2 DISCS! PLAYABLE CHEATS CD PLUS DVD VIDEO

CUBE

NO.27

THE UK'S BEST SELLING UNOFFICIAL GAMECUBE MAGAZINE

CUBE ISSUE 27 ■ SPLINTER CELL: PANDORA TOMORROW ■ POKÉMON COLOSSEUM

TWO FREE DISCS

EXCLUSIVE FIRST LOOK!

SPLINTER CELL PANDORA TOMORROW

6 PAGES OF NEW SCREENS

SILENT AND VIOLENT – THE STEALTH WARRIOR RETURNS

FREE! GAMES VOUCHER INSIDE!

IN-DEPTH

POKÉMON COLOSSEUM

CRASHING ONTO THE GAMECUBE IN STYLE

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ALSO FEATURED

ROGUE OPS
METAL ARMS
WARIO WARE
CUSTOM ROBO

MARIO PARTY 5

P.A.R.T... Y? Because you gotta!

REVIEWED

THE SIMS BUSTIN' OUT

Life's a game, the rest is details

REVIEWED

FULL DETAILS PAGE 6

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SIERRA ENTERTAINMENT PRESENTS

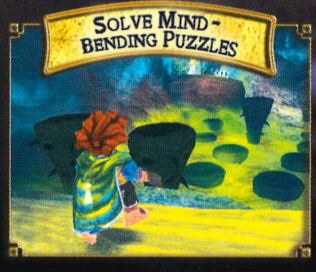
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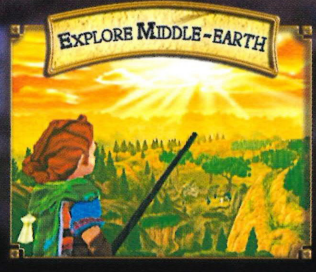
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WELCOME



WE'VE GONE STEALTH silly this month. So much so that Chandra will only work under the cover of darkness, Gary has learned to move swiftly but silently, Byron is able to access any part of the office via ventilation shafts and Tim has no heat signature. Such is life when you spend half the month playing *Rogue Ops* and this month's blockbuster exclusive look at *Splinter Cell: Pandora Tomorrow*. Those are two titles to look out for in the New Year and both are set to strongly bolster the third party line-up leading us into spring next year when Nintendo's next generation of first party titles start to arrive. *Prince Of Persia*, *Sphinx* and *Beyond Good & Evil* are already residing in the Most Wanted file and these two are sure to join them.

There's more of a colourful theme to the reviews section this month with *Wario Ware* and *Mario Party* turning up to ensure everyone's in a mood for multiplayer fun this Christmas. Neither has much to offer as a single player experience, but plug in four pads and you'll be well away.

Since the price drop to £79 the GameCube has found it's way back into a lot of retail outfits as expected and with increasing speculation regarding N5 within the industry it looks likely that Nintendo's upturn in fortunes will be maintained. It certainly demonstrates the company's commitment and capacity to remain a player in the console hardware market. We just have to hope a few hard lessons have been learned from the N64 and GameCube that will ensure the new system doesn't turn out to be Nintendo's last.

It's hard not to look to the future when you sit on the brink of a new year. By the time you read this, the end of 2003 will be but a few days away and 2004 is spread out before us full of promise and possibility. It's not all going to be rosy. We haven't got an awful lot to look forward to before February/March, but then things will start kicking in again. Lucky for you you're going to have all those Christmas games to see you through the lean spell, eh!

I just looked back at what I wrote this time last year and realised the Christmas 2002 issue was my very first as Editor of **CUBE**. Time sure flies the older you get! So a big thanks to you all for making us the UK's best-selling unofficial GameCube magazine. We'll be back in 2004, see you there!

Miles Guttery
Miles Guttery
Editor

Miles

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CUBE

ISSUE TWENTY SEVEN

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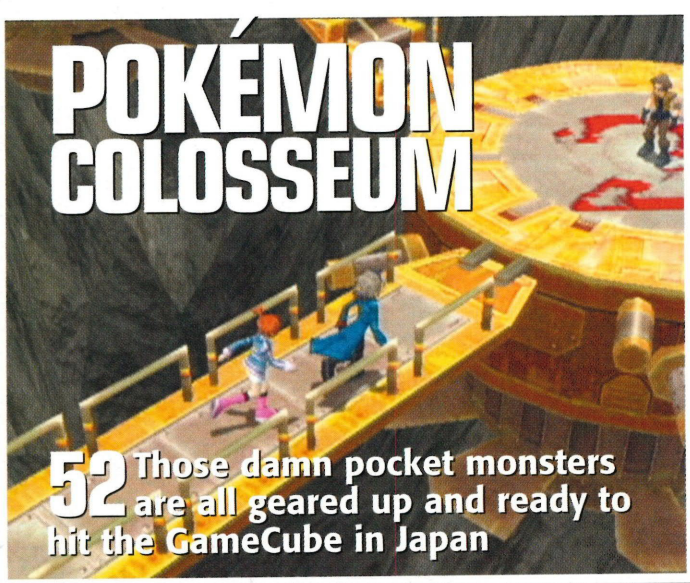
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CUBE – So stealthy it could get off with your girlfriend and you wouldn't even know!



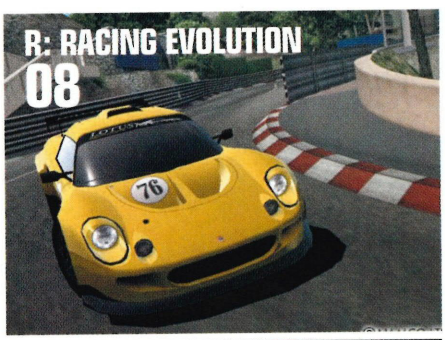
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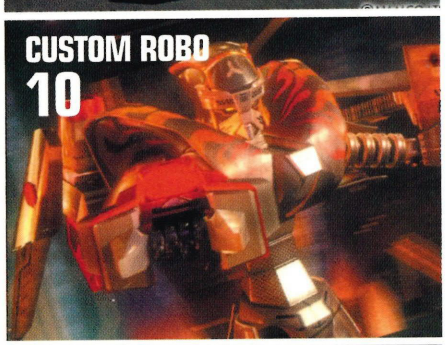


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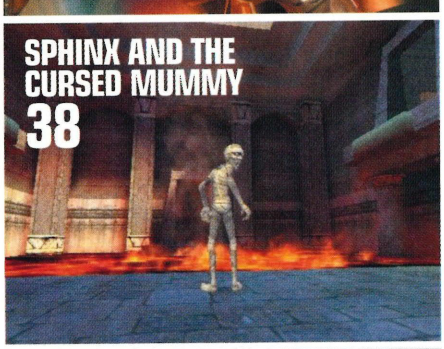
52 Those damn pocket monsters are all geared up and ready to hit the GameCube in Japan



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up front
and in your face

Just the facts, ma'am. More info and screens delivered straight, no messing!

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gcn
action news

Wherever there's news, that's where you'll find us. Whenever a big Nintendo story breaks, we'll be there. Why? Because we live for this! 12

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you ain't seen these, right?

The latest on *Sphinx* and *Gotcha Force*, hacking and slashing from TDK and Archer McLean is back, right on cue (boom boom).

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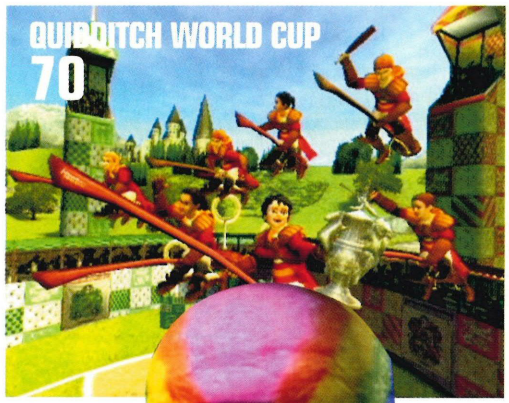
in-depth
the biggest games blown apart

Not one, not two, but three info-packed In-Depths this month. Whether you like *Splinter Cell* or *Pokémon* they don't come much bigger than these!

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







reviews

get 'em while they're hot

It's party time again! Mario gets sociable, and so does his arch-enemy as the joyously off the wall *Wario Ware* launches in Japan!

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network cube

get with the program

Praise, moan, challenge, even get your name in CUBE.

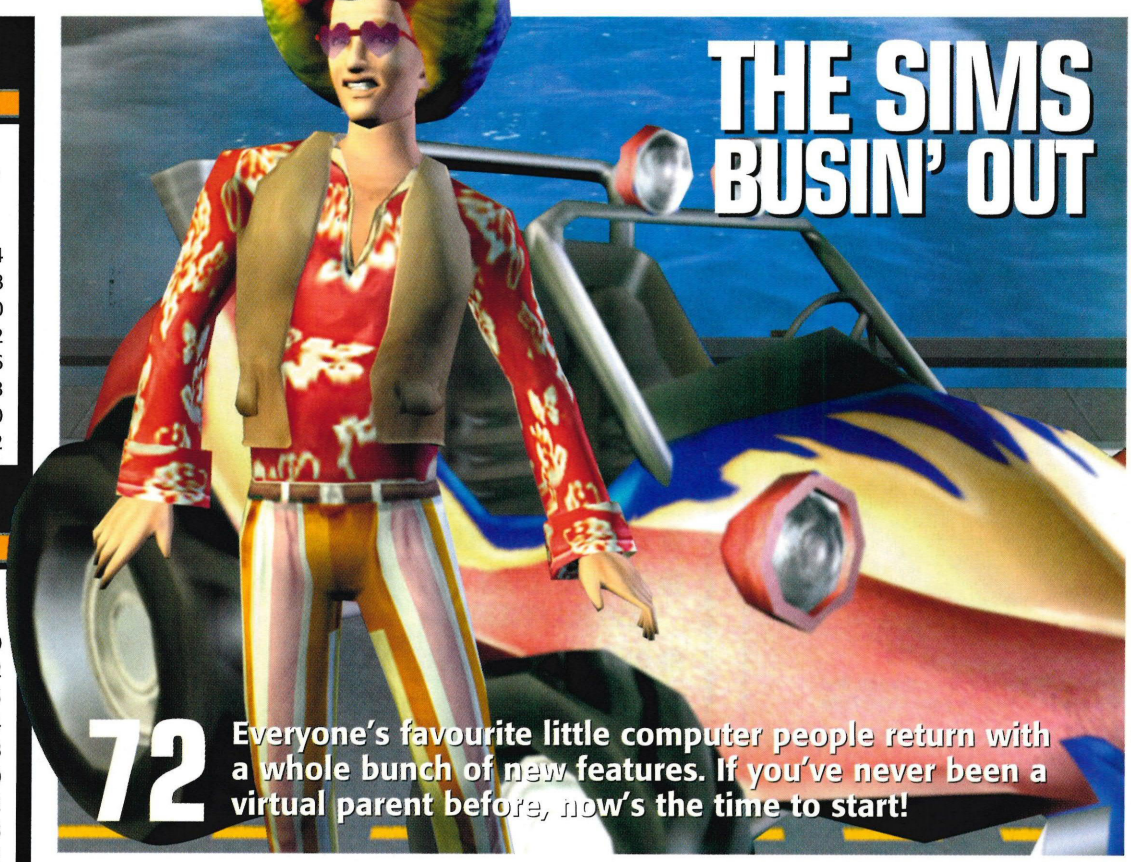
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advance

little screen, big thrills

More top titles to make your GameBoy glow with pride

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THE SIMS BUSIN' OUT

72 Everyone's favourite little computer people return with a whole bunch of new features. If you've never been a virtual parent before, now's the time to start!

CUBE AWARDS 2003

30 This month we look back at the games that made 2003. We honour the great and the good, we reward innovation, and we give a swift kick up the arse to the releases that stank up the office the moment they arrived!





POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

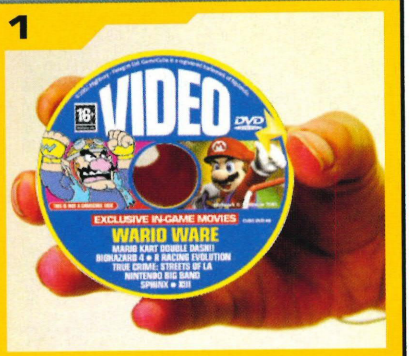
The entire country is set to close up shop for the Xmas hols, and that means one thing and one thing only: there's more time to play games! And how about some cheats to go along with? What about a sneak peak at what's on the horizon? Consider it done.

WE'VE SAID IT before and we'll say it again: these discs are not games! We couldn't possibly give away 100,000 games every issue because that would cost... 4 million quid. We don't have that sort of money, sorry. See, there's logic in it after all. Please keep in mind that the DVD will NOT work in your GameCube, but only in a standard Region 2-compatible player that has a 3" ridge in the loading tray.

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.

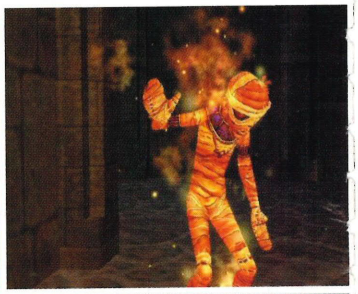
ON THE DVD

WHAT CRAZINESS IS THIS!?

Nintendo's insane handheld funfest turns up on the GC and we've got the footage to prove it. Nintendo may well be losing the plot completely, but that's nothing compared to what's coming towards the end of the VIDEO Disc. Wait until you see the Nintendo Big Band.

- WARIO WARE
- MARIO KART DOUBLE DASH!!
- SPHINX AND THE CURSED MUMMY
- BIOHAZARD 4
- R: RACING EVOLUTION
- NINTENDO BIG BAND
- XIII
- TRUE CRIME: STREETS OF LA

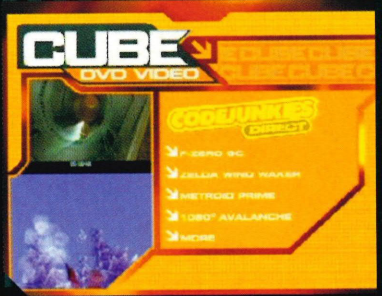




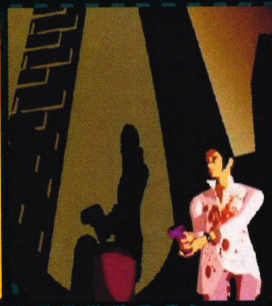


DVD MENU OPTIONS

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



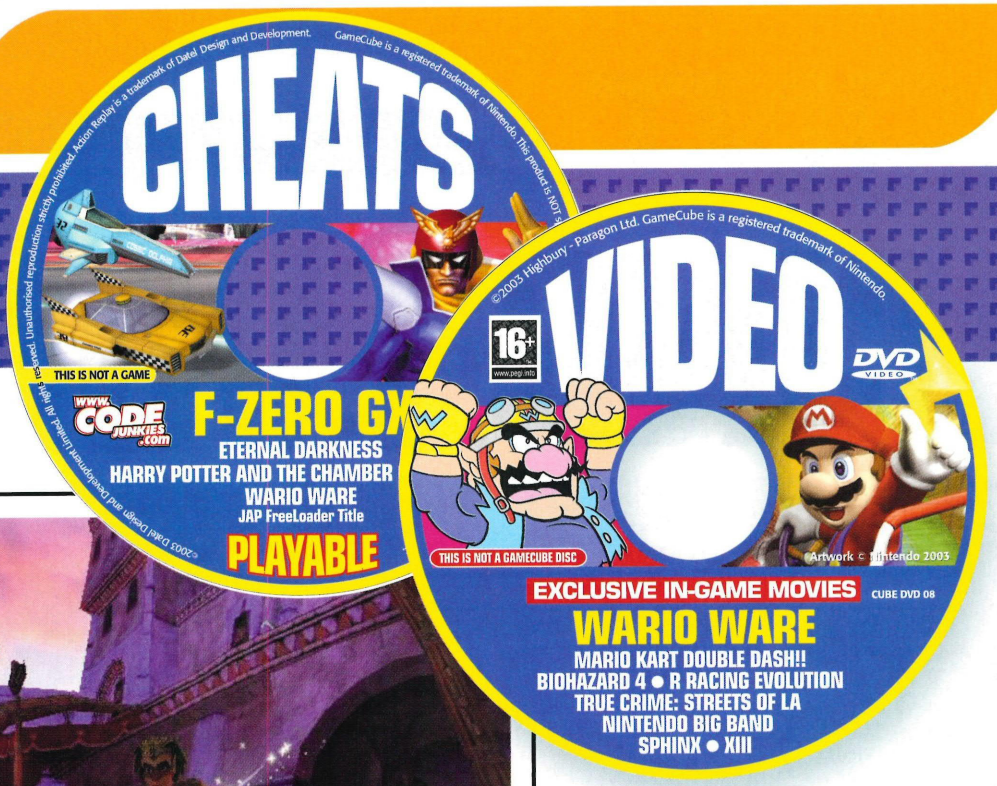
VIDEO DISC FRONT PAGE
Navigate using your remote control

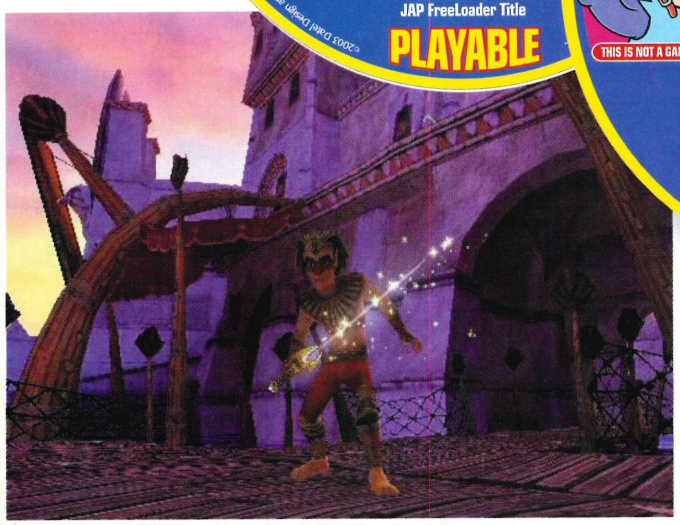


JUST LIKE THE MOVIES
Choose from a whole load of movies



CODE JUNKIES DIRECT
There's a new girl in town







A very short trailer, granted, but we'll have much more on this wicked little game next month

The Making Of feature we've managed to nab is really quite cool. Those Frenchies are sooo stylish

NEXT MONTH

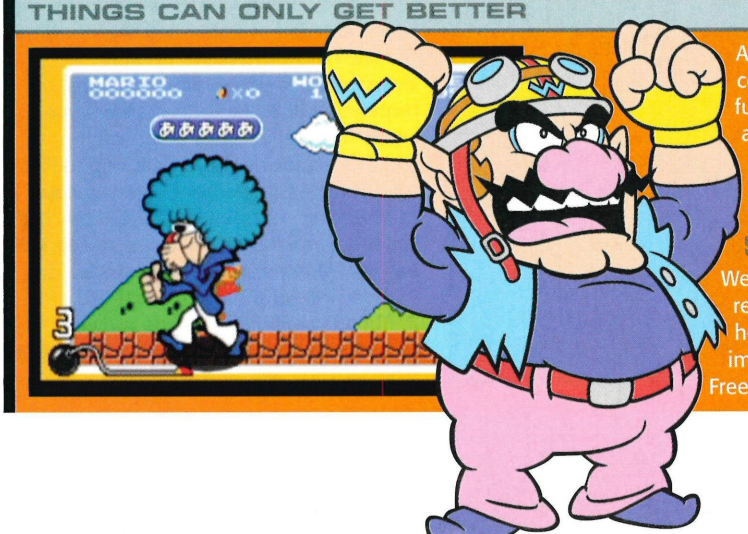
Games, games, games, that's what the GameCube is all about, and every month we put footage of the best on the VIDEO Disc. Check out what you'll be watching on your TV next month, below...

THE GAMES...

- 1080° AVALANCHE
- BEYOND GOOD & EVIL
- PRINCE OF PERSIA
- HARVEST MOON
- POKÉMON COLOSSEUM
- MARIO PARTY 5
- SHIKIGAMI NO SHIRO 2
- 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 GameCube. This month:

NAME: WARIO WARE
REVIEWED: ISSUE 27
SCORE: 8.2

We seriously doubt that Nintendo will release the GameCube version over here, so how about picking up the import version and using our FreeLoader to play it? Marvellous.

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 *Wario Ware* on your PAL GameCube.

ON THE CHEATS DISC

WARIO WARE (JAP) FREELOADER

INFINITE LIVES IN STORY MODE
INFINITE LIVES IN PRACTICE MODE

F-ZERO GX (PAL)

INFINITE HEALTH
ALL VEHICLES UNLOCKED
INFINITE TICKETS
UNLOCK ALL STORY MODE LEVELS
ALL CUSTOM PARTS AVAILABLE

ETERNAL DARKNESS (PAL)

INFINITE HEALTH
FREEZE SANITY METER
FREEZE MAGIC METER

HARRY POTTER COS (PAL)

INFINITE HEALTH
HAVE ALL SPELLS
HAVE THE NIMBUS 2000
HAVE ALL WIZARD CARDS

1



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

2



...then follow the simple prompts

UP FRONT

R: RACING EVOLU

CUBE

INFORMATION

R: RACING EVOLUTION	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	RACING SIM
PLAYERS:	1-2

WHAT'S NEW

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

● **RACING AHEAD:** New cars and tracks revealed, in the final update before next month's lead review

APR '04	OUT NOW	OUT NOW

Ah, the Supra... we'll be making a beeline for this





The game should be hitting Jap shelves now



The GameCube's very own Gran Turismo *screams out of the pits*

BY THE TIME you read this, Namco's second significant GameCube release will have launched in Japan and the US. After GC sales of Namco's *Soul Calibur II* smashed sales of the other versions, Nintendo will be keen to do the same again. It's already gone some way towards achieving this by packing in *Pac Man Vs* (the full game) with every copy of *R: Racing*. Just as GC *Soul Calibur* had Link as an exclusive character, so GC *RRE* has *Pac Man* as an exclusive game. The PS2 version on the other hand has a bonus CD containing promo movies (yawn), while the Xbox version has a free *RRE* plastic watch and one extra

"JUST AS GC SOUL CALIBUR HAD LINK AS AN EXCLUSIVE CHARACTER, SO GC RRE HAS PAC MAN AS AN EXCLUSIVE GAME"

TION



It looks nice, but it's a bit of a girl's sports car really... isn't it?

Are those angular wheels we can see!? No, no it can't be...



This month's new car... the Lotus Elise!



Grrr... if that barrier wasn't there, there'd be trouble

The GC version will use loads of cool visual effects





selectable vehicle. Erm... we'll take the free game thanks.

In the weeks leading up to launch day Namco has started drip-feeding new information on the game itself. Something that was unclear until now was the extent to which you'll be able to tinker with the car set-ups. We now know that while being nowhere near as in-depth as *Gran Turismo*, you will be able to alter things like Top Speed, Brake Balance, Front Stabilizer, Rear Stabilizer and Steering Sensitivity. The track count has been confirmed as 14, though these will no doubt have reverse and lighting alterations to boot. The vehicle line-up has also been confirmed with a decent enough 45 licensed cars. These are:

BMW M3 GTR, BMW McLaren F1, Chevrolet Corvette C5-R, Dodge Viper Competition Coupe, Honda Takata Dome NSX, Nissan Calsonic Skyline, Saleen S7 R, Toyota ESSO Ultraflow Supra, Volkswagen W12, Alfa Romeo 156 GTA, De Tomaso Pantera GT5-S, Dodge Charger R/T, Honda S2000, Lotus Sport Elise, Mazda RX-7 R-Spec, Mitsubishi Lancer Evolution VIII RS, Nissan Fairlady Z, Peugeot 206, Shelby GT500, Subaru Impreza WRX STi, Audi TT Coupe 1.8T Quattro, Honda Integra Type R, Mini Cooper S, TRD VM180, Audi Infineon Audi R8, Bentley Exp Speed 8, Advan Kondo S101, Ford Focus Rally Car, Mitsubishi Lancer Evolution VII Rally Car, Peugeot 206 WRC Prototype (1999), Subaru Impreza WRX STi Rally Car, Alfa Romeo Giulia GTA Junior Rally Car, Fiat 500 F Rally Car, Honda Integra Type R Rally Car, Mini Cooper S Rally Car, Renault Alpine A110 Rally Car, Dodge Charger R/T Drag Car, Ford Focus Drag Car, Mazda RX-7 R-Spec Drag Car, Nissan Fairlady Z Drag Car, Shelby GT500 Drag Car, Alfa Romeo Giulia GTA Junior, Fiat 500 F, Renault Alpine A110, and a mystery F1 car.

Sadly no *Ridge Racer* cars or courses then, but it's still possible that they will be unlockable somewhere in the game.

We'll bring you a massive review of this potential cracker next issue. CUBE



Rally and Drag modes are available as well as the Racing Life mode

Nintendo brings out the big guns with Super Smash Bros Metal X!

CUBE

INFORMATION

CUSTOM ROBO

PUBLISHER:	NINTENDO
DEVELOPER:	NOISE
ORIGIN:	JAPAN
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-8

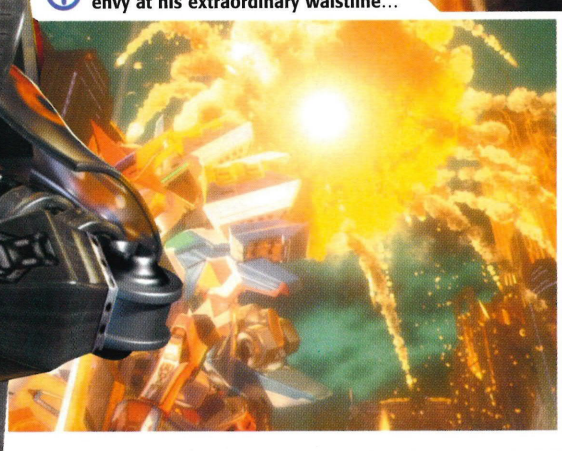
WHAT'S NEW

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

● **FMV MADNESS:** A whole load of new screens from the FMV intro, as well as new gameplay details straight from Noise.

TBA	Q2 '04	TBA

All the girls were green with envy at his extraordinary waistline...





"CUSTOM ROBO HAS TRADITIONALLY BEEN NINTENDO'S TAKE ON SEGA'S VIRTUAL ON SERIES"

Projectile weapons take on the appearance of each robot's animal theme.



Giant robots and screen-filling explosions – just what the doctor ordered.



The robots are very well designed. We want one.



CUSTOM ROBO

OKAY, SO THE *Smash Bros* thing isn't entirely true, but if previous *Custom Robo* games are anything to go by, *SB* fans will love this game. *Custom Robo* has traditionally been Nintendo's take on SEGA's *Virtual On* series. You take on the role of a robot and go through battles where you smash up other robots. Simple. Well, maybe not. You can customize your robot (hence the name, see?) with hundreds of different parts, all of which are obtainable by defeating adversaries. You can't just win a weapon and immediately be 'the daddy' though. The more powerful weapons tend to take ages to reload and to start with your speed of fire will be very low. As you become more experienced though your stats will increase and you really will be 'all that'.

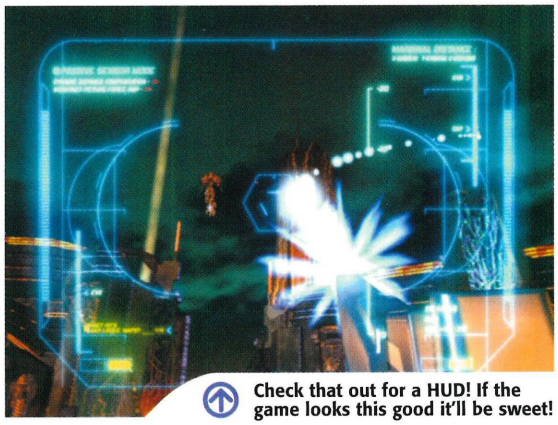
Your character normally has the ability to hold three different weapons: a standard gun on one arm, a missile weapon on the other and a rocket launcher on the back. As always the missile weapons are based on animals, as are the robots. For example, if your robot is a dragon design, the missile will tear towards the enemy with a dragon's head. As well as weapons you'll also get rocket boots which can be upgraded to allow you to dash and double jump.

Between battles the story will progress via an RPG mode. You wander round the world talking to people, making friends, buying upgrades and getting into more battles. Developer Noise has yet to show us any of the RPG sections, however this is more down to Nintendo prioritising its titles than the RPG mode not being in this version. Something that the GameCube version has allowed for is a full-blown FMV intro which looks amazing. This month's batch of screens mostly come from that intro, but there's no reason why the in-game graphics shouldn't look similar. It won't – we know that already – but it would be nice if Nintendo really tried to push the machine rather than make do with 'quite nice.'

There's a big question mark over *Custom Robo's* western release. Neither of the N64 games ever came to the US let alone Europe, and there are currently no dates set for the GameCube version. We know from past experience that the gameplay is gonna be fantastic, especially in multiplayer mode, and the LAN possibilities are huge. Fingers crossed then that Nintendo will see the light this time round.







Check that out for a HUD! If the game looks this good it'll be sweet!

GCN GAMECUBE NEWS

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First info on the partner for the GC's succesor, an interview with NTSC and news of a mysterious 'new game product'.
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The very first screens and gameplay details of Yu Suzuki's latest *Virtua Fighter* game. It's not what we expected...
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REPORTAGE
The lowdown on *Spawn* and *Goblin Commander* accompanied by tit-bits of GC news mongering.
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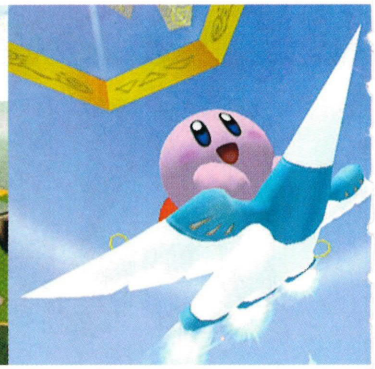
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An In the **CUBE** interview with the makers of *Knights Of The Temple* and the very first screens of brand new driver, *FX Racing*.
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GBA SP VS PSP
A look at the impact of Sony entering the handheld market and hands-on impressions of Namco's *R: Racing Evolution*.
PAGES 26-27







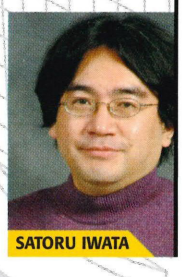
THE STATE

At a time of unprecedented success for the GameCube Nintendo drops hints of its next game-plan...

AGAIN THIS MONTH we see Nintendo doing what it does best. One step forward, two steps back. One step forward: a great price drop followed by *Mario Kart*, *1080°*, *Mario Party 5* and the *Zelda* Bonus Disc. Good marketing, good product, good timing.

Two steps backwards: NCL (Nintendo Japan) president Satoru Iwata commented this month on how videogames are far too complicated and that in the future Nintendo will instead focus on simplifying its games. The cynics laugh, and the GameCube owners hide under their coats.

It's really quite embarrassing to have the head of Nintendo's most influential arm publicly saying something like that. Not only that: it's also damaging. Here we are on the eve of 2004, when the mainstream gaming public is embracing news of more complicated games: titles such as *Gran Turismo 4*, *Pandora Tomorrow* and *Rainbow Six 3* will ignite the marketplace, and every one is far more complicated than its predecessor. Namco has even opted to change the *Ridge Racer* series dramatically to be more in line with the ever popular *Gran Turismo*. Yet Nintendo feels that all these companies have got it wrong.


SATORU IWATA

CUBE will always give Nintendo the benefit of the doubt, but with something like this it's quite clear that NCL has got it all screwed up.

Don't get us wrong: we're sure that if Nintendo does go down this route it will develop some amazing games, but somewhere along the line it needs to start thinking about making some money. A good example of what's happening in the marketplace is *Super Monkey Ball*. Games don't get much more simple than one button, and yes, it was and still is a great game, but it bombed at retail. The mass market does not want Nintendo's idea of simple games. There's always an exception to the rule though, and Sony's Eye Toy is that exception. Simple but effective, it proves that simple can sell, if the company behind it can make it seem cool. Sadly, Nintendo only ever seems capable of making things seem childish.

Nintendo's announcement came within weeks of Microsoft announcing it would unveil the first official details for its Xbox2 console as soon as Easter '04.



OF PLAY

So, while Nintendo talks of simplification, Microsoft talks about the big, bold future. We don't like to seem negative towards the very company this magazine is focused on, but Nintendo has made enough mistakes in the past: it should have learned by now. It had better come up with something special to woo the next-generation crowds, because the 'simplification' idea is worse even than Nintendo's previous hobby horse: 'connectivity.'

CUBE

So Nintendo want to make games easier? Do you want to be playing more games like *Kirby's Air Ride*? Or have a real test of skill.



PAC YOUR BAG?

THE GAME THAT EPITOMIZES NINTENDO'S SIMPLE APPROACH

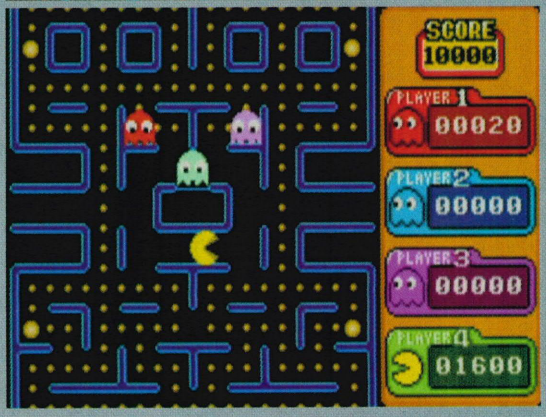
At the time of going to print we've just grabbed our copy of *Pac Man Vs.* While there's no time to write a full review for this issue, we can say that it's tremendous fun and far better than we thought it would be. You'll need at least two players connected (one of which has to have a GBA) to even get past the title screen, but we recommend having four people involved. We've never lost a Friday afternoon so quickly. Unfortunately, EA (who publish Namco titles over here) have no plans to bundle it in with Namco games as has happened in Japan and America.





Too much fun, far too much fun. So much fun Gary's head exploded and ruined his weekend.

We love the multiplayer aspects of games today. We still have a laugh with *Double Dash!!*



SOUND BYTE

"A DELAYED GAME IS EVENTUALLY GOOD, A BAD GAME IS BAD FOREVER"

Shigeru Miyamoto, Head of Research and Development, Nintendo of Japan.

In the season where *Pikmin 2* was expected in stores an old quote from Miyamoto-san seems as apt now as it ever did.

IBM TO POWER NINTENDO'S NEXT-GEN MACHINE...

... as well as Xbox2 and PlayStation3



Could the next gen consoles all run on the same basic technology?

Rumours abound that this years E3 in May will showcase the next, next gen consoles.

IBM HAS RECENTLY confirmed that it will be involved in the development of processors that will power the N5, the codename that's currently used to refer to the GameCube's successor. As a result of this, IBM now has influence over all three next generation consoles as the company is also involved with Xbox2 and PlayStation3.

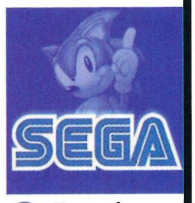
In fact the Xbox2 and Nintendo's next console are likely to share very similar internal components as not only are the two companies both using IBM, but they've also signed deals with ATI as graphics partners. The outcome of all this is that Xbox2 and the N5 could be exceptionally similar machines. Connectivity, eh?

CUBE

THE LONG AND THE SHORT OF IT

COULD MICROSOFT AND NINTENDO JOIN FORCES?

The apparent similarity of Microsoft and Nintendo's next consoles, evident in their development partners, has led some industry pundits to speculate that the two might consider a complimentary rather than adversarial approach in the next generation of machines. **CUBE** knows however that the founder of the Silicon Graphics N64 team left to start up his own company ArtX, an outfit that subsequently got bought out by IBM, hence the reason why IBM are developing the N5 graphics processor. What this means is that Microsoft and Nintendo's teams (N5 and Xbox2) are in fact using unrelated technology. Xbox2 is standard IBM technology, whereas N5 is ArtX-related technology. The rumours then that Microsoft and Nintendo might consider joining forces to catch Sony seem unfounded. Still, at one time it was unthinkable that SEGA would ever develop games for Nintendo...



Remember when people laughed at the notion of SEGA making games for Nintendo?



Donkey Song Country...

Nintendo of Japan has revealed that the upcoming drum peripheral rhythm game, *Donkey Konga*, is to be turned into a franchise. *Donkey Konga*, developed by Namco, is out in Japan as you read this and is the first in a number of games that will make use of the *Konga* drum.

... more instalments planned



The number of GameCubes sold...

254,000

... in America during October 2003!

"AS YOU CAN SEE, THE VOTING SPLIT THE TEAM DOWN THE MIDDLE, BUT THE WIND WAKER EVENTUALLY SCOOTED AWAY WITH THE PRIZE"

full story page 30



NEW 'GAME PRODUCT'

But what is it?

NINTENDO HAS recently announced that in Los Angeles at next year's E3 it will unveil a new game product that is a mixture of both hardware and software, although intriguingly Nintendo has said this product is not a successor to either the GameCube or GBA. As ever, the notoriously secretive manufacturer of the GameCube has indicated little else about it other than to say it's aiming for a simultaneous worldwide release.

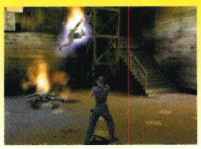
Could Nintendo be planning a new Game & Watch machine, a Virtual Boy like venture or an inventive re-use of its back catalogue? Or is this announcement just another way of hyping up *Donkey Konga*? We don't yet know but we will next issue.

CUBE



SLIP-O-METER

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

SONIC HEROES	PSI OPS	ROADKILL
		
		
FEBRUARY	BINNED	BINNED

(OVER THE) COUNTER CULTURE...

SEGA turned up at the office the other day brandishing a *Billy Hatcher*-themed egg shaped fridge. Visually its very crisp with no jaggies or blurry textures up close, although playability-wise only being able to open and close the door does make it somewhat linear. The nifty blue neon light is an additional feature emphasising the coolness of the fridge.



Since its launch in December 2000...

600,000

... the number of gamers to register for MMORPG *Phantasy Star Online!*

ANNOUNCED



Ahh, the old days. We used to beat up the smaller, richer kids who brought these in on the last day of school.

IN THE CUBE WITH...



THE 1080° TEAM

Earlier in the month we spoke to the *1080°* team via a conference call. Answering our questions were Mr Yamashiro, the president of NSTC and producer of *1080° Avalanche*, Mr Vivek Melwani, a lead game designer at NSTC and the director of the game as well as Alan Schneuwly, the senior artist and Sheldon Baines, the Lead Engineer.

CUBE: The first *1080°* was one of the best sports titles for its generation. With this sequel, aside from the graphics, where do you think you have improved upon it. The gap between 16 and 64-bit brought a revolution that made possible things that didn't even appear thinkable before. Did the leap from 64 to 128-bit bring a similar change, did it break other limits or did it only make it possible to enhance the game's graphics?

NSTC: The difference in hardware certainly makes a big difference. Any time you give the developers a better system, more processing power, they'll find a way of abusing it and exploiting it. And we'll be asking for more, we always think that it's too slow we want more! And it was the same thing with *1080° Avalanche* - we pushed it to the limit. We took it as far as we could, we render as much as we can and I think if you put the games side by side you'll see a clear difference between the two games. The version of our game is really good, we added a lot of snow effects and you can really tell when your character falls down and takes a spill he'll be covered in snow. You'll feel the sense of speed that is a graphical trick that we pulled off.

I'd just like to add one thing from my perspective as a game player that it's almost like inflation happens over time. The first videogame comes out you know many years ago and people are 'wow' because it's the first video game. And then the second generation comes out and people are 'wow' because it's the first 3D game. At this point now in the third generation systems, the expectations again are extremely inflated and we're all looking for the next revolution. But you can't live your life as a series of revolutions at some point it becomes harder and harder to blast away every rule that was ever made because the rules have been blasted away.

So I think that in the context of that kind of unbeatable challenge we did things like the avalanche and the highly interactive environment and the prologic surround sound. All those things contribute but I don't know if you can say that if you compare the revolution from 8-bit to 16-bit to 64-bit to the 128-bit and say is the difference as big. You'll have to play it and then decide.

I spent a lot of time on special effects in the game and I can guarantee you that it's really pushing it to the limit.

CUBE: When you're planning and developing the game is it a primary goal to really recreate exactly the dynamics of the real snowboarding experience or are there issues from gameplay that force you to make some really unrealistic choices?

NSTC: That's a good question and it's true that the franchise is pressured to do a good job. And it's not just exactly game dynamics but it's more about getting the players in the game and making them feel like they're snowboarding. All these complex calculations we want to do. The flare and then mentally thinking that wow this is snowboarding and again the rush and the sense of sport. And to balance things and control to make me feel like I'm snowboarding. So that's really the realism that we shoot for.

We'll try and give you all the modern excitement of being in a real experience without the bruises, the broken bones and all those things which actually some of us within the team have experienced researching! So yeah it is definitely realistic to the point where you feel the experience.

I would liken it to you going to a movie, a good soundtrack in a movie makes you feel like it's really more than reality. Sometimes it's louder than footsteps in the real world on gravel. But it emerges you, it draws you to the action so in that sense we tried to keep it realistic within the context of a video game that draws you in and makes you ready to jump off a 100 foot cliff and do a double flip while you're doing it just for the fun of it without worrying about what's going to happen when you get to the bottom.

CUBE

VIRTUA FIGHTER CYBER GENERATION



Lets get this straight, it's an RPG with characters from *Virtua Fighter*, but you don't play as them.



You play as a teenager in the Nexus where you have to collect the souls of the *VF* characters



Finally revealed: Yu Suzuki's much speculated upon RPG fighter



HERE THEY ARE - the very first screens and gameplay details of the hotly anticipated *Virtua Quest*. But traditionalist fans of the series are in for something of a surprise, perhaps even disappointment. Long rumoured to be an action-based RPG, *Virtua Fighter Cyber Generation: Ambition Of The Judgement Six* (to give it its full title) is exactly that. However, typical *Virtua Fighter* elements are so far conspicuous by their absence.

Set in the near future on an island where land is a precious rarity, a Matrix-like virtual reality called the Nexus replaces much of normal life. Playing as a teenage treasure hunter called Sei, you stumble across something untoward in the Nexus that a conglomerate of the six most powerful weapon-manufacturing and political agencies of the world would rather you knew nothing about.

Also lurking inside the Nexus are lost Virtua Souls containing fighting data from legendary warriors of the past (essentially the cast of the previous *Virtua Fighter* games) that are said to be able to crack its security measures.

Throw in a love interest/heroine role in the form of another teenager (a girl named Toka) and that's the plot and back story dealt with.

Interestingly, *Virtua Fighter Cyber Generation*'s gameplay sees you collecting Virtua Souls that enable special moves to be performed in three-dimensional battles against multiple adversaries. Although departing from the typical versus matches of the game's predecessors, combos are still in evidence, with the , and buttons performing special moves granted by the Virtua Souls.

Environments are considerably more interactive as objects are destructible (at times granting points for upgrades) while a plasma-style whip allows you to dart around locations and latch onto enemies in mid-air.

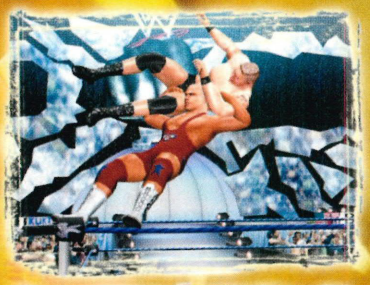
Our expectations for this game are mixed; neither a full-blown RPG (despite hit points, experience levelling up, and elaborate cut-scenes), nor a faithful update of the beloved *Virtua Fighter* series, *Cyber Generation* seems like a compromise or an uncalled for new direction for the series. Think of it as like *Shenmue* minus the visuals, with fewer puzzles and a vaguely improved combat system. Weird.

Virtua Fighter Cyber Generation will launch in Japan in the summer of 2004.

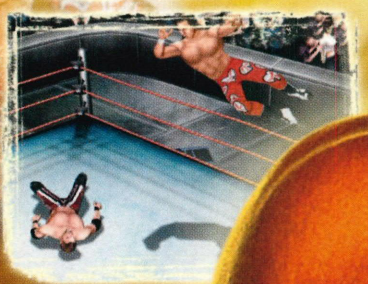


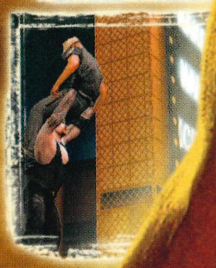
Well what the bloody hell does all that mean then? Guess we'll just have to wait and see, won't we?

BECOME A LEGEND









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

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

WRESTLEMANIA XIX

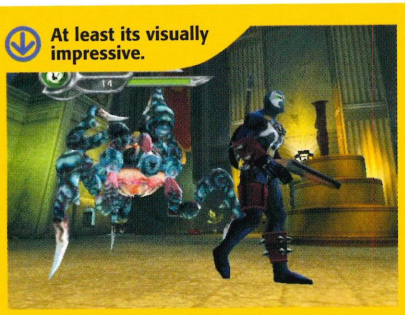
Where SUPERSTARS Become LEGENDS.

NINTENDO GAMECUBE

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At least its visually impressive.



SPAWN

Todd McFarlane-endorsed third person scrapper is GC bound

BASED ON THE first ninety-nine comic books in the series and developed by Point Of View, Electronic Arts has snapped up the rights to publish *Spawn: Armageddon* in Europe.

Set in a near-future New York City, *Spawn: Armageddon* features 25 missions in which you play the eponymous hero using melee, special and weapon based moves in a battle against the controlling forces of Heaven and Hell.

A reasonably promising third-person brawler, *Spawn: Armageddon* is out over here in March next year.



GOBLIN COMMANDER FIRST PLAY

Shut your goblin! Orcs are dorks, goblins are in for 2004

WHENEVER GOBLIN COMMANDER is mentioned it never fails to raise a chuckle, we're not sure why but that's no reflection on the game itself, and this month the brains behind the project – Chris and Ron Millar – turned up for a chat and a play. As you'd expect from the ex-Blizzard boys who brought you the *Warcraft* and *Starcraft* games, *Goblin Commander* is an RTS with the emphasis heavily on action, so there's minimal resource management and all that other fannying about that makes strategy a four letter word to so many people.

Goblin Commander has been built exclusively for consoles (there's no PC version in development) so the whole interface and design has been created with the platform in mind, hence no nasty half-arsed translation of a control system designed for mouse and keyboard. We only had time to play a couple of levels prior to this issue going to press but the 3D works well and there's a good dose of humour to compliment the tactical nature of the gameplay. We'll have a full preview for you next month when we'll have had time to give it a proper play.



You can control either a single member of your group or the whole crowd of them at once using a cursor.



As with most strategy games there are tutorials to teach you as you play.



He said he'll back ...

Despite cancelling the original *Terminator 3: Rise Of The Machines* title for GameCube Atari has announced that its sequel, *Terminator 3: Redemption*, another third person mix of vehicles and combat, is in development for Nintendo's console at Paradigm studios, the makers of *Mission Impossible*.

... and here he is



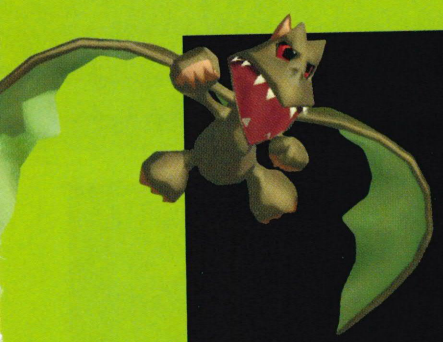
Number of Game Boy Advance consoles...

400,000

...sold in America in the month of October



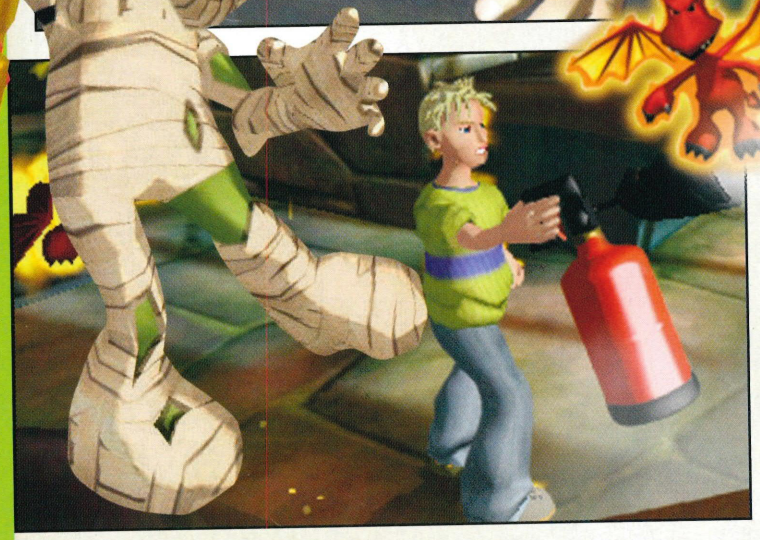
Zombies are nothing to be afraid of. Especially after you've beaten them silly with their own arms.

