Of Gentlemen	5865	9034	Scooby Doo	4562	9241
Black Beauty	5501	8167	Great Escape	3594	8956	Littlest Hobo	8016	9283	Simpsons	1439	7164
Bottom	6449	8951	Guinness Ad	4706	-	Lord Of Rings	7950	9286	Steptoe And Son	9279	9265
Buffy	1028	8553	Halloween H20	9270	9181	Mission Imposs 2	1261	9261	Tigger's Song	6453	7163
Captain Pugwash	4620	9239	Hawaii Five O	3533	8695	Mission Imposs	1421	6975	Winnie Pooh	3893	6978

PICTURES / SCREENSAVERS



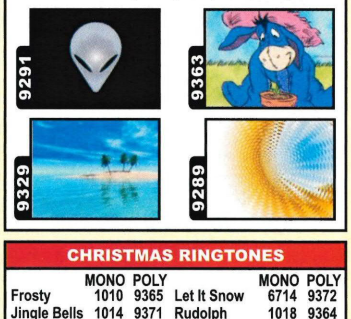
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NOKIA 3330, 3410, 5210 & 5510
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COLOUR BACKGROUNDS

Moto T720. Nokia 3650, 6110, 6610, 7210, 7250, 7650. Panasonic GD87, GU87. Samsung S105, V200, V205. Siemens S55. Sony P800, T300, T310, T610, T68ie.



CHRISTMAS RINGTONES

	MONO	POLY		MONO	POLY
Frosty	1010	9365	Let It Snow	6714	9372
Jingle Bells	1014	9371	Rudolph	1018	9364
Last Xmas	1017	9366	Santa Coming	1019	9369

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ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT!

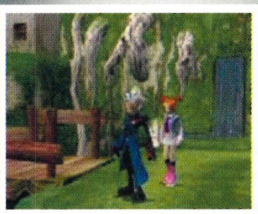
Next Month... Next Month... Next Month... Next Month...

HORIZON

EXCLUSIVE REVIEW!









POKÉMON COLOSSEUM

SUDDENLY THIS HAS BECOME THE GAME WE ALL NEED!

With the last-minute news that *Colosseum* will actually contain a 30-hour long RPG mode, this game has shot into our Top 5 Most Wanted. Tour the world, train your Pokémon, then fight with them in the stadium! Marvellous stuff...

GAMECUBE LAN-PARTIES

SO... LAN... DOES IT ACTUALLY WORK THEN?

It's all well and good for Nintendo to go on about how Mario Kart and *1080°* are LAN compatible, but how does it actually work? We sit down and put it to the test. Four GameCubes and four TVs! Oh yes!



TESTED!

INTERVIEW

A BIT OF N5 SIR?

DOWN TO LUCAS VALLEY

With *Rebel Strike* done and dusted, we visit Factor 5's San Rafael headquarters and try our best to unearth an N5 development kit. It's not going to happen, is it...?

SOLUTION

DOUBLE WHAMMY!

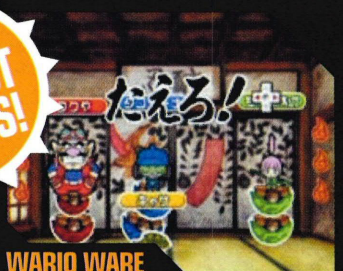
R SQUADRON III/ MARIO KART

Now that we've started our *Rebel Strike* guide we have to finish it, but there's no way we're going to drop *Mario Kart*. Oh well, we'll have to do them both!

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube titles, including:

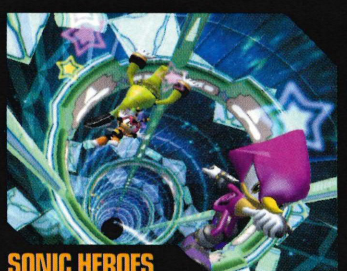
THE BIGGEST GAMES!



WARIO WARE
You know it's going to be great, right? What could they do wrong?