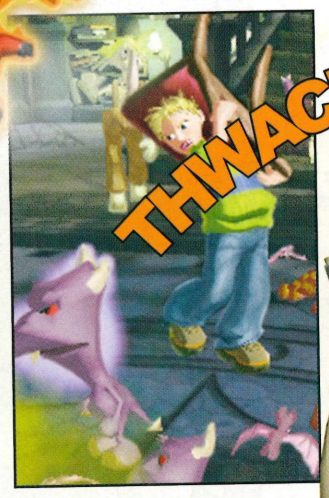








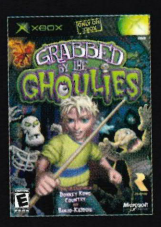






From the Creators of Donkey Kong Country and Banjo-Kazooie

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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CRACK IT

Our sister magazine gets a name change

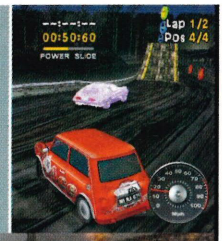
AS THE UK'S only regular GameCube tips magazine SOLUTIONS: NINTENDO GAMECUBE, the title previously known as CUBE SOLUTIONS, comes packed with cheats, secrets and complete solutions. The latest issue includes a fully mapped guide to *Mario Kart: Double Dash!!* with all the short cuts and secrets. There are also solutions to *Medal Of Honor: Rising Sun*, *Tony Hawk's Underground*, *Star Wars: Rebel Strike*, *True Crime* and many more, plus a free 148-page book containing every cheat and secret for the GameCube and GBA.

Group Tips Editor, Phil King commented: "All the greats have changed their names at some point: P Diddy, Muhammad Ali, Michael Caine, Snickers, Cif... so it's only natural that Cube Solutions should do the same. It's still packed with the detailed solutions and tips that our readers have come to expect and is an essential purchase for anyone wanting to get the most our of their GameCube games."

Priced at £3.99, Solutions issue 12 is on sale from 24 December, available from most good newsagents.

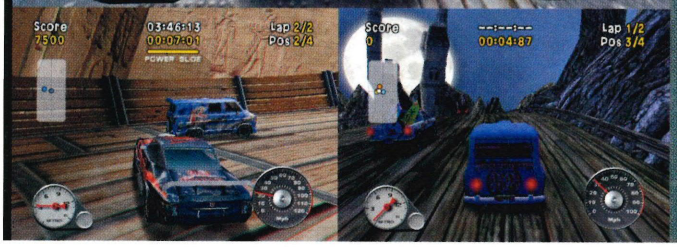


FX RACING









Very first screens of brand new racer all the way from Italy

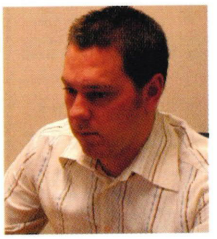
JUST ANNOUNCED AS in development in Italy by Milan-based development house Milestone, the coders behind Super Bikes and Racing Evoluzione, comes a stunt-based, weapon-laden carve up by the name of *FX Racing*. Featuring thirty types of vehicle, eighteen tracks set in such diverse locations as Egypt, Transylvania and Tokyo and a wealth of solo and multiplayer modes, *FX Racing* is out early next year and by the look of these screenshots, might just be half decent. The team at Milestone have a good track record (pun intended) when it comes to racing games. Their PC Super Bike game from a couple of years ago was techinically very impressive at the time and if they can squeeze the same kind of performance out of the GameCube hardware this will definitely be one to watch.

KNIGHTS OF THE TEMPLE



'I'm gonna get medieval on your ass'

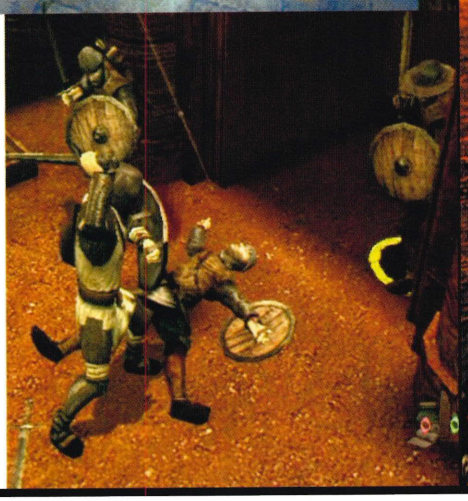
IN THE CUBE WITH...



DANIEL WILLFOR

POSITION: ASSOCIATE PRODUCER
COMPANY: STARBREEZE





Its unusual to play in an unfamiliar setting but *Knights Of The Temple*'s twefth century locales provide an evocative atmosphere.

Already there's a great degree of strategy involved. Bashing the butons won't cut it. Instead it's all about contering.

CURRENTLY BEST KNOWN for their previous work on *Enclave*, an Xbox slasher with impressive visuals and some neat ideas, Swedish developers Sunbeam are at present putting together *Knights Of The Temple*. Playing a Knight who, having been slain, has come back to life – "Suddenly I'm alive again. I sit upright in a cot, the monks surrounding my sick bed gasp in astonishment, hastily cross themselves and flee out of the room" – you go by the name of Paul de Raque and find yourself on a mission to stop a Bishop unlocking a gateway to hell. All of which amounts to *Knights Of The Temple* being an atmospheric brawler set in the 12th Century.

CUBE: How did you first get into the videogame industry?
DANIEL: It was an interesting and fun way to get to of my graphical knowledge, and of course because I have been a gamer for many years!

CUBE: What are your top three games of all time?
DANIEL: *Tony Hawk's Pro Skateboarding*, *Amped*, *Dance Dance Revolution*.

CUBE: Can you summarise why you think *Knights Of The Temple* will appeal to GameCube owners?
DANIEL: There are not many similar games released on the GameCube. And the few that you could consider competition are developed in Japan. Our game has a European touch and flare to it, and the story and environments are very focused on that style, which means hopefully it will appeal to all Europeans, US and Japanese markets.

CUBE: Do you think *Knights Of The Temple* will compare favourably with other hack and slash-'em-up's such as *Lord Of The Rings*?

DANIEL: Yes I believe so. Our game has focus on tactics in the actual fighting and we have been determined to make sure that the player is immersed in each fight that takes place. This game is much more than just eye candy.

CUBE: Will *Knights Of The Temple* feature any GC to GBA connectivity?
DANIEL: No



UK RELEASE LIST

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

GAME	GENRE	PUBLISHER	RELEASE DATE	ANTICIPATION
Freestyle Street Soccer	Sports	Acclaim	Jan 2004	★★★
NBA Ballers	Sports	Midway	Jan 2004	
Harvest Moon	Life Sim	Natsume March	Jan 2004	★★★★
Rogue Ops	Stealth-'em-up	Capcom	Feb 2004	★★★
Bratz: Formal Funk	Action	Ubi Soft	Feb 2004	★
Bomberman Jetters	Action	Majesco Sales Inc	Feb 2004	★★
StarCraft: Ghost	RPG	Vivendi	Feb 2004	★★★★
Resident Evil 4	Survival Horror	Capcom	winter 2004	★★★★★
Star Fox 2	Shooting	Namco	winter 2004	★★★★
Paper Mario	RPG	Nintendo	winter 2004	★★★★
Metal Gear Solid: Twin Snakes	Stealth-'em-up	Konami	March 2004	★★★★★
Pac-Man World 2	Action	Namco	March 2004	★★
Mega Man Anniversary Collection	Action	Capcom	March 2004	★★★
Everything Or Nothing	Action Adventure	EA	March 2004	★★★★
Pokémon Colosseum	Action	Nintendo	March 2004	★★★
The Movies	Simulation	Lionhead	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	★★★★★
Mario Golf	Sports	Nintendo	April 2004	★★★★★
Final Fantasy: CC	RPG	SquareSoft	May 2004	★★★★★
Killer 7	Action Adventure	Capcom	June 2004	★★★★★
Pikmin 2	Action Adventure	Nintendo	June 2004	★★★★★
Tales Of Symphonia	RPG	Namco	June 2004	★★★★
NARC	Action	Midway	June 2004	★★★★
Nintendo Puzzle Collection	Puzzle	Nintendo	summer 2004	★★★★
Kirby's Air Ride	Racing	Nintendo	summer 2004	★★★
Mario Tennis	Sports	Nintendo	2004	★★★★★
Geist	FPS	Nintendo	2004	★★★★★

IMPORTANT DATES...

If you're buying from over seas this December it's a real tough choice between *Donkey Konga* and *Prince Of Persia*. If you can afford it, get them both. If not, we pity you and yet at the same time sympathise with you.

JAP RELEASE DATES

Donkey Konga	Namco/Nintendo	OUT!
R: Racing Evolution	Namco	OUT!
Baten Kaitos	Namco	OUT!

US RELEASE DATES

Beyond Good & Evil	Ubi Soft	OUT!
Prince Of Persia	Ubi Soft	OUT!
Harvest Moon	Natsume	JAN 18

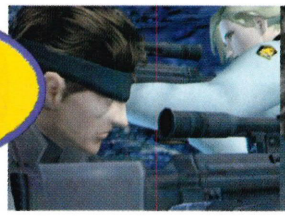




SOUND BYTE

"I REALLY HAVE ENJOYED EVERY MINUTE. IT'S AN AMAZING INDUSTRY TO WORK IN."

Honoured as the first inductee at the recently held Golden Joystick Hall of Fame awards, Miyamoto-san gets sentimental


MGS: THE TWIN SNAKES


EVERYTHING OR NOTHING


KILLER 7

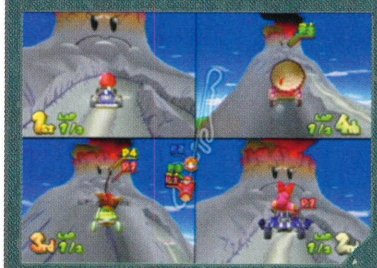

MARIO GOLF: TT



RESIDENT EVIL 4

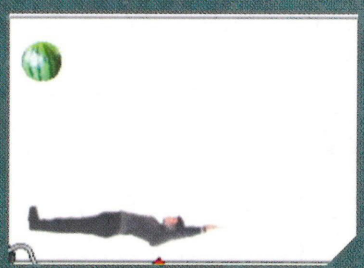
CUBE MOST PLAYED

The games we take home at the end of the day



MARIO KART: DD!!

Baby Park has been the Vs scenario of late for the **CUBE** team, especially after the time we've spent perfecting our lap times for this months Beat The World. Good to see there's still so much depth to cornering...



WARIO WARE

Perfect for a four-player blast although it's hard to justify spending fifty or so quid on the import version. We just hope Nintendo see sense and get it released over here. There are after all, many more GC owners than ever before.



MARIO PARTY 5

Byron thinks it far too slow, that the visuals are crap and that too many of the games lack skill. Gary and Tim however have been playing it for days on end so it must be doing something right.

DATA BURST

Nintendo's five biggest selling games in its home territory of Japan

SUPER MARIO BROS
NES 6.18*

SUPER MARIO BROS 3
NES 3.83*

SUPER MARIO KART
SNES 3.73*

SUPER MARIO WORLD
SNES 3.50*

POKÉMON SILVER
GAME BOY 3.41*

* UNITS SOLD IN MILLIONS

GAMECUBE CHARTS

WEEK ENDING 15 NOVEMBER 2003

With the re-emergence of the pretty dodgy *Clone Wars* and *Bounty Hunter* we can only imagine that some of you asked for *Rebel Strike* and ended up with one of the other two instead! That's what happens when you send your mum to the shops, bit of advice write down the game name exactly for her. It'll save the embarrassment of her asking for a "Star Warsy game".

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	MARIO KART: DOUBLE DASH!!	NINTENDO	9.4
2	NEW	STAR WARS: REBEL STRIKE	LUCASARTS	9.0
3	NEW	STAR WARS: CLONE WARS	LUCASARTS	6.7
4	NEW	STAR WARS: BOUNTY HUNTER	LUCASARTS	6.9
5	1	LOTR: RETURN OF THE KING	EA	5.8
6	6	THE SIMPSONS: HIT & RUN	EA	7.4
7	6	FIFA 2004	EA	8.9
8	9	F-ZERO GX	NINTENDO	9.4
9	NEW	RESIDENT EVIL	CAPCOM	9.0
10	NEW	HARRY POTTER: QUIDDITCH WORLD CUP	NINTENDO	9.0



STAR WARS: CLONE WARS

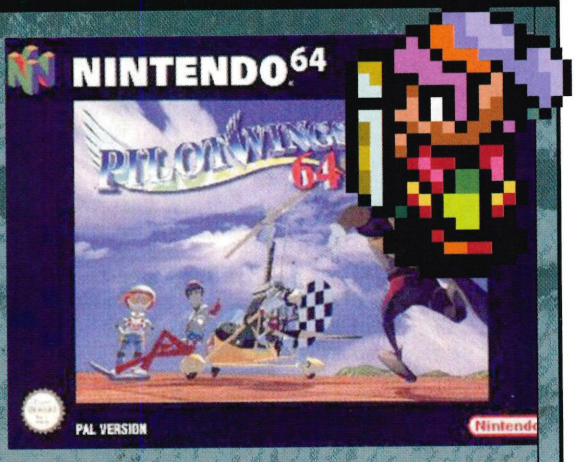


STAR WARS: BOUNTY HUNTER

A LINK TO THE PAST

DURING THIS MONTH BACK IN 1998...

Paradigm announced they are developing a 3D flying game in conjunction with Shigeru Miyamoto. Ultimately this game would become *Pilot Wings 64*, a sequel to the classic Mode 7 SNES title *Pilotwings*. The third instalment of this series, developed by Factor 5, is currently rumoured to be an N5 launch title.



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Harrow	020 8427 5800	Solihull	0121 705 7324	32 Rathbone Place	020 7636 2666

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WORLD OF NINT

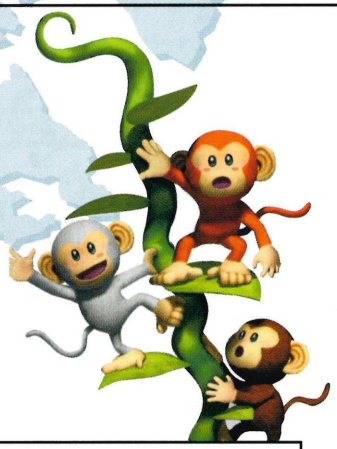
A glance at the globe through a cube-shaped lens...

Free link-up cable (US)



As of 9 February next year the English language version of the co-operative RPG *Final Fantasy: Crystal Chronicles* will be available to buy on import from the States. In a move that's likely to be repeated here in Europe, Nintendo is giving American gamers who pre-order *Crystal Chronicles* a GC/GBA link cable for free. Despite having been out in Japan since August, *Crystal Chronicles* is still to be given an official European release date.





Nintendo blows its own trumpet (US)

The price drop of the GameCube has seen sales rocket not just in Europe but in America also. As proof of this, Nintendo has recently sent us American sales figures for the month of October. For anyone doubting the staying power of the Japanese giant, here in the words of the company itself, is its take on the month just passed stateside:

The final October hardware market share among consoles was 35 percent for Nintendo GameCube. Nintendo sold more than a quarter of a million Nintendo GameCube systems in October, 50 percent higher than any other month in 2003, including September. This one-month number also is considerably more than any month of Microsoft Xbox sales so far this year. When coupled with sales of the GameBoy Advance line, Nintendo was responsible for more than half of all hardware system sales (51 percent) in the month of October.

Nintendo GameCube software sales are also soaring - games sold were up 62 percent in October from the previous month... and so far in 2003, are exactly double what they were at the same point in 2002.

In October, Nintendo sold more than 400,000 GameBoy Advance systems - more than 100,000 more units than any of the consoles. Nintendo GameCube and GameBoy Advance are the only two systems to show unit sales growth so far in 2003.

BAFTA the future (UK)

BAFTA INTERACTIVE

Capcom's side scrolling beat-'em-up, Viewtiful Joe, has been nominated for three awards at the inaugural BAFTA games awards. The accolades for which it has been put forward are 'Best Design', 'Best Intro/Animation' and 'Best GameCube Game'.

'We're immensely proud to have been nominated for three BAFTA Games Awards,' stated Ben Le Rougetel, senior PR manager, Capcom Entertainment Europe. 'Ever since it was announced, *Viewtiful Joe* has stood out as a quality title, offering something completely different from the me-too games so often forced on the public'.

The winners of the BAFTA Games Awards will be announced in February next year.

ENDO

GameCube back in production (JAP)

Having halted production of the GameCube in January earlier this year, Nintendo has resumed production of the console in Japan.

The initial reason for the cessation of production was lower than expected console sales resulting in a backlog of unsold machines. Now however, with price cuts in Europe, Japan and America a wealth of gamers across the globe are buying GameCubes again.



Viewtiful Joe version 1.5 (JAP)

Capcom is to re-release in Japan its ultra-hard side scrolling beat-em-up, *Viewtiful Joe*, in order to include an easier difficulty setting called "Sweet". This updated release is to be called *Viewtiful Joe Popular Edition* and is available now.





Donkey Konga 2! (JAP)

Nintendo of Japan has revealed to its home press that the upcoming drum peripheral rhythm game, *Donkey Konga*, is to be turned into a franchise. Speaking to the press, a Nintendo representative stated that *Donkey Konga* will be the first of a number of games in a series that will make use of the *Konga* drum.

Donkey Konga, developed by Namco, is out in Japan on 12 December although the much anticipated but yet to be announced Western release is still to be pencilled in by Nintendo.



GAMECUBE CHARTS

WEEK ENDING 21 NOVEMBER

No surprises to see *Double Dash!!* take the top spot in both America and Japan although after only a couple of months on release Nintendo's other racer, *F-Zero GX*, has disappeared almost entirely. Good to see Wario Ware still grasping for the top spot.

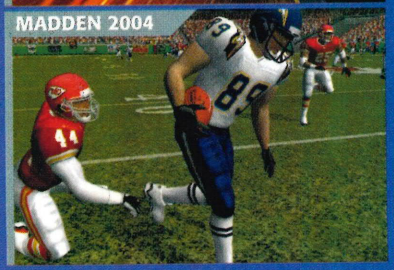
JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	MARIO KART: DD!!	NINTENDO
2	1	WARIO WARE	NINTENDO
3	NEW	WRESTLEMANIA XIX	THQ
4	3	KIRBY'S AIR RIDE	NINTENDO
5	2	MARIO GOLF	NINTENDO
6	5	TALES OF SYMPHONIA	NINTENDO
7	6	HARVEST MOON	NATSUME
8	7	ANIMAL FOREST E+	NINTENDO
9	8	FINAL FANTSY: CC	NINTENDO
10	9	F-ZERO GX	NINTENDO

US CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	MARIO KART: DD!!	NINTENDO
2	NEW	MARIO PARTY 5	NINTENDO
3	NEW	KIRBY'S AIR RIDE	NINTENDO
4	NEW	THUG	ACTIVISION
5	NEW	HARY POTTER QWC	EA
6	NEW	STAR WARS: RS	ACTIVISION
7	NEW	MADDEN 2004	EA
8	1	SOUL CALIBUR II	NAMCO
9	NEW	SUPER SMASH BROS M	NINTENDO
10	NEW	LOTR: RETURN OF THE KING	EA







A BUNDLE OF JOY

Nintendo unveil the gaming bargain of the year!

NOT CONTENT WITH selling truckloads of GameCubes thanks to its *Mario Kart: Double Dash!!* pack, Nintendo is currently offering a package that no sane gamer can do without – a GameCube for less than eighty quid with a *Legend Of Zelda* Collector's Edition disc thrown in for free!

In what is easily one the best value console deals ever stuck by a manufacturer, gamers can now, for the paltry sum of only £79, get a GameCube console along with Collector's disc containing The *Legend of Zelda* (NES), *The Adventure Of Link* (NES), *The Legend Of Zelda: Ocarina Of Time* (N64) and *The Legend Of Zelda: Majora's Mask* (N64) as well as a one-level demo version of *The Legend Of Zelda: The Wind Waker*.

For details of how to get the *Zelda* bonus disc without buying a GC visit www.nintendo-europe.com



Sony's answer to the GameBoy SP

OH BOY!

RECENTLY LEAKED TO the press are these first images of Sony's handheld console the PSP. Nintendo has as yet refused to comment on the most recent unveiling in protoype form of the PSP, although the Kyoto based giant, we suspect, must be nervously wondering if its stranglehold on the handheld market could be about to receive its most significant challenge since it launched the black and white GameBoy back in 1989.

The price point of Sony's multimedia PSP is still under wraps, what we do know however is that this sleek looking handheld console will, as well as hosting games of a visual quality comparable to the original PlayStation, also function as a mobile phone and an MP3 player.

When the development of the PSP was first announced at this year's E3 both Nintendo and Sony stated that their handhelds could co-exist in the same market. Given the high-tech nature of the PSP such an appraisal of its impact on the sales of the GBA could well hold true, only however if Sony's machine is significantly more expensive than a GBA.

Predictably tight lipped at present, Nintendo's genuine reaction to launch of the PSP (expected to launch in late 2004) will most likely be evident at this year's E3, to keep up with the competition it may decide to reveal more about a successor to the GBA SP than it might have previously planned.

CUBE



These universal media discs will be able to play both movies and music as well as holding videogames.

Although these are only prototype mock-ups, already the PSP looks exceptionaly sleek and desirable.

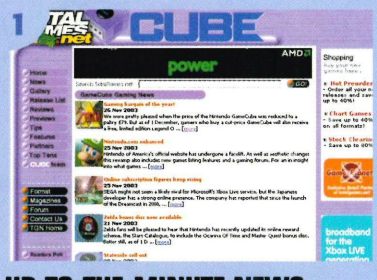
We're not too sure about that D-Pad though. Perhaps an analogue stick can be sprung from the centre of it.

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

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

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UP-TO-THE-MINUTE NEWS

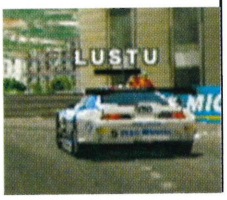
Every day of the week our rabid news hound updates the GameCube stories that matter.

We've been playing *R:Racing*, but it arrived too late to review this ish.



R: RACING EVOLUTION

The CUBE team's initial hands on impressions of Namco's hotly anticipated racer



ARRIVING JUST TOO late to make it into this months issue, CUBE takes *R: Racing Evolution* for a spin to give an idea of what to expect when EA publish the game over here in March next year. Expect the full review in CUBE #28.

BYRON: So far at least, I've mainly been playing the story mode and I'm pretty underwhelmed due to the way you're assisted in braking round corners. Having the computer AI intervene on bends makes driving feel like a lesson with a nervous instructor.

GARY: It looks quite nice and later on becomes challenging and fast, but to be honest it feels like an uncomfortable compromise between *Gran Turismo* simulation and *Ridge Racer* style arcade handling. Hmmm.

MILES: *Ridge Racer* was a bit of an aquired taste and I kinda lost interest in the series after *Revolution* (which I still rule at by the way), but *R: Racing* has rekindled my enthusiasm. *Gran Turismo* is so bloody anaemic, but this feels like a game, and that makes it more fun right away.

CHANDRA: Well... I've played it for two days now and have finished it on Normal. Once you get used to the way it plays and learn which options turns all the assistance off, it's a really good game. Not as good as *GT3*, but definitely the best racer on the GC.

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3 TALKMESS.net CUBE
Billy Hatcher & The Giant Egg secrets

4

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Our sister magazine SOLUTIONS: NINTENDO GAMECUBE is perpetually updating this page just for you.

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

GCN GAMECUBE NEWS

FINAL THOUGHT...

BACK TO THE FUTURE

FOR MOST OF this year Nintendo has made noises to the effect that it thinks games are becoming overcomplicated meaning that many potential gamers are dissuaded from ever picking up a pad in the first place. The fruits of this emerging philosophy of simplicity and pick-up-and-playabilty being key have ranged from the sublime, take a bow *Wario Ware*, to the utterly dire such as *Kirby's Air Ride*, which barely qualifies as a game.

Now, putting aside questions of whether this appraisal of gaming is correct, if Nintendo is to pursue this simplistic attitude towards games development then it needs to remember that making games accessible doesn't mean sacrificing the main ingredients – playability and skill.

Nintendo only needs look at its illustrious back catalogue for proof. *Super Mario Bros* for instance was simplistic and easily played but had a depth of handling, control and potential for exploration that still outshines many games even today.

In fact if certain rumours are to be believed, Nintendo is looking to return to its roots at a time of ever increasing complexity in games (LAN link-up, headset commands, Online gaming), starting with some of the games that forged its name.



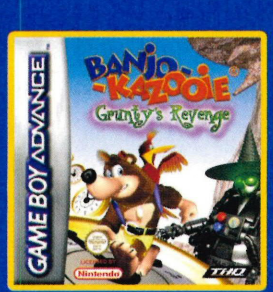
BANJO IS BACK

NGC STAR GAME

90% NGC

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

91% ADVANCE



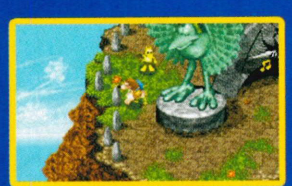
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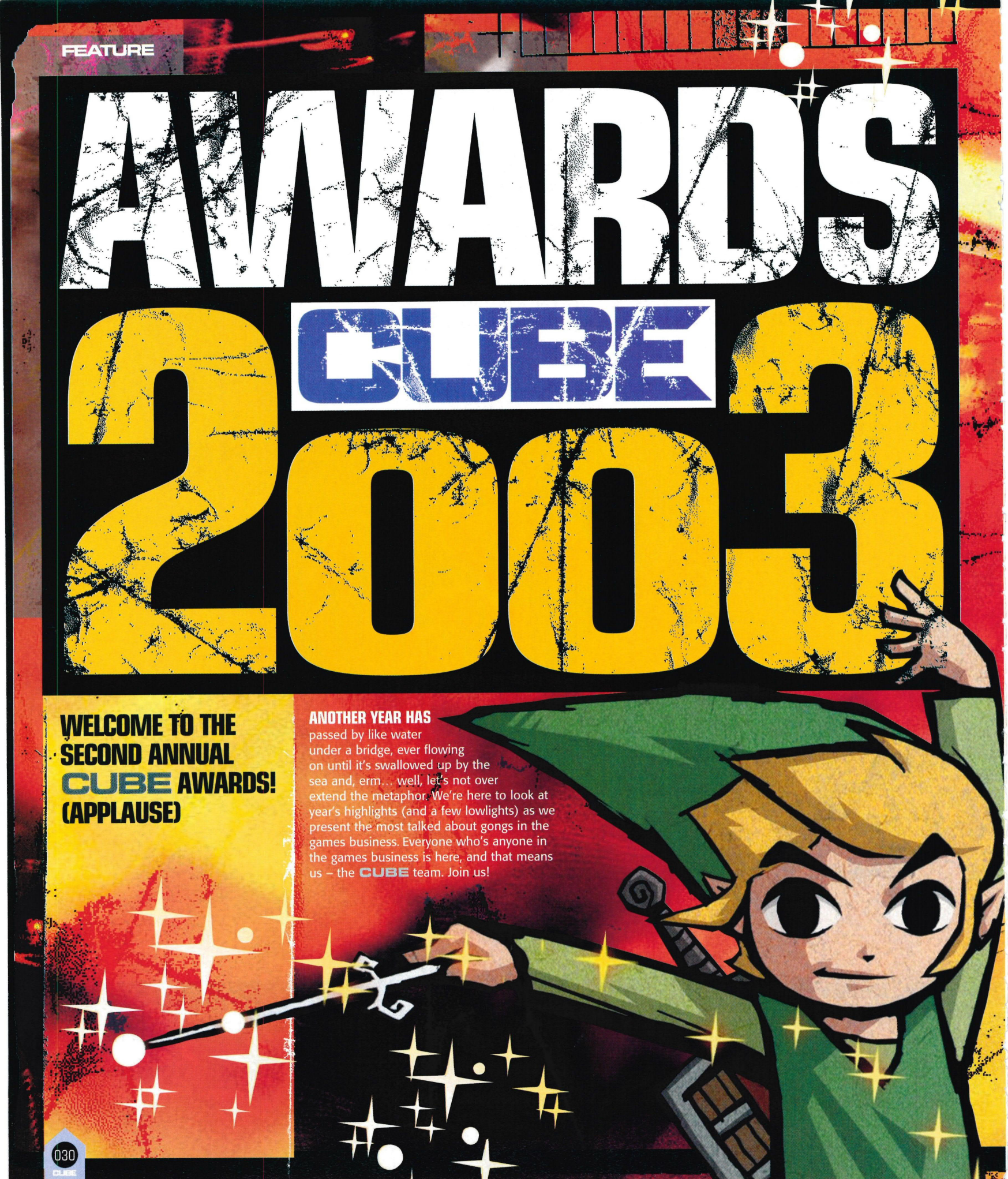
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AWARDS

CUBE 2003

WELCOME TO THE SECOND ANNUAL CUBE AWARDS! (APPLAUSE)

ANOTHER YEAR HAS passed by like water under a bridge, ever flowing on until it's swallowed up by the sea and, erm... well, let's not over extend the metaphor. We're here to look at year's highlights (and a few lowlights) as we present the most talked about gongs in the games business. Everyone who's anyone in the games business is here, and that means us – the CUBE team. Join us!





BEST ADVENTURE

THE WIND WAKER

NOMINATIONS

1. THE WIND WAKER
2. METROID PRIME
3. SKIES OF ARCADIA

NINTENDO GOES HEAD to head with itself in this category with *The Wind Waker* and *Metroid Prime* polling more than three quarters of the votes between them. *Skies Of Arcadia Legends* bagged a few nominations but it was always heading for a distant third place while Samus and Link battled it out for top honours. As you can see, the voting split the team down the middle, but *The Wind Waker* eventually scooted away with the prize. It's lovely, you see. Blue skies, rolling seas, trees, birds, clouds etc. Even those bloody cell-shaded graphics managed to win everyone over eventually!

BYRON:	THE WIND WAKER
MILES:	METROID PRIME
CHANDRA:	THE WIND WAKER
GARY:	THE WIND WAKER
TIM:	METROID PRIME
MARTIN:	METROID PRIME

BEST GRAPHICS

METROID PRIME

It seems Metroid Prime tickled your retinas more pleasantly than anything else this year



NOMINATIONS

1. F-ZERO GX
2. RESIDENT EVIL ZERO
3. METROID PRIME
4. THE WIND WAKER
5. ROGUE SQUADRON III

A BIT MORE of an open contest, this one – six team members and six different nominations. From the voting it came down pretty much to a straight fight between *F-Zero GX* and *Metroid Prime*, although *Resident Evil Zero* grabbed a surprisingly large percentage of the vote. With nothing really to choose between them, we've given the award to *Metroid Prime*. Never let it be said we don't know how to make the tough decisions!

BYRON:	METROID PRIME
MILES:	VIEWTIFUL JOE
CHANDRA:	REBEL STRIKE
GARY:	F-ZERO GX
TIM:	SOUL CALIBUR 2
MARTIN:	THE WIND WAKER

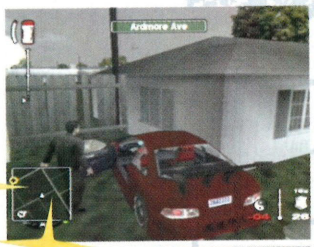
"AT E3 NINTENDO HAD A REAL CHANCE TO THROW THE GAUNTLET DOWN TO SONY AND MICROSOFT"

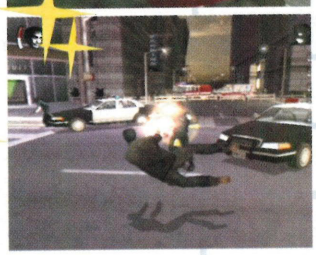
YOU DIDN'T WANT TO DO THAT...

MOST DISAPPOINTING GAMECUBE GAME

TRUE CRIME

There were a few raised eyebrows when *True Crime* was first unveiled. After all the build-up, it was looking distinctly ropey with only a few months to go to release. However the PR machine continued to make big promises but all our suspicions were vindicated last month when the review version arrived and proved to be the unpolished mish-mash we'd feared it would be.





BIGGEST COCK UP

CONNECTIVITY

At E3 Nintendo had a real chance to throw the gauntlet down to Sony and Microsoft. With games like *Mario Kart*, *F-Zero GX* and *The Twin Snakes* showing for the first time, this was a real chance to sock it to the opposition and claw back some ground in the console race. Instead Miyamoto-san announced that connectivity was the future of gaming and proceeded to demo *Stage Debut*. Jesus.



YOU DID WANT TO DO THAT...

COUP OF THE YEAR

PRICE DROP

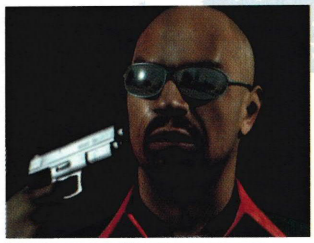
Nintendo's European marketing strategy is rarely guilty of being good, but dropping the GameCube's price to just £79 a full three months before Christmas might yet prove to be the masterstroke (oo-er) that hauls the GC back into contention.

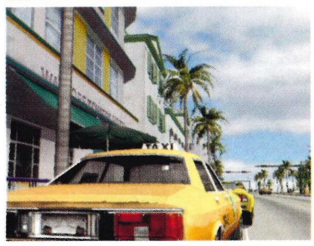


GONE BUT NOT FORGOTTEN

DRIVER 3

A number of publishers scaled down or canned their GameCube support entirely. Most of the important ones like EA, Ubi Soft, THQ and Capcom are still on board but it was sad to see Atari hop on its bike and take *Driver 3* with it like a spoiled child going home with his football.





BEST PUBLISHER

NINTENDO

NOMINATIONS

1. NINTENDO
2. SEGA

THE ONLY SURPRISE here was that SEGA actually polled three votes. Other than that it was pretty much a Nintendo clean sweep, and you can't argue with that. Its marketing strategy, policy on European releases and general demeanour has been typical Nintendo as per usual, but this year's first party games have demonstrated a return to the kind of form we could only have dreamed of a year ago. *Metroid Prime*, *The Wind Waker*, *F-Zero GX*, *Mario Kart*... Oh, and ignore Martin – he's just silly for wrestling, the goon.

BYRON:	NINTENDO
MILES:	NINTENDO
CHANDRA:	NINTENDO
GARY:	NINTENDO
TIM:	CAPCOM
MARTIN:	EA SPORTS BIG

"NINTENDO'S EUROPEAN MARKETING STRATEGY IS RARELY GUILTY OF BEING GOOD, BUT DROPPING THE GAMECUBES PRICEPOINT TO JUST £79 WAS A MASTERSTROKE"



BEST SOUND

METROID PRIME

NOMINATIONS

1. ZELDA
2. FIFA 2004
3. BURNOUT 2
4. F-ZERO

THIS IS A category which comes down to personal taste more than any other. That's the only way to explain Miles' selection of *Big Mutha Truckers* (which should actually be on sale by the time you read this, despite having been reviewed as far back as issue 18). Anyway, redneck yee-hawing aside, the award goes to *The Wind Waker* for its epic orchestral score that played as big a part in the game's magical ambience as any of the other elements. Wonderful. It was a good year for soundtracks too, with the cool remixes in SSX3 and the massive list of songs covering many genres in Tony Hawk's Underground.

BYRON:	METROID PRIME
MILES:	BIG MUTHA TRUCKERS
CHANDRA:	BURNOUT 2
GARY:	IKARUGA
TIM:	SSX3
MARTIN:	METROID PRIME









BEST ARCADE
SOUL CALIBUR 2

NOMINATIONS
1. IKARUGA
2. F-ZERO
3. SOUL CALIBUR
4. VIEWTIFUL JOE

THERE WAS SOME confusion over this category, but it basically encompasses anything of an arcade style, ie that doesn't involve puzzle solving or lots of wandering about. We're talking straight into the action, instant thrills, no farting about. And the winner, by some margin, is *Soul Calibur II*. It lacks a bit of depth, but looks sumptuous and offers the perfect excuse to whack your close friends with enormous steel implements.

BYRON:	IKARUGA	GARY:	IKARUGA
MILES:	VIEWTIFUL JOE	TIM:	SOUL CALIBUR 2
CHANDRA:	F-ZERO	MARTIN:	IKARUGA



BEST SHOOT-'EM-UP
IKARUGA

NOMINATIONS
1. REBEL STRIKE
2. METROID PRIME
3. IKARUGA

THE PURE SHOOT-'em-up is a rare commodity these days and our winner, it's fair to say, didn't have an awful lot of competition. However *Ikaruga* stands proud as defining moment in the history of the genre and represents the very essence of what gaming is all about once you strip away the flannel and pretence. To master *Ikaruga* is to tame the beast and lift your gaming to a higher plane. Not to all tastes, but a real landmark.

BYRON:	IKARUGA
MILES:	P.N.03
CHANDRA:	REBEL STRIKE
GARY:	IKARUGA
TIM:	XIII
MARTIN:	IKARUGA

BEST MULTIPLAYER
MARIO KART: DOUBLE DASH!!

NOMINATIONS
1. MARIO KART
2. BURNOUT 2
3. SOUL CALIBUR 2
4. F-ZERO

IT'S AMAZING HOW many people voted for this one before it was even out. However the multiplayer, especially when LAN linked, is utterly wubbly.

Somewhat pedestrian in one-player, but get some mates round and whether you're racing or playing in battle mode, the hours will simply fly by. It always starts out casual, but you notice people edging closer to the screen as the game goes on until all heads are mashed together, faces inscrutable in concentration. That is the intensity of the multiplayer experience. An easy winner.

BYRON:	MARIO KART	GARY:	MARIO KART
MILES:	MARIO KART	TIM:	MARIO KART
CHANDRA:	MARIO KART	MARTIN:	SUPER MONKEY BALL 2



BEST SPORTS
SSX3

NOMINATIONS
1. FIFA 2004
2. THUG
3. SSX3
4. 1080°
5. TIGER WOODS 2004

THE GAMECUBE HASN'T been overly furnished with sports games this year, but *SSX3* is a bona fide classic in every way. The sort of game you can dip into for ten minutes or while away three or four hours with just as easily. So much to do, so much to see and even when you've mastered it, bought all the extras and maxed out your character, it's still fun to play. It's that simple, and that good.

BYRON: THUG
MILES: SSX3
CHANDRA: 1080°
GARY: TIGER WOODS
TIM: SSX3
MARTIN: DEF JAM VENDETTA



1080° Avalanche looked nice but couldn't match *SSX3* for its sheer wealth of challenges

"HEARING THE WHOOSH OF A TIE-FIGHTER IS ENOUGH TO MAKE YOUR HAIR PRICKLE"



BEST LICENSE
ROGUE SQUADRON III: REBEL STRIKE

NOMINATIONS
1. LORD OF THE RINGS
2. ENTER THE MATRIX
3. ROGUE SQUADRON III
4. FIFA 2004
5. TONY HAWK

A TOUGH ONE to call, this, due to the shear lack of quality entries. *Lord Of The Rings* and *Enter The Matrix* were popular choices simply as the best of a bad bunch. The much improved *FIFA 2004* also got a few votes but on balance it's got to be *Rebel Strike*. Just hearing the whoosh of a Tie-Fighter is enough to make your hair prickle and given the quality of most *Star Wars* games, this one, like it's predecessor shows the sort of quality LucasArts have failed to deliver since the *X-Wing* series.

BYRON: REBEL STRIKE	GARY: TIGER WOODS
MILES: REBEL STRIKE	TIM: REBEL STRIKE
CHANDRA: REBEL STRIKE	MARTIN: TONY HAWK

BEST RACER
BURNOUT 2/ F-ZERO GX

NOMINATIONS
1. BURNOUT 2
2. F-ZERO GX

ANOTHER CATEGORY THAT split the team and indeed the general voting right down the middle. In fact it was so damn close you couldn't slip a piece of paper between them, we tried and it just got stuck and crumpled. Under the circumstances we decided the only fair thing to do would be to split the award between two games that are not only top of the pile on GameCube, but are in fact two of the best racing games you are likely to play in this console generation, and possibly the next.

Both employ a twitch style of racing and yet has all the depth they need to keep you coming back for more. The very fact we're still playing them is testament to their quality.

BYRON: F-ZERO GX	GARY: BURNOUT 2
MILES: BURNOUT 2	TIM: BURNOUT 2
CHANDRA: F-ZERO GX	MARTIN: F-ZERO GX



Causing crashes still brings a smile to the face. Simply beautiful.



MOST INNOVATIVE
METROID PRIME

NOMINATIONS
1. VIEWTIFUL JOE
2. THE WIND WAKER
3. METROID PRIME
4. MARIO KART
5. BILLY HATCHER

AS EVER NINTENDO dominated the nominations in this group although SEGA made a good fist of it with *Billy Hatcher*, *Phantasy Star* and *Worms 3D* all receiving mentions (rather misguided mentions if you ask us). Anyway, although Capcom got a lot of support for *Viewtiful Joe*, the award goes to *Metroid Prime*. Updating the classic series and bringing it into the third dimension while maintaining the atmosphere and feel of the earlier instalments was a mammoth task accomplished with total success.

BYRON:	WARIO WARE GBA
MILES:	METROID PRIME
CHANDRA:	VIEWTIFUL JOE
GARY:	WARIO WARE GBA
TIM:	THE WIND WAKER
MARTIN:	VIEWTIFUL JOE

BEST GAME
THE WIND WAKER

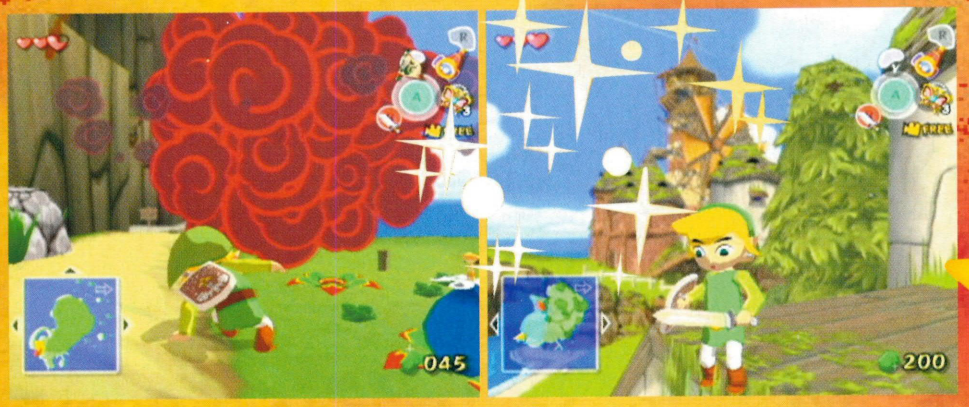
NOMINATIONS
1. THE WIND WAKER
2. METROID PRIME
3. SKIES OF ARCADIA
4. MARIO KART
5. F-ZERO
6. BURNOUT 2

WELL COR BLIMEY, slap me with a kipper and call me Charlie; we didn't see this one coming. Unless something amazing happened it was always going to be either *Wind Waker* or *Metroid Prime* really wasn't it? It was an extremely close call between those two, so we had to take into account things like universal appeal and character recognition in order to find the best overall game. When it comes down to that, little Link is the clear winner.

Miyamoto-san initially received an negative response to the game's graphical style. However we really should know by now that he is the master, and there is a reason for all that he does. It turns out that toon-shading was the only way to go, and it's this aspect that was responsible for all of *Wind Waker*'s grace and charm. Can you imagine talking to a Dragon Boat made from realistic textures? Or how about realistic looking pirates? It just wouldn't be right.

Link's latest adventure combined all the magic of SNES and N64 games with beautifully crafted visuals, heart-warming sounds, and the kind of innovation you only ever see in Nintendo games. The wind aspect was pure genius, and the gameplay features that it opened up were inspired. Whether it was setting sail on the high seas, floating across chasms courtesy of a giant leaf or using said leaf to blow down piles of leaves, the wind can come second only to the graphics on the 'wow' factor chart. It also made the whole adventure seem so much more epic; there was something about having to travel all that way in your little boat that made the game seem 10 times bigger than it was.

BYRON:	MARIO KART
MILES:	BURNOUT 2
CHANDRA:	METROID PRIME
GARY:	THE SIMS
TIM:	SOUL CALIBUR 2
MARTIN:	SKIES OF ARCADIA LEGENDS



Everyone's favourite elf takes with the top gong, and rightly so. A more magical adventure is hard to imagine.

CUBE BEST GAME

YOU DIDN'T WANT TO DO THAT...

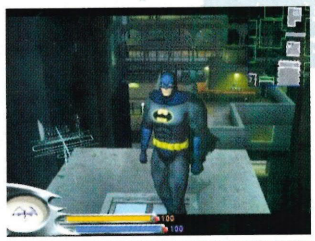
HOW DARE THEY
POKÉMON BOX

We've only included European releases in these awards, but this really deserves a mention. It's not a game, damn it! It let's you look at the Pokémon you've collected in *Ruby* and *Sapphire* and... that's it. A cynical cash in of the worst kind and if you bought it you should be thoroughly ashamed of yourself. You've let your family down, you've let your friends down but, worst of all, you've let yourself down.



WORST GAME
BATMAN: DARK TOMORROW

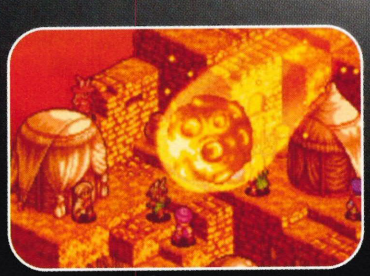
We haven't had a *Wreckless* or a *Universal Studios* this year, but fishing around in the pond slime at the bottom of the **CUBE** games vault turned up this fragrant little effort. Appalling physics and irritating, repetitive gameplay contributed to a rubbish product that really shouldn't ever have made it into stores. The Q&A team need a mighty slap!





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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A sphinx says "what?"

SPHINX AND THE

CUBE INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

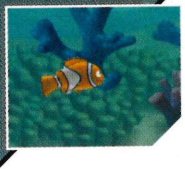
Q1 '04 | TBA | OUT NOW

A BIT OF PREVIOUS

FINDING NEMO
GAMECUBE

LEGO BIONICLE
GAMECUBE

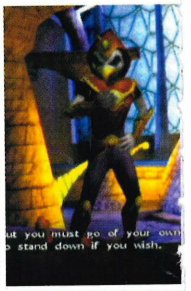
WWE WRESTLEMANIA XIX
GAMECUBE

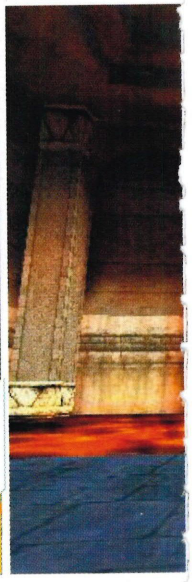


Reaching that castle and shutting off the beam is your ultimate goal.



FIRST REACTION
Sphinx's movement looks a bit weird at first and makes your eyes go a little bit funny, but you're instantly engaged





Eurocom up the ante with an all-new platform extravaganza and two unlikely heroes

THE COMPANY LINE

"EUROCOM HAVE BEEN PRIVILEGED TO WORK WITH MANY OF THE RICHEST CHARACTERS AND WORLDS IN THE ENTERTAINMENT INDUSTRY"

EUROCOM PRESS RELEASE

CUBE TOUCHÉ

Wonder how rich Mario is.

THERE'S NEVER ANY fear of being short of 3D platformers, regardless of which console you're talking about, but that doesn't stop us getting excited when they look as good as *Sphinx And The Cursed Mummy*.

If you've not heard about this one before then the only logical explanation must be that you've been living under a pyramid for the last few months. Taking control of a half-lion demigod warrior equipped with a mighty sword and a cursed Mummy in tow, you have to jump, climb, fight, shuffle, sneak, electrify, squash and burn you way around an ancient Egyptian Kingdom in a bid to restore several crowns to their rightful place and owner. The core idea of the game is that you spend most of the time playing as Sphinx the lion-boy whose levels largely revolve around platforming and puzzles. Certain sections however, you play as the Mummy, who has been blessed (or some might say cursed) with invincibility. To get through his levels you'll have to alter his form in ways that would kill a normal man, such as getting squished wafer thing enabling him to squeeze through narrow gaps.

The way that you use his body as an extension to the environment is surprisingly fresh and gives older, classic puzzles a whole new twist. The main meat of the game revolves around Sphinx though, who has the sort of litheness that Lara Croft can only dream of – useful when combating the kind of platform trickery we've missed since the 16-bit days.

After spending some time with *Sphinx* we're pleased as punch. Although things get off to a very slow start with you collecting coconuts for a lava monster to eat and throwing rocks about, it's not long before this thinly-disguised training is cast aside and you're dodging ancient laser beams, tempting exploding beetles out to burn through ropes and dancing across streams of fire, protected by some ancient blessing. The pivotal moment occurs when you find your sword. After

CURSED MUMMY



The poor Mummy – what humiliating fate will he suffer next?

witnessing an impressive cinematic you finally get a hold of it and the game becomes far more fluid and enjoyable .

It's one of those games where you always want to see the next bit. The world of Sphinx is as fantastical as you could hope for with smouldering angry skies watching over endless fields of lava that stretch out past the horizon to pale sand dunes and massive structures. Clambering over these, making use of tattered ropes, and ledges you can barely see makes you feel as if you're really discovering this for yourself.

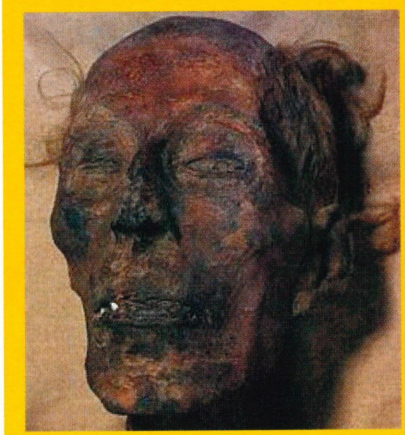
Although there are some really nice effects and occasionally you'll gasp at the graphics, all too often they look a little 'cheap', despite the charmingly animated character models. Due to the complex textures, reflections and shadows the polygon count is never particularly large and some big, open indoor sections look a little hurried. Similarly, the quality of puzzles ranges from exciting and thoughtful to clichéd beyond belief, mostly involving multiple switches and things that you have to carry from one place to another. Still, these complaints don't detract from the overall quality of the game in any significant manner. Our biggest criticism of the game so far has to be the camera though. Is it us, or have these been progressively worse in the last few years? Controlling it with the C-stick is an absolute nightmare at times.

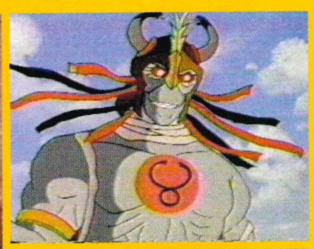
It would be wise to remember the name *Sphinx*, this could well be one of the top games of next year. Provided things are as good in the final product as they seem here, it's looking exciting, clever and fun in equal amounts. Keep a lookout for a review soon. CUBE

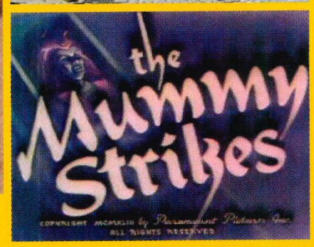
OOOOOOH MUUMMY!

TELL 'EM ABOUT THE HONEY

Mummies have been around for quite literally years, but despite their appearance they aren't the result of a boy scout going for their first aid badge or somebody who took the idea of rapping the wrong way. The Egyptians believed that the act of mummification was essential if you wished to travel to the afterlife, and so those who could afford it had elaborate burials and were preserved to the best of the Egyptian's abilities in the form of a Mummy. If having a decomposing body wrapped up in bandages isn't scary enough, consider what the process involved: the individual's organs were taken out of the body and preserved in jars, and the insides filled up with natron which was left there for forty days. Once dried, it was removed to leave an empty shell, and while this was happening the brain was removed through the nose using long hooks. Lovely, eh?





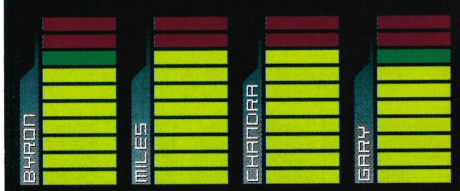


And that, kids, is what happens if you don't eat your veg!

"THE WORLD OF SPHINX IS AS FANTASTICAL AS YOU COULD HOPE FOR"

CUBE EXPECTATIONS

AN APPEALING PLATFORMER WITH A FASCINATING SETTING.

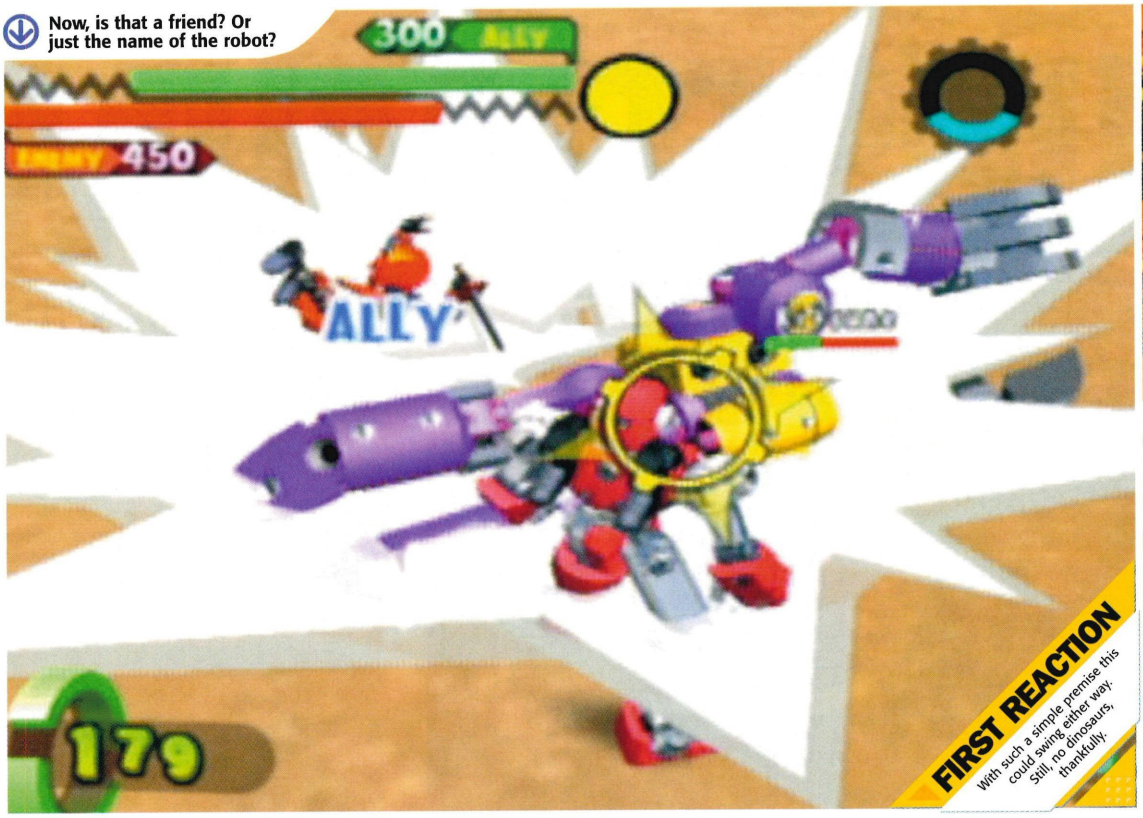


- ⊕ Lovely graphics and animation
- ⊕ Unique structure and level design
- ⊖ Sometimes generic puzzles
- ⊖ Starts slowly, very slowly

■ We've seen 3D platformers come and go but this looks as if it should be one to remember. The unique partnership allows many different gaming styles to be explored and there are some genuinely interesting ideas in there. Has the potential to be one of next year's essential games.

Grabbed by the Gotchas

Now, is that a friend? Or just the name of the robot?







CUBE INFORMATION

GOTCHA FORCE	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	BEAT 'EM UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TBA | OUT NOW | OUT NOW

A BIT OF PREVIOUS

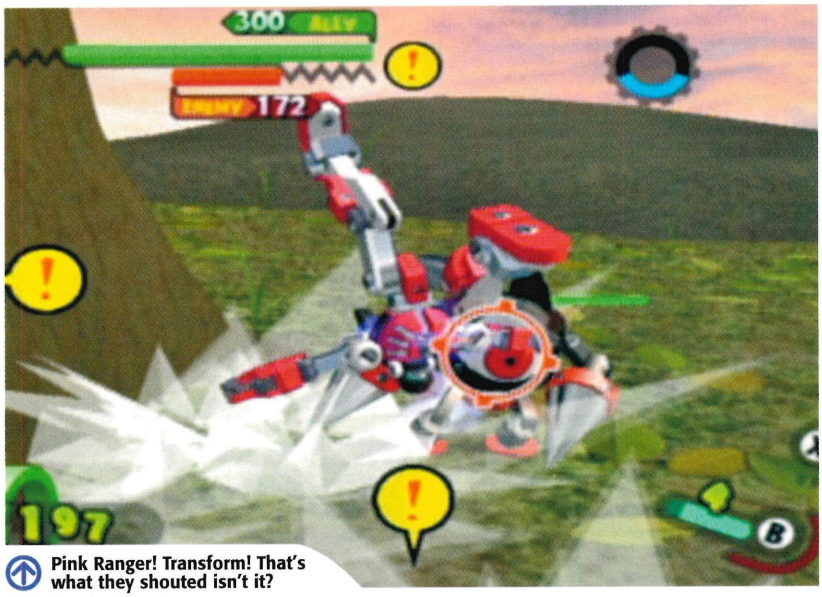
RESIDENT EVIL 0
GAMECUBE

P.N. 03
GAMECUBE

VIEWTIFUL JOE
GAMECUBE



When toys get angry the angry get collecting...



Pink Ranger! Transform! That's what they shouted isn't it?

NOW THIS IS a strange one. It seems that the evil Death Force have recently destroyed the home planet of the Gotcha-borgs, Mega-borg. Having an appetite for destruction, their eyes are now set on our fair planet of Earth. With their base in the town of Sahari, it's surely only a matter of time before something extremely nasty happens... or is it? You see, the Gotcha-borgs aren't the type to just forgive and forget – they've chased the rampant robots halfway across the galaxy and set up a resistance force of sorts. Of course, they're going to need some help, and that's where you come in, playing as a young lad called Kou and his befriended Gotcha-borg G-Red. Along the way you'll team up with both your own friends and other Gotcha-borgs, creating your own force to combat Death Force, collect items and even customize your own robots. It's a mix of *Pokémon* (you can swap items and

THE COMPANY LINE

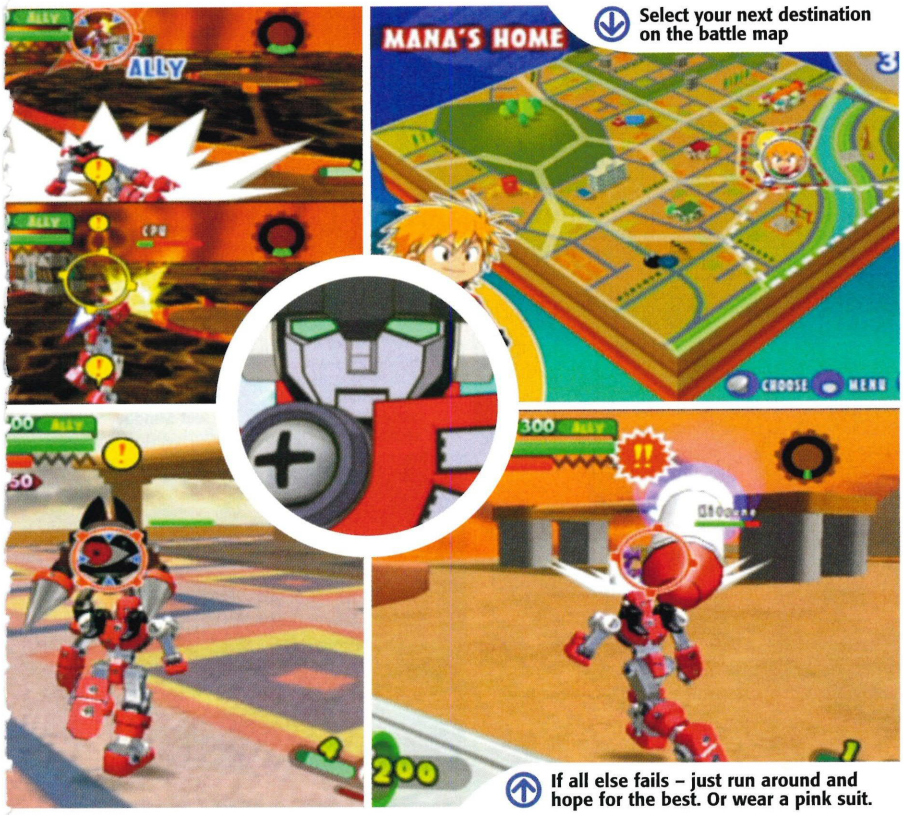
"TRADE UNITS WITH YOUR FRIENDS TO CREATE EVEN MORE POWERFUL ARMIES!"

SEGA PRESS RELEASE

CUBE TOUCHÉ

Please tell all your friends to buy a copy too!

GOTCHA FORCE



Select your next destination on the battle map

If all else fails – just run around and hope for the best. Or wear a pink suit.

robots with other players, which should guarantee sales in Japan at least) and the old Capcom game *Powerstone*, with gameplay primarily based around utterly mad combat.

Up to four players can enter each of the 3D battle arenas to scrap it out. Depending on what robots you're using you'll be able to take under-powered pot-shots from a distance, fly around high above the action before swooping into your target, charge in with giant mêlée weapons and even combine your forces with another fighter at the same time, like the Power Rangers used to before they became rubbish. The story holding everything together might be more vague than an interview with David Blunkett but when it comes down to the action, everything is lovely and solid. The controls are simple enough to prevent you from getting all confuzzled when the battles get hectic. The graphics, while not especially detailed are pleasant in a colourful kind of way, and the engine keeps up with the on-screen action admirably well. Considering the screen-filling explosions and what seem like nuclear-tipped fists on display, this is quite an achievement even when you take the simple graphics into account.

After a considerable amount of time playing *Gotcha Force*, we're still in two minds. There are no problems with the collecting and customisation element at all, but the actual battling has split opinion, (and we're not talking about split-screen here). The frantic combat seems great at first, the auto-targeting and the tight arenas demand 100% concentration and focus. However, because the weapons are so powerful and the arenas so small, all the tactical capacity has been sucked out, giving each fight a worryingly random element. Battles are a confusing mess of shapes and explosions and you end up button-bashing at anything your sights lock onto. It doesn't help that the controls can feel too loose at times, and to say that the responsiveness can be erratic would be putting it lightly.

However, it's useful to bear in mind the audience *Gotcha Force* is aiming for. The fights themselves will play second fiddle to all the collecting and swapping that will no doubt go on. The idea isn't to just fight your enemies, but to create the meanest, baddest fighter possible from the almost-unlimited combinations. Let's just hope that the scrapping itself gets a bit of a fine tuning before release. CUBE

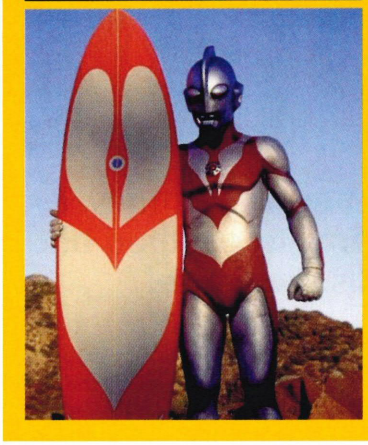
"THE FIGHTS WILL PLAY SECOND FIDDLE TO ALL THE COLLECTING AND SWAPPING"

ROBOTS IN DISGUISE

REACH FOR THE LASERS!



The *Gotcha Force* crew aren't the first robots to land on earth and beat the rivets out of each other in the name of justice. Over the years we've seen *Transformers*, *Mobile Suit Gundam*, *Go-Bots*, *Power Rangers*, *Ultra-Man*... the list is quite possibly endless, well almost. So what is the mysterious lure that makes people clamber over each other not only to create these metallic super-heroes, but to buy them too? After a lengthy office argument over which is better – Dinosaurs or Robots (Dinosaurs are of a similar strength). The answer is down to one thing – lasers. You see, all robots have lasers. Big red death lasers in the eyes, or maybe built into the arm. Not only this, but you can also build a robot to any specification you desire. Unlike Dinosaurs who just frizzle away because of some tiny little asteroid. Just imagine having your own laser. This, dear readers, is the lure of the robot.





CUBE EXPECTATIONS

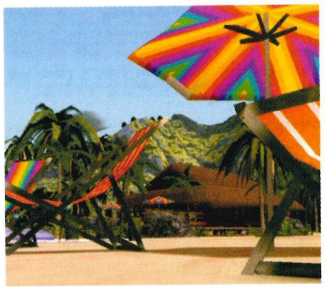
A GAME FOR THOSE WITH A COLLECTING FETISH



- ⊕ Gameplay at a crackling pace
- ⊕ Loads to collect and swap
- ⊖ Could be a bit simple
- ⊖ The action may cause headaches

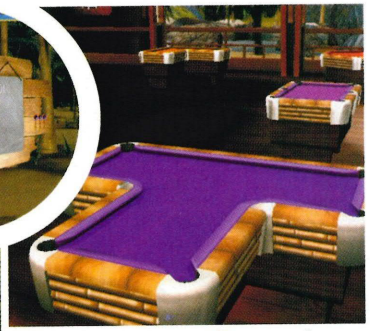
If you've ever fancied mixing the compulsive collecting charm of Nintendo's favourite franchise with killer robots then this is the game you've been waiting for. However, if, by some bizzare chance you haven't then there's every chance that this will come off as a confusing overly-colouful mess. We await the review version with interest!

Pool for your loving



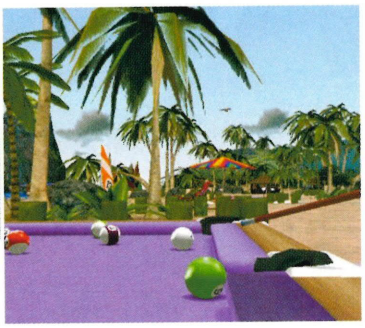






Woah, that's what we on CUBE call one crazy-assed pool table!

It sure beats knocking balls around in a dingy pub of a wet Sunday afternoon.



Shall I break? Actually I'd rather have a margarita and lay on the beach. Is that OK?

FIRST REACTION

Dead Or Alive Volleyball meets *Jimmy White's Cueball* but without the overt and slightly disturbing attempts at titillation.

POOL PARADISE

Archer McLean never seems to get tired of balls and baize!

ARCHER MCLEAN, THE man who way back in history gave you *Dropzone* and *IK+* (if you don't remember these games it's because you're not as old as us) is chalking his cue in preparation to unveil yet another variation on one of the longest running sports franchises in video games. McLean's first foray into the snooker market was the mega successful *Jimmy White's Whirlwind Snooker* which appeared on the Amiga back in 1991. It was reprised a few years later as *Cueball* on the PC which was followed by *Cueball 2*.

To make things a bit more interesting this time round, *Pool Paradise* takes place on a tropical Island similar to *Dead Or Alive Volleyball* on the Xbox. Obviously the focus of this game is pool rather than snooker, and there are 12 different rule sets so there's bound to be something to suit everyone's taste. Similar to *Cueball*, there are secrets and bonus bobbins to find. An arcade-perfect working version of *Dropzone* is in there to be played along with a game of darts. Both of these appeared in *Cueball* and suggest *Pool Paradise* is basically an update with some sea and sand thrown in, although we're promised a whole bunch of other mini games to add to the list. The problem when trying to do something new with a franchise like this is that it all boils down to knocking balls around on a table. There's only so much you can innovate within the game so most of the new stuff is cosmetic. It does give quite a surreal feeling though, shooting pool on a sandy beach while the sea washes in and out and the sun slowly sinks beneath the horizon.

The main one-player game involves winning the island tournament with 30 players to beat and Jimmy White on board to offer tips and advice.

The *Jimmy White* series has great pedigree and a huge number of fans, but how playable the games are in the long term is down to personal preference. *Pool Paradise* will offer some new ideas like wacky shaped tables and the lush holiday setting and it'll be heading your way in March. If that news excites you, you're probably going to like it. CUBE

CUBE INFORMATION

POOL PARADISE

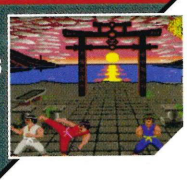
PUBLISHER:	IGNITION
DEVELOPER:	AWESOME ENT
ORIGIN:	UK
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE
00 25 50 75 100

MAR '04 | TBA | TBA

A BIT OF PREVIOUS

IK+
SPECTRUM



JIMMY WHITE'S WHIRLWIND SNOOKER
AMIGA

CUEBALL
PC

THE COMPANY LINE

"POOL PARADISE OFFERS PLAYERS MORE OPTIONS, TABLES AND MINI-GAMES THAN ANY TITLE PREVIOUSLY"

IGNITION PRESS RELEASE

CUBE TOUCHÉ

But why can't we play *IK+*?

CUBE EXPECTATIONS

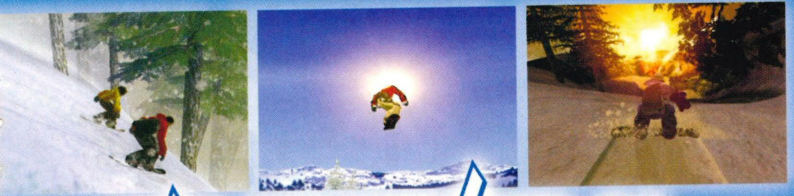
POOL IN THE SUN



⊕ It's pool on the beach, near a bar

⊖ Well, it's mostly just pool, innit?

■ There's no-one more experienced at making snooker/pool games than Archer McLean so you know the mechanics are going to be rock solid. *Pool Paradise* promises plenty of extras to compliment what should be the top game in its genre.



OUT NOVEMBER 28

1080° AVALANCHE

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3+

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MOUNTAIN'S GONNA GETCHA

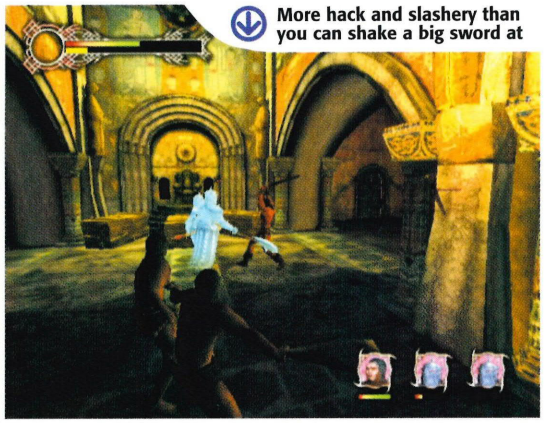
"Shows the young upstarts how a snowboarding game should really be done". GAMES TM

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CONAN

Big boy bites back



More hack and slashery than you can shake a big sword at









Ooh, can you do the whistling bit from *Winds of Change*?

FIRST REACTION

Apparently *Conan* is making a comeback, but it just looks like another faceless hack-'em-up

There's no sign of Brigette Nielsen... thank heaven for small mercies!





CUBE INFORMATION

CONAN

PUBLISHER:	TDK MEDIACTIVE
DEVELOPER:	COULDRON
ORIGIN:	SLOVAKIA
GENRE:	SLASH-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

Q1 '04 | TBA | Q1 '04

A BIT OF PREVIOUS

ROBOTECH
GAMECUBE

DINOTOPIA
GBA

OUTLAW GOLF
GAMECUBE



THE COMPANY LINE

"TAKE CONTROL OF THE SWORD OF THE GREATEST HERO TO ROAM THE LANDS OF HYBOREA – CONAN"

TDK PRESS RELEASE

CUBE TOUCHÉ:

Erm... wasn't he the only hero to roam the lands?

It's *Conan* in name, but can you really do *Conan* without Arnie?

DOES THE NAME *Conan the Barbarian* mean anything to you? If you're a fan of fantasy adventure films then it probably will, but Arnold Schwarzenegger's early acting days have passed a lot of people by. Of course there's always the fact that the Wachowski brothers are planning to update the legacy in 2006 (slightly bizarre decision), but that doesn't really explain why TDK would release a videogame version of the game in 2004.

Conan takes on the form of a roaming 3D slash-'em-up. The bulky barbarian goes off on a mission after returning home to find his entire village wiped out. His travels will see a large amount of sword play: each successful kill (be it animals, humans or devil spawn) will earn points, and these points can in turn buy up to 50 different combos. The combat is rather simple: hack, slash, jump and block. This isn't all the game has to offer though. There are many puzzles elements, which mainly include talking to villagers and solving their problems.

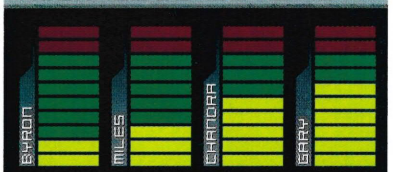
Admittedly this is preview code, but with the game out in a few months it's doubtful any major changes will occur. TDK claims the frame-rate and AI has yet to be finalised, which is good because the fights are way too hard and it really chugs in some places.

Something which won't change though are the graphics, and at the moment they look like a three-year old Dreamcast game. The game isn't helped by the fact that the license only extends to the story, rather than the Arnie likeness. So, no decent voiceovers, no Arnie, and not much to latch onto as a result.

Fantasy fans will be up for this, but Couldron needs to add a healthy sprinkle of magic dust before the final version appears or *Conan* is headed for averageness at best. CUBE

CUBE EXPECTATIONS

AVERAGE BLADE ACTION



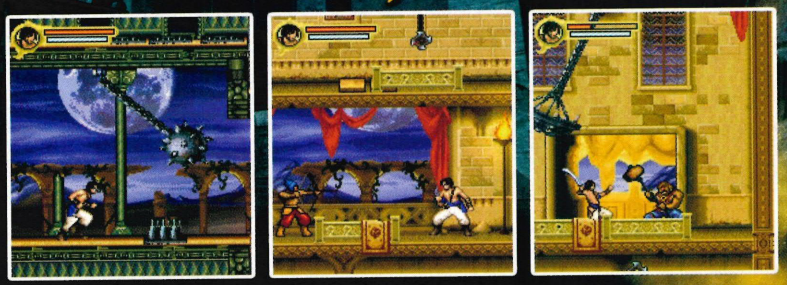
- Few other GC games like it
- Something for the New Year

■ ***Conan*** **is treading a dangerous path given that its chosen genre has a limited audience. On top of that there's no big film star face to give the action any sort of familiarity, and the game underneath it all has been seen many times before.**

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CODE : 96811
C-E-N-S-T



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UBISOFT

SHOOT



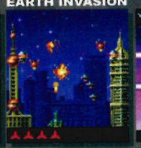
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A-C-E-H-M-N-S

SIBERIAN STRIKE EPISODE I



CODE : 69187
C

SIBERIAN STRIKE EPISODE II



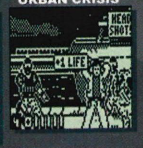
CODE : 62464
A-H-I-N-S

EARTH INVASION



CODE : 62565
A-E-G-H-N-S

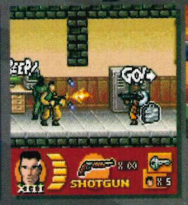
PLANET ZERO



CODE : 89950
A-H-I

RAINBOW SIX™ 3 URBAN CRISIS

ACTION



CODE : 58806
C-E-N-S-T



CODE : 84746
A-C-E-G-M-N-S-T

TOM CLANCY'S SPLINTER CELL®



CODE : 82445
E-N

TOM CLANCY'S SPLINTER CELL® EXTENDED OPS



CODE : 16415
A-H-N

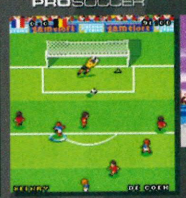
RAIL RIDER



CODE : 39575
E-G-P-N

RAINBOW SIX™ RAVEN SHIELD

SPORTS

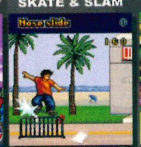


CODE : 55751
A-C-E-N



CODE : 84438
A-C-E-H-I-N

SPEED DEVILS™



CODE : 78681
A-C-E-H-I-M-N-S-T

SKATE & SLAM



CODE : 45446
A-C-E-G-N-P

RAYMAN® BOWLING



CODE : 69450
A-C-E-G-H-I-N

RAYMAN® GOLF



CODE : 72239
A-H

SUMMER VOLLEY

PUZZLE



CODE : 93048
A-B-C-E-H-I-M-N



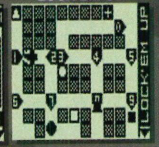
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CLUSTER PIRATE



CODE : 30704
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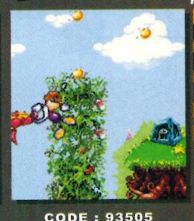
GAMELOFT CASINO



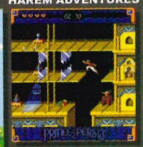
CODE : 65079
A-H

LOCK'EM UP

PLATFORM



CODE : 93505
C-E-N-S-T



CODE : 94671
A-C-E-G-I-M-N-P-S-T

PRINCE OF PERSIA® HAREM ADVENTURES



CODE : 29901
M-N-S

GULO'S TALE

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To check compatibility, match the letters between phones and games.

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- **Nokia** 7650, 3650, N-Gage : **C**
- **Nokia** 3510i : **N**
- **Nokia** 3410 : **A**
- **Siemens** S55, M55 : **G**
- **Siemens** SL55 : **P**
- **Siemens** M50 : **H**
- **Siemens** C55 : **I**
- **Sony Ericsson** T610 : **B**
- **Motorola** T720 : **M**
- **Sharp** GX10 : **S**
- **Sharp** GX20 : **T**

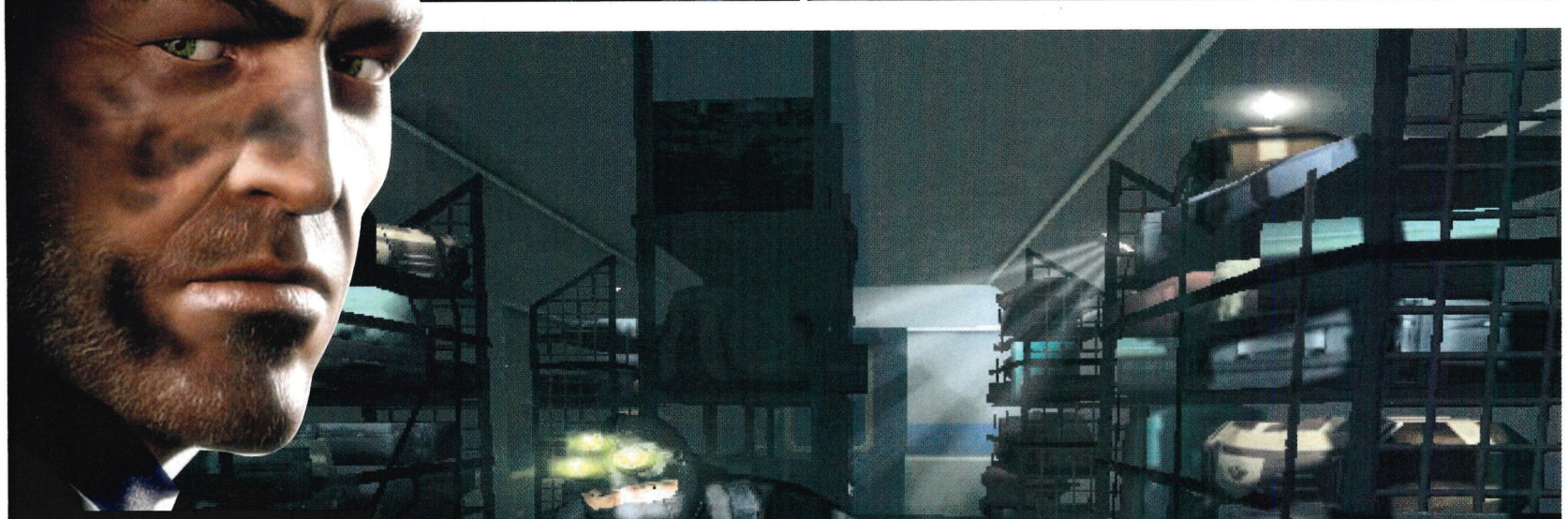
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gameloft





CUBE

INFORMATION

SPLINTER CELL: PT	
PUBLISHER:	UBI SOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	CANADA
GENRE:	STEALTH ADVENTURE
PLAYERS:	1

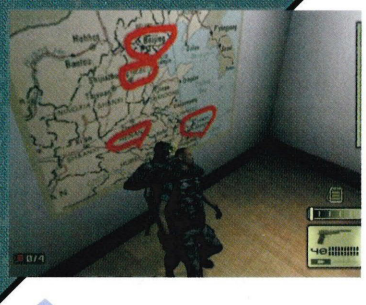
PERCENTAGE COMPLETE

00 25 50 75 100

Q2 '04 TBA Q2 '04

Something smells fishy and it ain't no seabass

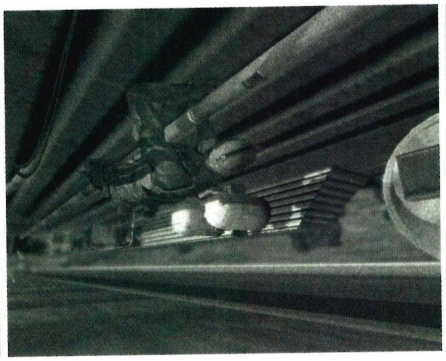
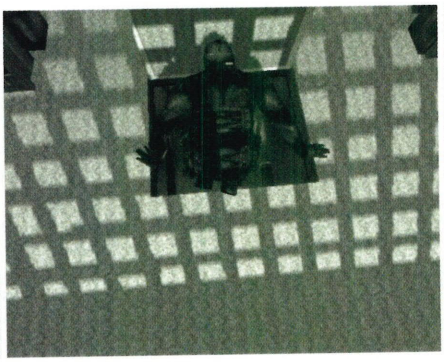
SPLINTER CELL PANDORA





KONAMI'S TOP BODS must be kicking themselves. With the success of *Metal Gear Solid* they must have thought they had the stealth adventure genre sewn up. The perfect blend of arcade and stealth gameplay with which to keep gamers hooked but not bogged down with details. Who would have thought that a dedicated stealth simulation could become so immediately popular? And so, whether it was by chance or by pure genius (a mixture of both we'd say) Ubi Soft hit the market at exactly the right point with the videogame adaptation of Tom Clancy's *Splinter Cell*. Not only did it push forward the boundaries of the genre, but it also challenged what we thought was possible on a technical scale. The use of lighting in particular was the talking point of the videogames industry, so much so that when we first saw early code

"WHEN WE SAW EARLY CODE OF THE ORIGINAL GAME WE REFUSED TO BELIEVE THAT UBI SOFT COULD PULL IT OFF WITH IN-GAME SCENARIOS"




TOMORROW

of the game we refused to believe that Ubi Soft could pull it off with actual in-game scenarios. We were proved wrong. The game was a massive hit on all platforms (Xbox, GBA, PS2, GC, PC), and a sequel became a certainty.

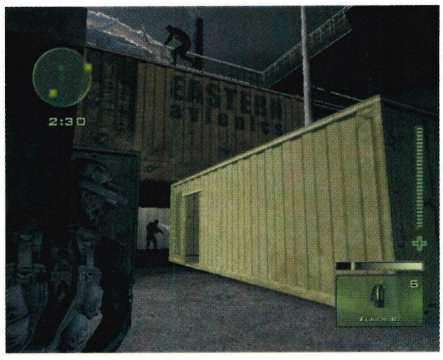
The game was by no means perfect though. Like every game out there it had its problems leaving plenty of room for improvement in the sequel. In terms of gameplay ideas though, it was difficult to see how the team could improve on what was already there. The new information and screenshots that we've managed to get hold of tell a very different story. With the help of Tom Clancy himself (he seems to have had even more input on this game), Ubi Soft has come up with several exciting new additions that have invigorated the gameplay, and of course you have the fantastic base material from the man himself.

The most significant change for the sequel has to be the decision to dedicate an entire game mode to the online universe. This mode will have no bearing on the single-player game, but the big question is whether it will make it into the GameCube version. It seems unlikely,

PREVIOUS
FROM THE MAKERS OF...
SPLINTER CELL
■ The first stealth adventure to be quite so in-depth. A great game, but too much of a PS2 port to score any higher.

TOTALGAMES.NET RATING: 88%






OUT IN THE OPEN – NOWHERE TO HIDE

WHISPERS IN THE GRASS

Certain levels will really challenge the player and open up new gameplay possibilities. The inclusion of completely open areas means players will have to use a whole host of new tricks to get past the enemy. We've gone over the new Indonesian level in a bit more detail...
Sam needs to infiltrate an enemy camp without being detected, but the village is surrounded by nothing but grassy fields.

1



The blades of grass have been individually modelled, meaning that every one can be moved by Sam's body as he travels through the field. The rumble feature is used to warn you of nearby dangers such as landmines.

2



If you set off a mine or another booby-trap, security will come to investigate. One danger that you won't be warned of is nearby wildlife. Disturb a flock of birds for example and it will be blatantly obvious where you are.

3



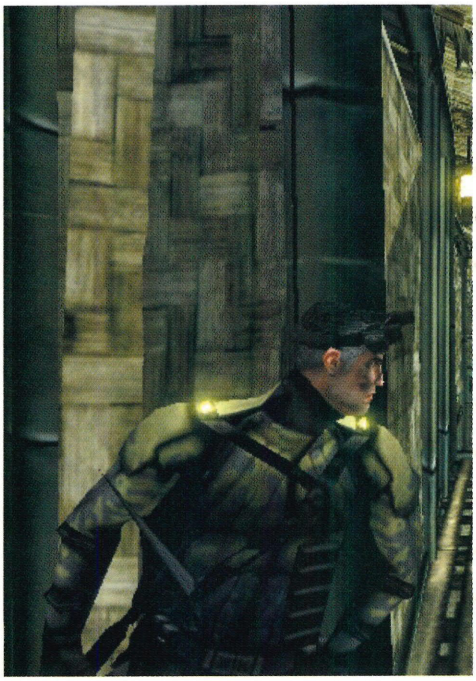
Once Sam makes it past all these dangers he gets to use another of his new moves. He can now hang from beams of wood just like the one under this hut. The only thing he has to worry about here is brushing past the grass.

4



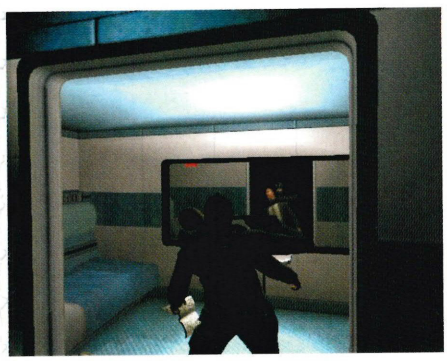
After all that Sam finally enters familiar territory: walls to peer around and enemies looking the other way. Being a wooden hut there'll probably be a few creaky floorboards too, just to make things a little harder for you.

but the nature of the online mode means that LAN would be an acceptable substitute. Because Sam Fisher always operates alone, the mode will use Shadownet spies instead. The general format of the multiplayer will be Spies Vs Mercs. The Spies are the equivalent of Sam Fisher. They see without being seen and stick to the shadows before striking. The Mercs on the other hand stand out in the open, armed up to the nines. These two teams have their own strengths and weaknesses, and playing as each side will provide a totally different experience. This could work really well over LAN. Imagine having four machines linked up with all four of you on one team fighting against a computer controlled opposing team. Without the online option this is the only alternative we can think of, and it's a pretty good one. There are other possibilities: hide and

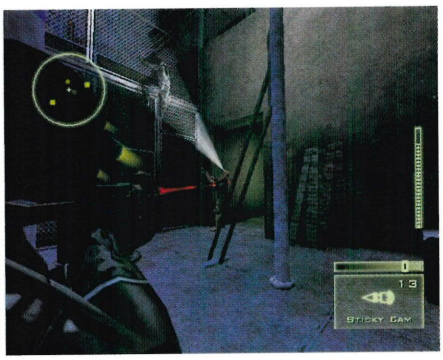


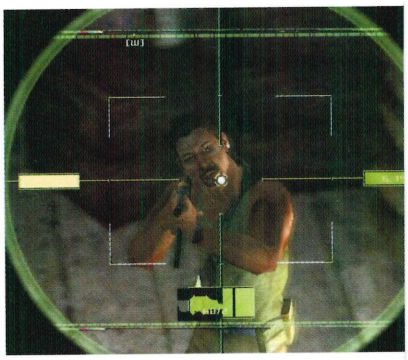
"IMAGINE HAVING FOUR MACHINES LINKED UP WITH ALL FOUR OF YOU FIGHTING AGAINST A COMPUTER CONTROLLED OPPOSITION TEAM"











seek perhaps? One player could play as Sam Fisher while the other three people play as Mercs and try to weed you out, but whether Ubi Soft go to all that effort for one version of the game seems pretty doubtful.

The multiplayer mode may be a little bit up in the air at the moment, but the single-player mode will be consistent across all formats, and this is the part that really matters. One complaint levelled at the first game was that it was a little bit too complicated in places. This time Ubi Soft has endeavoured to make the game more accessible to the average user while making sure that fans of the original will won't be alienated by the new additions. Here are the new features you can expect to see:

Improved AI Routines: Enemies will now have three levels of artificial intelligence. Each time you set off an



Just one of the many camouflage suits available.

OFF THE RAILS

THINK IT THROUGH SAM

The train level sticks you in completely the opposite situation to the Indonesian village level. Surrounded by civilians and stuck on a train on the move, Sam must use a completely different set of skills. Just remember that you cannot be seen, not even by the general public, as they will react with surprise and raise the alarm. This level in particular highlights the way that lighting and reflections play an even more significant role than before. The full moon in particular takes on a whole new role.

1



Sam can choose one of three ways to travel down the train: on the roof, under the train or along the side. All three have their own dangers and difficulties, but better than being spotted walking through the train itself.

2



There are terrorists on board the train and alerting the passengers will only bring attention to your position. You need to pass by the window when there are no lights passing, otherwise your reflection will give you away.

3



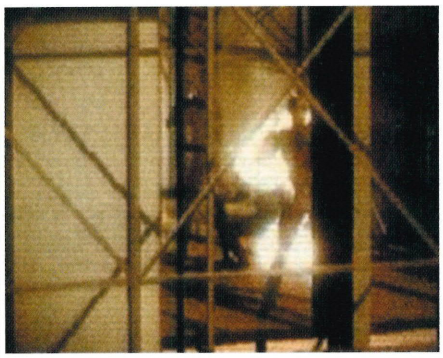
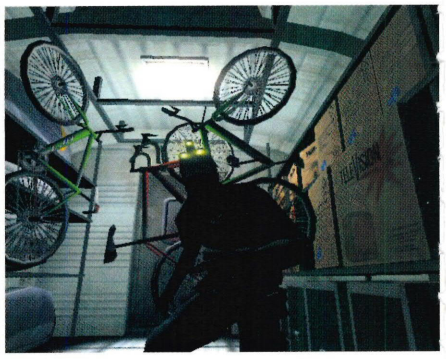
You have to think about the way light works. Remember that if it's dark outside and light inside you won't be seen unless a light suddenly appears on the outside. With glass separating all the rooms there's going to be an awful lot of waiting.

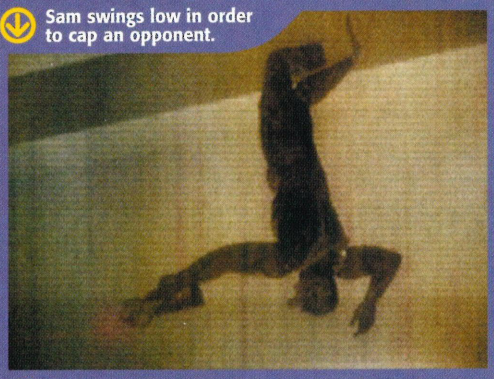
4



The easiest way in is via a hatch in the floor of the cargo carriage. There's a guard here but you're not allowed to kill innocent civilians. Just put him to sleep and be on your way. There'll be plenty of time for extreme violence later.





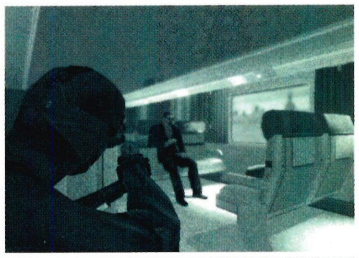
Sam swings low in order to cap an opponent.



You can shift your weight to either side making Sam far more flexible than before.



You can keep a tab on every member of your team.







Ubi Soft has gone to town on the lighting effects, and the headlamps play a massive part.

MOVING ON UP

SAM PULLS SOME SHAPES

We've already gone through some of Sam's new abilities, but here are all the new moves that we know about:

HALF SPLIT-JUMP: Sam jumps up and wedges himself between two surfaces. He can now shift his weight to either side in order to target the enemy.

SWAT TURN: Sam rotates quickly in order to get past a gap without being seen. Done properly, he will be invisible to the naked eye.

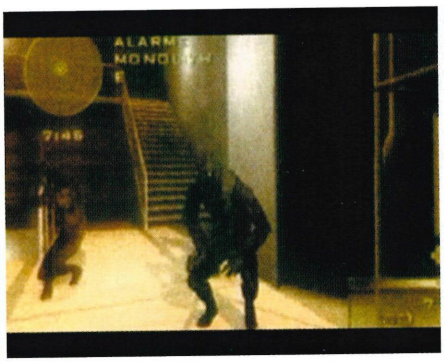
TRAPDOOR PEEK: Sam can peer through a slightly opened trapdoor to see what's going on. He could do this before but only with doors.

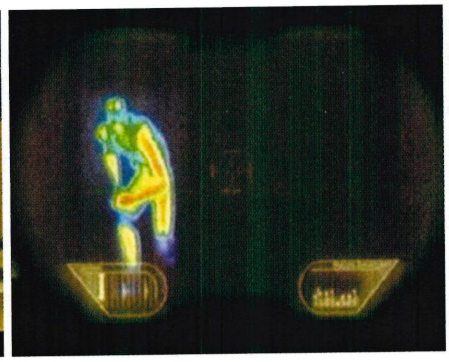
WALL JUMP: This move has been introduced for the multiplayer mode only. Spies can run towards a wall and somersault back off it.

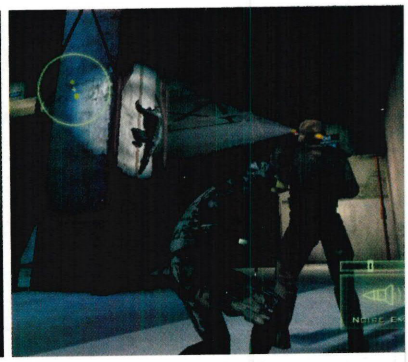
PREY MANTIS: Once again, this is for multiplayer only. Spies can wrap their leg around a pipe before lowering themselves down and taking aim.

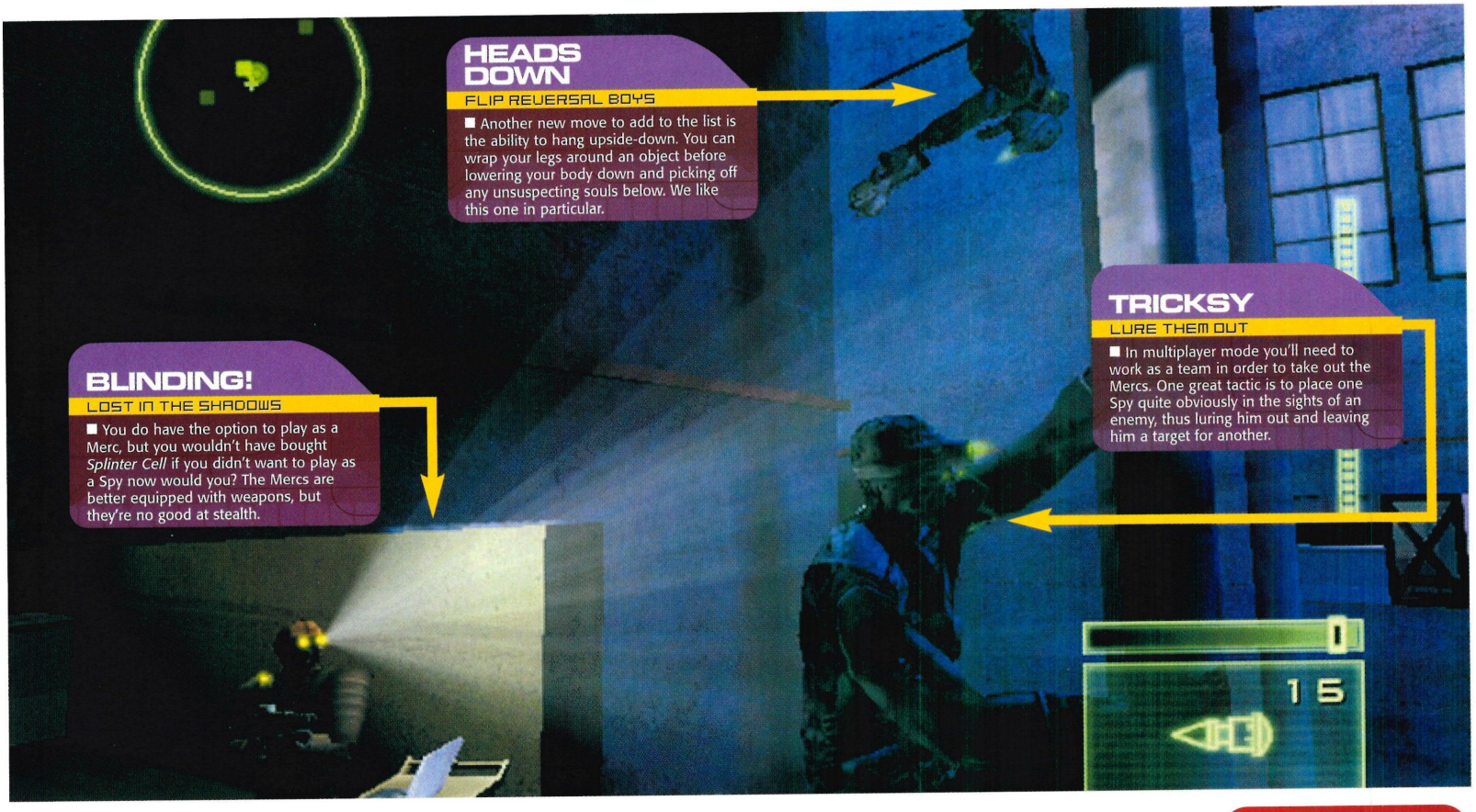
"IN A NOD TO SOMETHING THAT OCARINA OF TIME CHAMPIONED, YOU'LL GET A SUBTLE HINT OF IMPENDING DANGER BY WAY OF A RUMBLE"











alarm or cause any kind of scene, enemy security will be heightened. The first alarm will make your opponents more alert and more aggressive. If that's not enough, on the second alarm they'll equip themselves with Flak Jackets. The third alarm is the kick in the nuts as all patrols will grab and equip Kevlar Helmets. You could in theory go in guns blazing, but that would raise all three alarms immediately. One man against a group of soldiers with Flak Jackets and Kevlar armour is quite simply Game Over.