MARIO PARTY 5
You have to wonder why they didn't go with LAN... nutters



SONIC HEROES
The jury is out on this one, but we'll know for sure next issue

PLUS

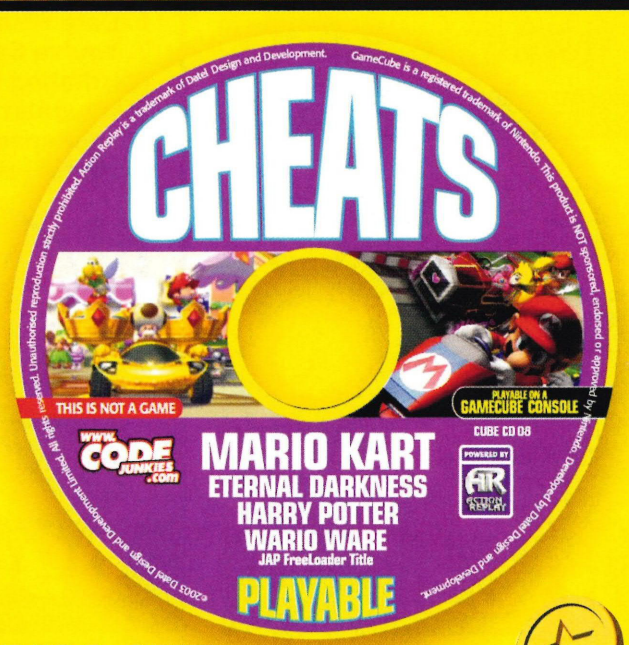
- Baten Kaitos
- Donkey Konga
- Pac Man Vs
- Killer 7
- R Racing Evolution
- Star Fox Armada
- Resident Evil 4
- Pandora Tomorrow
- Mario Tennis
- Virtua Fighter Quest
- MegaMan RPG

NEXT ISSUE

ISSUE 27 ON SALE 18 DECEMBER 2003

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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.

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Exclusive footage of the games that you'll be buying this year, courtesy of a lovely little DVD!

- **MARIO KART: DOUBLE DASH!!**
- **RESIDENT EVIL 4**
- **HARVEST MOON**
- **POKÉMON COLLOSEUM**
- **R RACING EVOLUTION**
- **CHRISTMAS SONG**
- **TRUE CRIME**
- **SPHINX**

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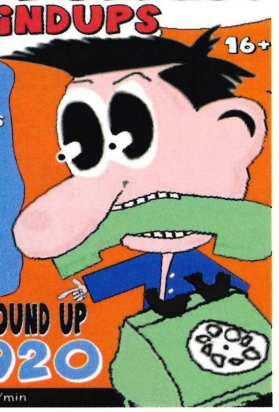
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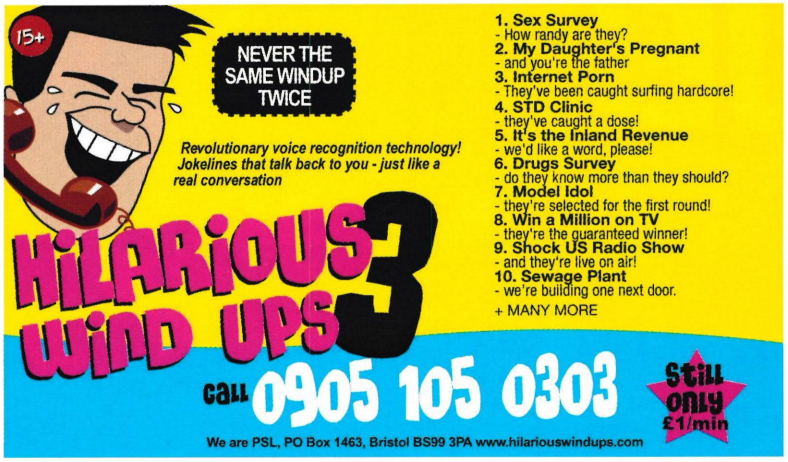


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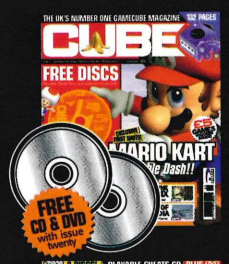