Sensory Gameplay: Certain environments (open areas for example) will no doubt be booby-trapped. To give you a fighting chance, Sam's extra sensory abilities will be extended to you via a rumble on the pad. In a nod to something that Ocarina of Time championed, you'll be given a subtle hint of impending danger by way of a slight rumble. Only the quickest of reactions will save you though.

New Moves: The new Half Split-Jump move allows Sam to shift his weight from side to side, making for a far more realistic feel. He can now use his different abilities to reach higher ledges. You may remember that in the prequel you could try combining moves to reach higher ledges but the game simply wouldn't have it. Now it does.

Another new move is the SWAT Turn, a rapid turn that enables near invisible movement across small gaps.

We've gone into more depth about the levels themselves and the technical improvements elsewhere in this In-Depth. At the moment though this is all we can tell you about the gameplay additions. Ubi Soft is being extremely tight-lipped about the rest of it, and we don't expect to learn much more until February '04. Until then, console yourselves with these exclusive new screenshots and take another look at Issue 26's Video Disc footage to see the game in action. CUBE

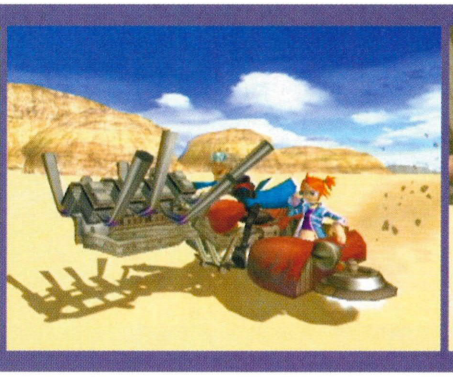
CUBE SAYS...

FIRST IMPRESSION

■ We know very little about *Pandora Tomorrow* in relation to all the new additions that will appear in the final version. What we do know has us very excited though. The multiplayer sections will provide something very different from the single player game: we just hope that Ubi Soft spends as much time on the GameCube LAN possibilities as it will on the online functionality. CUBE













CUBE

INFORMATION

POKÉMON COLOSSEUM	
PUBLISHER:	NINTENDO
DEVELOPER:	GENIUS SONORITY
ORIGIN:	JAPAN
GENRE:	RPG/STRATEGY
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

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POKÉMON

More fight than *Stadium* ever had in it, no matter how it's spelt

LIKE IT OR not, the Pokémon franchise is still a big money spinner for Nintendo. Sure, the millions of pounds worth of merchandise and famous schoolyard disputes over trading cards are now mere memories but the important thing is that the games continue to sell in unbelievable numbers. Anyone who's played them will be able to tell you why as well – even those that never bought into the series when it was surrounded by licensed bed sheets, toothbrushes and cutlery will have a hard job denying the obvious quality, detail and freedom of the original, Color and Advance titles. But ask any Pokéfan these days how they'd like the series to progress (or evolve, if you will) and the

"BIZARRELY ABSENT ARE THE MINI-GAMES, WHICH FORMED ONE OF THE MOST ENJOYABLE ASPECTS OF THE STADIUM GAMES "



MONSTER MASH

NEVER LOOKED BETTER

■ Thanks to the power of the GC, the character models for Pokémon and trainers alike look rather wonderful. Suffice to say that their surroundings are every bit as good and the all round visual package is a fairly strong one.

LOCATION, LOCATION...

THE STADIA STEAL THE SHOW

■ Based on locations from the main RPG adventure, the game's numerous arenas are unlocked as you progress through the story and they're often much more than just your traditional round stand, but less expensive than Wembley.

IT'S ALIVE!

IT'S LIKE YOU'RE REALLY THERE

■ To any Pokéfan, *Colosseum* will be like a dream come true – this is the finest example to date of a visualization of the Pokémon universe and we look forward to seeing what else Genius Sonority can serve up.

COLOSSEUM

answer is pretty clear... for years, the masses have been clamouring for a true Pokémon RPG on the GC and with the help of Genius Sonority, Nintendo hasn't kept the world waiting for too long.

Pokémon Colosseum is very much the proverbial game of two halves and, despite its heavy Japanese nature, this is very much evident from the front end. An amazingly simple interface leads you to the two primary modes, an odd diversion from the excellent map layouts of the previous Stadium games. Still once you get past the simple menu, you'll find yourself in one of these two main options – Story mode and Colosseum mode. The former is by far the most striking in its execution, playing out like a refined version of the epic handheld adventures while anyone who's so much as seen the Stadium games will be at home in the Colosseum.

Unlike its predecessors, Colosseum deeply encourages GBA linkup to the point of locking out many game

PREVIOUS

FROM THE MAKERS OF...

THE WIND WAKER

■ Which Nintendo title to choose? Well, what better than our game of the year as voted in this months feature?

TOTALGAMES.NET RATING: 94%



100 STEPS TO GLORY

AND YOU THOUGHT THE ELITE FOUR WERE TOUGH...

One of the main features of the Colosseum mode is the Battle Tower, where you'll face up to a hundred trainers in a row to find the ultimate champion. Obviously, these battles get tougher as they go on – the first few fights are against weak baby monsters while nearer the top, the cream of the Pokémon crop is the norm. This mode is one hell of a commitment and if you can get to the top, you've earned your title as a true Pokémon champion.





Trainers get much harder on the way to the top.







CARD SHARK

SORTED FOR E'S AND WOOPER

Soon to be made available in Japan, the first batch of e-Cards will open up a whole new world of *Pokémon* potential. As it stands, only the monsters designated as evil by Story mode can be captured and made your own but these cards will change all that – each puts a new trainer into the game who in turn will have new monsters, some of which you'll be able to pilfer. Needless to say, the rarest of these will be selling for a mint in no time...



Pray silence for the return of the world's favourite fake tree – Sudowoodo is back but we don't remember him ever looking this lovely...



Rog here is our well-trained Groudon and with his help, there was no trainer that could ever stand in our way.

"CUNNINGLY TUCKED AWAY IN STORY MODE ARE MANY OF THE MISSING MONSTERS FROM POKÉMON RUBY AND SAPPHIRE."





A Pokémon Centre, now available in glorious 3D.

WHERE'S CELEBI?

OUR ELUSIVE GRASSY FRIEND RETURNS

Early adopters of the Japanese version of the game were treated to a bonus disc, including many a useful item for the Game Boy adventures as well as (most importantly) the chance to catch Celebi, one of the rarest Pokémon there is. We're intrigued to see how the little green fellow is made available over here - hopefully we'll see a similar pre-order scheme – but if we don't get him at all, we'll be most put out.



e-Cards are just one of the ways in which new monsters (such as Celebi) can be obtained.

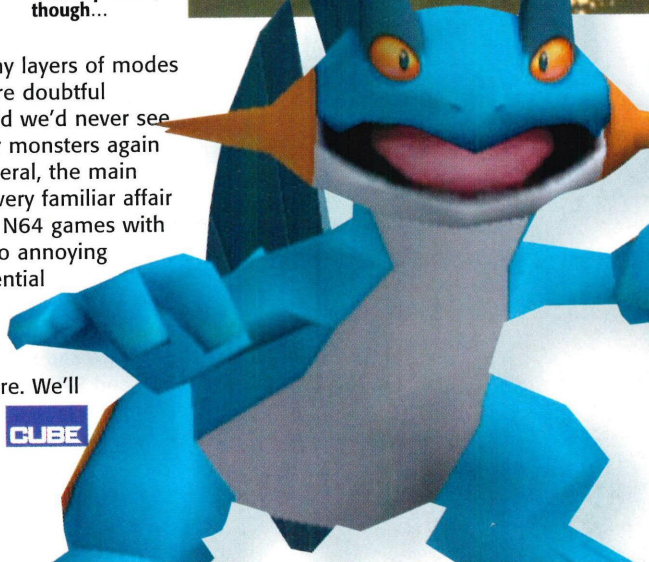


There's no trudging from place to place in *Colosseum* – this world map governs where you can and can't go.



Some attacks like Swift inflict damage on multiple foes in two-on-two battles. Careful with Explosion, though...

CONTINUED modes reserved for trained squads only. This may seem a little rude but its all fair enough; while we did enjoy the freedom of simply picking from rental Pokémon to assemble or complete a squad, the new modes really do need you to be using your own team. Also bizarrely absent are the mini-games, which formed one of the most enjoyable aspects of the Stadium games both in terms of a time-out from trainer battles and as a standalone multiplayer experience. Still, we're never ones to be pessimistic and with any luck, they could exist buried under many layers of modes and unlockables – we're doubtful admittedly but they said we'd never see the old Gold and Silver monsters again too, remember? In general, the main Colosseum mode is a very familiar affair and if you think of the N64 games with far improved visuals, no annoying commentator and potential for all the two-on-two battles and such from Ruby and Sapphire, you're pretty much there. We'll have a full review for you next month. CUBE



CUBE SAYS...

FIRST IMPRESSION

■ Even in Japanese, it's plain to see that the RPG aspect of the game is a great inclusion for two reasons - it's exactly what the fans want and it's a really neat change of direction for the series, however temporary it may be. Add in the expanded cast of monsters for the handheld game and we're sure you'll agree that this is one of the biggest games next year has to offer. CUBE






CUBE INFORMATION

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

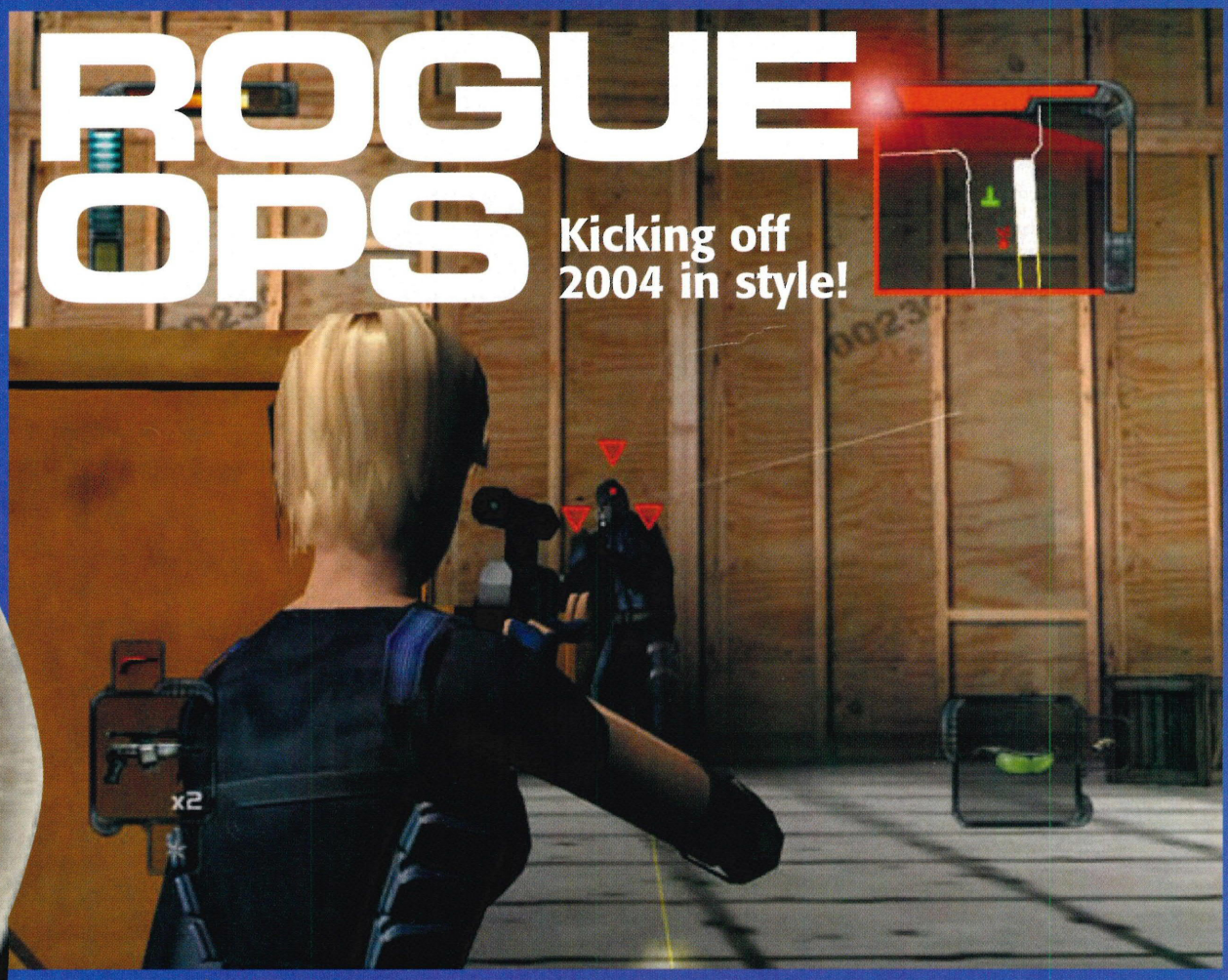
PERCENTAGE COMPLETE

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ROGUE OPS

Kicking off 2004 in style!





THERE WAS A time when *Metal Gear Solid* was the only stealth-'em-up on the planet. There were other games that used elements of stealth, but none that based the gameplay around it. Perhaps publishers didn't think gamers would take to it? We'll probably never know, but in the year 2004 stealth is everywhere and sells millions. *Metal Gear Solid* and *Splinter Cell* rule the roost, and it's going to take something special to topple them.

That's probably why Bits Studios has gone in a slightly different direction with *Rogue Ops*. Mixing all the gadgets and stealth of *Splinter Cell* with a more fictional feel, *Rogue Ops* is aiming to deliver a more arcade-style experience. We've already brought you a two-page preview of this game, but with it having been delayed until February we've decided to get the skinny on the later levels and the more advanced abilities.

Coverage in other magazines has all been based on the first couple of levels, but it's not until levels three and four

"MIXING ALL THE GADGETS AND STEALTH OF SPLINTER CELL WITH A LESS REAL-WORLD FEEL, ROGUE OPS IS A MORE ARCADEY EXPERIENCE"





WHICH WAY?

ALTERNATIVE ENDINGS

■ There's nearly always more than one way out of every situation. Here Nikki can shimmy along the ledge, or she could try sneaking up the stairs to the left. The shimmy is the best way, but it's easy to miss the grapple point.

SHADY...

SIGHT BEYOND SIGHT

■ The VISER (Visial Imaging Sight Electro Radiation) enables Nikki to see through walls, detect heat signatures and locate laser beams. It's especially useful for studying the guards' walking patterns from behind a wall.

SANDY

ANOTHER CLICHE

■ This area may look like just another clichéd sand level, but it is in fact the Egyptian exhibition in a science museum. Nikki has to steal an ancient statue in order to gain the co-operation of a foreign government.

that you really start to get the cool stuff, so this feature should give you a much better idea of what to expect.

Nikki Conners assumes the lead role in the game. She can be moved around with both analogue sticks: the C-stick looks around (left/right/up/down) while the left analogue stick moves Nikki around (forwards/backwards/strafing). The D-pad is used to scroll through the items (left and right for gadgets and medikits, up and down for weapons). Tapping ◔ will equip or put away the selected weapon, while ◕ does the same for the gadgets. The Ⓑ button lets Nikki crouch, and enables her to roll into a crouch position if she's running at the time. The Ⓩ button brings up the radar, while Ⓡ fires the currently equipped weapon. Last of all is the Ⓛ trigger, which enables you to aim your shot.

In typical stealth style, Nikki can push her back up against a wall and peer around corners. She can shuffle along walls, hang and shimmy along ledges, hide in lockers and even make use of light conditions in a *Splinter Cell* stylee. The environment around you is semi interactive as well: for instance, you can shoot holes in pipes to release steam

PREVIOUS

FROM THE MAKERS OF...

DIE HARD VENDETTA

■ A refreshingly different shoot-'em-up with a few annoying problems. The lack of multiplayer didn't help.



TOTALGAMES.NET RATING: 74%

LEVEL WALKTHROUGH

JUST AN EXAMPLE OF WHAT YOU CAN EXPECT

Level three has you breaking into a science museum and attempting to steal a valuable artefact. As with many of the levels, you have to do this without harming the innocent museum guards. Here's how you do it...



You've been dropped in via a roof panel to a balcony, so you need to scout the area and learn the security guard patterns before you do anything.



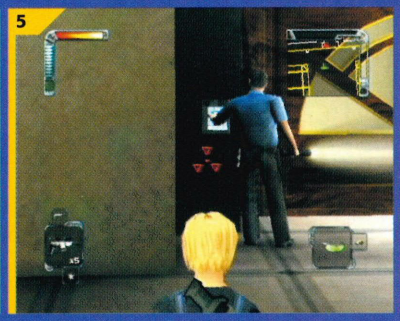
The lifts are switched off, but there are some crates at the far end of the hall. You can use these to minimise the distance you have to drop in order to get to the ground floor.



There are five guards patrolling the main hall. You cannot harm any of them as you're only here to take the artefact. Failure to comply will fail the mission.



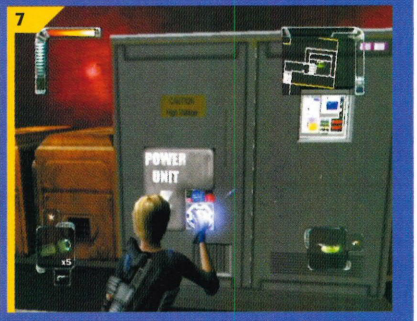
By listening to the guards talking you learn that the security beams are powered by a specific generator. One of the guards has the code to the relevant room.



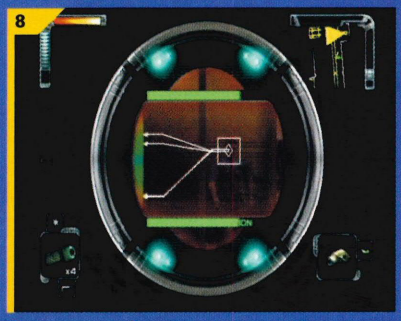
By hiding in the right place you can use your Scope to watch the guard tapping the code into the door panel. Once you have the code you can get in.



The generator has to be damaged in a way that won't seem suspicious. A nearby room has a device that can administer electric shocks. This will blow the fuse.



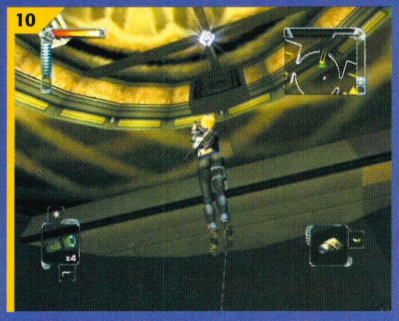
With the beams down you can go through to the next area. The Egyptian exhibition is closed off by a large pair of electronic gates and there's a guard inside.



The gates work on a retina scanning system. You need to use your scanner to record the guard's retinal data. This takes a very steady hand.



Open the gates and sneak past the guard and the two cameras. The next room is covered in a horizontal laser field. The switch is in the next room, which is locked.



Use the grapple hook to get up to the ventilation pipe. This will enable you to get into the administration offices of the museum. The laser switch is being guarded.



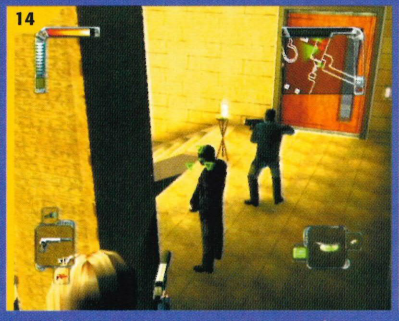
Use a series of ventilation pipes to get into the room opposite the security office. Switching the lights on will draw the guard from his post to investigate.



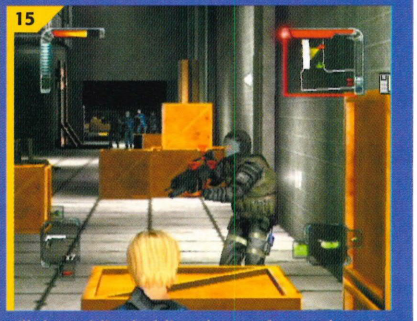
Now you can double back and sneak into the security office while the guard is away. Switch off the lasers, and make your way through to the next room.



You soon find that the statue is actually a fake and has already been switched by a rival party who just happen to be swarming the museum.

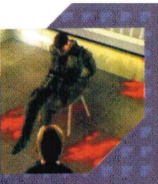


Use whatever means necessary to take out the soldiers (you have guns and grenades at your disposal) before tracking down the stolen artefact.



Kill the soldier holding the artefact and get it back to base immediately where you'll be prepped for the next level.
It's all so easy when you know how.

"ONE ASPECT OF THE GAME THAT STANDS OUT IS THE VOICEOVER QUALITY. BITS STUDIOS HAS ALWAYS BEEN GREAT IN THAT DEPARTMENT"





The fourth level sees you desperately trying to escape from a missile silo before launch and you get frazzled



Nikki can hang upside down: sadly though she can't shoot when she's in this position. Not quite as skillful as Sam.



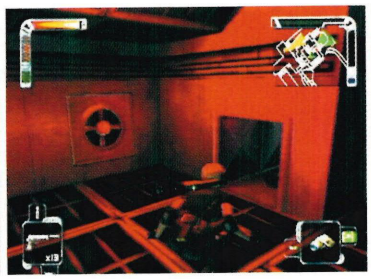


PACKING A PUNCH

NIKKI'S IMPRESSIVE ARSENAL

Rogue Ops has many different weapons and gadgets for you to mess around with. Here are the ones we've come across so far:

- **9MM PISTOL:** The standard issue handgun is always at Nikki's side.
- **SNIPER RIFLE:** The easiest way to take out your enemies from a distance.
- **SHURIKEN:** The short-distance way to take out an enemy without causing a stir. You can pick up your ninja stars from the bodies and re-use them.
- **CROSSBOW:** The long-distance way to take out an enemy without causing a stir.
- **SHOCKER:** Knock your enemies unconscious with a blast of electricity, or overload electrical equipment.
- **FRAG GRENADE:** Standard grenade with a five-second fuse.
- **JAMMING GRENADE:** Knocks out electrical signals for a short amount of time.
- **PROXIMITY MINE:** Once set, explodes when enemies are in the near vicinity.
- **RAPIER REMOTE MINE:** A sticky explosive that can be stuck to any surface and detonated remotely.
- **VISER:** Allows Nikki to pick up electromagnetic and thermal radiation signals, even on the other side of a wall.
- **RETINA SCANNER:** Scan enemy retinal information from a distance.
- **SPY CAM:** A small floating camera that can be controlled remotely and sent into an area to gather information.
- **THERMAL CAMOUFLAGE:** Special clothing that renders Nikki invisible to enemies and cameras. She can still be heard though.
- **ADRENALIN BOOST:** Speeds up Nikki's reaction time. Think bullet time.





CONTINUED which makes it easier to navigate through laser traps. You can also booby trap sections of flooring to collapse when enemies walk by.

Many areas are guarded by cameras and sentry guns and if you're quick you can use these to your advantage. For instance, you can stand in front of something you want damaged (a window perhaps), then wait for the camera to spot you and run for it. In a similar fashion you can alert the guards in an area by standing in front of a camera. At least that way you know the exact whereabouts of all the guards, just make sure you find a hiding place before you do it!

One aspect of the game that stands out is the voiceover quality. Bits Studios has always been great in that department, and *Rogue Ops* is no exception. One section in particular has you searching for an infiltration team who've been captured. All you can hear in the background is this British guy being interrogated for a few minutes before being battered and then tortured. Throughout this ordeal the prisoner is screaming in agony: it's quite blood-curdling, and you really find yourself wanting to help the guy out, to at least end his suffering. It's a real shame then that the team still hasn't managed to sortout the cut-scene audio. It seems that a lack of space on the disc has meant some really bad compression was needed to fit the cut-scenes on, and it's especially apparent in light of the great quality of the in-game sound.

Rogue Ops is going to be one of those games that you really have to play for a while to appreciate. There are some great elements and sequences lurking in there as long as you stick with it. For the fully story on the complete version of the game, be sure to check back with us next issue.

CUBE SAYS...

FIRST IMPRESSION

■ The new code still has many of the problems that we encountered with our preview build (framerate being one), and the game is still relatively unattractive towards the beginning. However it becomes much more enjoyable once you get to the third level and beyond. With a few tweaks here and there, *Rogue Ops* could be a very good game, but you'll have to wait until next issue to find out whether it makes the grade. CUBE

YOUR ONE-STOP SHOP FOR THE COOLEST



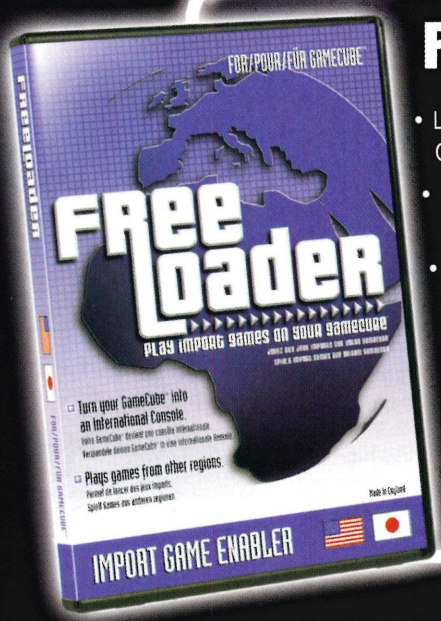
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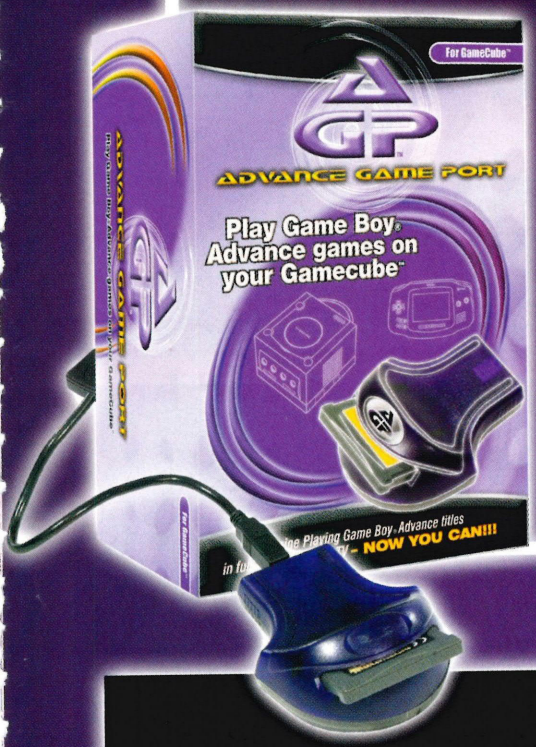
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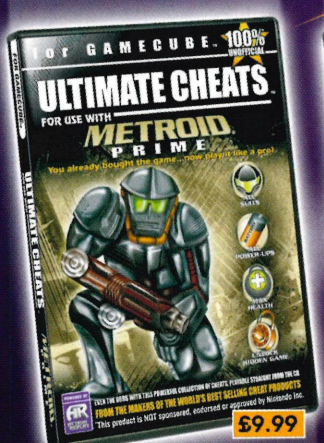
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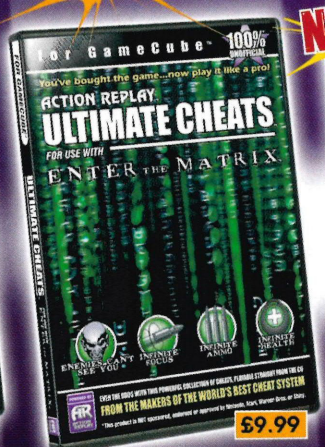
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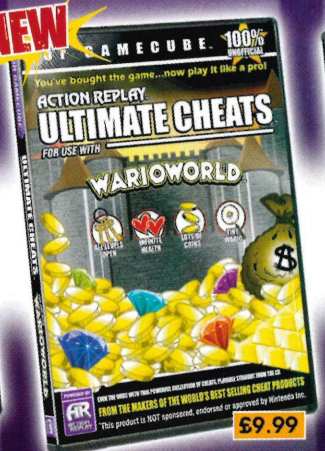
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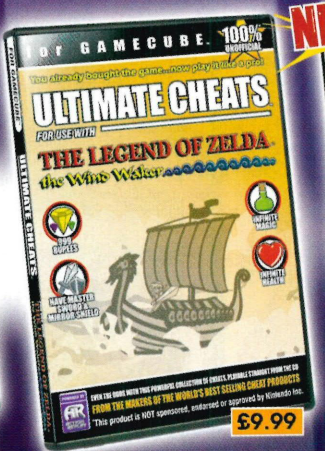
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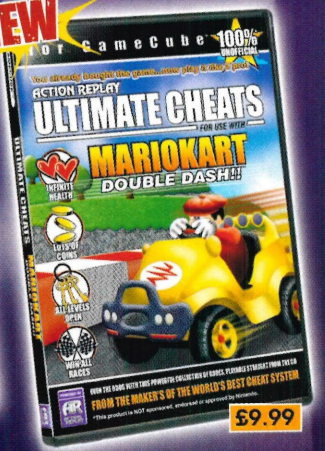
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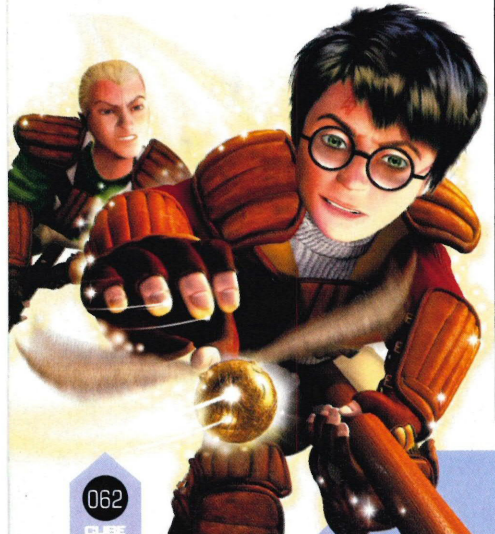
ISSUE TWENTY SEVEN

JUST A BIT LONGER

TRADITIONALLY THE LAST few weeks before Xmas is the time when publishers release those games that they don't think are strong enough to go against the last December big-hitters... and 2003 it seems, is no different to any other year. Of all the titles on offer there are no real must-haves, although, there are a few quality little games that will keep you busy once you get through *Mario Kart*, *1080°*, *F-Zero*, *Viewtiful Joe*, *Tony Hawk's*, *Rebel Strike* and *True Crime*... yeah, as if! But seriously, *Mario Party* is a great multiplayer experience, while *Metal Arms* and *The Sims* are must-haves IF you like that particular genre or franchise respectively. The importers among you will no doubt already have *Made In Wario*... unless of course you fall into the category of people that hate it with a passion.

Looking to the future, now is the time to start stocking up, because January is always a quiet month. The next wave of pure class won't arrive until February and March, when titles such as *Twin Snakes*, *BG&E*, Prince of Persia and Splinter Cell finally arrive on the scene. Geez, don't even get us started on the whole PS2 exclusivity... that's an entire feature in itself!

CHANDRA NAIR





Mario Party is a known commodity, it does what it sets to do so well that we could never dislike it. Like a good board game, it's good for a laugh, but only if you've got things called friends.

64

CUBISTS

A New Year means resolutions. What are the team going to break this year?

MILES GUTTERY



EDITOR, CUBE

RESOLUTION: Stop making stupid promises.
WHY'S THAT THEN: The only resolutions worth making are the ones you know you can stick to, otherwise you end up feeling bad and letting yourself down. Easy resolutions make a happier life!

CHANDRA NAIR



DEPUTY EDITOR, CUBE

NEW YEAR'S RESOLUTION: Quit working
WHY'S THAT THEN: I'd much rather not have to go to work every day, but every time I go to clear my desk a wicked game comes in, and by the time I've finished playing it I forget what i was doing. Must... try... harder.

GARY ADAMS



STAFF WRITER, CUBE

NEW YEAR'S RESOLUTION: Stop eating so much.
WHY'S THAT THEN: Since becoming an office monkey my lithe, fit, tight body has disappeared under mounds of ugly white flab. Saying that, I'm hungry. Time for breakfast! Full English please with extra sausage and black pudding.

BYRON WILKINSON



SUB EDITOR, CUBE

NEW YEAR'S RESOLUTION: End Uri Geller
WHY'S THAT THEN: This being my penultimate issue on CUBE, I'm going to put my extra free time to good use by tracking down professional swine-merchant Uri Geller and tormenting him with a rusty spoon. Sneddon – you're next!

TIM EMPEY



SUB EDITOR, CUBE

RESOLUTION: Buy things
WHY'S THAT THEN: All my stuff is crap – neither of my tellies have SCART, my PS2 is knackered, I don't even have a video, my stereo gave up in '96 and I need some shelves. Can happiness be bought with material possessions? Yeah, probably.

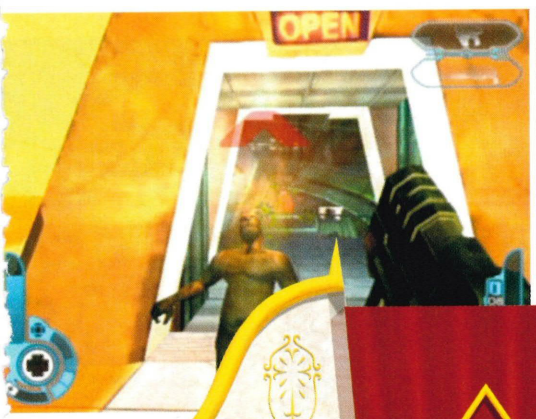
STEPHANIE PEAT



SENIOR DESIGNER, CUBE

NEW YEAR'S RESOLUTION: To be less irritable
WHY'S THAT THEN: Being a vision of loveliness people often get annoyed at their own short comings because of me. To sort this out I'm going to have to get a silly haircut or maybe a tattoo. Yeah , a dolphin just above my bellybutton.

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WARIO WARE

82 This one split opinion down the middle: Chandra and Miles thinks it's fun but generally a bit rubbish, while Gary and Byron love it. Tim would rather stay in the pub.

METAL ARMS: GLITCH IN THE SYSTEM

68 A solid little robot melee title that falls foul of repetitive strain injury. However, there isn't anything else like it on the GameCube, but it could have been so much better.

QUIDDITCH WORLD CUP

70 Just as the films are squarely aimed at a certain audience, so too are the games. You can't slate a game for being childish, but we wouldn't recommend this for anyone but the toddlers.

THE SIMS BUSTIN' OUT

72 If you didn't like *The Sims* before you're certainly not going to take a shine to this one. But... improvements on the previous game make it a must for fans of the series.

CRASH NITRO KART

76 Tell you what, why don't you wait until *Mario Kart* comes out, and then release a game from the same genre that's inferior in every way? Oh, you did... that's all we have to say then. That and eejits...

JUDGE DREDD

78 A great use of the license and a decent enough attempt a creating an atmospheric shooter, and probably one of the best FPSs you'll find this Xmas. Or this year, there really hasn't been many on the GC this year.

SHIKIGAMI NO SHIRO II

80 You'd have thought that a cat would be anything but lucky when you're trying to concentrate on shooting, but apparently not. It ain't no *Ikaruga* guys, but does give you the excuse to put your telly on its side...

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!

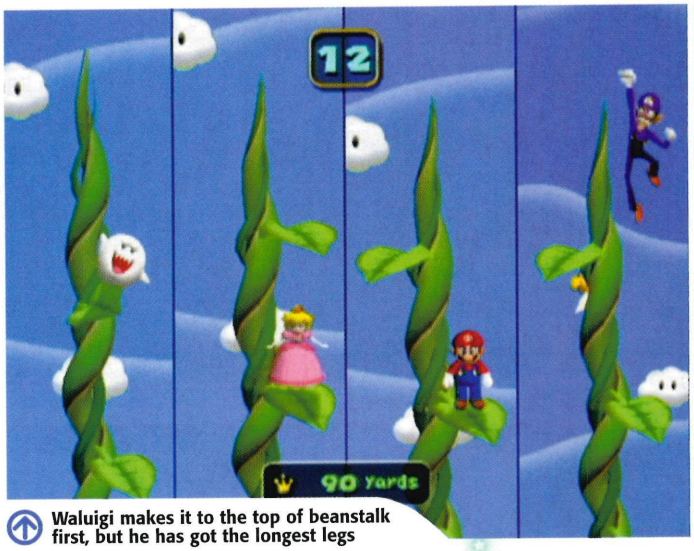


WANNA FIGHT?

Landing on the same square as a Koopa Kid will force you into a duel...







Waluigi makes it to the top of beanstalk first, but he has got the longest legs







CUBE

INFORMATION

MARIO PARTY 5	
PUBLISHER:	NINTENDO
DEVELOPER:	HUDSON SOFT
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	05 BLOCKS

STATS

- ALL-NEW PARTY GAMES
- NEW 1-PLAYER STRUCTURE
- 3D BOARDS
- SET IN THE MARIO UNIVERSE

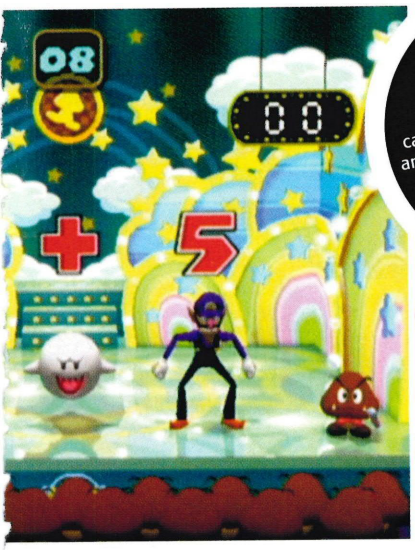
OUT NOW	OUT NOW	OUT NOW



MARIO PA

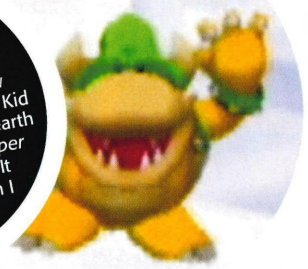
You've gotta fight, for your right...

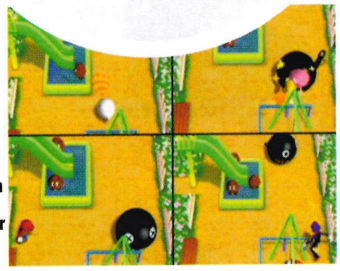
HECKY THUMP



NAME SHAME

The Koopa kids are now called Green K Kid, Red K Kid and Blue K Kid. What on earth happened to the old *Super Mario World* names? It weren't like this when I were a lad...





The format is a little baffling at first but you soon figure things out.

Games can be every man for himself, two vs two or even three on one.

RTY 5

Five parties is just a little too much for Mario to handle – the lightweight!

NINTENDO REALLY do seem to be banging them out these days. It was only a few months back that we settled down with *Mario Party 4*, and the fifth iteration has already found its way into the CUBE Cardboard Box Of New Games (tm). When considering the gradual decline of the series and having just gotten over the shock of how good *Wario Ware* is, the fifth *Mario Party* isn't quite as exciting a prospect as the recent avalanche of classics, but Nintendo rarely make a bad game.

The idea of *Mario Party* is quite simple. You play as one of Nintendo's ever-popular characters and run around a set of boards (this time based around dreams, which serve to provide a very loose story in the one-player game) collecting stars and coins. While stars may be the most important item here (the overall winner is the player with the most stars at the end), coins are necessary for purchasing stars and other items like Capsules. An oft-forgotten rule is that at the end of the game (defined at the very start when you select how many turns you'd like each character to have), stars are also awarded to the player who landed on the most '?' squares, the mini-game champion and the player with the most coins in the bank. Coins are also an essential item for the single player game. (See boxout 'All by myself'.)

Although the board ties everything together, the main draw of Mario Party has always been the mini-games. Over seventy await your challenge this time around each is tailored to suit up to four players at the same time. These are activated at the end of each turn, or when a player lands on a 'VS' square. Sometimes it's a free-for-all, other times the players are put into teams, either two-on-two, or sometimes three on one. As in the previous games there's a mix of annoying, totally random games like picking a rope to see if it brings down a weight or a shower of flower petals onto your head and button-bashing madness which is a bit rubbish. Fortunately there are the much cooler skilful games, some of which could sell for GBA in their own right. Luckily, in the various gameplay modes you have a choice of what type of mini-games you'd like to be included.

Aside from the all-new 3D boards (which look rather lovely), and the mini-games, the biggest change for the series is the ommision of the shops from which you used to be able to buy items. Instead we now get big gumball machines that randomly present you with a special item in a Capsule. It doesn't sound like a huge difference,

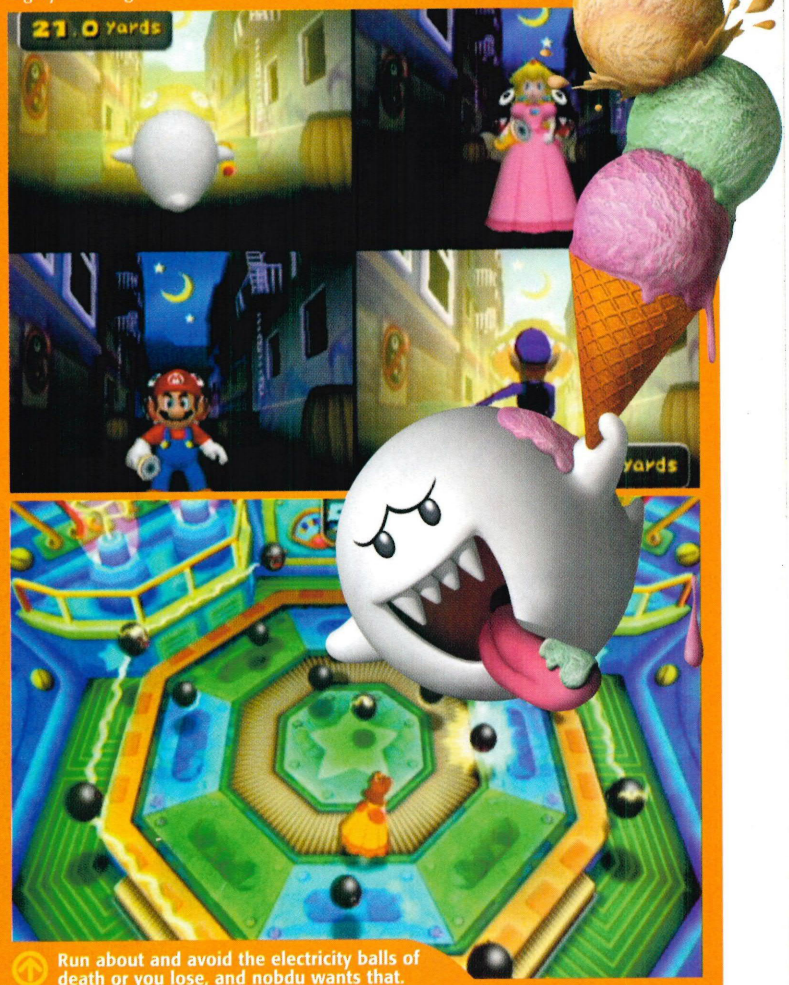
TAXING!: Land here and grab the Space Taxi. Does anybody out there remember the old Commodore 64 game that went by the same name? (Nope – Tim)



IT'S IN THE GAME

THAT'S JUST SKILL!

Mario Party's mini-games are an odd mix. Sometimes they're very *Wario Ware*, and other times a lot more in-depth. There are games where you have to run about avoiding things (these can be anything from rapidly moving electricity-spurting mines to a bunch of slippery penguins, fireballs and so on), one of our favourites is a *Tetris*-type affair that sees a conveyor belt of different shaped blocks sliding past that you have to pick up with a hand and place into shapes on your side of the screen. Big points are achieved if you match colours up too. The Chomp-shining, where you have to shine your torch at the last possible moment before a Chomp bites you is also highly amusing.



Run about and avoid the electricity balls of death or you lose, and nobdu wants that.

"THE MAIN DRAW OF MARIO PARTY HAS ALWAYS BEEN THE MINI-GAMES"

ALL BY MYSELF

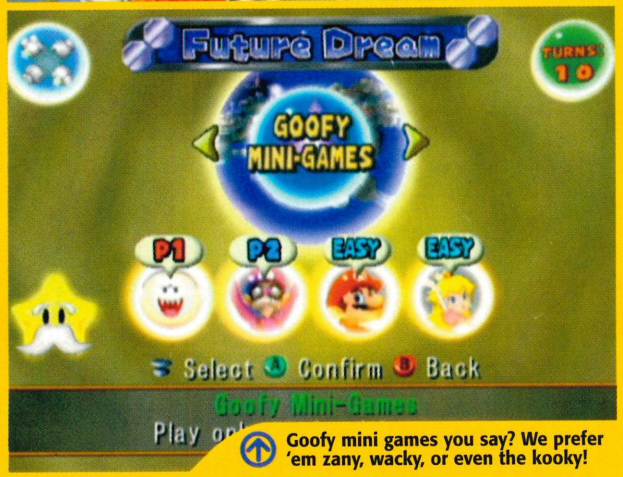
GOING IT ALONE

Although the main focus of *Mario Party* is and has always been the multiplayer modes, there's also a single player option for those times when your friends have all gone 'outside'. This is the story mode, where you choose a character from the *Mario* universe and attempt to rescue everyone's dreams from the evil Bowser and his colourful kids. You still move around a board collecting coins, but in this mode there aren't any stars to worry about. The aim of the game is to knock everyone else out by challenging them at mini-games until their coin count reads zero, going through each board until you reach Bowser for a final showdown. There are three difficulty levels to fight through, but anybody with an ounce of competence will be able to clear everything in a matter of days.



Bloody Koopa kids, if you don't hate them now, you will. Oh yes.



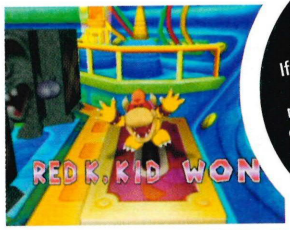


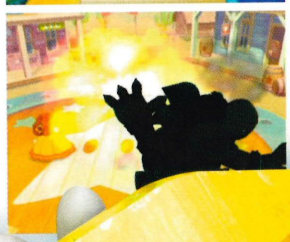
Goofy mini games you say? We prefer 'em zany, wacky, or even the kooky!

HAPPY TIMES

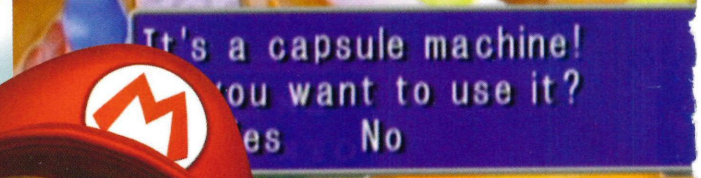
STAR STUDDED

If you've got no friends and you're feeling lonely then never fear, as the stars who chatter to you on the menu screens are ever so friendly and will cheer you up no end! So Chandra tells us.

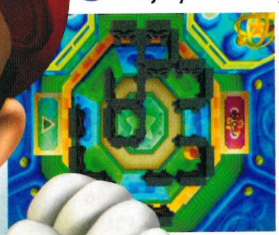








The 3D boards, based on dreams, are jolly in a Disney sort of way







CONTINUED

especially when you consider the fact that you still have to spend coins to activate the item, which is essentially buying it anyway, but the big difference is that you can now throw the capsule ahead of you of up to ten spaces on the board. This adds a whole new dynamic to the game as there's every chance you could find yourself walking into your own trap, or giving an opponent a power-up which you were planning to use yourself later on. (Generally it's safer to throw an item down on the floor rather than keep it if this is your plan, as its not uncommon for Lakitu to float down on his cloud and swap everyone's capsules around, which can be disastrous.)

"THE WHOLE GAME FEELS UNCOMFORTABLY SLOW PACED"



DAISY, DAISY: What's this dream Bowser keeps on going on about? Must be something to do with that feisty Daisy...

Ha, pay up Waluigi. That'll teach you for all that gloating and cackling!

Sometimes you have to work together with your opponents to get through.

SOMETHING EXTRA?

WHAT A CARD

If you're bored with mini-games you can always relax on the beach with game of volleyball, chill out to some ice hockey or maybe even retire to the drawing room for a game of cards. You can play through these versus the computer if you wish, but they're really made for human players. Far more in-depth than the normal games, these still manage to combine simple controls with addictive gameplay and, as usual, super-slick presentation.





The mini games vary in quality from impressive to laughable.



These Capsules range from ultra-helpful to quite useless, be it adding another roll to your throw, setting a trap whereby landing on a particular square forces the player to pay five coins into the Lakitu bank, mixing other peoples coins around or even stealing all the stars off the current leader. On the flipside though, there's always a chance of getting something detrimental to your progress like a randomly placed Bowser square which will cost you three coins should you land on it.

If this was the first *Mario Party* to be released, or perhaps even the second it would be hailed as great. The majority of the mini-games are fun to play, all of them are presented beautifully, the board game idea is a good one and the *Mario* 'feel' is captured perfectly. But it's not great. This is the fifth version of what is essentially the same game and to make matters worse, *Wario Ware* has shown what can be done within the party genre given a little imagination. After five iterations of *Mario Party* you don't want to have to wait around watching the computer take its turn (even though in the one player game the Bowser Kids take their goes at the same time, it still takes hours), you don't want to be limited to a choice of four players in the party mode, no matter how many joypads are plugged in, you don't want to flick through menus you've seen a million times before or sit there and wait for the various bits of dialogue to crawl across the screen, and you can't skip the intro to the story mode! It sounds like a small niggle but just you wait. Grrr. In fact the whole game feels uncomfortably slow paced, which completely goes against its mini-game ethos. Unless you don't like *Wario Ware*, have small children, unlimited patience, missed out on the first four games, or are a complete *Mario Party* obsessive, there really is no reason to buy this. It's a reasonable enough title in its own right, and does exactly what it says on the tin, but it's all getting boring now. Still, it has its audience, and you know who you are.

GARY

CUBE VERDICT

MARIO PARTY 5

SAME OLD, SAME OLD

VISUALS
The usual *Mario* fare – colourful and functional.

AUDIO
Plinky-plonky Nintendo cheese. We love it.

GAMEPLAY
Good fun with friends, but very slow-paced.

LIFESPAN
Single player is simple, but the multiplayer will last forever

ORIGINALITY
Number 5 in the series? Need we say more?

ALTERNATIVE

Nintendo show they can still innovate. **CUBE**'s party game of choice.

MADE IN WARIO

Reviewed: Issue 27 **CUBE Rating:** 8.2

2ND OPINION

MONOLPOLY! "Like a board game on your telly, this'll keep Granny amused for hours, or at least until *The Phantom Menace* starts."

TIM

FINAL SCORE

7.0

A VERY GOOD GAME, BUT WORN AROUND THE EDGES. NEEDS SOME FRESH IDEAS.

PIECE OF CAKE

Run, jump, blow stuff up, shoot the robots, finish the level. *Metal Arms* in a nutshell.



Metal arms, plastic pants



Limb shots do damage but head shots work better





Get used to running out of ammo – it happens a lot.



CUBE

INFORMATION

METAL ARMS	
PUBLISHER:	VIVENDI UNIVERSAL
DEVELOPER:	SWINGIN' APE STUDIOS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	4 BLOCKS

STATS

- OVER FORTY LEVELS
- STACKS OF WEAPONS
- FUNNY VOICE ACTING
- MULTIPLAYER DEATHMATCH

OUT NOW	TBA	OUT NOW

METAL AR
GLITCH IN THE SY

Combine the pill-popping antics of Metal Mickey with the charm of Twiggy and here's what you get...



The high rate of fire from gun turrets is handy in open spaces.



ROBOTS ARE cool. Shooting the crap out of them is even better, and blasting androids and watching them explode like a firework is what *Metal Arms* delivers, along with a glut of incendiaries, projectiles, vehicles, a few novel touches and a wealth of levels (over 40 in total). Good as this sounds, *Metal Arms* is a something of 'nearly game' – close, but no cigar.

Maybe it's because your weapons feel a little bit weedy at first, or perhaps it's the varying quality of level design and the yo-yo difficulty level but, like a beef dinner where the chef's forgotten to add the meat, there's something about it game that doesn't quite satisfy the appetite as it should.

It's a shame, as so much of it deserves praise. Stuff like its humorous streak (Glitch sometimes audibly farts at the end of particularly heated battles) and foul mouthed cut scenes along with the way other robots squeal, shout and chatter ("shoot the droid, shoot the droid") give Metal Arms character. Admittedly a little puerile, but it's something that's lacking in the vast majority of games these days. It's also got some ingenious touches such as possessing other robots and puzzle elements where a new item, the screwdriver, allows you to disassemble yourself bit by bit and load your body head first then arms and finally free standing legs onto a conveyer belt to infiltrate normally inaccessible areas.

Metal Arms is almost epic and obviously doing so much so well.

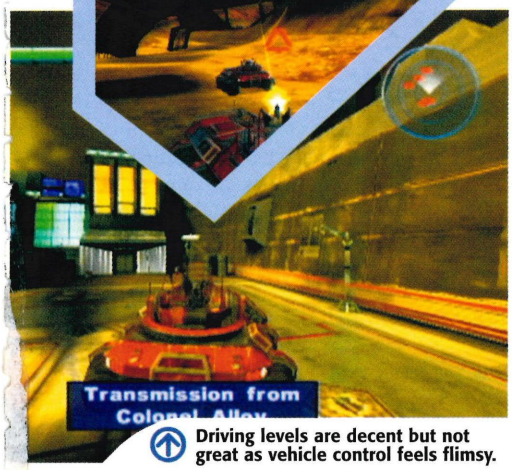
Touted before its release, somewhat optimistically, as *Halo* meets *Ratchet And Clank*, *Metal Arms* is neither a truly great shooter nor a classic platformer. Whilst Glitch has the moves you'd expect when such comparisons are being made including grenades being mapped to the left shoulder button, a melee attack for when you get up close and the obligatory double jump and collectibles (downed bots drop nuts and bolts that buy upgrades), but where it matters most there's something lacking.

Simply put, in all the best shooters there's an instant kick to firing at stuff. Sniping for headshots, wounding limbs, trying out ever more powerful weapons – that's what it's all about. *Metal Arms* on the other hand does a good impersonation but misses out on that gut felt immediacy. Too many robots take far too many hits to die when you'd rather be making progress than firing at identikit enemies that seem increasingly stubborn thanks to erratic attack patterns and a slightly fiddly control system.

There's an easy way to measure the appeal of any game that comes into the **CUBE** office – if it's genuinely great then, despite having played it all day for review, it still gets taken home at the end of work. As much as *Metal Arms* is initially appealing, it ultimately lacks that compulsive spark to make you want to see all it has to offer.

BYRON

RAT RACE: A few levels make use of the Rapid Armoured Transport vehicle. It's a welcome break but the physics feel too floaty.



Driving levels are decent but not great as vehicle control feels flimsy.

MS STEM

"METAL ARMS IS NEITHER A TRULY GREAT SHOOTER NOR A CLASSIC PLATFORMER"



BISCUITS!

SWAP SHOP

Some droids drop nuts and bolts when destroyed that can be exchanged with these guys – Shady and Mr Pockets – for weapons, extra ammo and to recharge your batteries.

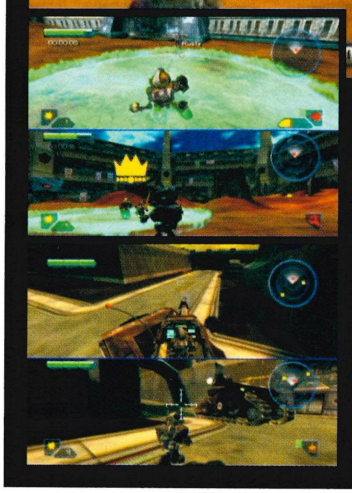


Yet another controlable bot, this *Matrix-esque* contraption handles like an absolute dog.

Somewhat reminiscent of *Halo*, vehicles found lying around can be commandeered.



Lacking carnage, multiplayer needs a one shot kills option.







ROBOT WARS

JUST HURRY UP AND DIE

Far too often Multiplayer deathmatche modes feel tacked on as a way of propping up a weak one-player game, but this isn't the case with *Metal Arms*. It's got seven modes of play, loads of arenas, weapons and even vehicles. Swingin' Ape has also included bots and upped your normal running speed to make matches a lot more frantic than they would have been otherwise. Thing is though, as in the rest of the game, opponents take too many hits to die, meaning that the element of surprising opponents means little and far too often you just end up facing each other and shooting until one of you blows up.

CUBE VERDICT

METAL ARMS

A GLITCH IN THE FUN

VISUALS
Sometimes lacking texture but generally almost excellent.

AUDIO
Voice acting is funny and the soundtrack is good.

GAMEPLAY
Action, strategy and a touch of frustration.

LIFESPAN
A nearly epic one player and comprehensive multiplayer.

ORIGINALITY
Some nice touches of innovation though there's much that's familiar.

ALTERNATIVE

There's little on the GC to compare to *Metal Arms* but at £20 it's criminal not to own this classic.



METROID PRIME
Reviewed: Issue 18 **CUBE Rating:** 9.6

2ND OPINION

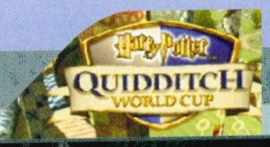
IRONY! "Like iron, *Metal Arms* starts off shiny and smart-looking but soon the surface starts to oxidize and it becomes dull. Chemistry lessons put to good use at last."

TIM

FINAL SCORE

7.9

SOLID, QUALIT, ARCADE-STYLE SHOOTER SLIGHTLY LET DOWN BY LOOSE CONTROLS

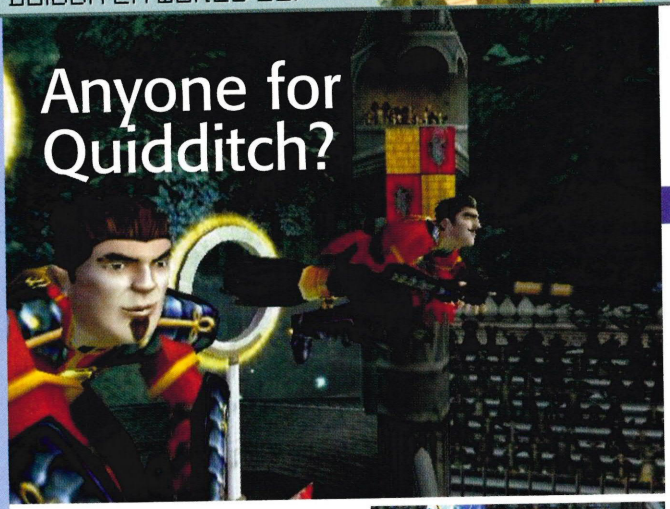


TO ME, TO YOU

Using the special team combos you can perform some amazing acrobatics.



Anyone for Quidditch?



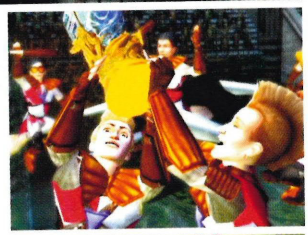
Grab your broomsticks and take to the air as the magical world of *Harry Potter* returns.

HARRY POTTER is probably the most famous wizard ever, and the magical stories conjured up by JK Rowling have captured the imaginations of millions of fans around the globe. Following the brilliant films and last year's videogame smash, EA has come up with a new idea to use the expensive *Harry Potter* licence, bringing the game of Quidditch to your fingertips.

The game in essence is extremely easy to play and everything seems to have been designed with the younger player in mind. It begins with simple training exercises to show you how to pass the ball and score goals and also explains the basic rules of the game. Once these skills have been mastered you can try your hand at an easy match before additional players are added and new skills need to be learned. After a few matches you'll have learned everything there is to know about Quidditch and will be capable of controlling every member of the team at the same time using nearly every button on the controller to play the game.

The game itself is very fast moving and can be quite brutal in places as you bash each other to steal the ball, or launch a devastating bludger attack from long distance. The idea of course is to score as many points as possible, but also tactics are required as the most important element comes right at the end of every game. As you play, a small bar at the top of the screen indicates how well your team are performing and also shows how near the snitch is to making an appearance. Each combo pass, tackle or shot you make earns bonus marks for your team, raising your Seekers ability bar and upping your options to perform deadly team combos. The larger the bar when the two halves of the snitch are joined, the more boost your Seeker has in his attempt to catch it. Of course the Golden Snitch is worth a massive 150 points and this will mean almost certain victory for the team who catches it first.

With seven players to control the game could be a little confusing, but EA have done a marvellous job of making it so simple that even a four-year-old can play it. Each position uses different buttons and when the Beaters or Seekers are moving, the rest of the team are controlled automatically so you can concentrate on getting the ball. All this action takes place at a furious speed and the game becomes very much like Gridiron on broomsticks with a small race at the very end.





CUBE

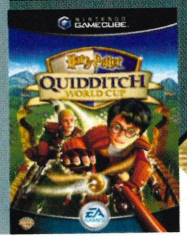
INFORMATION

HARRY POTTER: QWC	
PUBLISHER:	EA GAMES
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	3 BLOCKS

STATS

- PLAY AS HARRY, DRAKO OR GLUM
- USE FOUR BALLS AT A TIME
- HOUSE AND WORLD CUP MODES
- SPECIAL MOVES TO UNLOCK

OUT NOW	TBA	OUT NOW

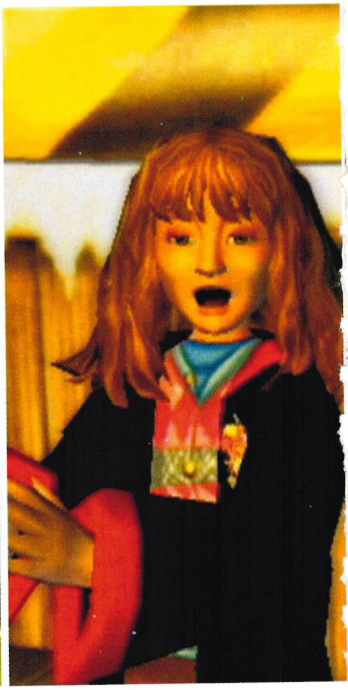




Take your beating like a man, quiff boy!







HARRY POTTER QUIDDITCH WOR

With such easy gameplay you can very easily get addicted to *Quidditch* and will have so much fun for a few hours until you've beaten the 12 teams available. It really is fun and provides good entertainment throughout. In fact it's even quite even entertaining if you're just watching someone else play, which is very unusual for a videogame.

Unfortunately the ease of the game is also a major downfall as the two available competitions only take a few hours to complete after which there's very little left to do. Of course the game does have a certain longevity attached through the two-player mode, which is superb, and this is even more fun than playing against the computer.

Quidditch World Cup is a totally unique experience and has so many elements to master that there's never a dull game either against the computer or your mates. Of course there are a lot of young *Harry Potter* fans out there that will want a piece of this action, but there is the small matter of the £39.99 price tag for such few hours of gaming pleasure.

There's no denying *Quidditch* is an entertaining title, but it's for *Harry Potter* fans only and the casual gamer will find very little of interest.

With so many quality titles available before Christmas, you're better advised to go for something with a little more depth, unless you're *Potter* mad.

RUSS

KILLER COMBOS: By passing the ball round swiftly and holding the combo button, you can charge up for an almost unstoppable super special attack.



At the end of the game the snitch appears and the first team to catch it gets 150 bonus points

Once you've completed the Hogwarts inter-house tournament you can go on and enter the World Cup.



ON THE CARDS

IF EVER A WONDERFUL WIZ THERE WAS...

As you play through the game completing challenges and winning matches you're rewarded with wizard cards depending on your performance. If you manage to break all the Hogwarts records in the house challenges or win a match by a substantial margin more cards are awarded. They depict the team members and other Hogwarts-related goodies and this time are 3D, very much like the ones in the films. Of course aside from being nice to look at, the cards also have a use, as they are the key to unlocking hidden items throughout the game. Extra brooms, teams, players, cheats and special moves can all be unlocked which further improves the gameplay, particularly in multiplayer mode.



Collect all the Quidditch cards by winning matches.

SNITCH THAT!

JACK OF ALL TRADES! In the game you control every one of the seven players and perform the roles of Chaser, Beater, Goalkeeper and Seeker.



Yay Hogwarts! Hmm, not quite as stirring as Swing Low Sweet Chariot.







"SO SIMPLE THAT EVEN A FOUR YEAR OLD CAN PLAY IT EASILY!"

CUBE VERDICT

HARRY POTTER: QWC

A VERY GOOD USE OF A POPULAR LICENCE

VISUALS Bright and colourful with very little slowdown.

AUDIO Average all around with some awful commentary like the films.

GAMEPLAY Frantic fast paced action that comes to life in multiplayer mode.

LIFESPAN So easy to play it will only take a matter of hours to complete.

ORIGINALITY A novel use of the Harry Potter licence, completely unique.

ALTERNATIVE

Search Hogwarts in order to solve the mystery and collect special wizard cards.



HARRY POTTER: COS

Reviewed: issue 14 CUBE Rating: 7.0

2ND OPINION

DITCHED QUIDS! "Besides the fact *Quidditch* is a pretty duff sport on account of whoever catches the snitch generally wins, there's nothing here for anyone over ten."

MILES

FINAL SCORE

6·5

SPEEDY AND ACTION-PACKED FOR A FEW HOURS, BUT FAR TOO EASY TO COMPLETE!

LD CUP

HELLO DAVE?
You're my wife now, Dave. Meet your perfect Sim match on the dancefloor.



THE SIMS BUSTIN' OUT

Get Me Out Of Here!

CUBE

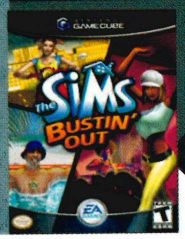
INFORMATION

THE SIMS: BUSTIN' OUT	
PUBLISHER:	ELECTRONIC ARTS
DEVELOPER:	MAXIS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	161 BLOCKS

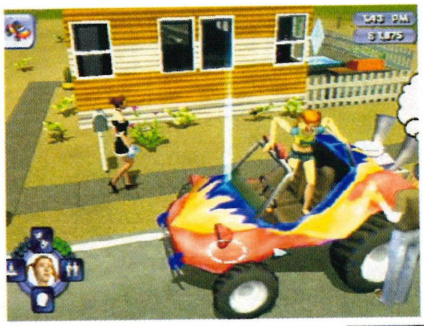
STATS

- 40 NEW PERSONALITIES
- 10 NEW CAREER PATHS
- 100 NEW OBJECTS AND MOVES
- GBA CONNECTIVITY

19 DEC '03 | 23 JAN '04 | OUT NOW



Little farting, flirting, belching and moonwalking people on your GameCube!





This looks exactly like the CUBE office, no really.

MWAH-HA-HAA!

EVIL STREAK
If you can't stand to play games 'properly', then use that as an excuse to torture, abuse or generally punish your helpless Sim in all manner of devious ways. Who needs therapy?

"THE ULTIMATE WAY TO LIVE A LIFE OF DEBAUCHERY WITHOUT HAVING TO SIT RED-FACED AT SUNDAY MASS..."

ALTHOUGH WE'RE huge fans of *The Sims*, there's one thing that we want to get out of the way quickly. We – as actual human beings – can wake up roughly an hour before we have to start work, have a shower, get dressed, grab a quick breakfast and still get here to write games reviews (roughly) on time. In *Sim* world, you can get out of bed several hours before your lift to work arrives and only just have time to answer the call of nature. You'll need at least the whole morning to have a bath and take the rubbish out. Time in this world is useless. First moan over.

Second moan: how come PC owners only have to pay 20 quid or less for *Sims* expansion packs when we have to pay £40? Okay, so EA will argue that this is a completely new game complete with a new 'console friendly' interface and many new features, but it still feels decidedly like add-on territory.

Third moan: 161 memory card blocks is an obscene amount of space for one game. You will more than likely have to purchase a 251 slot memory card especially for this game. Not good.

However, none of the above gripes means that the latest instalment of *The Sims* is bad. It has the same insanely addictive qualities that all games in the series possess. The same ability to destroy your social life, the same intricate attention to detail, the same twisted desire to put more effort into

making a videogame character successful than you would do your own life. In fact, it has all of the things we love about *The Sims,* and more.

For those of you who haven't encountered *The Sims* before (how?), the game requires you to take charge of a little Sim who needs constant attention. Everything from their comfort, hunger, bladder, boredom and level of social interaction needs to be monitored and maintained to keep your Sim fit, happy, clean and popular. On top of that you have to lead them along the path of ultimate career and life fulfilment while having a great time in the meanwhile. Simple. Previously, you were essentially trapped in a single location and only able to complete tasks in one building at a time. *Bustin' Out* progresses the series further by allowing you to escape the confines of your home and visit new places. Like the previous game, by completing specific goals (like being promoted in one of the many new career paths, upgrading your home or making friends) new areas – like the suspiciously named Club Rubb, Love Shack, Laboratory or Art Gallery – will become available. Here you will have tasks unique to each environment (like strutting your stuff on the dancefloor, honing yourself to an Adonis in the gym or making things blow up in the lab) to further your quest for the perfect life. All it takes is a quick trip using your Scooter, Beach Buggy, Hot Rod or Sport car and the whole Sim world is your oyster.

However, completing these goals has become a lot more involved, because the main crux of *The Sims* – the character interaction – has been substantially improved. Whereas before, 'Flirt', 'Dance' or plain old 'Talk' were most of your choices when it came to conversing with other Sims, here the interaction gets a lot more interesting. Your decisions will dictate your character's behaviour and consequently, options such as Moonwalks, Judo Throws, Finger Pulling (yes, that's right), Bitch Slapping, Burp In Faces and many more social faux pas become available. Not only does this open up whole new avenues for relationships with fellow Sims (of which there are 30 new 'personalities'), but it can be great fun to watch too.

VIRTUAL FETISHIST: Thanks to the range of clothing options, you can create any Sim such as the virtual incarnation of your dream woman. God we're lonely.



Put it in your GameCube for smaller *Sims* fun, yay!

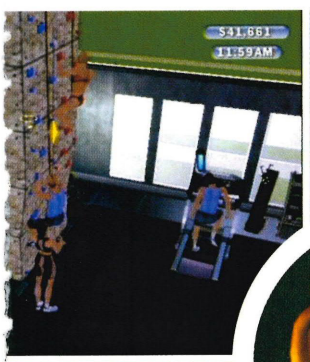
A MATTER OF CONNECTIVITY

WHEN TWO BECOME ONE...



New mini games and options become available thanks to the joys of connectivity

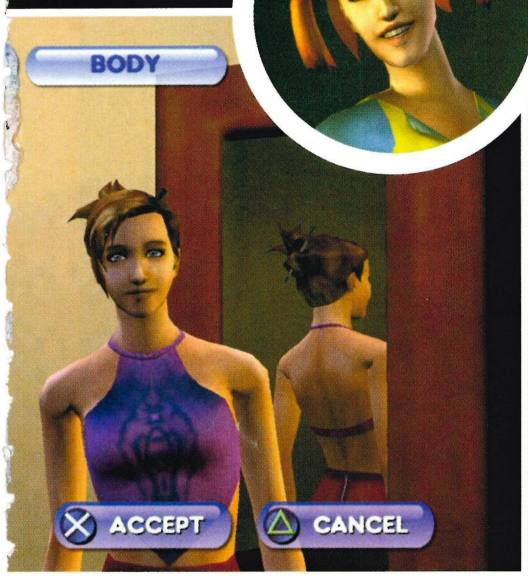
The GameCube version of *The Sims: Bustin' Out* has a unique advantage over all of the other console alternatives – namely the ability to connect the game with its GBA counterpart, which is being released simultaneously alongside the GameCube version! When you link the two together, GBA players will be able to access a previously hidden secret level and GC owners will unlock a special cabinet that will allow their Sims access to mini-games that you can play on the GBA to earn extra cash. Even better, players will also be able to download their GameCube Sim into the GameBoy Advance world in order to obtain money, motives, and skills to bring back with them to the GC version!

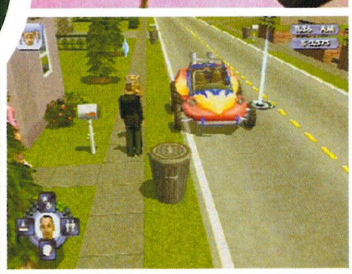




Redesign your house without Laurence Llewelyn-Bowen.









Feed me Sim! *Little Shop of Horrors* comes to GameCube





So, this is why home brew is so strong...



HEIRS AND GRACES

MAKE YOUR SIM THE MOST ARROGANT GUY IN TOWN!

Although the ability to travel to different places at will is a new addition to console versions of *The Sims*, it's the improvements to the character interaction that makes *Bustin' Out* so enjoyable to play. Depending how your personality develops (if your Sim is shy, outgoing or downright rude for example) dictates the types of interaction that will become available to you. Extroverted characters will gain the ability to 'Wrestle', 'Karate Chop' 'Spank Bottom' or get stuck straight in with the 'French Kiss'. If these aren't socially acceptable enough you could try the 'Judo Throw' 'Burp In Face' or 'Pull My Finger'. If what goes on in the **CUBE** office is anything to go by 'Quote Line From Obscure Underground Film' or 'Argue The Merits Of 80's Rock' will be in there too...



Sexy women and men in pants. What sort of party is this?

CONTINUED Something you will find only after extended play is that your behavioural conduct results in different game paths becoming available. We're not suggesting you carry out these actions in real life, but if you fancy towel snapping your mother after making her 'Talk To The Hand', then you're free to do it here. No doubt you can transgress all sorts of social and sexual taboo's too should the need take you. We're not sure what options will become available to you after using this particular approach, but the fact that *Bustin' Out* has catered to such actions suggests EA has thought of something. In the same way we can guarantee at least one of you will resort to the 'invite-a-friend-round-and-then-trap-them-in-a-doorless-room-until-they-die trick'. With over 100 new objects on offer, you can create all sorts of inventive torture rooms for them too. Oh, how things have moved on from pulling the wings off flies or frying ants with magnifying glasses... this must be the ultimate way to live a life of debauchery and sin without having to sit red-faced at Sunday Mass!

Is *Bustin' Out* a worthwhile sequel to the previous title? Well, if you've already '*Got A Life*', then the answer will be yes – the simple addition of new locations, careers, characters and goals means that this can provide more of the same that you couldn't get enough of first time round. It's also the best choice if you don't already own a *Sims* title. But does it progress things enough to warrant a full-price sticker? Not really – tweaked sounds and graphics make it look slightly better and sound a bit nicer, but it's not really a sequel in the true sense of the word. *The Sims* adds logical improvements to an already winning formula without blowing you away with any stunning revelations. Although it's not really feasible for consoles, our earlier statement still stands – if this was an expansion pack (with an expansion pack price) *The Sims* would make a time devouring title even more absorbing. As a standalone title with a £40 sticker, you could feel like you've been given the same game but wearing different coloured trousers. Nicer trousers, admittedly – perhaps with flashing lights attached – but still trousers.

SHAUN

"BUSTIN' OUT HAS ALL OF THE THINGS WE LOVE ABOUT THE SIMS AND MORE"

CUBE VERDICT

THE SIMS: BUSTIN' OUT

VIRTUAL LIFE ON A GAMECUBE

VISUALS A slight improvement on *The Sims*, but no great leap.

AUDIO Even the smallest object has its own individual noise.

GAMEPLAY Not exactly a breakneck pace but insanely addictive.

LIFESPAN It won't take forever to 'bust out', but you're likely to return.

ORIGINALITY The series isn't original anymore but the concept has few comparisons.

ALTERNATIVE

A quaint 'rural-village' simulator with monkey train porters, raffles and angry moles.



ANIMAL CROSSING

Reviewed: Issue 12 CUBE Rating: 8.5

2ND OPINION

SIM-TASTIC "When it comes to getting a life, there's nothing like *The Sims*. This adds to the fun with more to do and more to see."

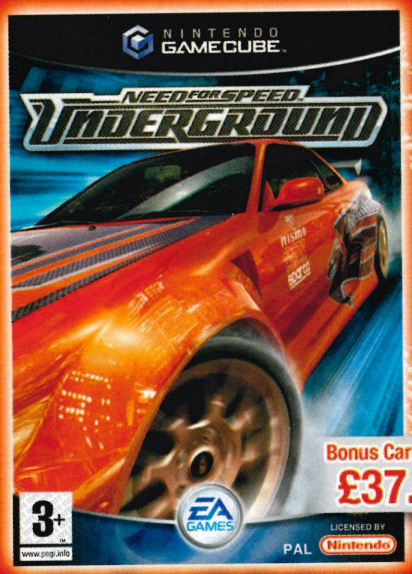
GARY

FINAL SCORE

8.2

DOESN'T HAVE THE SAME IMPACT AS THE FIRST, BUT STILL A WORTHY PURCHASE

Make us your first stop for games this Christmas



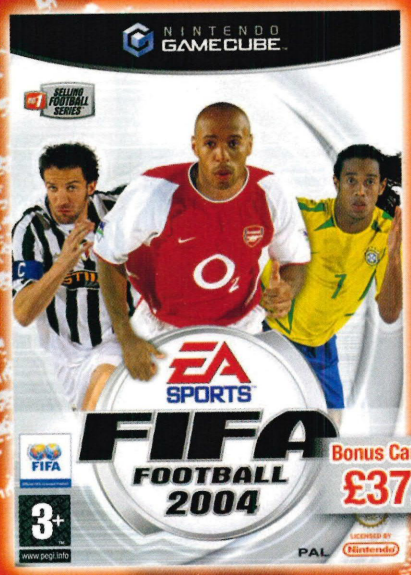
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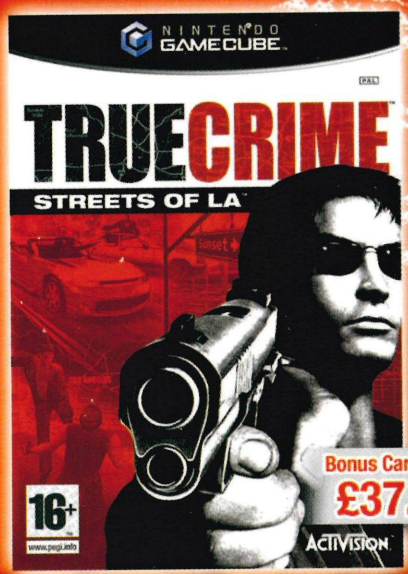
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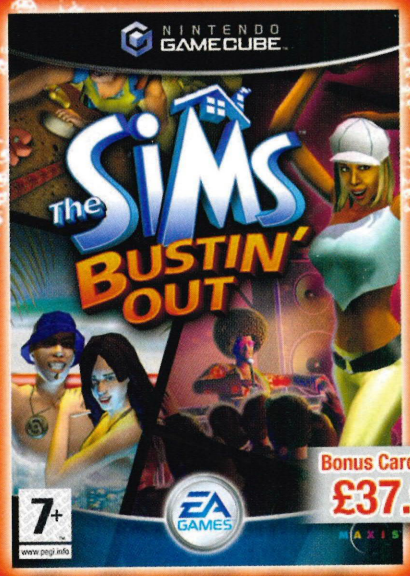
Bonus Card Price £37.99

FIFA 2004



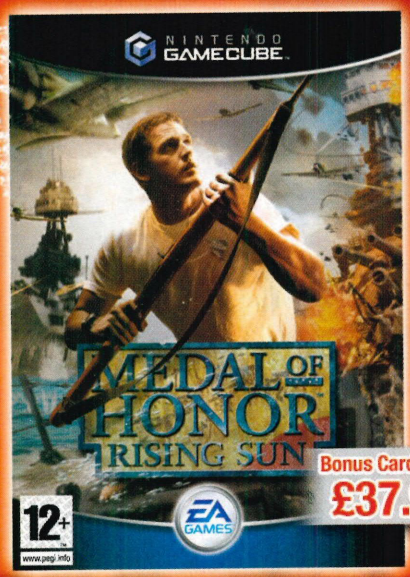
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WAKE ME UP!

When does the game start? Oh, it has. Beware – multiplayer games are shoddy.



Crash and burn

CUBE

INFORMATION

CRASH NITRO KART	
PUBLISHER:	VIVENDI
DEVELOPER:	VICARIOUS VISIONS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-8
MEMORY:	3 BLOCKS

STATS

- FOUR ONE PLAYER WORLDS
- NUMEROUS MULTIPLAYER OPTIONS
- STORY MODE
- NAFF PLAYABILITY

OUT NOW	TBA	OUT NOW



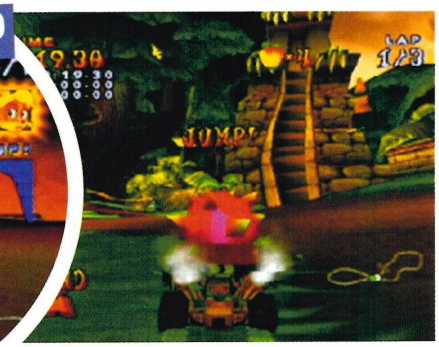
TEAMING-UP

I'LL HAVE THAT

Playing in teams, whatever weapon your fellow drivers have picked up can be used by simply pressing the Y-button. Very handy when you've just missed a power-up.



Like *Double Dash!!* power-sliding round corners earns you a boost.



As you can see in this screenshot, slides go far too far sideways.

Boss races see you chasing another kart that throws obstacles in your way.







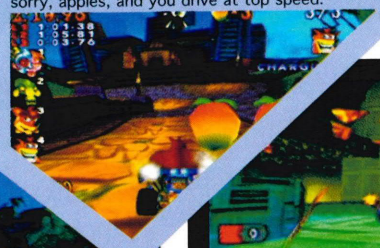
Should Nintendo be worried? In a word, no…

GAMES ARE pointless. But that doesn't stop playing them from being time well spent. Screeching round virtual tracks in a multiplayer carve-up, unloading imaginary shotguns into zombies or playing as a Premiership footie team – it's all a good laugh. *Crash Nitro Kart* though… urgh, it's a complete waste of time, a game so insipid, lifeless and lacking in charm that even releasing it, let alone playing it, seems like an exercise in futility. And that's not just because of *Double Dash!!*

Aimed squarely at kids who the publisher obviously hopes don't know any better, *Crash Nitro Kart* is more than just an unwanted game, it's depressing, partly because of the apparent motive behind its inception (*Mario Kart* is coming, let's see if we can't make a buck on the back it) but mainly because the way it plays is so hideously dull.

CRASH NITR

HOW DO YOU LIKE THEM APPLES?: Now where have we seen this before? Pick up ten coins, sorry, apples, and you drive at top speed.







KILLING ME SOFTLY

I'M SO, SO BORED

With thoughts of multiplayer greatness fresh in our minds (we're still after all, playing Vs matches in *Double Dash!!*) it's tempting to say that *Crash Nitro Kart*'s squandering of its best possible feature – head to head races and battles – is a shame. Adding modes like grabbing crystals and delivering flags along with the usual battle mode at least gave its multiplayer the potential for novelty.Thing is though, in game items are weak and location design is merely adequate.

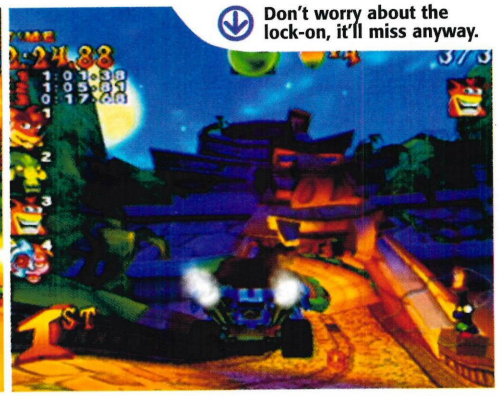
In short *Crash Nitro Kart*'s multiplayer leaves you feeling tired. Playing it barely raises a smile and with such a derivative and lame selection of power-ups the sensation ranges from empty to listless. As for LAN (there is support for up to eight players), well it's nice to see the options supported, but with a game of this quality why would you bother?



Obviously aimed squarely at kids, playing *Crash Nitro Kart* rarely sees you lingering in last place. In fact winning is easy.

Thanks to the karts' ability to hover over some sections, you get to race on some extreme curly tracks a bit like in *Rollcage*.





Don't worry about the lock-on, it'll miss anyway.

Double Dash!! proved that catering for the younger market doesn't mean sacrificing kart control or watering down playability to make a game more accessible, yet whilst *Crash Nitro Kart* pilfers unashamedly from one of Nintendo's greatest franchises – items and powerslides are present and correct – it omits the main ingredient that makes the series so successful – fun.

The reasons why *Crash Nitro Kart* is so dire are painfully numerous. The Karts themselves lack weight and inertia and there's little feeling of contact or feedback with the surfaces you're racing on, making nuances of handling almost non-existent. Worse still, the average speed of any race is best described as plodding. A fact made all the more ugly by a framerate that at times chugs uneasily (a blemish that's made all the more staggering by the shoddy visuals). On looks alone it's easy to sum up *Crash Nitro Kart* – slightly budget looking and flimsy.

Where the game does try something different, the multiple boost for instance, the results are still disappointing. The sliding itself lacks a drifting ability to correct your cornering and feels far too sideways and erratic, but more importantly, level design rarely encourages using boost slides. With very few exceptions *Nitro Kart*'s locations are miserably straightforward requiring mainly the skills of poking left and right at appropriate moments. Many of the tracks could almost be completed with your eyes shut and someone shouting out directions.

The one opportunity *Nitro Kart* had to have saved itself from these damning drawbacks would be to have included either an expansive and inventive one-player mode or to have made amends in multiplayer. On both counts it fails. The short one-player mode (only four worlds) can be finished in a day and thanks to lame weapons and generally lacking playability, you'd be lucky to persuade anyone to race multiplayer for more than about ten minutes.

Impossible to recommend, *Nitro Kart* might fare more favourably on consoles such as the PS2. However, even if *Double Dash!!* didn't exist it would have little appeal, but *Double Dash!!* does exist.

BYRON

"MANY OF TRACKS COULD ALMOST BE COMPLETED WITH YOUR EYES SHUT AND SOMEONE SHOUTING OUT DIRECTIONS"

CUBE VERDICT

CRASH NITRO KART

DULL, DULL, DULL... DULL

VISUALS
Looks multiformat, lacks anything worthy of note.

AUDIO
Shoddy, made worse by irritating chirps and squeaky voiceovers.

GAMEPLAY
It only sort of works, but that's far from enough.

LIFESPAN
You'll rue the day your Gran ever bought it for you.

ORIGINALITY
Multiple boost round corners was a nice idea in theory.

ALTERNATIVE



This is undoubtedly the must-have game of the winter. Buy it – win friends.

MARIO KART: DOUBLE DASH!!

Reviewed: Issue 26 **CUBE Rating:** 9.4

2ND OPINION

BYRON WEPT! "Really he did, then so did I when he wanted a multiplayer game. Leave this trash well alone, unless you're an insomniac."

TIM

FINAL SCORE

4.8

COMMITS THE CARDINAL SIN OF GAMING – IT'S SIMPLY NOT FUN

O KART

RAGGY DOLL

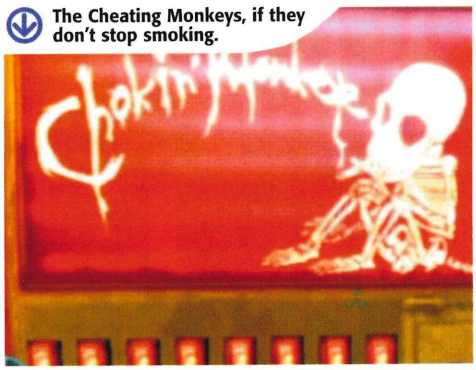
Thanks to the miracle of rag doll physics you can keep shooting and bounce the corpses.



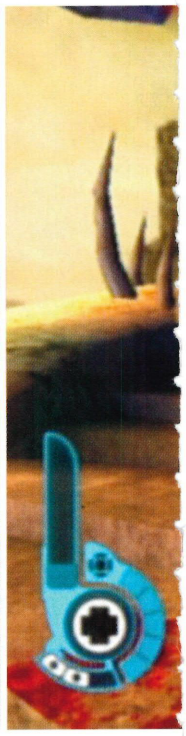
Grud on a greenie



The Cheating Monkeys, if they don't stop smoking.







CUBE

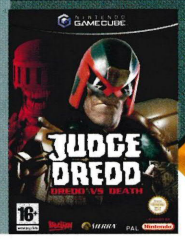
INFORMATION

JUDGE DREDD: DREDD VS DEATH	
PUBLISHER:	VIVENDI
DEVELOPER:	REBELLION
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1-4
MEMORY:	2 BLOCKS

STATS

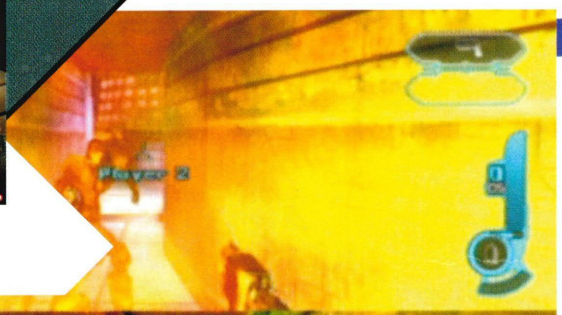
- BE JUDGE DREDD
- EXPLORE MEGA-CITY ONE
- LAWGIVER III
- KILL DEATH

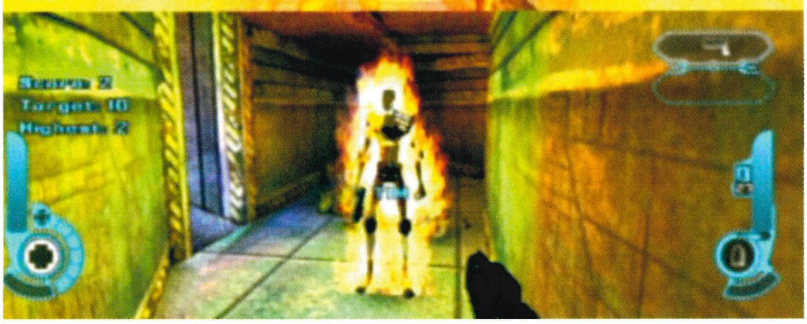
OUT NOW | TBA | OUT NOW



JUDGE DR DREDD VS

The crime is life, the sentence is Death





FINALLY WHAT we (well, some of us) have been waiting for: *Dredd* done right. No dodgy sideways scrolling platform shooters, no half-hearted licence tie-in and absolutely nothing to do with THAT film… took his helmet off in the first half hour, Sylvester Stallone – Grud! Shoddy plot, suggested romances, he didn't even say "Drokk!"… (Snip – Ed)

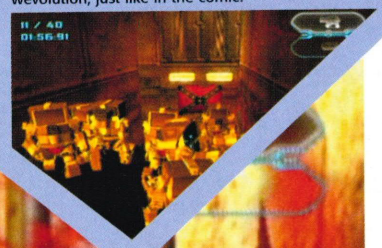
Since Rebellion bought *2000 AD* it has tried to raise the profile of Dredd and his comic. Launched 23 years ago, *2000 AD* has had its highs and lows, but it's the longest running British sci-fi comic and hopefully this is just the start of a Durham Red-style rebirth.

Dredd Vs Death starts with a normal day on the mean streets of Mega-City One. Dredd's out on patrol bringing swift and often painful justice to the perps of the Big-Meg. It's not long before the Psi Judges' heads start tingling with prophecies of the impending return of the Dark Judges (Mortis, Fire, Fear and Death himself), oh, and there just happens to be a plague of vampires and undead running around thanks to contamination from the pet resurrection business. So it all boils down to you controlling Dredd in a first person style, to clean things up.

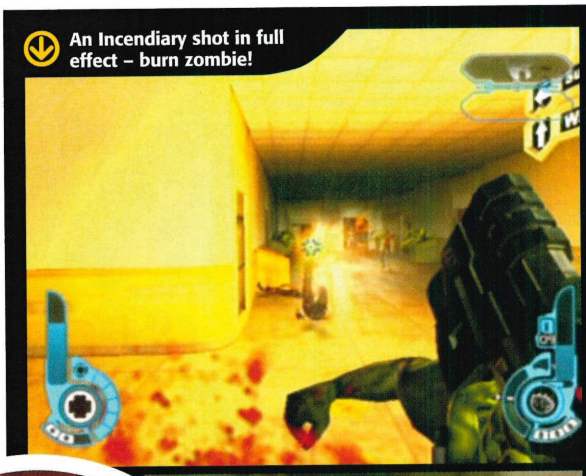
In Story mode your first steps on the street, reveal the level of Dredd-ness going on here – Fatties roam the streets, gangs are scrawling tags on the walls and the background spans for miles. Dredd himself looks what can only be described as 'grizzled' and is fitting with today's *2000 AD* style. Well, he has been doing this job a long, long time. The dark humour of the comic is plentiful and some of the perps speak with English accents, betraying the game's origins.

The levels take in many Dredd locales – Resyk, where the dead are recycled into various products, the Smokatorium, the only legal place to smoke, before finally winding up on Dead World, Judge Death's desolate home world.

WALTER THE WOBOT: In the first Arcade level, Dredd's serv-bot goes mental and organises a wobot wevolution, just like in the comic!



An Incendiary shot in full effect – burn zombie!





BULLETS, LOTS OF BULLETS

TAKE EVERYTHING OUT WITH ONE GUN

"One gun?" you cry. One of Dredd's trademarks is his gun – the LawGiver Mark III. The genius of this is it comes with five different types of bullets: Standard Execution, Armour Piercing, Ricochet, Incendiary, Hi-Ex and Heat Seeker.

Each type has its own purpose but the most fun is Incendiary which sets enemies on fire, then laugh as they run about screaming before they're burnt right to the bone.

Unfortunately the Ricochet rounds are pretty useless and, as they get more powerful as they rebound off walls, you're in for a fatal shock when they come tearing back down the corridor at you. There are other weapons available – shotguns, and sniper rifles – but they should only be used a last resort.

WIDE LOAD

FAT ASS

One of the more obvious sights in the Big Meg – the fatties, who eat for sport. Shoot their belly-wheels and watch them splat on the ground.

EDD DEATH

"IN THIS POST DEMOCRATIC SOCIETY OF TOUGH LAW, EVERYONE IS GUILTY OF SOMETHING"

In this post-democratic society of tough law everyone is guilty of something, be it illegal possession of a goldfish or armed robbery, so approaching anyone and shouting at them will result in them bowing down to the law, getting arrested and being shipped off for a spell in the Iso-cubes.

Arresting crims is the only way to keep your Law Meter up. Let it fall with too many unlawful kills and the SJS (Special Judicial Squad) will come to violently arrest you. Human perps are easily dealt with. Shoot them in the leg and they usually surrender, but the vampires are fast and tricky to take down (armour piercing works best). The undead are slow and splatter with a few shots of Standard Execution to the head. Apart from the main mission which is updated as you play there are secondary missions, such as killing all the vampires in a level, to contend with.

The Story mode is all good fun and it's through this that you unlock the Arcade levels which take the form of challenges – defeat 50 robots in Walter's Wobot Wampage for example. The multiplayer works well, the levels are brilliantly designed but it can come down to just standing in front of your opponent shooting and waiting for them to die because you have the more powerful weapon, which kind of defeats the purpose. Turn on one hit kills however, and these become frantic, nervy tests of skill, brilliant with four players.

There are a few problems. The story levels are very linear, mainly running from checkpoint to checkpoint despatching and arresting enemies. On a few occasions you'll notice the sometimes dodgy NPC AI, the inconsistency of the health packs, the way you sometimes get stuck on scenery, or sometimes having to wander around a level scratching your head as to what to do next. The Dark Judges do not conjure up the fear they bring to the comic and are too easily defeated, but still, it's *Dredd* done by *Dredd* people for the *Dredd* public, who will love it.

TIM

CUBE VERDICT

JUDGE DREDD

DREDD–FULLY GOOD SHOOTING FUN

VISUALS
Good and clear enough with eye scorching fire effects.

AUDIO
Great explosions, street ambiance and thumping tunes.

GAMEPLAY
Frantic fast paced action that comes to life in multiplayer mode.

LIFESPAN
The auto target helps with the usual twitchy FPS controls.

ORIGINALITY
A decent Dredd game? That's pretty original, oh yes.

ALTERNATIVE

Competent sci-fi shooter but lacks the essence and style of the Dredd world.



RED FACTION 2

Reviewed: Issue 20 **CUBE Rating:** 7.8

2ND OPINION

DREDDUMS! "Fanboys moan about the Stallone *Dredd* movie, but I liked it. Then again, I'm not a fan of the comics, which maybe explains why this doesn't do anything for me."