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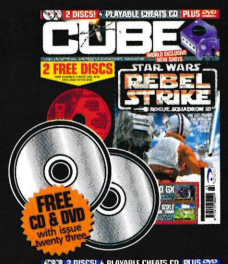
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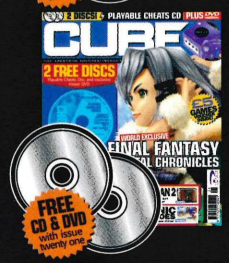
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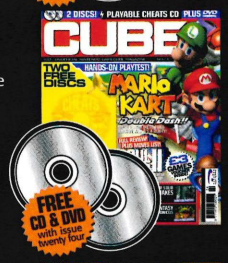
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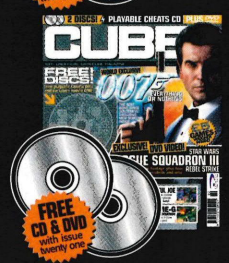
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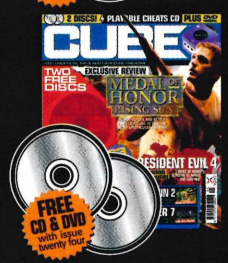
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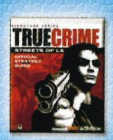






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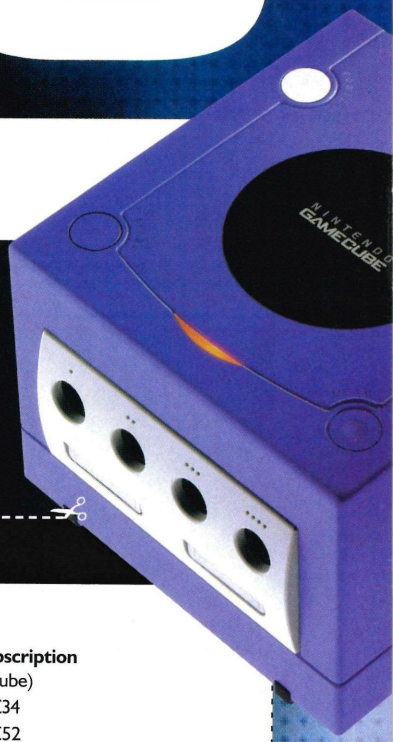




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Resident Evil Zero
Rev. of the Flying Dutchman
Rise of the Akkadian
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rogue Leader
Rogue Sq.3: Rebel Strike*
Rune: Lost Kingdoms
Rune: Lost Kingdoms 2

S = 19
Sanity's Requiem
Scooby Doo: Night of 100 F.
Scorpion King
Scream Arena, Monsters Inc
Sega Soccer Slam
Shrek: Extra Large
Silent Assassin, Hitman 2
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Skies of Arcadia Legends
Smugglers Run 2: Warzone
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Mega Collection
Soul Calibur 2
Speed Kings
Spiderman The Movie
Spirit Dimensions
Splinter Cell
SpongeBob Sq.Flying Dutch.
Spy Hunter
Spyro: Enter the Dragonfly
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rogue Leader
Starfox Adventures
Starsky & Hutch*
Sum of All Fears
Summoner Goddess Reborn
Super Bust-A-Move 2
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
Superman: Sh. of Apokolips
Swingerz Golf

T = 20
Tarzan Freeride
Tarzan Untamed
The Fellowship of the Ring
The Hobbit*
The Hulk
The Italian Job: L.A. Heist
The L. of Zelda: Mast. Quest
The L. of Zelda: Oc. of Time
The L. of Zelda: WindWaker
The Return of the King*
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's Ghost Recon
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's U'ground*
Top Gun: Combat Zones
True Crime: Streets of L.A.
Turok, Evolution
Ty the Tasmanian Tiger

U = 21
Ulti. F. Champ: Throwdown
Ultimate Muscle
Universal Studios Adventure

V = 22
Velocity X, Hot Wheels
Vendetta, Die Hard
Viewtiful Joe
Virtua Striker 3: v2002
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 Mission
WWE Crush Hour
WWE Wrestlemania X8
WWE Wrestlemania XIX

X = 24
XIII
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
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