MILES

FINAL SCORE

7.5

THE FINEST REASON TO RUN AROUND THE STREETS SHOUTING "STOMM!"

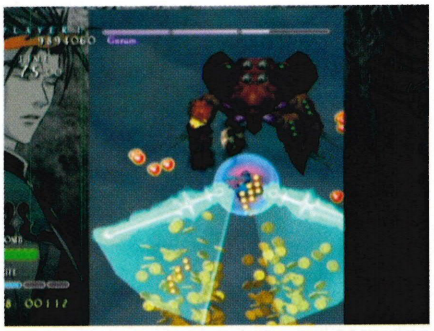
BRAIN DRAIN

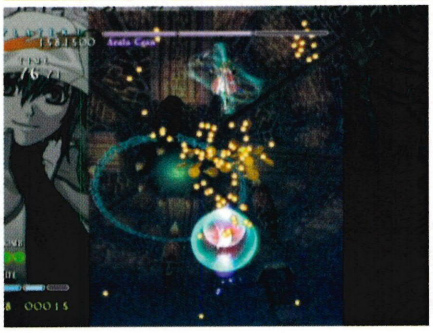
Some bosses are very puzzle-like. This one is *Tetris*-esque, involving the lining up of blocks.



Duck, dodge, shoot









Great balls of fire! A massive bonus too. Life is good.

CUBE INFORMATION

SHIKIGAMI NO SHIRO 2	
PUBLISHER:	KSG
DEVELOPER:	ALFA SYSTEM
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	12 BLOCKS

STATS

- 7 DIFFERENT CHARACTERS
- TACTICAL DESIGN
- SPECIAL ED INCLUDES A MODEL CAT
- TATE MODE

TBA | OUT NOW | TBA





You can't do anything with the green bullets except get out of the way

Flying girls, green fire and a 2D plane. What more could you want?



SHIKIGAMI SHIRO II

Sometimes you just want to shoot things...

THESE DAYS you don't come across many games like this, but a few years ago they were ten-a-penny. Unfortunate really, as for pure fun and scope for perfecting your skills, shoot-'em-ups are perfect. Still, we are witnessing something of a comeback with both this and *Ikaruga* turning up in the last few months, so maybe there's some hope for us old gits after all (Gary, you're bloody 12 – Tim).

Initially *Shikigami No Shiro* feels very old-fashioned, with decidedly out of date graphics, plinky-plonky music and slow moving characters. However, delving into the scoring system and each character's different attributes soon reveals a game of surprising depth and tactical scope. If you're into amassing high scores with nothing more than your skills and a deep understanding of the game in question, this could be just what the doctor ordered.

The core idea of the scoring system is that the closer you are to danger when shooting an enemy, the higher your score multiplier (which ranges from 2x to 8x). This isn't the only thing to take into account though – each character also has two different types of attack (excluding the obligatory super-get-me-out-of-trouble-bomb) – charge-up and normal attack. The normal attack is what you'd expect, a semi-powerful shot aimed forwards. However, the charge-up move differs with each character. With some it's a long-range assault that will shoot forwards and take out enemies, leaving you with the sole task of avoiding the screen-filling bullets. With others it might be a swirling ball of energy that surrounds you and destroys enemies. You can tell immediately that the character you choose will shape your playing style massively with some forcing you to wade into a mass of enemies (tougher to play but rewarding you with huge scores) and others allowing you to go through the levels more easily, but at the expense of fewer points.

"A GAME OF SURPRISING DEPTH AND TACTICAL SCOPE"

IS IT ART?: Get good enough and you'll start to unlock these lovely art galleries which can be viewed as and when you want. Cool if you like that sort of thing.







Snuff it and you lose your hard-earned cash

YAARRGH!

SHOUT OUT

Before each boss you get to listen to Japanese voice actors screech at each other. Fun at first, but we recommend pressing start to skip all this palaver before you go totally mad.



Choose your character wisely as each has different strengths

NO

This isn't the only thing to keep in mind though. Each enemy spurts out three different types of bullet – green yellow and red. The green ones have to be avoided no matter what, as contact will cause you to lose a life, but the yellow ones can be sucked up with your charge attack and the reds can be destroyed easily with your normal attack.

Being so focused on high scores and the methods of getting them, when it comes to having a quick blast, *Shiki* isn't such a good deal. Although there are quite a few characters to play around with, there aren't too many levels and in terms of set pieces and massive enemies, there isn't a whole lot to shout about. The bullet patterns in particular will be very uninspiring to anybody out for a quick thrill – slow moving waves that gradually fill the entire screen and demand total concentration to weave through. Anybody who played *Mars Matrix* on the Dreamcast will be familiar with this style. Similarly, those expecting a slick high-tech, slower-paced shooter like *Ikaruga* probably won't 'get' *Shikigami*. It looks rough around the edges and isn't as immediately satisfying as *Ikaruga* – but that isn't what it's all about. Those who miss the older shooters like *Layer Section* and *DoDonPachi* will find much to like here. Saying that though, its not a patch on those titles of old… sob.

GARY

BY A WHISKER

IT'S NOT FAIR

It's not unusual in Japan to receive a free gift with your game. Sometimes this gift is rather useful, like a link cable or a set of tokens to buy other games with, and other times not so useful but still cool. The T-shirt that came with *De La Jet Set Radio* and the dinner plate set bundled in with *Sakura Taisen* come to mind. However, *Shikigami No Shiro* beats all of these puny efforts in one swoop, for Included in the big, fat, exciting sounding box that rattles when you shake it is… a toy cat. A two-inch high grey cat that just sits there – it doesn't even have posable limbs! Not only is the toy a bit shoddy, but it also happens to be the most annoying character in the game, meowing every time you do something in a horrible, whiny tone. So everybody – spend more money importing to receive your free gift!



This is on Gary's desk at the moment. Yes, we know it looks creepy, But what is its purr-pose?!



There's that cat again. Just go away and stare at somebody else!

CUBE VERDICT

SHIKIGAMI NO SHIRO II

SHOOTY SHOOTY FUN

VISUALS
Awfully out of date these days, but they do the job adequately.

AUDIO
Terrible tunes and it's hard to know what to make of the voice acting.

GAMEPLAY
Like most shooters, the scope for expertise makes it irresistible.

LIFESPAN
Some people will last ten minutes, others will be playing for months.

ORIGINALITY
The scoring system it different but the core gameplay is hardly new.

ALTERNATIVE

Beautifully made, very tough and looks gorgeous – the finest next-gen shooter around.



IKARUGA

Reviewed: Issue 17 CUBE Rating: 9.0

2ND OPINION

SIDEWAYS! "Very old-skool, very blasty and very simple. Still, at least you it gives you an excuse to put your TV on its side."

TIM

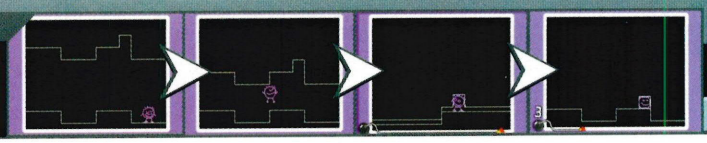
FINAL SCORE

7.2

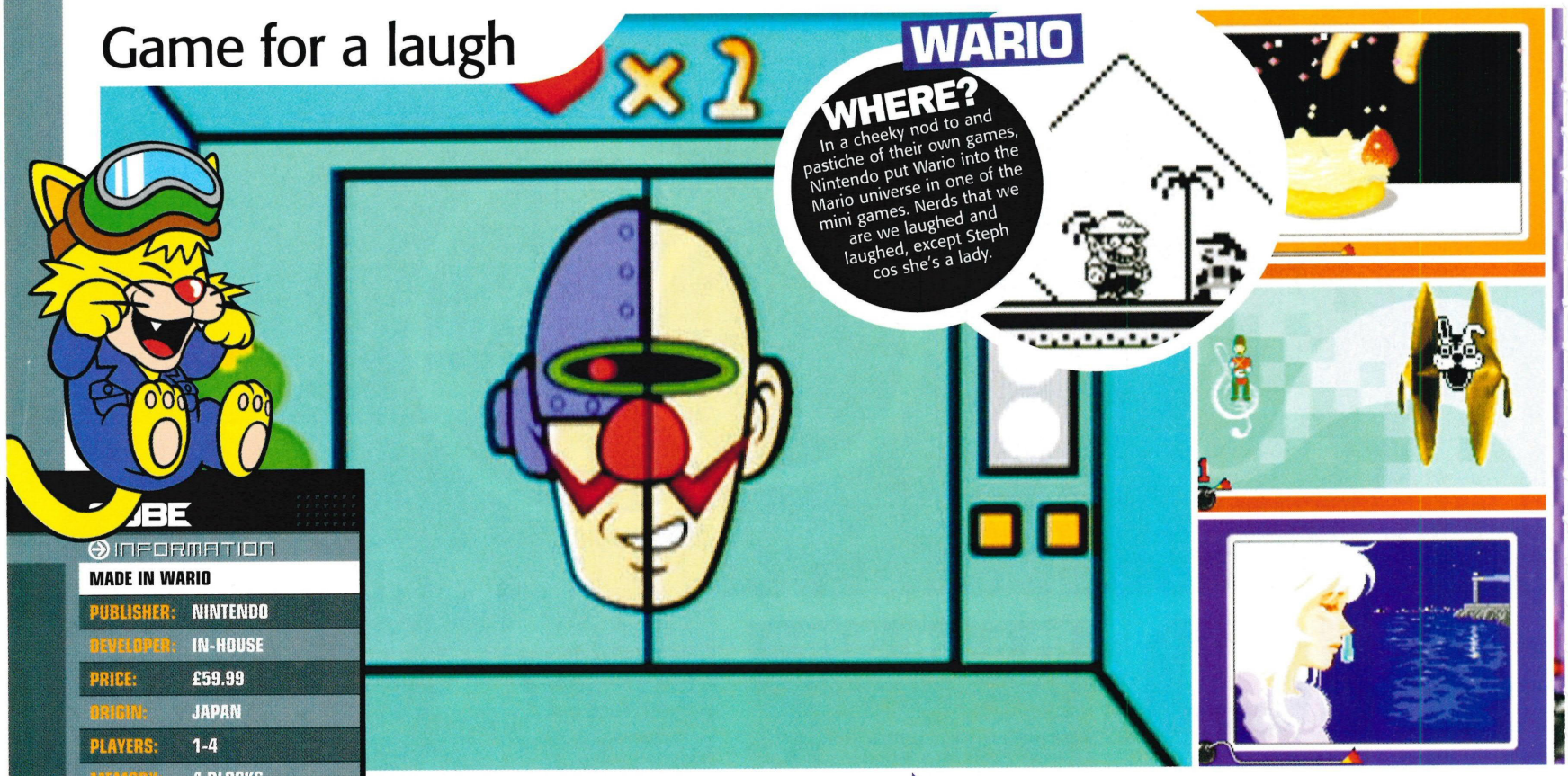
AN OK SHOOTER WITH NICE ELEMENTS, BUT TOO 'ME TOO' TO BE TAKEN SERIOUSLY

HIDE 'N SHRIEK

Step 1: "what the..." 2: "whoa" 3: "phew" 4: "ha ha ha". Then addiction...



Game for a laugh



CUBE

INFORMATION

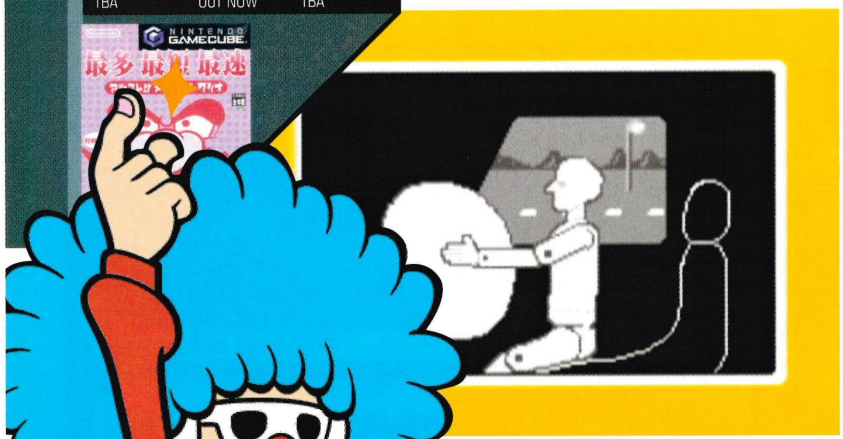
MADE IN WARIO	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	4 BLOCKS

STATS

- HUNDREDS OF MINI-GAMES
- FANTASTIC MULTIPLAYER
- UNIQUE GAMEPLAY MIX
- ACTUALLY FUN!

TBA | OUT NOW | TBA

Crack you knuckles and floss your brain for the sharpest and funniest game of the year...

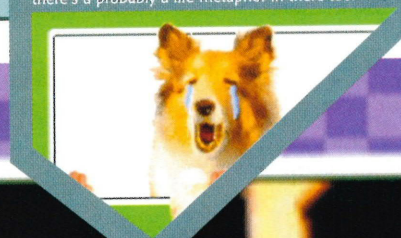


IF YOU THINK forking out 40 quid on a game is money well spent to watch a similar number of hours expire as you trawl through hours of cut scenes, collecting pointlessly generic tokens in a process requiring little actual skill then you're far from alone – *Final Fantasy*, *Lord Of The Rings* and *StarFox Adventures* were all bought droves, but for this reviewer at least, they're games that are overblown, fatuous and lacking fun. If, however, you prefer your gameplay simple, undiluted, ingenious, and fantastically playable then *Wario Ware* is the game for you.

Made up almost entirely of mini games, the single player mode is essentially a series of exercises simple enough to be summarised in one word or command, things like catch, dodge, jump etc, and each task lasts literally a few seconds (a bomb fuse along the bottom of the screen counts the seconds to failure). And that's *Wario Ware*'s hook: quick fire, brain teasing tests of skill wrapped up in some of the most bizarre and inventive presentation ever put down in code. Just look at the screenshots around these pages. In the space of only a minute you'll play scenes from Nintendo classics such as *F-Zero* (dodge the bomb cars), slice a digitised sausage in half (move left and right), land an aerial jump on a motorbike and wipe the snot from the dripping nose of an anime girl (bash the A-button). All this and more in the space of 60 seconds of gameplay, each and every time you play.

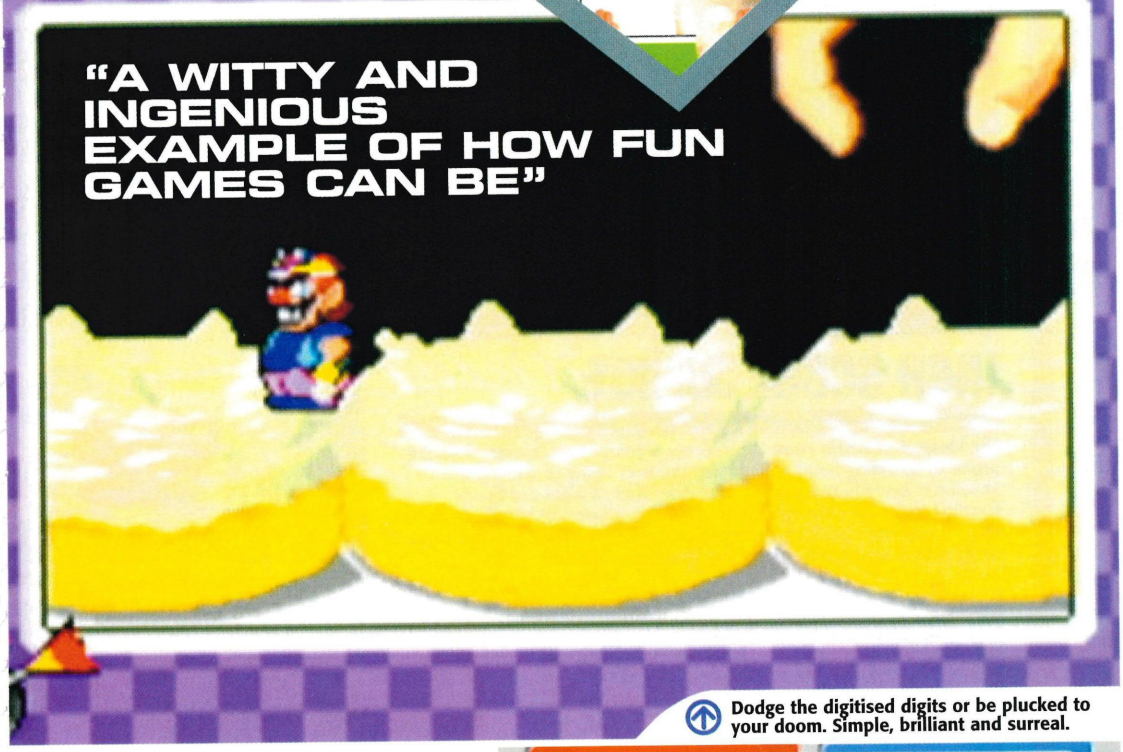
Progress in one-player mode sees you tackling a range of challenges set by various characters (a dog, an alien, a pair of little girls and more – don't try to make sense of it, just accept it) and after you've completed 15 or so rounds of their particular brand of gaming (more on later levels) and assuming you haven't lost all four of your lives, it culminates in a boss encounter. Sounds straight-forward enough, only the closer you get to completion the less time

WARIO W



A DOG'S LIFE: Catch the dog's paw and he ears go down, miss and he starts to weep. Pure genius, and there's a probably a life metaphor in there too.

"A WITTY AND INGENIOUS EXAMPLE OF HOW FUN GAMES CAN BE"



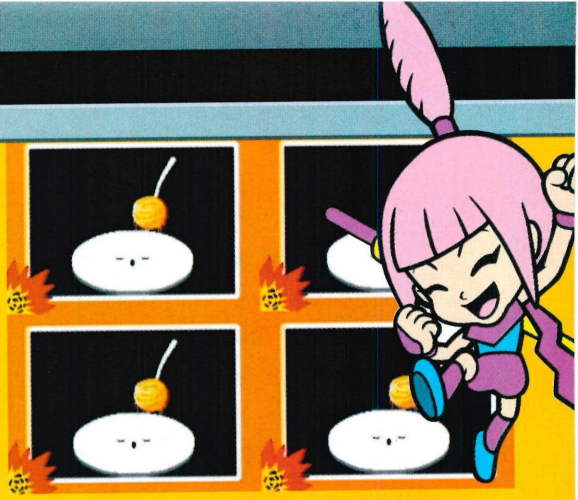
Dodge the digitised digits or be plucked to your doom. Simple, brilliant and surreal.

you're given for each game ("Speed up" each character shouts) and the games themselves get even more tricky. Ensuring absolute addiction, this set up means that what starts off frantic quickly becomes frenzied, and even when you fail, the compulsion for one more go rarely wanes as there's so much to play and doing so takes so little time.

For most games a simple description is enough to give a good idea of how they play. Not with *Wario Ware* though. Think of each game you get confronted with, of which there are hundreds. Like a parachute jump, there's that initial freefall buzz of frantically working out what to do – "what's with the digitised dog, oh right, press A, shake his paw" – or miss the point entirely – thinking for instance you're controlling the bouncing stick figure rather the trampoline as you splat on the ground in failure.

To take another analogy, think of the games in *Wario Ware* as like a shot of tequila – strange, almost unpleasant and bewildering at first but after a few

ARE



MULTIPLAYER LAUGHS

CRAZY-ASS GAMEPLAY TO TICKLE YOUR FUNNY BONE

Multiplayer *Wario Ware* is where the focus of most of the development time has gone in translating the GBA version to the GameCube. Whilst there are relatively few new mini games to speak of, which is a shame, Nintendo has maximised competition, which of course depends on playability, and this is something *Wario Ware* has by the bucketful.

A favourite of ours is audience mode where a spotlight selects players randomly (both individually or simultaneously) to complete mini-games. Failure sees audience members leave and no crowd means "Game Over" for the player involved. The winner is the last remaining player with an audience.

Another neat game is an Othello-style board game where counters are earned by winning a series of games, the number dictated by the tactical importance of the counter involved.

A further mode has one player playing a scenario while the others are able to run around and temporarily expand to obscure the view of the player trying to complete the game.

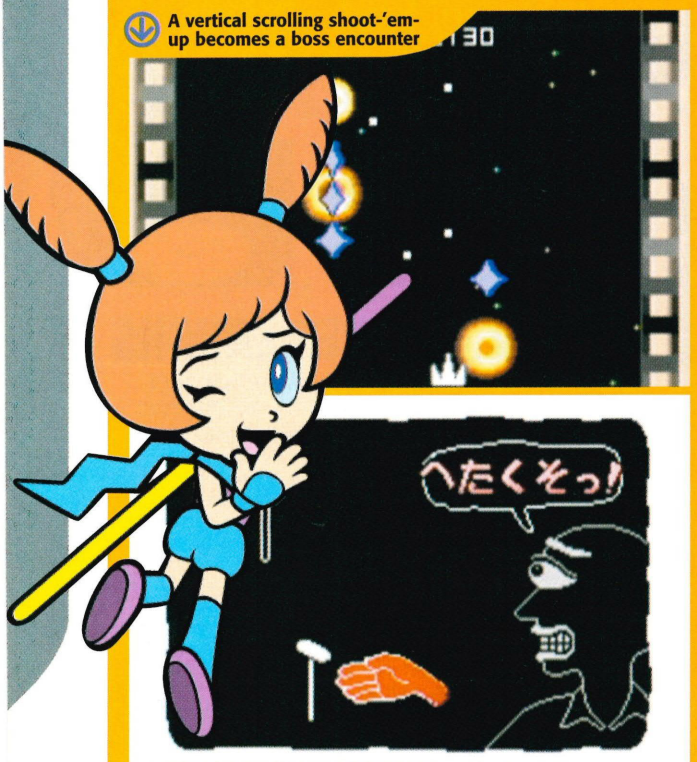
Some of the lesser multiplayer options require co-operation, say shining a spotlight on the game being played, or praising, clapping for instance when an opponent is successful.

Despite one or two options that are lacking there's little to rival *Wario Ware*'s multiplayer highs whilst the mini-games still feel fresh, and here's the rub: whilst there are hundreds of them they're so short they only keep their novelty for a few plays.



Hit left and right to chop the sausage. Obviously.



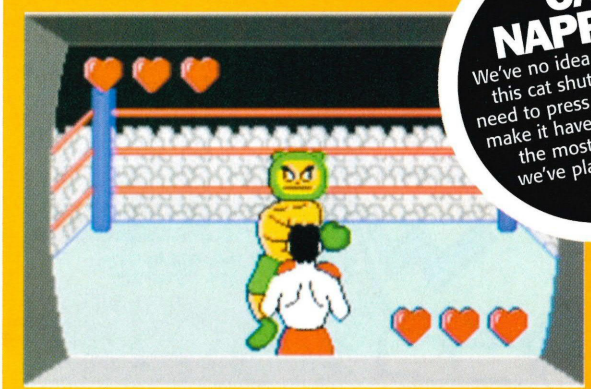


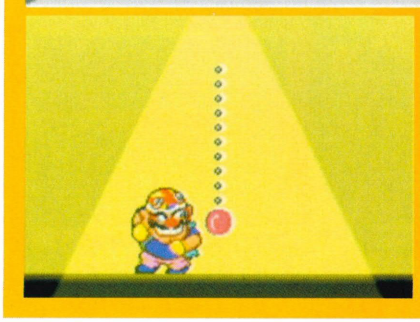
A vertical scrolling shoot-'em-up becomes a boss encounter

HAMMER TIME

YOU'RE NOT THE BOSS OF ME NOW

As a counter foil to the nano-second decisions of the bulk of the mini-games, completing each character's series of challenges presents a boss stage. The range includes a *Punch Out*-style boxing game, a vertical scrolling shoot-'em-up, a round of baseball, a platform jumping section and a game where you play a sledgehammer bashing a nail, or if you miss, the hand of the guy holding it.

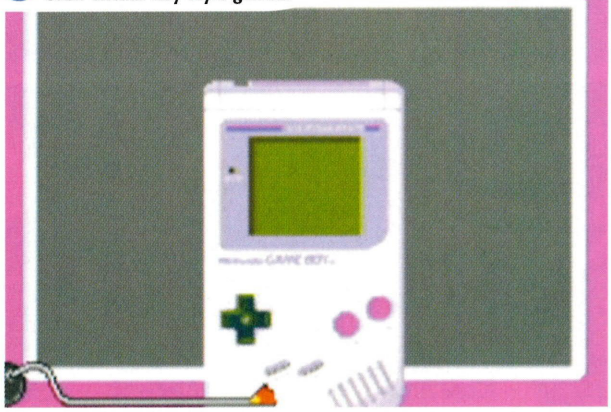




Just like the old *Punch Out*! you need to punch, dodge and counter

This is the very first boss level. Simply hit the swinging ball enough times

Also fetaured are NES, SNES and even Virtual Boy-style games.



HIGH SCORE JUNKIE

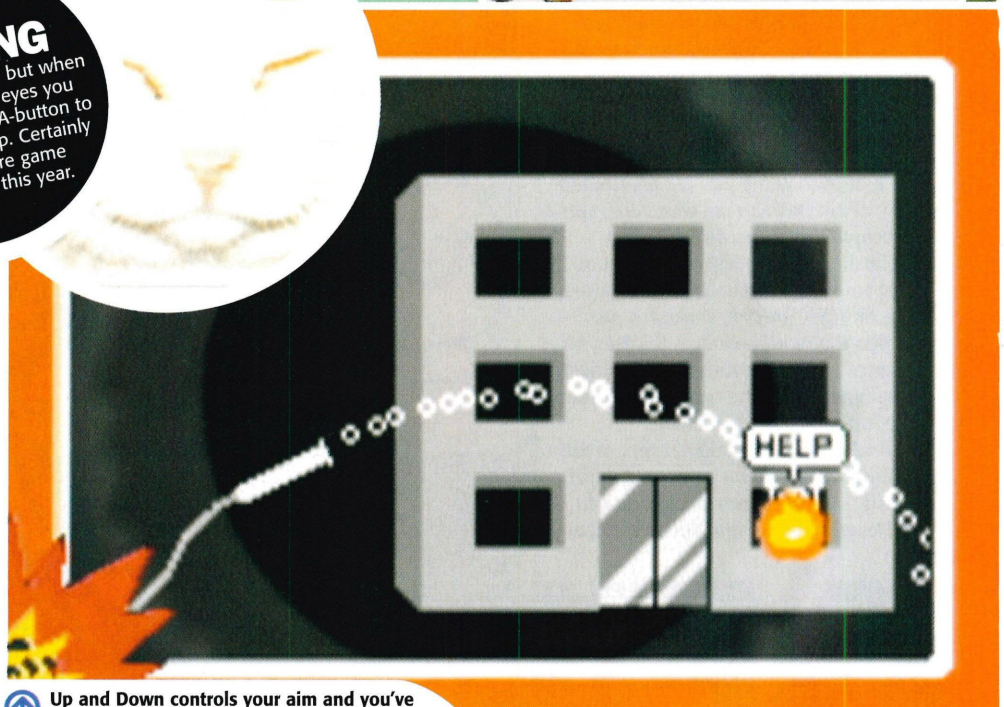
TRIGGER HAPPY THRILLS

The lifespan of *Wario Ware* is obviously a point of contention. If you're prone to spending hours refining lap times or trying to complete absolutely everything a game has to offer there's weeks of brain-frazzling potential in being able to play each game continually for as long as you can last. Every time you complete a scenario you're thrust straight back into it only it's quicker and more difficult.



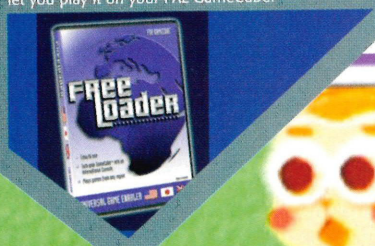






Up and Down controls your aim and you've three seconds to put out the fire. Quick!

Get it while it's hot: If you fancy importing *Made In Wario*, this issue of CUBE includes a Freeloader to let you play it on your PAL GameCube!



LOST IN TRANSLATION

IT'S ALL GREEK TO ME

Being a Japanese game there are moments when you're lost as to what you're meant to be doing. A particularly painful experience being a boss encounter in which you need to complete twenty five mini-games (on four lives) to reach and then get asked a series of questions in indecipherable Japanese. The only way to complete these three questions is by resorting to that enemy of playability trial and error. Thankfully such moments only crop one or twice.



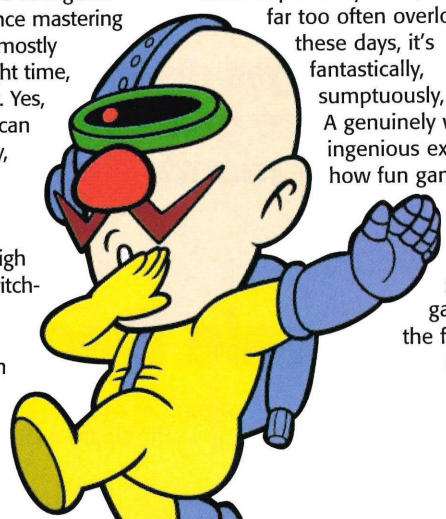
"A REMINDER OF WHY WE GOT INTO GAMING THE FIRST PLACE"

hits you're cackling with laughter. This is both the game's biggest strength and most damning drawback: it simply won't be to everyone's taste.

Wario Ware will be criticised for its often dire technical visuals – it's essentially just a GBA port, graphics-wise especially. It could be misread as a game with little long-term value since mastering the trick of each mini game mostly involves pressing A at the right time, though this misses the point. Yes, the whole one-player game can be completed in about a day, but almost every single mini game has enough quick fire playability that playing them individually for the sake of high scores, like we used to in twitch-style retro games, adds massively to the overall longevity. And of course such criticisms entirely omit the main focus of the game – multiplayer.

Crowded around a TV with four of your mates playing wonderfully surreal and inventive mini-games with a wealth of game scenarios to choose from is where *Wario Ware* is at its absolute best. It's competitive, tactical, funny and most importantly of all, something far too often overlooked these days, it's fantastically, sumptuously, playable. A genuinely witty and ingenious example of how fun games can be and a reminder of why we got into gaming in the first place.

BYRON



CUBE VERDICT

MADE IN WARIO

SURREAL, CLEVER AND SERIOUSLY GREAT FUN

VISUALS
Aesthetically neat though they hardly push the GameCube.

AUDIO
Fast paced, frantic, chirpy and strange.

GAMEPLAY
Blissful old-skool gaming goodness Revel in it.

LIFESPAN
If you're not into high scores it can be over too quickly.

ORIGINALITY
Unoriginal in gameplay although presentation wise it's a marvel.

ALTERNATIVE

A PlayStation title that's similarly wacky, almost as good and now very cheap.



BISHI BASHI SPECIAL

Reviewed: Issue N/A **CUBE Rating:** N/A

2ND OPINION

SWELLEGANT! "It's the best game in the world bar none, if you don't like this then you're scum. Yeah you heard me – scum."

GARY

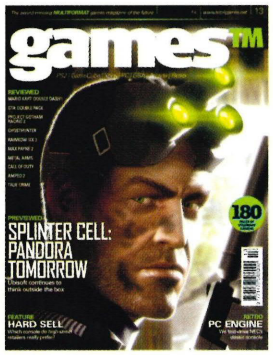
FINAL SCORE

8.2

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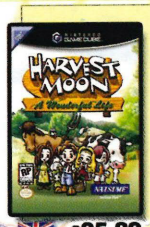
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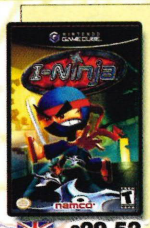

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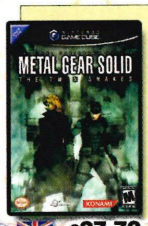
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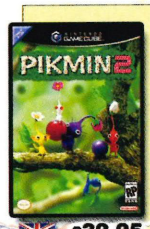
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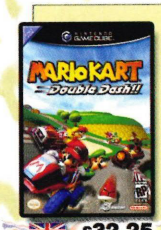
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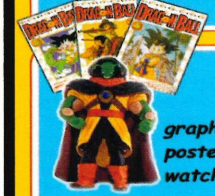
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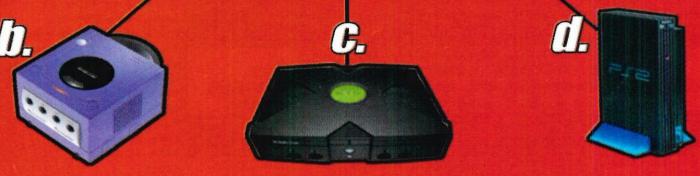
nokia n-gage

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0906 577 5552

b. c. d.



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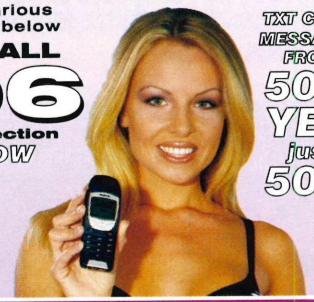
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TONE OF THE WEEK
Westlife - Mandy
(Mono) 126487 (Poly) 126078

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
Lose yourself – Eminem	108002	107810
21 Secs – So Solid Crew	100861	107882
Hey Baby – DJ Otzi	101061	107048
U'Ground – Girls Aloud	108378	107893
Skåer Boi – A.Lavigne	108011	110068
Cheeky Girls – C Song	107986	107817
Bad Intentions – Dr Dre	101566	118363

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CHRISTMAS TONES

Tone	Mono	Poly
Auld Lang Syne	100008	108701
Deck The Halls	101184	108683
Ding Dong Merrily On High	101203	108774
Fairytale Of New York	101194	126551
Frosty The Snowman	101186	107803
God Rest Ye Merry Gentlemen	100044	108401
Good King Wenceslas	100122	108775
Happy Xmas (War Is Over)	101407	109668
Merry Christmas Everyone	101197	126554
Rocking Around The Xmas Tree	101191	125289
Rudolf The Red Nose Reindeer	100079	108414
Santa Claus Is Coming To Town	100325	108699
Twelve Days Of Christmas	101210	108787
We Three Kings	101211	108788
We Wish You A Merry Christmas	100098	108413
Last Christmas	100326	108689
Jingle Bells	100052	108778

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

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	Westlife - Mandy	126487	126078
2	Girls Aloud - Jump	126491	126074
3	Alex Parks - Maybe That's What It Takes	126504	143301
4	Busted - Crashed The wedding	126714	126070
5	Lemar - 50:50	126494	126008
6	Britney Spears - Me Against The Music	126400	126014
7	Kevin Lyttle - Turn Me On	125306	125307
8	Outkast - Hey Ya!	125601	126010
9	Fatman Scoop/Crooklyn Clan - Be Faithful	124986	126022
10	Pet Shop Boys - Miracles	143297	143302
11	Enrique Iglesias - Addicted	143298	126720
12	Kylie Minogue - Slow	126392	125939
13	Mis-teeq - Style	143299	126727
14	Blazin' Squad - Flip Reverse	126499	126009
15	Radiohead - 2+2=5	143300	126719
16	Missy Elliott - Pass That Dutch	126409	126080
17	Black Eyed Peas - Where Is The Love	120393	121454
18	Pink - Trouble	125565	125943
19	Jamelia - Superstar	124982	125020
20	Red Hot Chili Peppers - Fortune Faded	126500	126073

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...– Maddness	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
Let's 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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NETWORK CUBE

ISSUE TWENTY SEVEN

Ride the wave of **CUBE**, and bask in the reflected glory of the world's favourite GameCube magazine

YOUR LETTERS

VIEWPOINT

90 Love them or hate them, letters are here to stay. Here's a bunch we picked from the post orchard this month...



FORUM FRENZY

92 Take a trip to the busiest GC forum on the internet. Occasionally informative, always weird!

READER REVIEWS

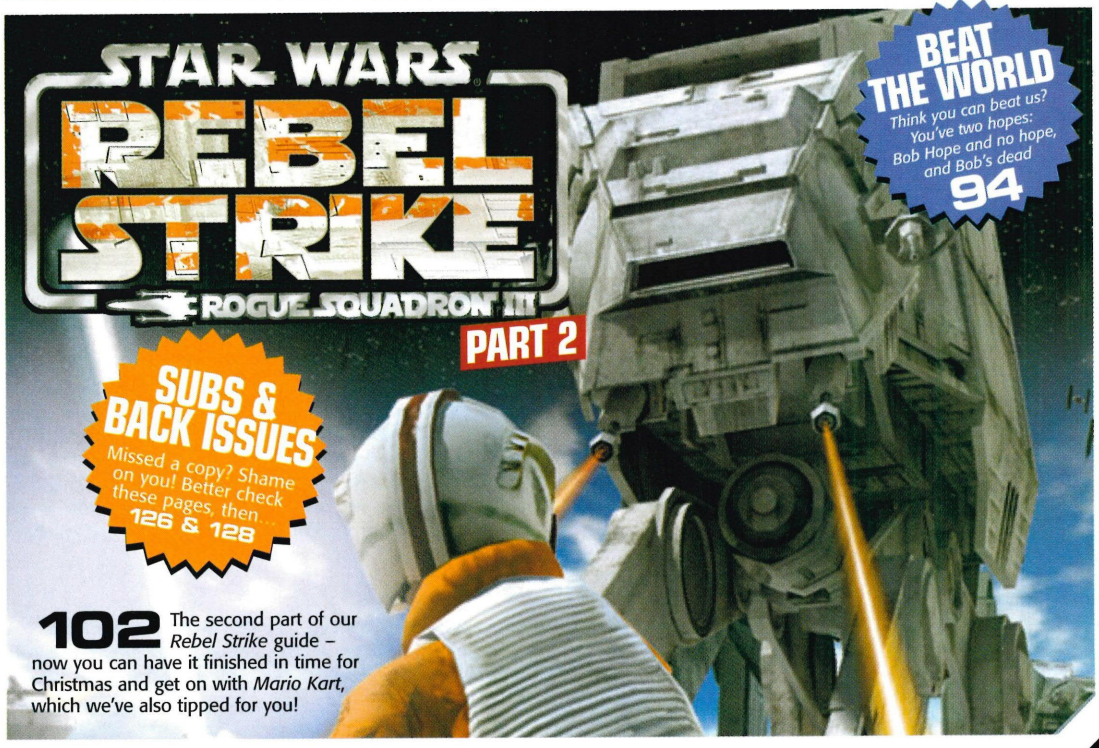
93 Readers? Reviewing games? What manner of foolishness is this? These people are not professionals!

CHEATING MONKEYS

98 This month the monkeys have belatedly got well into football. We suspect it's something to do with the romance of the FA Cup. The monkeys like romance, but they rarely practice it.



GUIDES



102 The second part of our *Rebel Strike* guide – now you can have it finished in time for Christmas and get on with *Mario Kart*, which we've also tipped for you!

REGULARS

BEAT THE WORLD

97 This is the ultimate challenge. See how you stack up against gamers from around the country as well as the **CUBE** team in carefully selected challenges from some of the GC's biggest games. And if you can't beat Miles' score at *Tony 4*, you may as well have a breakdown.

ADVANCE

110 *TG Rally* and *Mario And Luigi* are here for your delectation. Off-road racing and cartoon Italians – what more could anyone ask for from the pages known simply as Advance? A doughnut? A cappaccino? The flipping moon on a stick? Sheesh, you people!

MARIO KART: DOUBLE DASH

108 Having trouble blocking red shells? Check out our full guide to all the weapons and tecnhiques you'll need to become a karting legend. Then maybe you can enter Beat The World and give us a bit of much needed competition. Life's tough at the top!

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CUBE VIEWPOINT

ISSUE TWENTY SEVEN

VIEWPOINT – THE PAGE THAT COMES TO YOU FOR LESS THAN £79.99, BUT AGREES THAT THAT'S STILL A VERY REASONABLY PRICE FOR A CONSOLE...

There was a bit more of a mixed bag of letters to choose from this month, which is nice. Feel the positivity!

RANT ON!

LAN-TASTIC

I have been reading this mag since day one and I think it's time I said thank you. I have bought some brilliant games and avoided some rubbish ones (I hired them out of curiosity) but more than that I took your advice and purchased a GameBoy Advance SP.

I prefer FPSs and don't think there are enough of this genre on the GC. However, my main concern is this, if Nintendo are going to concentrate in the near future on LAN gaming, or eventually on on-line gaming, does this mean they won't be producing games for those of us who can't afford this kind of gaming? I'm not a great gamer, I just play for the pleasure of playing rather than to be the best, and I don't want the rest of the gaming world to see how crap I am.

Any news on *Timesplitters 3* coming out on GameCube, or any Timesplitters game coming out on GBA?

COLIN MORGAN, BRIDGEND

CUBE: ***The online debate will rage on until it becomes a genuine reality then we can all make up our own minds. Sadly no news of* TS3 *yet, but check the review of* Judge Dredd *in this issue.***

QUESTION TIME

Thank you for the best GC mag in the world, it has the best previews, reviews, world news and charts, you're the best. Just a few things I would like to ask you please:

When is *Resident Evil Code Veronica* coming out on the GC and is there a guide (complete walkthrough to *RE Code Veronica*) coming out with the game. Last issue you said it was coming out on 3 October but I have been to GAME and HMV and they don't have a release date for it, plus the fact that it is the best *Resi Evil* out of all of them, plus I loved it on the Dreamcast, so it will be even better on the GameCube.

Are there any snooker games coming out on the GC 'cos I love a good game of snooker. Also I think it's unfair that we lose out because it's out on the PS2 and Xbox, which I don't understand, plus the fact that I love my GC and I don't want to buy a PS2 or Xbox just for a snooker game. So I was just hoping that Nintendo bring one out on the GameCube .



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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FAX

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

DEMO-TIVATION





I am an owner of both a PlayStation and a GameCube. I obviously get **CUBE** magazine and a PlayStation mag. At least in every two issues of the PlayStation magazine there are demos of soon to be released games but I have yet to find anything of this sort on the world's best magazine **CUBE**. Could you please tell me why?

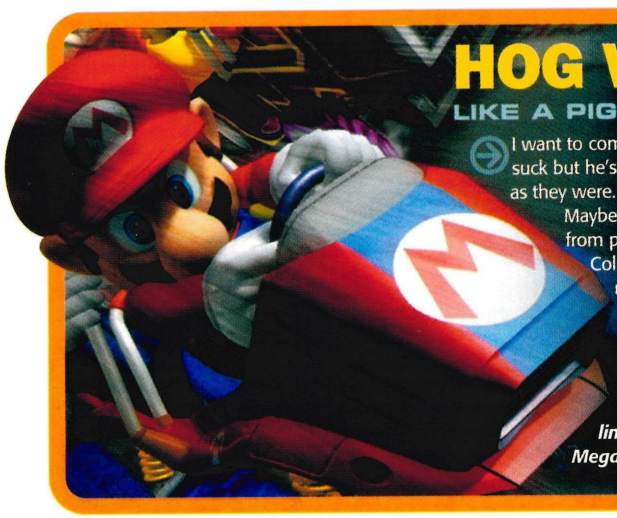
Also I'd like to agree with **CUBE**on their *ISS3* rating. It is the worst football game Konami have brought out and I think you are right when you say *Pro Evo* is King! So what if they don't get the rights for the player names, the gameplay is fantastic and *FIFA 2004* will have a hard task to beat it! There is no doubt about it the *ISS* and *Pro Evo* series are the best football games ever!

MATTHEW IRELAND, OLDHAM

CUBE: ***Oh for a European release of* Pro Evo 3 *on GC. On the demos front, Nintendo's proprietary discs make it far too expensive for independent magazines to mount demos. This may change in the future, but don't count on it.***

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HOG WILD

LIKE A PIG IN S***

I want to comment about the Sonic Sucks letter in issue 24. My view is Sonic doesn't suck but he's not great either. His main problem is the games are not up to scratch as they were. In 1991 Sonic was in his prime but now the games have lost it.

Maybe the Sonic Team should back to basics instead of trying to flog us ports from past consoles. In my opinion the best Sonic game today is Sonic Mega Collection for GameCube. One more thing – Mario rules and Sonic does not come close.

ANTHONY SCOTT, MANCHESTER

PS Top mag and CDs. Thank you Mr Miyamoto for creating Mario.

CUBE: ***Sonic games have always been less about depth and more about speed and style. Unfortunately somewhere down the line they've lost some of that indefinable charm that made the MegaDrive games so successful.***

Will the *Simpsons* arcade game and Wonderboy be coming out on the GBA.

Please **CUBE** can you tell me the answers to my questions as I am dying to know. [Oh dear – Ed]

Thanks for your time. I will look forward to seeing my letter in your mag and your answers to my questions, (£10 bet you don't print it) not being funny by that just the fact that you must get better letters than this.

CARL SKELDON, MANCHESTER

PS keep up the good work 'cos Nintendo rule.

CUBE: ***1. Code: Veronica is currently on Capcom's release schedule for March. 2. Check out this month's* Pool Paradise *preview. 3. Nope. Sorry it's not very positive news, but hey, your letter got printed. Pretty cool, huh***

ROCK IT

Is it true that Miles has a strange fascination with the 'American Badass' Kid Rock?

CUBE: ***Yeah, he bought the new album. After he played it, we smacked him in the mouth.***

ON THE SCROUNGE

In issue 24, page 58 and 59, there are pictures of Solid Snake with 999 Ammo and 999 Rations. Can you tell me how to get all that stuff.

JAMES, WEST MIDLANDS

PS Can I have some free stuff, please? Good stuff, please not flyers

CUBE: ***Debug code with cheats enabled, so you can only get it if you're 'in the biz' like us. PS No, cheeky get.***

ARRGGH!

I understand that recently a certain Blake Carrington has caused quite an uproar with his letter in Issue 23. You may not like this but I'm here to defend Mr Carrington.

Firstly, I'd like to point out that he is not an idiot – he just cares about the future of the thing we all love most, our GameCubes.

I don't however agree that Mario is 'past it' he just seems to have been appearing in so many games of the same type, which gets very monotonous if you've played most or all the games that he has starred in. Maybe if Mario was featured in an RTS or action title, it wouldn't feel like he was losing his magic.

As for Blake's views on The Wind Waker, I agree, 100 percent, that it looks painfully awful... [snip! – Ed]

CUBE: Right that's it. Never again will 'Blake' or 'Carrington' be printed in **CUBE**.

IRRELEVANT

Dear Sir/Madam

Iam writing to you because I need to find out research for my Information Technology GCSE. I would be very grateful if you answer the following questions:

May I have a application form for your fan club? How much does it cost to keep the fan club running? What technical staff do you need to keep the fan club running? How much are employees paid? How often? How do you advertise the fan club?

Thank you for taking the time from your work to read this letter, I am sure any information will be very helpful.

Graeme Service, Merseyside

CUBE: ***What? No really. What? Fan club? Have you read this mag? Do you know it's a GameCube mag? Do we now have to start a fan club? Will you leave us alone now please? Thank you.***

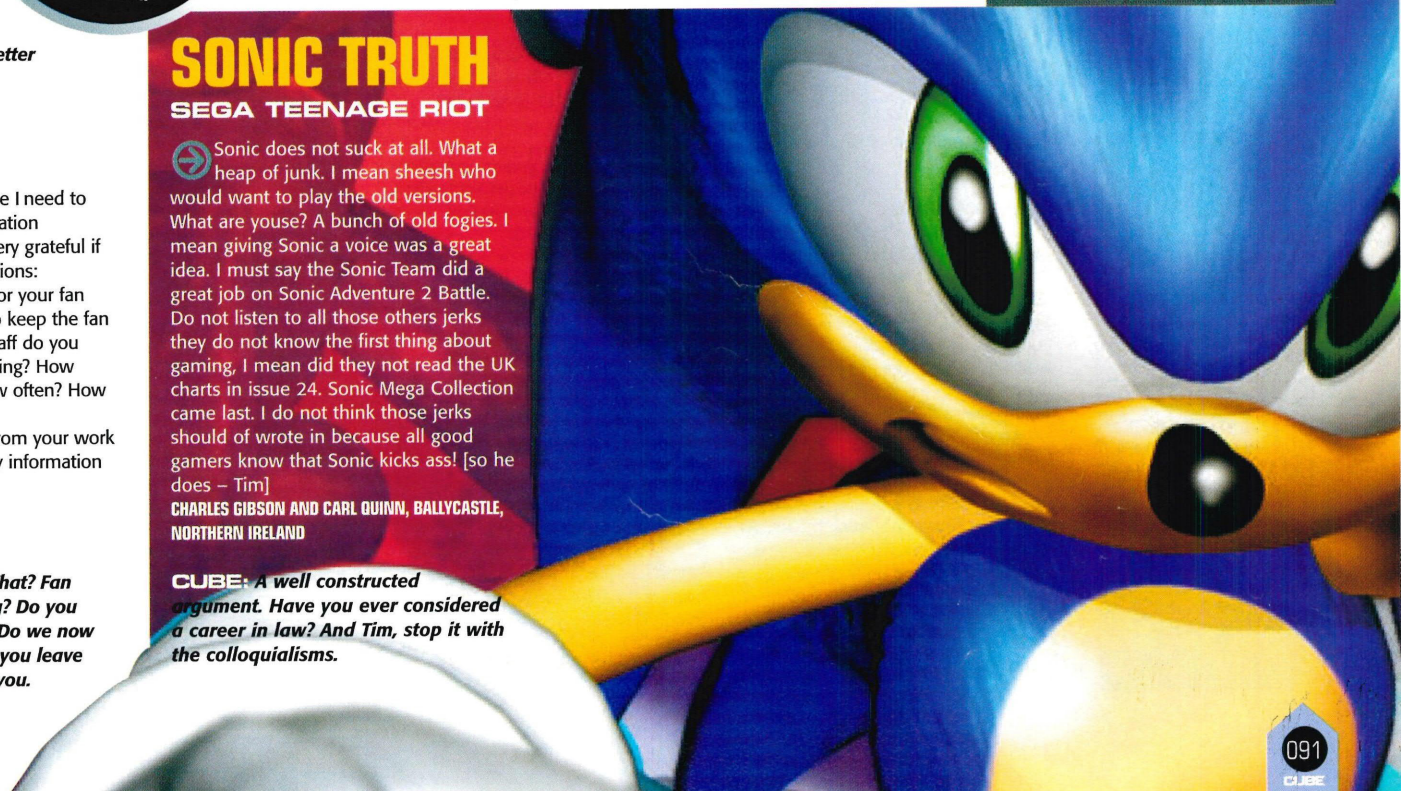
SONIC TRUTH

SEGA TEENAGE RIOT

Sonic does not suck at all. What a heap of junk. I mean sheesh who would want to play the old versions. What are youse? A bunch of old fogies. I mean giving Sonic a voice was a great idea. I must say the Sonic Team did a great job on Sonic Adventure 2 Battle. Do not listen to all those others jerks they do not know the first thing about gaming, I mean did they not read the UK charts in issue 24. Sonic Mega Collection came last. I do not think those jerks should of wrote in because all good gamers know that Sonic kicks ass! [so he does – Tim]

CHARLES GIBSON AND CARL QUINN, BALLYCASTLE, NORTHERN IRELAND

CUBE: ***A well constructed argument. Have you ever considered a career in law? And Tim, stop it with the colloquialisms.***



We want your text!

KITTENS RULE THE WORLD
CUBE: They sure do!

CAN YOU TELL ME IF I CAN SAVE WINNING ELEVEN 6 ON A BRITS MEMORY CARD IF SO HOW COS MINE DOES NOT WORK. WHAT ABOUT A LITTLE GUIDE ALSO FOR THE GAME?
CUBE: You need a separate card to save import games.

DA CUBE FORUM IS DA BEST OR DA WEB!!!
CUBE: It's all true, we admit it.

HEY CUBE LUV U GUYS. ANYWAY I'VE READ REVIEWS ON FFCC AND IT LOOKS GREAT BUT NONE OF THEM SAY ANYTHING ABOUT SUMMONS CAN U GUYS HELP?
CUBE: They're not mentioned because they aren't in the game.

CHANDRA'S BAND (ALTHOUGH I'VE NEVER HEARD DEM) ARE DA BEST
CUBE: Chandra agrees.

WHERE CAN I GET ANIMAL CROSSING FOR CHEAP?
CUBE: Ebay

OOOOHH DEAR... WE'VE EACH HAD A COUPLE OF BEERS & NOW WE'REPLAYING 4-WAY F-ZERO. MOTION SICKNESS AHOY...
CUBE: Could get messy.

I JUST WANTED TO SAY WELL DONE NINTENDO IM REALLY LOOKIN FORWARD 2 CHRISTMAS THIS YEAR
CUBE: Mmm, mince pies and pressies!

WHAT WOULD BE THE BEST GAME TO GET OUT OF THESE: JAMES BOND EON OR METAL GEAR SOLID AND WHAT ARE THE BONUSES IN THE GC VERSION OF SPLINTER CELL?
CUBE: Can't say until we've reviewed them, but Splinter Cell has GBA link-up features.

HOW COME HARVEST MOON WAS DELAYED UNTIL NEXT YEAR? I DID THE WASHING UP FOR A MONTH FOR NOTHING?
CUBE: Ha ha, dishpan hands!

CUBE

FORUM FRENZY

www.totalgames.net – don't be shy, come and talk about stuff you want to get off your chest (or chests as the case may be)

If you quite fancy the fame and fortune that being in these pages brings then simply log on to our forum and get involved! The more the merrier, well... sometimes.

HONOURABLE MENTIONS

People that shouted loudest over the last four weeks

SHOUTING AT

mmicheal0 and reaperboy for being a laugh, Seddon for being an utter lightweight with a stinky mouth, The Padster for having the best avatar in the world, Aramil for giving good impressions, Less than Carl for doing the goat joke and A. McGrae for being the best ranter in the south.

TOPIC: HOW OFTEN DO YOU BUY GAMES?

Author: El_Hadji_Diouf
When I had a SNES and during the early days of the Nintendo 64, I only bought one or two games in the year, but now the amount of games I have averages out at over one per month, but I have decided to slow down my rate of purchasing games as I really want to get the absolute most out of the games I buy as I've found that when I buy to many games, I lose a little interest, but I'm not sure why. So how often do you buy games?

Author: Apocalypsedude
I tend to get between 10 – 20 a month, but they're across all consoles, so for example this month it includes 8 Mega Drive games at about £3 each. But I do find that I don't concentrate on games enough and finish them properly – right now I'm halfway through *Freedom Fighters*, *Viewtiful Joe*, *Metroid Prime* and *Zelda: Majoras Mask*. I really should cut back to spend more time on each, but I can't help it!

Author: Kahuna
I buy games I feel I need urgently ie *Wind Waker*, *Soul Calibur*, *Mario Kart* but I feel games like *F-Zero*, *Die Hard Vendetta*, *Mario Sunshine* will appear in my collection someday, but can easily wait until I have viele cash. Viele means many in Deutsch. Deutsch means German in Deutsch. In Deutsch it makes sense to say many money.

CUBE: Some of our readers clearly have too much money. As a result, donations will now be accepted by the following people: Gary and Tim. Especially Tim, he's flipping skint all the time, poor guy came all the way from Ireland and now he's sleeping rough and busking at night.

TOPIC: IF YOU COULD CHOOSE...

Author: Zebedee
Any game from any console to port on to the GameCube what would it be? My choice is *Halo 2* or *Rez*.

Author: JediX2003
Timesplitters. Much better than *TS2* in my opinion.

Author: Messy
Jet Set Radio and *Jet Set Radio Future*.

Author: Crazy Penguin
Wow, it's been months since I've posted here, don't know any of you guys. I would go for *Sheep, Dog 'n' Wolf* for the PSone, it's one of the best games ever IMO. A sequel would be nice but it doesn't exist.

Author: Exelion
Half-life 2, I want to torture scientists and security guards, you just can't do that on anything on the GameCube!

CUBE: We'd eat dog food for a 60fps, updated *Jet Set Radio*. Wait – that wasn't the question? Never mind, it had to be said.

TOPIC: SMALL THINGS THAT DRIVE YOU NUTS

Author: smokinfish
Punctures. I hate getting up to do my paper round (what a sucker) only to realise my bike has a puncture. I either fix it, or like most days can't be arsed and walk.

Author: Bean006
People who don't say thank you when you are driving and you stop to let then through a single file gap in the road. All it takes is a little wave and it means the whole difference between getting a lot of road rage or not.

Author: Apocalypsedude
The lack of manners most people have these days. Most of the people who come into my shop don't even say please or thank you anymore. I want to beat them to a bloody pulp with an iron bar. And say 'thank you' afterwards.

Author: SuperAl
Yes, that really annoys me. For example when you are walking down the street, and there is only room for say one person, and you let the other person through and they don't say thank you.

Author: The Saviour
Lack of manners nowadays. People who talk as if what they say is always correct. People who call others gay etc for not liking the same music. People being predjudiced against certain people. People who look down on 'uncool' people. Then theres always big things too...

Author: A. McGrae
The vast quantity of low-budget, dumbed-down "reality" crap that has been polluting our TV screens for way too long. This stupid idea deserved one season of one show at most however it now seems that just about every show involves locking a bunch of tedious idiots in a house, filming it and pretending that something really interesting and original is happening. The saddest thing though is that plenty of quality shows have been cancelled (*The Lone Gunmen*, *Family Guy* and *Futurama* amongst others) basically because "reality" shows are cheaper and easier to make and have the advantage of appealing to the lowest common denominator rather than requiring any level of intelligence to appreciate.

CUBE: Sing it, brother! The demise of *Futurama* is one of humanity's great crimes.

TOTAL GAMES .net

WHERE IT'S AT!

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

STEP ONE:

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

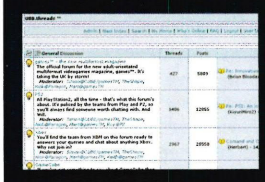
STEP TWO:

Type the following into the Net browser window: **www.totalgames.net** then click on the FORUM link. 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.

WIN JOYTECH MEMORY CARD

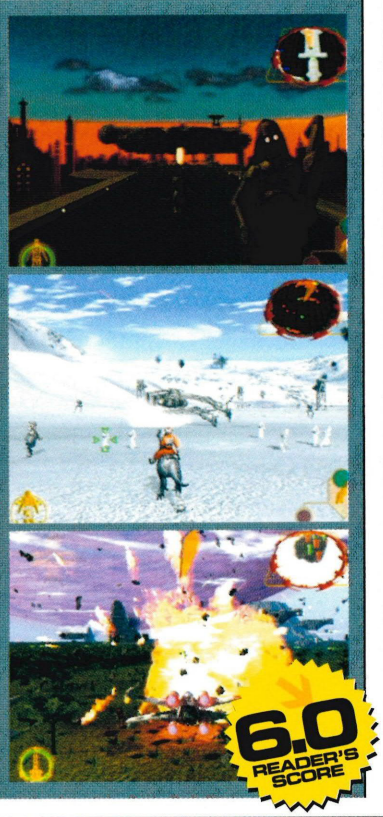
THE NINETY PERCENTERS...

ROGUE SQUADRON III

PUBLISHER:	ACTIVISION
DEVELOPER:	FACTOR 5
ISSUE REVIEWED:	26
CUBE RATING:	9.0

THE EXPRESSION "ONE for fans only" tends to be applied to games, particularly sequels, that present this dilemma – reviewers know the game isn't very good, but it somehow works despite itself. For every bit that fails, there's another that works. RSIII is just such a game. Graphically it is a step up from *RSII* – it looks incredible. Gameplay-wise, it's a step back to *Super Star Wars*. You can see what the developers have tried to do, but it just doesn't work. There are some outstanding moments – 'Fondor Shipyard Assault' and multi-player mode – and some truly dreadful moments – 'Trials of a Jedi'. Disjointed and bitty, you're waiting for the mini-games to end and the real game to start. Suddenly, you realise you're finished. Sorry, one for fans only.

IAIN LOWSON, SCARBOROUGH



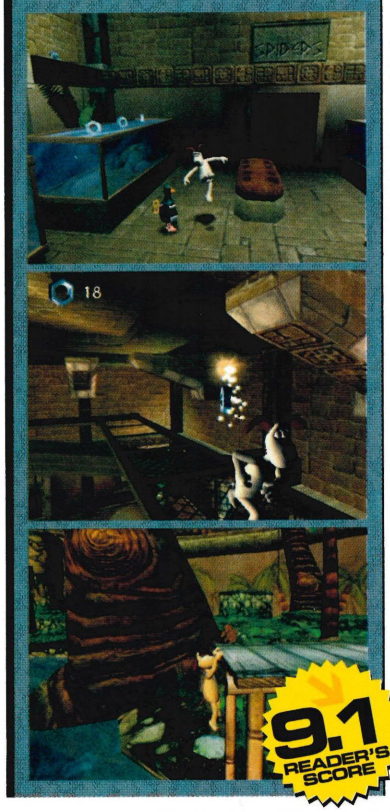
6.0 READER'S SCORE

WALLACE AND GROMIT: PZ

PUBLISHER:	BAM!
DEVELOPER:	FRONTIER
ISSUE REVIEWED:	N/A
CUBE RATING:	N/A

BEING ONLY £30, I thought that this would be an average platform title. I was wrong. Playing as Gromit, you must rescue Archie the Polar Bear from the clutches of Feathers McGraw, who's using the animals as slaves. Not the strongest storyline, but good enough. The gameplay is fun with puzzles requiring help from Gromit's owner Wallace. (Wallace is also a great punch bag and will react to Gromit's attacks!) It would be better if you controlled Wallace too. There's loads of equipment to get and three guns which are fun to use. (On Wallace!) The graphics would look better if the characters looked like clay models. The one downfall is the simplicity of some puzzles. Wallace would say: "Cracking game, Gromit!"

DAVID ORMAN, KENT



9.1 READER'S SCORE

F-ZERO GX

PUBLISHER:	NINTENDO
DEVELOPER:	AMUSEMENT VISION
ISSUE REVIEWED:	23
CUBE RATING:	9.4

WHEN I FIRST started the game I went straight to the Grand Prix, and after I unlocked all the levels and saw the clips they offered, I was sure that there wouldn't be a game on the GameCube that would better those graphics. The FMVs were amazing; I especially liked the lighting on the cars. When I used one of the machines in a race I really liked how they handle, and the slide and drift turns are very useful. The tracks are really amazing and can get your heart pumping, especially when you're just about to fall off, and that's why 'Cosmo Terminal' is my favourite track. Lastly, the game didn't seem that fast, but anyone who doesn't own this game needs to get it now; it'll be your favourite!

SKAKIR ALI



9.8 READER'S SCORE

CUBE

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BEAT THE WORLD

ISSUE TWENTY SEVEN

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®

APPARENTLY OUR SKILLS aren't as hot as we first thought. We've had letters and emails criticising our abilities, but curiously, not nearly as many entries as you'd think. Seems you readers are all talk and no trousers! So come on – bring it on, and lets see what you've got...

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 2 - COASTAL RUSH

Lets see how much damage you're capable of causing with just one little car and a busy junction. Turn those lorries into wheeled Tetris blocks to get the big points...

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



Anyway, one of the **CUBE** team was getting the bus home a few Fridays ago...

WHAT A PICTURE



There are all new challenges this month thanks to the arrival of the utterly wubbly *Mario kart*

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 2 - AIRPORT TERMINAL 3

Enter time attack and race through an Airport Terminal 3 lap as fast as you can. But all it takes is one lapse of concentration and you may as well turn off the GC and go home.

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



... after a few stops this Les Battersby look-alike gets on and sits beside our CUBE-r...

TONY HAWK'S PRO SKATER 4

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. Simple eh.

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



... so this guy starts pushing his shoulders out making our team member uncomfortable.

F-ZERO GX CHALLENGE CHAPTER 9

It looks like Rainbow Road, sounds like Rainbow Road and disgustingly, is approximately 1003 times more frustrating. Still, it's a good indicator of your skills...

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



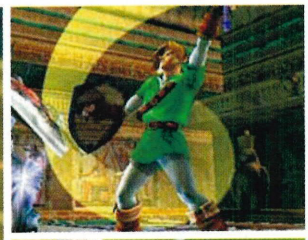
So in retaliation he starts pushing back and the guy turns round and says:...

BEAT THE WORLD

RECORD BREAKER







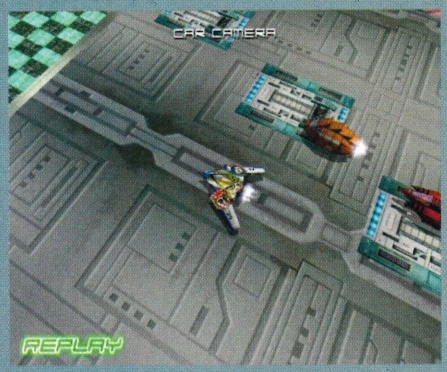




F-ZERO GX SAND OCEAN DIAMOND CUP

Still nobody has come forward to claim their prize as Master of the Sand, not that we're that surprised. Shame, as Chandra won't stop boasting about it! Sort him out for us.

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



"Huh, you need a lot of room don't ye," to which **CUBE**-boy says: "Well I am 6'4"".

SSX3 R&B SLOPE STYLE

One heat is all you get to rack up as massive a score as you can manage on this tough course. Again, nobody seems to be proving much competition on this one.

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



Feeling that the mood was turning bad he added: "Yeah, buses are too small for me"...

SUPER MARIO KART DOUBLE DASH!! BABY PARK TT

It's a tiny course, but perfect for practicing your power sliding on. As you can see below, there's been quite a lot of competition going on in the **CUBE** offices...

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



... because his knees were pressed up against the seat in front which hurt a bit.





SUPER MARIO KART DOUBLE DASH!! YOSHI CIRCUIT TT

A long, tiring course. Gaming should be punishment though! Don't ever let somebody tell you otherwise. Think you can beat these scores? Let's just see.

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



Les then says, bizarrely enough: "Why are you playing these mind games with me!"

SUPER MARIO KART DOUBLE DASH!! BOWSER CASTLE

This is probably the hardest course in the game, but that makes it all the more fun. Keeping a consistent performance on each lap is tough, as you can see from our less than stellar scores...

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



Confused and perhaps a little frightened of the madness our CUBE-ist gets off the bus.

SOUL CALIBUR NO RECOVERY SURVIVAL

Normal difficulty, survival mode with no recovery. Let's see what you can do, and while you're at it, if you can beat Shawn at his chosen game.

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



The moral of this tale is: don't talk to strangers, kids, even if you think you're 'witty'.

CUBE

ISSUE TWENTY SEVEN

CHEATING MONKEYS

Monkey see, monkey complete. That's the Cheating Monkeys' new motto. It's just a shame that they're too unhygienic and noisy to take outside, otherwise we'd be at the arcade kicking student arse all day.

WARIO WARE INC.

Being proficient at the world's craziest game will lead to all manner of cool secret modes. Here's a list so you know what you're aiming for.



UNLOCK	HOW?
CHICKEN RACE	Beat two of the first three characters
DR WARIO MINI-GAME	Get 20 mails in the first Jimmy level
FLY-SWATTER MINI-GAME	Get 20 mails on the first Jimmy remix level
WARIO SHERIFF MINI-GAME	Get 25 mails in the second Jimmy remix level
PAPER PLANE MINI-GAME	Finish the third Jimmy level
PYORO MINI-GAME	Play every character's game
EASY MODE	Beat Wario
THRILLING MODE	Beat Easy Mode with a high score
HARD MODE	Finish 15 levels on Thrilling Mode

PRESS THESE BUTTONS TO FIDDLE AROUND WHEN VIEWING THE GAME'S CREDITS:

THE L BUTTON	To increase the sound's bass
THE R BUTTON	To increase the sound's treble
HOLD UP ON THE D-PAD	To change the flying objects into hearts
HOLD DOWN ON THE D-PAD	To change them into Triforces
HOLD LEFT ON THE D-PAD	To change them into 'W's
HOLD RIGHT ON THE D-PAD	To change them into GameCube logos.

MARIO GOLF TOADSTOOL TOUR

If you fancy yourself as King of the Green, maybe you should try holding Z and Start on the title screen, entering these codes and seeing how good you really are.

PASSWORD	OPENS
9L3L9KHR	Bowser Badlands Tour
2GPL67PN	Bowser Jr's Jumbo Tourney
0EKW5G7U	Camp Hyrule Tournament
BJGQBULZ	Hollywood Video Tour
ELBUT3PX	Peach's Castle Grounds Tour
GGAA241	Super Mario Open
CEUFPXJ1	Target Tour Tournament



Golf – a game of men and women in silly pants hitting their balls with clubs

CUBE

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If you liked Jennifer Connelly in this...

THE HULK

He may be green, he may be lean, but if your name happens to be Jennifer then he's anything but mean. Unless you want him to be, of course.

These cheats are to be entered into the password screen:

PASSWORD	EFFECT
BRNGITN	Double enemy's health
HLTHDSE	Double Hulk's health
ANGMNGT	Full Rage Meter
MMMYHLP	Half enemy's health
GMMSKIN	Invincibility
TRUBLVR	Level select
JANITOR	Play as grey Hulk
BRCESTIN	Puzzle solved
FLSHWND	Regenerator
NMBTHIH	Reset high score
GRNCHTR	Unlimited continues
FSTOFRY	Wicked Punch





... you might like to check out *Requiem For A Dream*, if you're 18

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 questions 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. Chomp.



REBEL WITHOUT A PAUSE

Dear Cheating Monkeys,

I just got *Rogue Squadron* on import, but much to my disgust the speeder bike pursuit is proving to be an utter b******. You see, after a few minutes of dodging and weaving, an enemy scout charges into me, battering me into a tree. I just don't seem to be able to survive this mess.

LINCOLN, GLASGOW

The Monkeys say...

Easy one this. Just don't do anything aside from not crashing; if you bump around and try to fight things get a lot harder. Smoothly go with the flow in a calm manner and eventually you'll jump off, lightsabre in hand. Just do what a Jedi does best and you'll be on the next level before you can say 'Swoosh'.

VIEW TO A KILL

Dear cheating monkeys.

On *Viewtiful Joe* I cannot beat the final boss in that last part of the game. I've tried everything and I haven't even hit him once. He keeps throwing those massive boulders at me and I can't seem to dodge any of the fireballs he constantly keeps shooting. Please tell me how to beat him or I think I might go crazy and throw my GameCube out the window, and we wouldn't would THAT to happen now would we?

PS I love you...

YUAN HU, LONDON

The Monkeys say...

"We think you're talking about Leo. If not, feel free to email in and chastise us. Anyway, the secret here is to protect yourself from the fireballs by setting Joe on fire, which is achieved by mach-speed punching the rocks. Once this is done hit the boss once, then keep well back until the rogue fireballs have dissipated. Now you're free to run in and attack as well as you can. The thing is, no matter how good you are at* Viewtiful Joe*, this boss will always cause problems. Just practice a lot.

PS Are you female?

DAMN GOTHS!

Dear Cheating Monkeys,

In *Metroid Prime*, just after the Chapel of the Elders I've come across an adult Sheegoth. I've no idea as to how go about killing it, and it's somewhat of a pain considering how early on in the game this is. If you don't help I'll die of embarrassment, and shan't leave you a place in Monkey heaven.

BLOWFISH, VIA EMAIL.

The Monkeys say...

"Calm down, calm down. Once you know what to do, this mini-boss isn't too much of a problem. The secret is to wait until the fiend is busy breathing ice. This means that it's recovering from all the effort of soaking up your blasts and is now vulnerable. Simply lock onto its mouth and blast away with your missiles!"

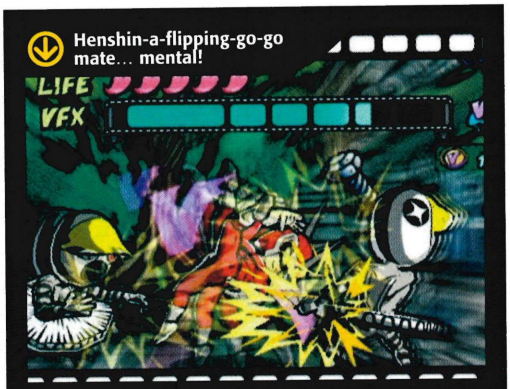
CUBE CHEATING MONKEYS

ISSUE TWENTY SEVEN

CODE JUNKIES



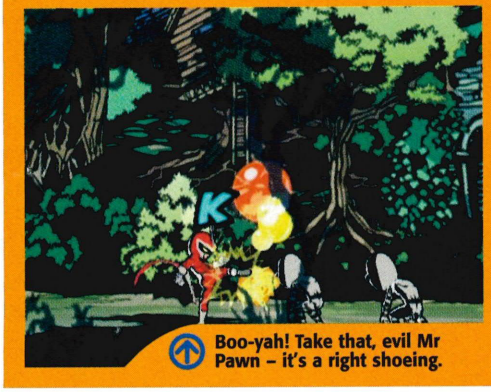
Every month we'll be bringing you all the latest Action Replay codes for the greatest GameCube games!



Henshin-a-flipping-go-go mate... mental!

VIEWTIFUL JOE

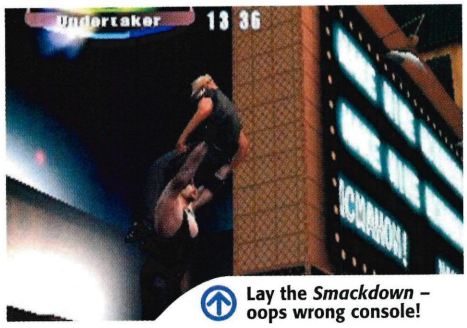
Master Code	**Multi Jumps**
1 40GY-R3VX-8DVJ5	1 D49Z-RMA8-1KVZW
2 XHHU-AU07-YWG7Q	2 UJXA-P34R-TG01A
Infinite Health	**Press Z For Moon Jump**
1 5TJ0-56NV-ACXPB	1 HE4X-3JVC-PH6UV
2 5Y24-70XD-R0C1U	2 279V-07E7-J1JA6
Max Health	3 QURB-2E0J-YQUY2
1 E0VF-7MEZ-8Z3NN	**All Characters And Modes**
2 BQ73-ACD3-TM2A7	**Unlocked**
Infinite VFX Power	1 VGVZ-URVV-H3E0C
1 V06M-E20T-XNM5X	2 5C5G-8J7K-DAAJP
2 FXWM-C2PJ-4HA7T	**99 Shocking Pink Bombs And**
Max VFX Power	**Boomerangs**
1 WNTZ-QF4W-399DB	1 3UUZ-H7RM-HRK9G
2 T59P-38TX-T2G16	2 9A0J-CR8Y-85YHA
Infinite Lives	**Always Start On Take 2**
1 HYTA-JCZN-Z2WWK	1 6YPE-G3Q9-4Q1C8
2 WP2R-7PPP-1Q6E1	2 79KM-X9B3-4F6HX
Max V-Point	**All VFX Moves**
1 Y9ZH-7N3T-MFPVT	1 929N-2KAP-W9R6J
2 0FXB-A2H2-P8WVH	2 RQP5-UCKA-B4C5U



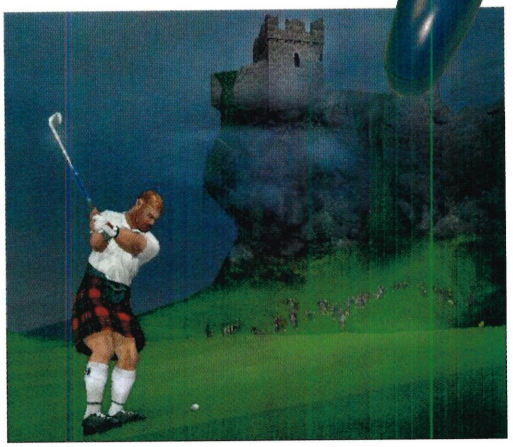
Boo-yah! Take that, evil Mr Pawn – it's a right shoeing.

WRESTLEMANIA XIX

Master Code	3 AAAV-0JT3-XT27F
1 5WYA-2CVC-HRCDD	**All Weapons**
2 8D0K-UCD0-AF7WD	1 079Y-K2PD-R3T4N
3 NW82-VJZ5-G5831	2 4PRH-77GR-TMVTZ
Infinite Ability Points	**Create Naked Wrestlers**
1 RVCV-Q28V-7PGEH	1 3HNG-BQKQ-8CDCF
2 BAEK-0A7K-53R2R	2 FD4N-5ZY8-FU8KA
Infinite Cash	3 0UGT-CH0V-NHVVH
1 DJAY-BZU9-G3TZB	4 A7KA-011Y-AX5FV
2 5WXN-ZQW0-HGRPF	5 0UGT-CH0V-NHVVH
All Parts	**Never Have Any Attitude**
1 JUPX-DVYJ-PTR0G	1 FY6R-2ZDQ-48MPF
2 DXQJ-8FWE-G0VQ8	2 WHHQ-DD1V-5PVCT
All Entrances	3 AFP8-FX60-G819N
1 4ZGP-3QM3-4C1J3	**One Hit For Full Attitude**
2 JB9F-N46R-CXP1K	1 N26K-QG6W-8PCMK
3 0WQ7-RJDV-44ZBK	2 WAD7-T3RU-RP08G
All Moves	3 AFP8-FX60-G819N
1 16VX-JFB7-ZYX2B	**Freeze Revenge Timer**
2 P1MP-B5H2-RDF7P	1 BJTG-9ZVY



Lay the *Smackdown* – oops wrong console!



TIGER WOODS PGA TOUR 2004

Master Code	1 3TJK-U890-TTCZ8
1 TXQ9-G61E-8CACP	2 QCU3-QC3D-Q8DEW
2 9Y56-AQD5-PHGXB	**All World Tour Awards**
Tons Of Cash	1 1ZFB-KD7G-U8WEP
1 D6N9-G55K-1CFTH	2 W57B-ZYFB-P71TG
2 6WB5-J4Y6-R95U0	**All Trophy Ball Sets**
3 YAWH-0BD7-8DK73	1 R1KA-Y91Q-H7PQN
Unlock All Characters	2 ZC6C-XY87-C648W
1 7A3R-2YFX-97NYJ	**All Tracking Tiger Trophies**
2 322C-NZB5-9349F	1 76TY-EJWZ-NTR85
Unlock All Courses	2 2U5M-TMEK-ATE2J
1 2G4Y-AW87-KTJJV	**Player 1 Always On First Shot**
2 0CH9-YM3T-7YBJG	1 8950-4EEK-PBN7K
All Real Time Events Flags	2 PKBB-XUZD-ZX7EX

STAR WARS ROGUE SQUADRON III: REBEL STRIKE

Master Code	2 3YXD-AZ3B-AEJ93
1 W5MG-T4KF-Q87GY	3 HVJR-2GZA-REZRK
2 F5EH-VZV9-1JXG0	4 ZKEJ-RN49-HZ47R
3 TZPF-F646-VB6YU	5 E4N8-HNV0-XEE58
4 G9VU-44CB-6MBX9	6 0DQR-A5MP-YENGW
5 VKTY-E0RZ-G7NWJ	**Infinite Shields**
6 0DNQ-526F-8HE76	1 EQ4P-4TFQ-YDXMA
7 D18K-1U98-MR920	2 YP0P-4PXW-TY9D4
8 8ZJP-57U9-7HC8B	3 E9B5-GNP3-JN639
Infinite Secondary	4 9VMT-P7EQ-ZV5JZ
Weapons '8'	5 2CU6-N85C-7NUMK
1 62A7-6545-7ECH4	6 HZJN-243H-UYATC



May the Force be, like, totally with you dude.

CUBE™ SOLUTIONS IS REBORN...



The UK's only GameCube tips magazine has a new name, but still all the detailed game guides, cheats and secrets you've come to expect. So look out for SOLUTIONS magazine at your newsagent.





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STAR WARS® REBEL STRIKE™ ROGUE SQUADRON® III

Part two of our complete guide to Factor 5's *Star Wars* epic... PART 2

INFORMATION

STAR WARS REBEL STRIKE	
PUBLISHER:	LUCASARTS
DEVELOPER:	FACTOR 5
GENRE:	SHOOT-'EM-UP
PRICE:	£39.99
PLAYERS:	1–2

UNOFFICIAL GUIDE
CUBE magazine and Highbury - Paragon would like to make it clear that its guide to *Star Wars Rogue Squadron III: Rebel Strike* is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.

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UNLOCKABLE SHIPS

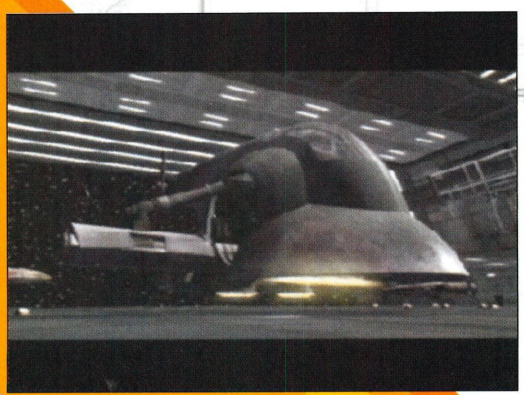
If you thought you had enough ships at your disposal already then you're in for a shock. There are no less than six extra ships waiting to be unlocked. They can't all be used on every level but they can definitely help you get a few extra points and aid you in nailing those Best Ever scores.

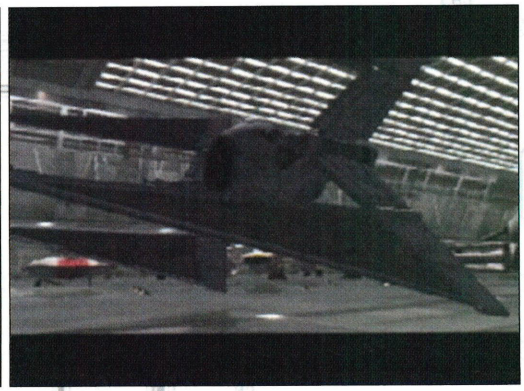
SLAVE 1:	Get a Bronze medal in all standard missions.
TIE HUNTER:	Get a Gold medal in all missions (including bonus missions).
TIE BOMBER:	Destroy all the gun turrets in the second half of Raid At Bakura.
MILLENNIUM FALCON:	Get a Bronze medal in all missions (including bonus missions).
NABOO STARFIGHTER:	Complete Tatooine Training at all four times of day.
JEDI STARFIGHTER:	Get a Silver medal in all missions (including bonus missions).

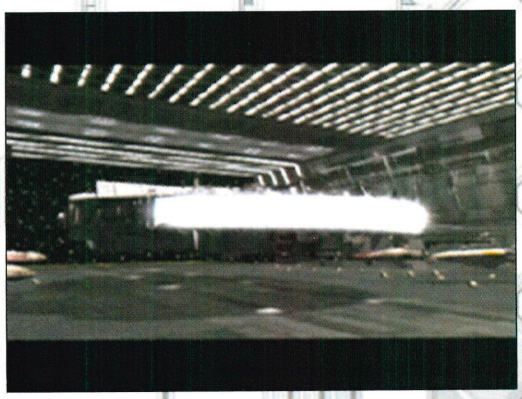
EXTRA FEATURES

As well as the nice, shiny new ships, you can unlock plenty of extra features and bonus videos. See if there's anything you fancy then start collecting those medals.

ACE MODE:	Get a Gold medal in all missions (including bonus missions) and complete Tatooine Training at all four times of day.
AUDIO COMMENTARY:	Get a Bronze medal in all standard missions.
CREDITS:	Complete Triumph Of The Rebellion
DOCUMENTARY:	Complete Triumph Of The Rebellion
STAR WARS ARCADE GAME:	Complete all standard missions
THE EMPIRE STRIKES BACK ARCADE GAME:	Complete Triumph Of The Rebellion



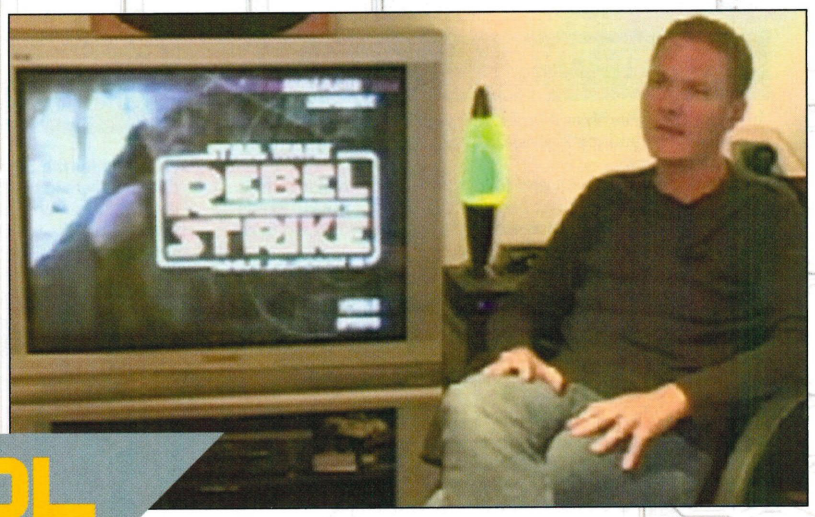




IN SPACE, NO-ONE CAN HEAR YOU CHEAT!

If you haven't got the time, ability or just can't be bothered to collect all the medals you need to get at the unlockables, then these cheats are for you. There are no codes for the ships though, so you'll just have to get them the hard way.

WHATTHE?	Unlocks Ace Mode
WIMPIAM!	Unlocks Easy Mode
HARKHARK	Unlocks The Music Hall
LOOKMOM!	Unlocks Credits
THEDUDES	Unlocks Documentary
LOOKOUT!	Unlocks The Empire Strike Back Arcade
!KOOLART	Unlocks The Art Gallery
FREEPLAY	Unlocks Star Wars Arcade
NOCOLOR?	Unlocks Black And White Mode
FARMBOY?	Unlocks T-16 Skyhopper In Vs Mode



FLIGHT SCHOOL

Although you may get through most of the game by blasting everything in sight, if you want all the Gold medals and all the bonus missions you're going to need a more tactical approach. Here are some tips and tricks that every pilot should know about...

LINKED LASERS

Although it's fun to just hold down the fire button and blast continuously away at your chosen target, it can murder your accuracy rating and take a lot longer than it needs to. By letting your laser power build to full and just pressing the button once, you can link your lasers and produce a blast that is not only much more accurate but much stronger as well.

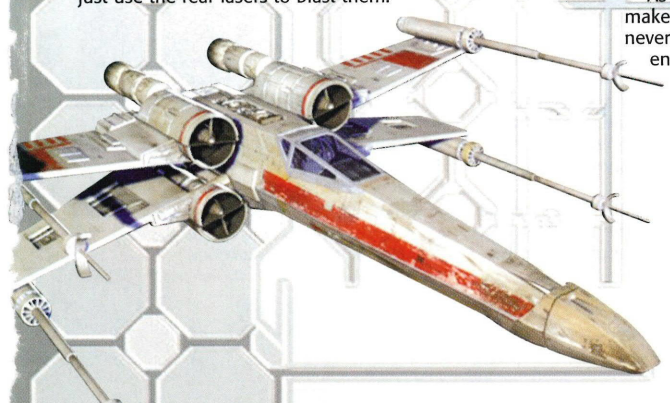
This should be used as often as possible if you want to get your hands on the decent medals.

TIE ON YOUR TAIL

At some point during most of the flying levels a Tie will get behind you and give chase. If they get on your tail they are very difficult to shake off due to their excellent manoeuvrability, so you need to be ready to do a bit of defensive piloting.

Turning sharply while either speeding up or slowing down is the best way of getting rid of them, but you may need to try this a few times as they won't give up without a fight,

Of course, if you're in the Millennium Falcon you can just use the rear lasers to blast them.



IF AT FIRST YOU DON'T SUCCEED

Some of the medals are really tricky to get and will require quite a bit of time and practice before you even come close to getting the required stats.

Rather than slaving away trying to get your accuracy, time or skill count up, you might be better off moving on and trying to build your ship up before you try again. The upgrades that are found in most levels can improve your ship greatly and will make getting the medals much easier. Also, unlocking some of the other ships might help you out: although it's always possible to complete a level with the default ship, one of the others might suit your own flying style better.

TRIGGER HAPPY

While you're playing the on-foot missions, you aren't just limited to the blaster with which you start. Most enemies will drop their weapon when you kill them and you'll have a limited time in which to get over to it and grab it for your own use.

As well as handheld weapons, you should also always make use of the mounted guns that you find. They are never there for show and you can expect plenty of enemies to appear whenever there's one nearby.While you're playing the on-foot missions, you aren't just limited to the blaster with which you start. Most enemies will drop their weapon when you kill them and you'll have a limited time in which to get over to it and grab it for your own use.

As well as handheld weapons, you should also always make use of the mounted guns that you find. They are never there for show and you can expect plenty of enemies to appear whenever there's one nearby.



GO TEAM!

An important part of the game is controlling the rest of the squadron correctly. If you're after a Gold medal, you'll probably have to order to them to retreat so you can have all the kills for yourself; or if you have plenty of kills, get them to help you out so your time is cut down.

On the levels where you have to perform tricky manoeuvres and squeeze through tight gaps, you should really send them to safety as they won't be able to fly as well as you and they'll just end up crashing.

PRACTICE MAKES PERFECT

Although it is tempting not to bother with the training level, you'll get to practise most of the skills you need as well as unlocking the Naboo Starfighter if you do make the effort.

You'll get training in all the vehicles that you'll encounter during the game, and knowing how to control these best before you're thrown into battle with them is a great help.

BATTLEFIELD HOTH

Echo Base is under attack from a huge Imperial army. Use the various vehicles around to put a stop to it.

OBJECTIVE - 1
TAKE OUT THE TWO LEAD AT-ATS

This is a lot simpler than it looks. Although the AT-ATs have a huge size advantage, you really shouldn't have too many problems taking them down.
Just run underneath them and follow the on-screen instructions until they fall and you're put back in control. After the cut-scene you'll be placed back underneath the now falling AT-AT, so move forward a bit to avoid getting crushed.

OBJECTIVE - 2
GET TO THE TAUNTAUN AND FOLLOW DERLIN TO ECHO BASE

This part of the level is a breeze. After you have destroyed the second AT-AT a Rebel symbol will appear over to the right of the area above a Tauntaun; so make your way over to it, destroying any Imperials on your way. Once you have mounted the Tauntaun, you need to run it to the far end of the area where Echo Base is situated. Although there will loads of enemies along the way, there is no need to kill any of them. Just concentrate on getting to the base.

TECHNICAL UPGRADE
Advanced Cluster Missiles

When you reach the mounted gun and the three AT-STs get dropped in, take out the drop-crate on the far right then run over to where it was. The upgrade that was inside the crate can now be grabbed.

OBJECTIVE - 3
DEFEND THE TRANSPORTS FROM THE TIE BOMBERS

This is by far the hardest part of the level. After clearing away the three Walkers in the base, you'll jump into a X-Wing and be told to defend three transports from the Tie Bombers that are after them. If you're unsure which ships are Bombers then use your targeting computer to find them and focus all your attacks on them. If you mess about with the other enemies, the transports will be destroyed and you'll fail the mission.



GOING FOR GOLD

Completion Time:	5.30
Enemies Destroyed:	60
Shot Accuracy:	20%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	90%

The difficult part of getting this Gold is keeping your kill count up. Although it's easy to hit the enemies when you're on the planet's surface, things get much more difficult when you're in the X-Wing trying to stop the Tie Bombers. There are plenty of Fighters about to kill, but if you are concentrating on these then you're letting the Bombers get their shots in on the transports. Getting the balance right is the key.



Don't waste too much time on the Fighters

(20 POINTS TO UNLOCK)

ESCAPE FROM HOTH

Leia's in trouble and Han's the only one who can save her. Get in there and get her to the ship.

OBJECTIVE - 1
ESCAPE PRINCESS LEIA TO HER COMMAND SHIP.

All you need to do here is fight your way through the complex and follow your map. There will be a few dead ends and route changes along the way but you'll reach your destination eventually. You'll have to do a bit of precision jumping about halfway through the level and if you aren't careful you can lose your lives very quickly. So make sure you get used to the jumping distances before you chance one of your lives.



OBJECTIVE - 2
REACH AND DEFEND THE MILLENNIUM FALCON

You have to be really careful here. If you let more than three Snow Troopers past, you'll fail your mission and have to start over. Learn where the enemies spawn from and make sure you defend accordingly. You don't have to keep this up for long so hang in there.

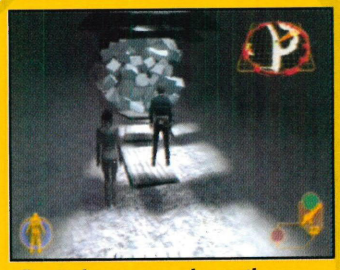
OBJECTIVE - 3
DISABLE THE DAMAGED STAR DESTROYER

In order to escape you're going to have to take down one of the Star Destroyers blocking your way. Fortunately, the one on the left is already damaged and shouldn't be too difficult to disable.
Start by taking out the undamaged generator on the top then swing underneath and use your Proton Torpedoes to take out the large dome on the underside of the ship.
Once this is done, all that is left to do is take out the command deck – if you have problems spotting it, use your targeting computer to see it and blow it to bits.

GOING FOR GOLD

Completion Time:	5.19
Enemies Destroyed:	69
Shot Accuracy:	30%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

This is a reasonably easy Gold to get. The time limit is a little tight so make sure you know the route exactly and don't take any wrong turns. Also, make sure you use your lock-on to ensure your accuracy doesn't suffer in the bigger gunfights.



Make sure you know the way through the complex.

GOING FOR GOLD

Completion Time:	4.00
Enemies Destroyed:	9
Shot Accuracy:	9%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

As long as you have speedy reflexes, this Gold should be a breeze. The time limit is easy to meet and there are plenty of enemies to kill – the only difficult part is keeping all your lives intact. It's very easy to lose lives in this level, but keep trying and you'll do it eventually.

SPEEDER BIKE PURSUIT

Chase and destroy the Biker Scouts before they warn the rest of the Imperials!

OBJECTIVE - 1

DESTROY ALL BIKER SCOUTS

All you're required to do in this level is take out all the Scouts and survive. You'll be moving very quickly and it'll probably take a bit of practice before you're fast enough to dodge all the trees and know the route you have to take. You'll be attacked in two different ways while you're on the bike. The Scouts who are ahead of you are no problem and can be taken down with some well-timed laser fire, but the ones that pull up beside you are much more difficult. You'll have to barge these into trees to get rid of them, which will cause your bike to be knocked around the screen. This makes the job of dodging trees even harder, but once you get used to how it's done you'll have no problems. Just keep taking out the Scouts and dodging trees until you jump off the bike, then take out the final Scout with a well-timed swipe from your lightsaber.

TECHNICAL UPGRADE
Homing Concussion Missiles

About two thirds of the way through the level, the path will split in two. If you take the route to the left you'll fly right over the upgrade and pick it up automatically.

TRIALS OF A JEDI

The time has come to start your Jedi training with Master Yoda.



OBJECTIVE - 1

COMPLETE YODA'S TRAINING EXERCISES.

Although there will be a few other tasks you'll have to complete here, the bulk of the level involves jumping over water using logs and rocks as platforms. One false move and you'll be swimming so you have to be spot on with every single jump.

As the level progresses you'll face floating boulders and sinking logs, but none of these will prove too much hassle once you have the jumping mastered.

Once you reach the end of the level, your last task is to raise your X-Wing out of the swamp – and this is easily done by tapping the Ⓑ button quickly. Yoda will have to do it for you eventually but if you don't reach a certain height on your own you'll fail the mission.

GOING FOR GOLD

Completion Time:	4.30
Enemies Destroyed:	22
Shot Accuracy:	100%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

To get the Gold on this level you'll have to master all the jumps and there are plenty of them. If you fall in the water once then you'll probably not be fast enough to get the medal. On top of this you'll need to kill plenty of the swamp creatures to get your kill count high enough, so try to kill them all.

GOING FOR GOLD

Completion Time:	1.12
Enemies Destroyed:	16
Shot Accuracy:	100%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

This is probably the easiest Gold to get in the game. After all the jumping you had to do to get here, jumping from barge to barge should be no problem. If you want to get your kill count high enough for the Gold, you'll have to kill all the gunmen on Jabba's sail barge even though they aren't attacking you. Make sure you take these out before the rest of the guards so the level doesn't end before you get to them.



Take out the defenceless gunmen.

THE SARLACC PIT

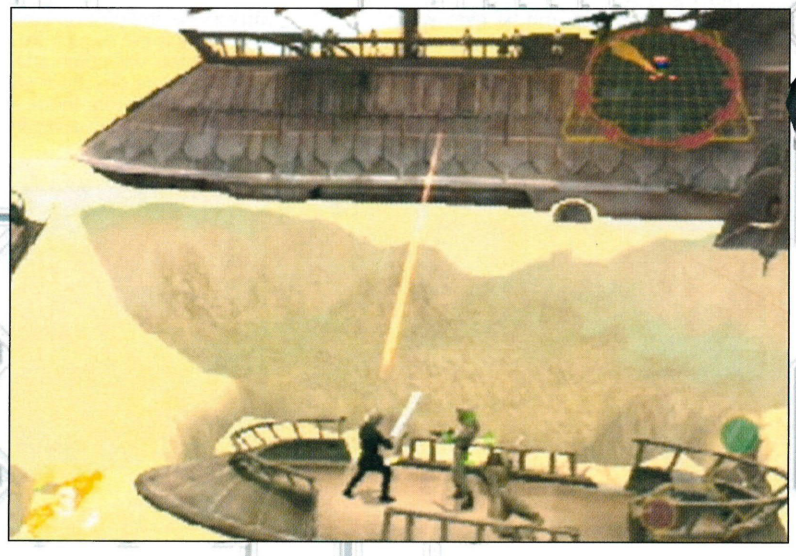
Escape Jabba's clutches by getting to his sail barge and destroying it.

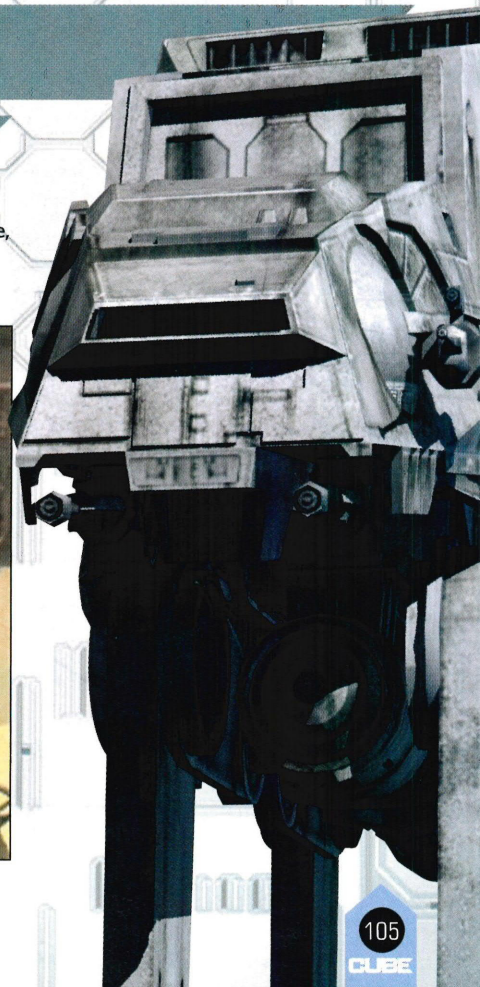
OBJECTIVE - 1

GET TO JABBA'S SAIL BARGE

This is a very short and reasonably easy level. All you need to do is use the barges that are floating around to jump over to Jabba's barge. You'll be bombarded by laser-fire all the time, but if you hold Ⓑ whenever you're still you should deflect the vast majority of it.

Once you make it onto Jabba's barge you'll be attacked by a few guards which need to be defeated before the level will end.





TRIUMPH OF THE REBELLION

The Rebels are being overrun in the bunker. Use your stolen AT-ST to give them some support.

GOING FOR GOLD

Completion Time:	5.20
Enemies Destroyed:	80
Shot Accuracy:	28%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

Time is your enemy here. It is very easy to get lost in the woods or get your route ahead blocked off by a tree. If you waste too much time when in the Walker, you'll never get through the level in time to get the medal. On the plus side, with all the Stormtroopers running around, you should have no problem killing enough enemies.



Try not to get lost in the woods.

OBJECTIVE - 1

FIGHT YOUR WAY TO THE BUNKER

This level is much more difficult than it looks due to the awkward controls of your AT-ST. There are hordes of other Walkers out to get you and you'll be under constant fire at all times. Thankfully you have the Ewoks to help you out. They will trigger their traps whenever you tell them to, but if you don't make the order the second the control cross turns up then you'll miss the opportunity and the trap will miss its target. You'll also be on a reasonably strict time limit and if you don't get to the bunker quick enough you'll fail your mission. Just keep following the main paths through the forest in the direction your radar is telling you to go and try not to waste too much time killing enemies. You just need to get near the bunker for this section to end.

OBJECTIVE - 2

PLANT THE EXPLOSIVE CHARGES AND ESCAPE

This is just another case of running through the corridors and blasting all the enemies you come across. As you near the end of the level you'll notice three orange Rebel symbols on the walls: these are where you have to place the explosives. Once all the explosives are in place, the bunker will start to fall apart and you'll have to make a run for your ship. Ignore any enemies and follow the radar back to the Falcon.



TECHNICAL UPGRADE
Homing Cluster Missiles

A short way into the level you'll come across a set of Ewok catapults for the first time. When you reach these, turn right and head through the gap in the trees to find the upgrade.



Turn right at the first set of catapults.

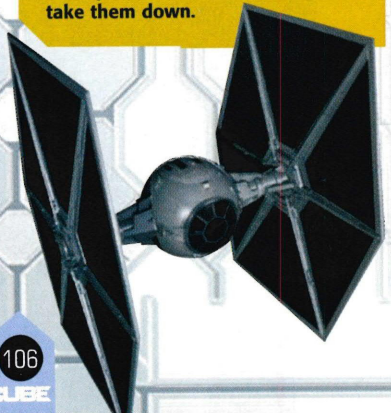
FLIGHT FROM BESPIN

All hell is breaking loose in Cloud City. Chase Boba Fett and rescue Luke from Vader.

GOING FOR GOLD

Completion Time:	5.45
Enemies Destroyed:	48
Shot Accuracy:	8%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

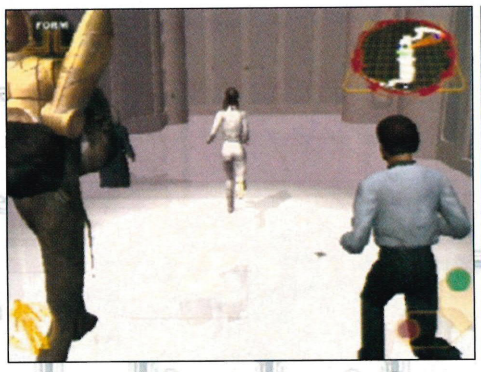
The Millennium Falcon section of this level is what you want to work on to get the Gold. There are loads of fighters for you to destroy before you can rescue Luke, and whether you get Gold or not will depend mainly on how quickly you defeat them. The Falcon is armed with plenty of Proton Torpedoes so make use of them and whenever a fighter is on your tail, use the rear laser to take them down.



OBJECTIVE - 1

INTERCEPT BOBA FETT BEFORE HE LEAVES THE CITY

There is no way to catch Boba, so rushing this is pointless unless you are going for a decent medal. All you have to do is keep following your radar and shooting enemies until you reach Boba's ship and he gets away. You'll have to use R2-D2 to open many of the doors in this area, so if it looks like there is no way forward try ordering R2 to work on a locked door: more often than not this will be the answer.



OBJECTIVE - 2

LOCATE THE MILLENNIUM FALCON AND ESCAPE

At last you get to pilot the Millennium Falcon. You'll be attacked by many fighters here and you'll need to kill every last one you can continue the level. After they are all dead a Rebel symbol will appear and you can go and pick up Luke – all that left to do now is get away from Bespin. Even more fighters will come after you now but unless they are directly in your way you might as well ignore them, all you need to do is get far enough away from the city to end the level.





FONDOR SHIPYARD ASSAULT

The Rebels are setting a trap for the Imperials and it's up to you to make sure things go smoothly.

OBJECTIVE - 1

DEFEND THE REBEL TRANSPORT

You need to hold off the fighters and the frigate long enough for the transport to reach its destination – which isn't going to be possible while the frigate is still moving, so you need to take that out first. Once the frigate is destroyed you can concentrate on keeping the fighters at bay and this is best done by destroying them. Set the whole squad to attack them, circle the transport and shoot down any Tie that comes close. Just keep this up until the transport reaches the barrier.

OBJECTIVE - 2

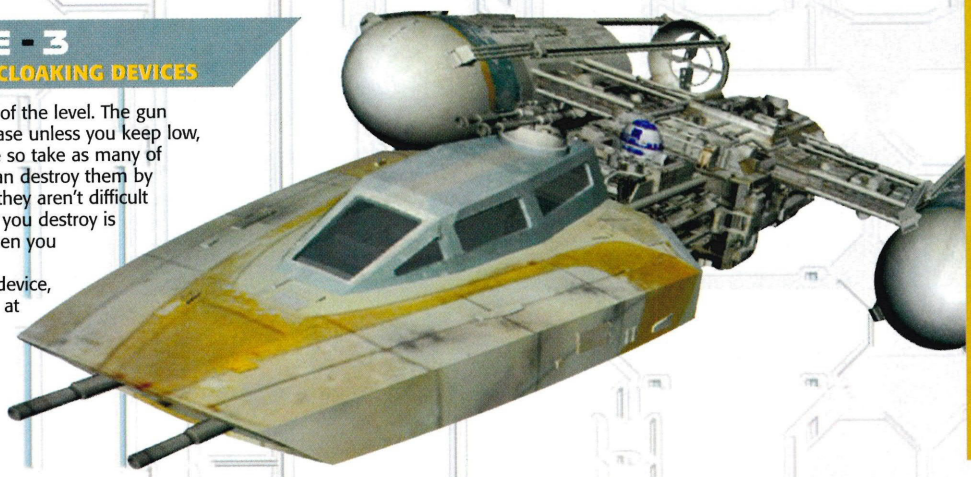
DESTROY THE DAMAGED SHIELD GENERATOR

This is easy. Assuming you're happy continuing the mission with the Tie Hunter, you can just fire continuously at the generator until it explodes. You should easily have destroyed it by the time you reach the door so there is no need to use your ION cannon.
If your ship is nearly destroyed or you'd prefer to use an A-Wing for the next section, ignore the generator for now and head back to the Rebel frigate to swap ships. Once you're in your nice shiny A-Wing, return to the damaged shield generator and hit it with everything you have.

OBJECTIVE - 3

DESTROY ALL THREE CLOAKING DEVICES

This is by far the hardest bit of the level. The gun turrets will finish you with ease unless you keep low, but this isn't always possible so take as many of them out as possible. You can destroy them by hitting any part of them, so they aren't difficult to dispose of and every one you destroy is one that can't fire at you when you need to fly over something.
When you reach a cloaking device, take out a few of the turrets at its base as you approach them and then hit it with your secondary weapon until it is destroyed. Destroy all three and the level will end.



GOING FOR GOLD

Completion Time:	4.00
Enemies Destroyed:	50
Shot Accuracy:	56%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

The second half of the level is where you need to perform to get the Gold. Take out as many turrets as you can to get your kill-count up and use your boost to cut down on your time – although dangerous, this is the only way you'll be fast enough.



Boosting is the only way you'll be fast enough.

ATTACK ON THE EXECUTOR

This is the final battle. Can you destroy the awesome Executor?

GOING FOR GOLD

Completion Time:	4.50
Enemies Destroyed:	55
Shot Accuracy:	35%
Friendlies Lost:	0
Lives Lost:	0
Targeting Computer Efficiency:	100%

OBJECTIVE - 1

DESTROY THE ION CANNONS THREATENING THE CALAMARI CRUISER

There will be a lot of fire power against you here and the A-Wing you're in won't take much damage so you'll have to be careful. You only have to take out the ION cannons that are directly threatening the cruiser, so you only need to take out one side of each of the Star Destroyers. The last one will turn at the last moment though, so make sure you take out the cannons on the correct side.

OBJECTIVE - 2

DESTROY THE EXECUTOR'S COMMAND DECK

You've now got to pilot your way through the Executor's defences and take out the command deck. There are turrets everywhere and if you fly too high you'll be shot down straight away so keep low. You'll be on a pretty tight time limit so you can't afford to hang around – but with this much fire power against you, would you want to?
When you get to the command deck, launch everything you have at it and take down the ship.

REBEL ENDURANCE

How long can you fight off continuous waves of Imperials?

GOING FOR GOLD

Completion Time:	30.00
Enemies Destroyed:	390
Shot Accuracy:	30%
Friendlies Lost:	45
Lives Lost:	0
Targeting Computer Efficiency:	100%

This Gold will take a very long time to get as killing all 45 waves will take quite a while. As long as you get into a good routine of killing a wave and grabbing some medical kits, you should be able to do it fairly easily but it does get pretty boring. Don't forget you have to keep you accuracy up, so make sure you use your lock-on.

OBJECTIVE - 1

DESTROY ALL IMPERIALS

All you have to do here is kill the Imperials. You'll be given wave after wave of them to dispose of and they aren't very tough. Of course, they'll be trying to kill you as well – and when you are up against ten enemies at a time, there is quite a bit of laser-fire to avoid. Many of the enemies will drop medical kits when they die, and collecting these at the right time is critical to success.
The waves of enemies will just keep on coming, so just see how long you can last.





INFORMATION

MARIO KART: DOUBLE DASH!!	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
GENRE:	RACING
PRICE:	£39.99
PLAYERS:	1–16

Mario Kart has gone from being a racer to the ultimate party game, and you can be the ultimate party animal, with a little help from CUBE of course!

UNOFFICIAL GUIDE

CUBE magazine and Highbury - Paragon would like to make it clear that its guide to *Mario Kart: Double Dash!!* is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.

MARIO KART Double Dash!!

UNLOCKABLES

Working hard and earning gold trophies in the various races doesn't go unrewarded. There are plenty of tracks, karts, modes and characters to unlock so get racing!

CUP WON	UNLOCKED
MUSHROOM CUP 50CC	Green Fire
FLOWER CUP 50CC CUP	Bloom Coach
STAR CUP 50CC	Para Wing
SPECIAL CUP 50CC	Bullet Blaster
MUSHROOM CUP 100CC	Rattle Buggy
FLOWER CUP 100CC	Waluigi Racer
STAR CUP 100CC	Special Cup
SPECIAL CUP 100CC	Toad And Toadette Combo + Toad Kart
MUSHROOM CUP 150CC	Luigi's Mansion Battle Stage
FLOWER CUP 150CC	Turbo Birdo
STAR CUP 150CC	Barrel Train
SPECIAL CUP 150 CC	All Cup Tour
ALL CUP 150CC	Mirror Mode
MUSHROOM CUP MIRROR	Toadette Kart
FLOWER CUP MIRROR	Tilt-A-Kart Battle Mode Stage
STAR CUP MIRROR	Petey Piranha And King Boo Combo + Piranha Pipes
SPECIAL CUP MIRROR	Boo Pipes
ALL CUP MIRROR	Parade Car
GOLD ON EVERY GP	New Intro Screen + New Completion screen

TOOLS OF THE TRADE

You won't be getting very far if you don't know how to use the many items you can get hold of. Read on and show those other racers who's boss...



ITEM BOX



Running through one of these will give a randomly selected weapon to whoever is in the back of your kart. Although it's random, you'll be more likely to get a stronger item if you're struggling at the back rather than leading the race.

DOUBLE ITEM BOX



Exactly the same as the regular item box except this will arm both of your characters with a random weapon. As weapons are very important, you should make a beeline for these whenever you see one.

GREEN SHELL



This is your standard projectile weapon and you'll see plenty of them about. You can choose to either shoot them in a straight line in front of you or to fire them behind to hit rivals that are on your tail. If you do choose to try and hit an enemy in front of you, your aim had better be pretty good – if a green shell misses its target it will bounce around the area and you'll have to avoid it yourself.

RED SHELL



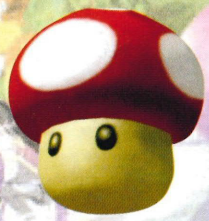
Definitely one of the most useful standard weapons in the game. When fired, the Red Shell will home in on the kart that's ahead of you. It's very manoeuvrable and will snake around most corners until it gets its man. But although it rarely misses, some timing is needed on some of the more difficult tracks. If the kart the shell is after makes a big jump before it hits, the shell will fall and be wasted. So knowledge of the course ahead is useful when using these.

SPINY SHELL



This shell is unstoppable. When fired, it will go straight for whoever is in first place and it'll go over any obstacle to get there. This shell cannot be blocked or escaped and when it hits it creates a shockwave that will take out any other karts unlucky enough to be nearby.

MUSHROOM



These little fungi give a short turbo-boost when used and this is much more useful than it sounds. Boosting into another kart will steal any weapons that they are holding, as well as giving them a nasty nudge out of the way. Also, many of the short cuts in the game require a boost to pull off effectively and without slow-down. It's a good idea to a keep a mushroom handy, as you never know when you might need it.

TRIPLE MUSHROOM



Like the single mushroom but three times the fun. This will provide you with three separate turbo-boosts that you can use whenever you like. If you get hit when you're carrying them though, you'll lose two of them.

BANANA SKIN



Simple yet effective. The banana can be dropped behind you so that other karts might slip on the peel and suffer a bit of slow-down. Placing these strategically around blind corners, near jumps or at landing points can really cause the karts following you some problems.

STAR



If you're dragging behind the rest of the pack then this is what you need. The star will make you completely invincible for a short period of time and boost you up to maximum speed so catching up is a breeze. You'll want to take full advantage of this when you get it, so wait until you have a nice easy bit of course to navigate and then let rip. Fall off an edge though and you'll lose the lot.

THUNDERBOLT



You'll only receive this if you're really behind, but it will definitely help you to get back into the race. Using the Thunderbolt shrinks all the other racers and, as well as lowering their speed, will leave them vulnerable to a squashing. It doesn't last long though, so make the most of it.

FAKE ITEM BOX

The ultimate booby-trap. These look a lot like the actual Item Boxes but contain something a lot less useful: an explosion. Anyone who runs into one of these will take a tumble, so hiding them amongst actual Item Boxes is a great way to trick people.





Wario and Waluigi comin' atcha in bad-o-vision!



Triple green shells, someone's going to get a right 'doing' any second now...

SPECIAL ITEMS

In addition to the regular items, your characters can receive their own special items. Getting a team together whose special items complement each other (and the way you drive) can mean the difference between victory and defeat

MARIO AND LUIGI

FIREBALL

The plumbers have brought their fireball abilities to the track this time and are more deadly because of it. Although not the strongest special item, its usefulness makes up for it. When fired, multiple fireballs will cover most of the track and prove very hard to avoid for anyone in the way.

You can choose to fire it either ahead or behind you depending on your situation, making it a very flexible weapon.

PEACH AND DAISY

HEART

When activated, the heart will surround your kart with a shield that not only protects you from other weapons but will pick up anything that hits you so you can use it yourself. Very handy if a track is getting cluttered up with shells and bananas.

YOSHI AND BIRDO

EGG

These eggs work in the same way as a Red Shell, hunting down their target until they hit. When they do connect though, the Egg will break open and leave other items on the track. The dropped items are random so it's sometimes good, sometimes bad, but that's just the chance you'll have to take.

KOOPA AND PARATROOPER

TRIPLE SHELLS

If you thought one shell was tough to avoid, just wait until you're up against three at a time. – and this is exactly what this special offers. The colour of the shells you receive will determine exactly how deadly you'll be, but you'll be a nightmare to the other racers no matter what the outcome.

DONKEY KONG AND DIDDY KONG

GIANT BANANA

Being a monkey has many advantages. One of the most obvious is the fact that you'd know exactly where to find the biggest, chunkiest and er... slipperiest bananas.

This is what the Kongs have done and they've come prepared with giant bananas that are very difficult to avoid if laid in the right place.

If this wasn't bad enough, when run into, the giant banana will split into three smaller bananas, which just adds to the carnage.

BABY MARIO AND BABY LUIGI

CHAIN CHOMP

Definitely the most impressive special but its usage is limited. When activated, a huge Chain Chomp will emerge and drag your kart around the track for a short period of time. The Chomp will mangle any other kart in comes into contact with and when it has finished pulling you along it'll dart off around the track to cause a bit more mayhem.

On the downside, while you're being pulled, you have no control whatsoever and you're likely to get thrown into all number of tricky situations. Because of this, you need to be careful where you use it.

BOWSER AND BOWSER JNR

BOWSER'S SHELL

It's big, it's bad and it's gonna rock someone's world. Being evil, you'd expect nothing less than a giant, spiky shell from Bowser and his son and that's what you're gonna get!

This shell is massive and can be thrown ahead or behind to create problems for your fellow racers. This shell can damage you as well though, so be careful if you throw it in front of yourself.

WARIO AND WALUIGI

BOB-OMB

Bob-ombs have always been dangerous, and in the hands of these two they are especially lethal. A thrown Bob-omb will sit on the track and wait until its fuse has run out – and when it does, BOOM!

The Bob-omb will create a shockwave that will take out any nearby kart. Just make sure you don't get caught yourself.

TOAD AND TOADETTE

ROYAL MUSHROOM

The Royal Mushroom will give you an infinite amount of boosts for a short period of time. If used correctly along straights, this can get you into first place in no time at all. If used on a bendy bit of road though, it can be more trouble than it's worth.

KING BOO AND PETEY PIRANHA

RANDOM

These two secret characters have something very special up their sleeves: they have the ability to use everyone's specials. There's no control over which special you get next though, so you need to have mastered them all if you want to make the best of these two.

TIPS AND TRICKS

To become a true *Mario Kart* champion you'll need to master a number of techniques that can really give you the edge if done correctly. These take a bit of practice and timing is essential...

DOUBLE DASH

This is only possible when you're in co-op mode. Both players must perform a Rocket Start at the exact same time to pull it off, but if you succeed, the boost you'll get will be about twice the speed as your normal Rocket Start. This will leave even the 150cc karts eating your dust.

SHELL BLOCK

Just because a Red Shell is on your tail, you shouldn't give up hope.

Dropping a banana or firing a green/red shell backwards when the warning pops up will stop a Red Shell from hitting you. You can't use the fake item box to block homing shells though and nothing will stop a Blue Shell from hitting you if you're in the lead.

If you don't have any items and you get the homing shell warning then you can either try to escape it (slide-boosting round a corner at the last moment can get a shell off your tail – it's tricky to pull off though) or get into a position that will minimise the damage.

Also, Red Shells can't get over big jumps; so if there's one on your tail, try and get to a jump before it hits. Again, this won't work with the Blue Shell. If you're in the lead and a Blue Shell is fired, it's going to get ya!

ITEM STEAL

Why be content with the items you collect from Item Boxes? All the weapons that are carried by other racers are ripe for the taking and nabbing their weapons mean they can't use them against you.

You can steal weapons by boosting into another kart or hitting one while you're using a Star. In co-op mode you can use the Slide Attack to take weapons as well.

DRIFT BOOST

The Drift Boost is a technique that you'll have to master if you want to beat some of the later and more difficult races, so make sure you get some practice in.

While you're drifting, moving the control stick in the opposite direction to the bend will change your wheel sparks, first to red, then blue. Once they have turned blue you can let go of the drift button and get a small boost out of the corner.

CHARACTER SELECTION

An important element of this game is getting the balance right between your two characters. Your choice of characters should reflect how you drive and which specials you can use most effectively. For example, if you're always finding yourself playing catch-up, you should probably go for characters with powerful offensive moves such as the Chain Chomp or Triple Shells. If you're always in the lead, characters whose specials that can fire backwards are the best choice. Of course, the best way to do it is to have one of each and swap them around depending on your position.

STAFF GHOSTS

You can unlock the Staff Ghosts in the Time Trial by completing each course in a set time. You receive absolutely nothing for unlocking these, but you do get the chance to race against the best and the satisfaction of beating them could be yours.

Here's a list of the times you'll need to beat to race them...

LUIGI CIRCUIT	1:29:00
PEACH BEACH	1:23:00
BABY PARK	1:14:00
DRY DRY DESERT	1:53:00
MUSHROOM BRIDGE	1:34:00
MARIO CIRCUIT	1:44:00
DAISY CRUISER	1:55:00
WALUIGI STADIUM	2:02:00
MUSHROOM CITY	1:53:00
SHERBERT LAND	1:28:00
YOSHI CIRCUIT	2:02:00
DK MOUNTAIN	2:15:00
WARIO COLOSSEUM	2:24:00
DINO DINO JUNGLE	2:03:00
BOWSER'S CASTLE	2:47:00
RAINBOW ROAD	3:19:00







Drive into as many opponents as possible when invulnerable.



Bowser's massive spiky shell, the second biggest weapon in *Double Dash!!*



WELCOME TO ADVANCE...

With all the big GameCube releases of the last couple of months it's easy to forget your poor little handheld, but it's games like *Mario And Luigi* upon wich the legend of Nintendo is built. Quite simply, nobody does it better.



ADVANCE

Little reviews of little games. Aw, aren't they cute?

TG RALLY

No sign of Jeremy Clarkson's iffy perm here

CUBE
INFO
PUBLISHER: KEMCO
DEVELOPER: TANTALUS
GENRE: RACING
PLAYERS: 1-2
RELEASE: OUT NOW
STATS
- 3D RALLY RACING
- NICE SKID MARKS

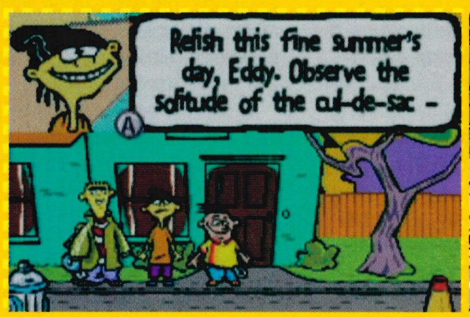
TG RALLY, OR *Top Gear Rally* as it's known outside of the UK – is a lovely exception to an irritating rule: it proves that 3D can work on the GBA. Although the limitations of the hardware are pretty clear if you drive off the beaten path for only a short time, the overall look of the cars and tracks is impressive. However, it's not the aesthetics that makes or breaks 3D in racing games – it's the physics. With *TG Rally* much slippy fun is to be had sliding around the corners with the handbrake on and the steering fully locked, and when you bring the car back in halfway through the corner to the squeal of your carefully chosen tyres gaining purchase on the ground and speed forwards it makes for some exciting moments. The Rally doesn't take long to complete, but there's plenty to do in the form of time trials and a 2-player mode. This has to be the most advanced racer out on the GBA at the moment.

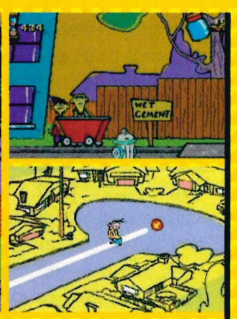
CUBE RATING 8.6



A few dodgy racing games have stunk up the GBA, but *TG Rally* proves the genre can work afterall.

CUBE
INFO
PUBLISHER: BAM!
DEVELOPER: CLIMAX
GENRE: PLATFORM
PLAYERS: 1
RELEASE: OUT NOW
STATS
- LOST VIKINGS GAMEPLAY
- POPULAR CHARACTERS





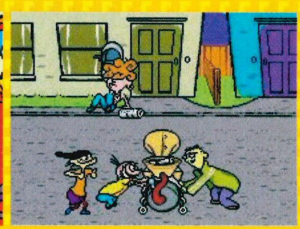
ED, EDD 'N EDDY

Dysfunctional teenagers, eh!

IF YOU'VE ANY knowledge of children's cartoons then you'll be aware of *Ed, Edd 'N Eddy*, the popular American import. The terrible threesome who spend most of their time mooching around middle-class suburbia, have a very curious obsession with gobstoppers, and the rumour on the streets is that the local sweet shop is giving away an everlasting version of the sticky treat as a competition prize. Obviously your priority is to collect this most sacred of rewards, and so you set out through six levels of plodding action and puzzles using each of the Ed's special skills to progress. If you're familiar with that old classic *The Lost Vikings* then the gameplay structure will be instantly recognisable. One character is slow but strong and able to push carts and other heavy objects around. Another is brainy, and able to put his intelligence to use in order to solve environmental problems, but being cautious will not enter any dangerous areas, and another can double-jump and move more quickly. The idea is that you combine these skills to get to the end of each horizontally scrolling level and on to ever more deviously designed levels later on. However, in practice, things don't really work out. Everything is too slow and the controls are frustrating. Even worse, every level appears to have been 'formulated' rather than designed with generic layer built upon generic layer. At times this is enjoyable, but more often than not frustrating and fiddly.

CUBE RATING 5.3

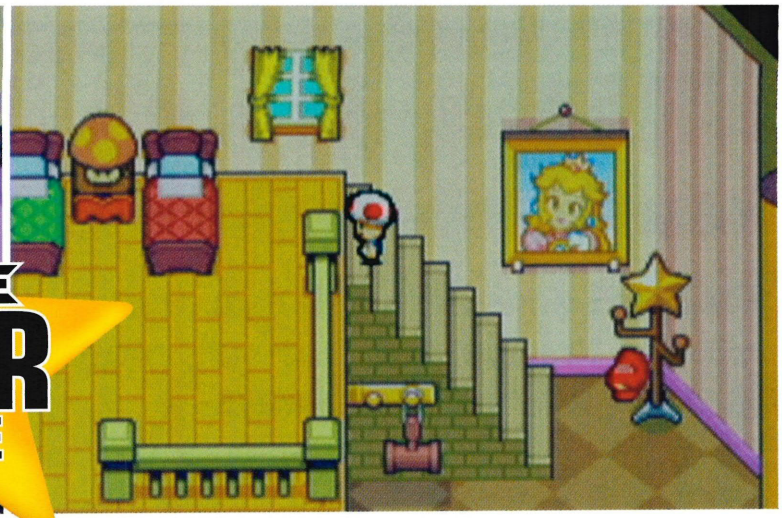






If in doubt, hit it! This nearly always works.





CUBE STAR GAME

MARIO AND LUIGI SUPERSTAR SAGA

A reminder why we love these guys so!

CUBE INFO

PUBLISHER:	NINTENDO
DEVELOPER:	ALPHADREAM
GENRE:	RPG
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- MARIO RPG
- LOADS OF IN-JOKES

THE GBA HAS played host to some classic games this year, but a considerable proportion of them have been simple remakes of older games. Not so with *Mario And Luigi Superstar Saga*. This unofficial sequel to the Nintendo 64's *Paper Mario* is part RPG and part platformer, giving you control of both Mario Bros in a brand new overhead world filled with original enemies, locations, items and a whole host of new faces. If you're a fan of *Mario* but put off by the RPG tag, then please, don't be. This is about as far removed from the typical RPG formula as you're likely to get while still retaining any sense of the genre. Instead of trudging around, bumping into random fights there are avoidable enemies. The actual combat is still turn-based but you're given hands-on control of the brothers, allowing you to avoid enemy assaults and counter-attack by jumping in real-time using your own skills rather than relying on random numbers, and for once the storyline never, ever takes itself seriously.

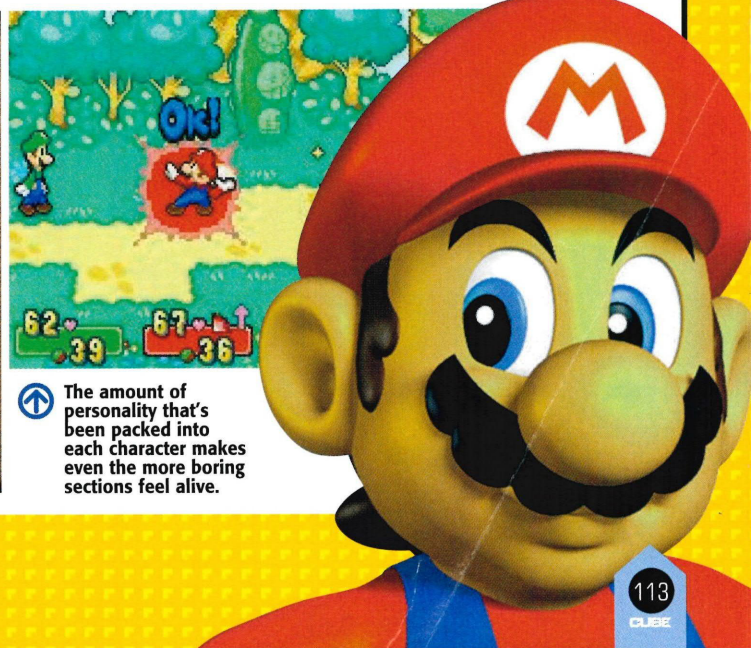
Its difficult to pinpoint the exact moment *Mario And Luigi* reveals itself to be the most addictive game in a long time, but you'll soon find yourself skipping breakfast, lunch and dinner in an effort to progress. The storyline starts off relatively simple and surprisingly your main task is finished early on. However, that desire to see where your adventures will take you next keeps you positively glued to the GBA screen as new twists unfold themselves before your eyes. The compulsive nature of the old *Mario* platformers has been re-created perfectly here with warp pipes and rickety bridges leading into whole new worlds you can't even imagine and a relentless supply of secret areas and shortcuts, adding a slight *Zelda* flavour to the proceedings.

The gameplay may be flawless, but for Nintendo fans this won't be the only draw. *Mario And Luigi* contains loads of references and in-jokes, from remixed music to strange posters on the wall. In one section Mario is even referred to as Jumpman (the name of the hero in the original *Donkey Kong* before he became Mario), which is a pleasant surprise for your inner geek.

Quite simply, if you have any love for Mario and his games then buy this. It deserves to be this year's Christmas hit. Original, funny, fresh and fun, this proves once again that the GBA SP is a legendary system in the making.

CUBE RATING 9.2





The amount of personality that's been packed into each character makes even the more boring sections feel alive.

ONCE AGAIN WE LIFT THE LID ON THE PEOPLE BEHIND THE GAMES. THIS MONTH IT'S THE CREATOR OF SPHINX AND THE CURSED MUMMY

STUDIO EYE

THIS MONTH... EUROCOM

CUBE dons its trench coat and shades, in an attempt to infiltrate the world's most heavily guarded development studios...





What you can't see are the concealed machine gun nests designed to keep out pesky games journos like us.

STUDIO EYE

INFORMATION

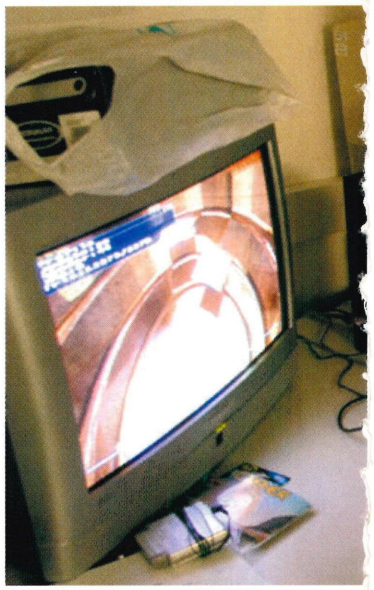
START-UP DATE:	OCT 1988
FOUNDERS:	MAT SNEAP, TIM ROGERS, HUGH BINNS, IAN SNEAP, AND NEIL BALDWIN
WEB SITE:	WWW.EUROCOM.CO.UK
ADDRESS:	EUROCOM HOUSE ASHBOURNE RD, MACKWORTH DERBY ENGLAND DE22 4NB

PLATFORMS

- NES, MASTER SYSTEM, MEGADRIVE, SNES, GAMEGEAR, GAMEBOY, PC, 32X, 3DO, SATURN, PS1, N64, DREAMCAST, GBC, PS2, GBA, XBOX AND GC.

VACANCIES

- Yes, several! Currently we are looking for (deep breath): Lead Programmers, Low-level engine programmers, Physics Programmer, Audio Programmer, Lead Animator, Technical Animator, Effects Animator, Character Modeller, Character Texture Artist, Technical Artist, Environment Modellers, Environment Lighting Artists, Environment Texture Artists, Designers/Scripters.



TO THE OBSERVANT

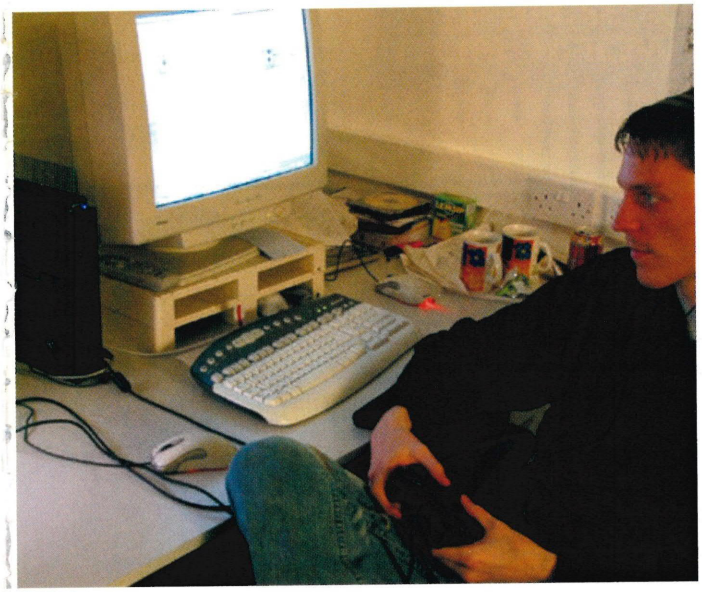
amongst you Eurocom may mean something. You may realise that these guys are behind one of last issue's Hot 30 for 2004, a game by the name of *Sphinx And The Cursed Mummy*. For others, the memories may go back a little further: Eurocom was also behind one of the N64's flagship titles *The World Is Not Enough*. That though is where the familiarity ends, so it may surprise you to learn that the company has been going since the late Eighties.

Based in Derby, the studio has been responsible for over 50 games, and is now clocking in a team count of just under 200. The amount of experience lurking under the hood is extraordinary, with platform support ranging from the Master System through to the GameCube. The company started out with licensed titles and conversions. James Bond was one of the earliest, so it seems only fitting that the title to finally put them in the spotlight was another Bond title – *The World Is Not Enough*. Since then the teams



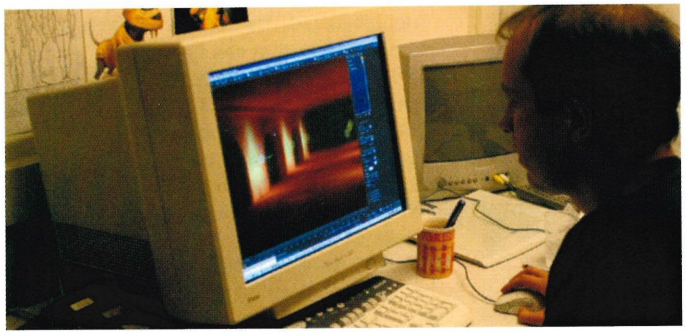
TAKE A LOOK THROUGH THE EYE

"THE TOP 10 SALES CHART IS NEARLY ALWAYS DOMINATED BY LICENSES AND FIRST-PARTY PRODUCTS"

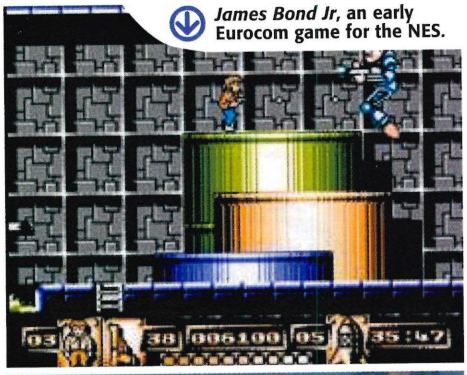


have been responsible for several other big name titles such as *Crash Bash*, *NBA Hoopz*, *007: Nightfire*, *Harry Potter: COS* and most notably next year's *Sphinx*.

It's quite rare to see an independent developer doing well today, but Eurocom has survived thanks to its diversity and flexibility. During the hard times the team has stuck to what it knows best – making the best of well-known licenses. With a handful of big titles under its belt though, Eurocom has taken the brave decision to develop a totally original game. Sadly originality is a road filled with pot-holes, the biggest being the fact that the Top 10 sales chart is nearly always dominated by licenses and first-party products. No matter how good a game is, unless it has a license or a massive advertising budget, it just won't go anywhere. *Sphinx*'s Publisher THQ is no stranger to huge ad budgets, having held the WWE license for some time now, so hopefully Eurocom's decidedly Nintendo/Rare-esque adventure will get the attention it deserves.

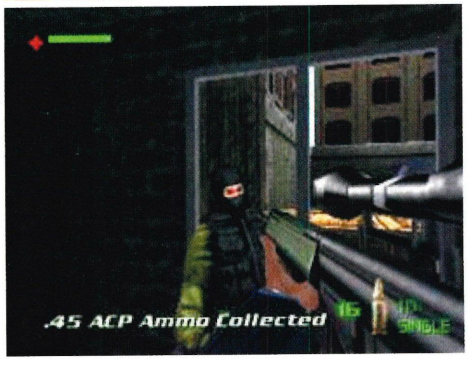


James Bond Jr, an early Eurocom game for the NES.









IN THE CUBE WITH...



MAT SNEAP

NAME: MAT SNEAP
POSITION: DIRECTOR/CO-FOUNDER

CUBE: You've worked with quite a few different publishers over the years. Is it nice to have that freedom of choice?
MS: It's good to have plenty of choice for publishing partners but it can also be a necessity as so many publishers have changed or have been acquired over the years. Having said that, we have a relationship with THQ that stretches back 12 years, and it published our second ever game, a NES title called *James Bond Jr.*

CUBE: Eurocom produces a consistently high calibre of game. With *Sphinx* you're touching on Nintendo-quality gameplay. Have you been particularly inspired by any recent Nintendo games?
MS: Thanks, that is high praise indeed! We are big fans of the *Zelda* series and also liked many elements of *StarFox Adventures*.

CUBE: In the past you've pushed machines as far as they will go: *TWINE* on the N64 is a good example. Will *Sphinx* push each platform to its limits or will the different versions just be straightforward conversions?
MS: We develop in parallel on all platforms simultaneously so we can work to the strengths of each machine. There are some trade-offs to supporting all platforms, but the biggest advantage to developing in this way is that it enables us to create very rich content that can benefit all three platforms.

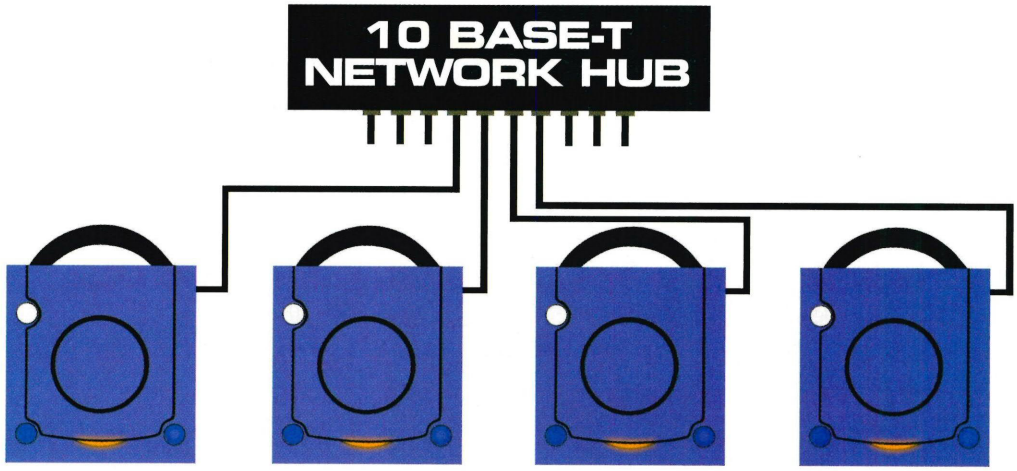
CUBE: Looking to the future, what are you expecting from the next genrration of machines? What features would you like to see?
MS: Plenty of RAM and processing power to enable much more advanced physics and AI for gameplay. Visually we should see some big advances in lighting techniques and special effects.

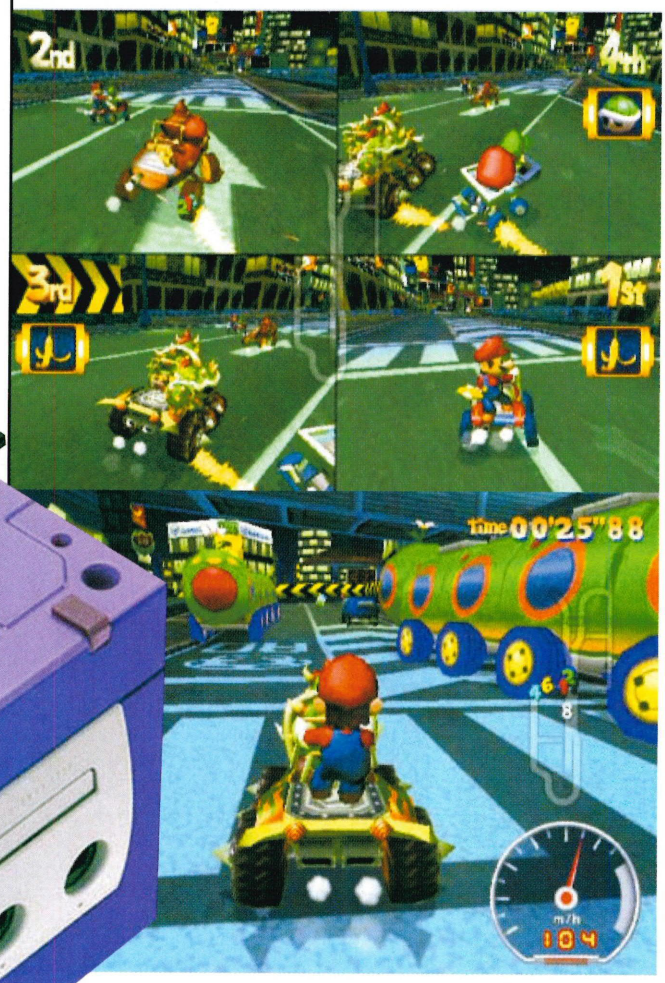
WITH THIS SIMPLE GUIDE IT'S NO LONGER A CASE OF SWEET DREAMS MY LAN

YOU WHAT!?

THIS MONTH... LAN GAMING

We've been banging on about it for a good few months now, but finally LAN gaming is on the doorstep. With the launch of *Mario Kart* and *1080° Avalanche*, Nintendo has introduced network gaming to Europe, but does it live up to all the hype?







WHEN YOU THINK about effective marketing campaigns, product placement, in-yer-face advertising and nationwide chainstore promotions, which companies springs to mind?

Probably Sony. Orange perhaps? Or maybe Vodaphone? One thing's for sure though – the last company you're going to think of is Nintendo. In the current marketplace, in-house or third-party marketing teams can make or break a company, and Nintendo is only hanging in there because of its strong brand name and the consistently high quality of its products.

As the years go on though Nintendo's brand awareness is waning, and a quality product alone isn't going to see it toppling Sony or Microsoft in the next console war.

Over the next two pages we're going to be looking at actions that we may think are obvious – sadly though Nintendo has chosen to ignore them.

The initials LAN stand for Local Area Network, a term that can be used to describe a small and restricted network of machines. Nintendo's system does exactly this, allowing up to eight consoles to link up and talk to each other. It's similar to online gaming, only on a smaller scale. For the sake of this feature we will use *Mario Kart* as the example, so whenever we mention game modes they will be referring to that game.

LEAD THE WAY

SO WHERE DO YOU GET THESE CROSS-BOX THINGS THEN?

As you're probably aware, companies like Nintendo, Sony, etc all have a habit of producing officially endorsed peripherals. They're nearly always of the highest quality, and always of the highest coinage. For the first time ever though Nintendo is content to let you use what's out there already. Cross Cables and PC Hubs can be found in most electronics stores. The former can be as cheap as a fiver, while hubs can cost as little as £15-£20. Here are some more specific details for you:

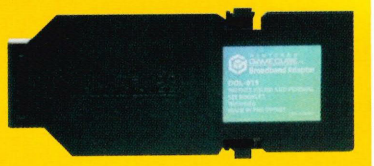
10BASE-T NETWORK HUB: Go into your local independent electronics store, or even somewhere like PC World, and you'll be able to pick up one of these without a problem. Price: £15-£25.

CROSS CABLE: A standard cross cable will suffice for linking two machines. When using a hub though, be sure to check the instructions, as some hubs require certain types of cross cable. Price: £5-£15.

BROADBAND ADAPTER: Many stores stopped stocking this item due to lack of demand. With the release of Mario Kart and 1080° though, GAME stores and independents are stocking them once more. Remember though, you need a Broadband Adapter (black): a standard 56k GC Modem (grey) will not suffice. Price: £30-35.



If you want to play with more than two GCs, you'll need one of these.



The Broadband Adapter is being stocked once again.

There are two main methods of setting up a GameCube LAN, which are as follows:

2-CONSOLE LAN REQUIREMENTS:
2 x GAMECUBE CONSOLES
2 x BROADBAND ADAPTERS
2 x GAME DISC
1 x CROSS CABLE

Because the GameCube has no network-related hardware in the box you'll have to go out and buy a GameCube Broadband Adapter. You will also need a Cross Cable, which allows the transfer of information between the two machines.

The maximum number of players you can have with two machines is eight, though some games may only cater for two or four.

3+ CONSOLE LAN REQUIREMENTS:
3-8 x GAMECUBE CONSOLES
1 x BROADBAND ADAPTER FOR EACH CONSOLE
1 x GAME DISC FOR EVERY CONSOLE
1 x CROSS CABLE FOR EVERY CONSOLE
1 x 10BASE-T HUB

You can connect a maximum of eight GameCubes together before the collected Plutonium amounts to critical mass (what!? – Ed). Every GameCube needs to be fitted with a Broadband Adapter and every GameCube needs to have its own copy of the game. Because each GameCube only has one cross cable connection it is physically impossible to connect more than two consoles together in a complete circuit, therefore another piece of equipment is required. A 'Hub' (essentially a junction box) is used to connect all the machines to each other.

Admittedly this seems like an awful lot of fuss for nothing, but once you have the necessary equipment it's really quite simple. The rewards for your trouble are many. For starters, GameCube LAN is the only way of playing *Mario Kart* with more than four people. If you want to play 5-16 player *Mario Kart*, LAN is a must. A question many people ask is "how can you play 16-player when there are only eight karts in any given race?" Well, with eight consoles linked up, you have the option to play Co-op racing, which sees one player steering and one player attacking, thus eight karts with two players per kart.

The LAN option also allows you to enjoy multiplayer gaming while keeping the screen to yourself! CUBE

"ADMITTEDLY THIS SEEMS LIKE AN AWFUL LOT OF FUSS FOR NOTHING, BUT..."

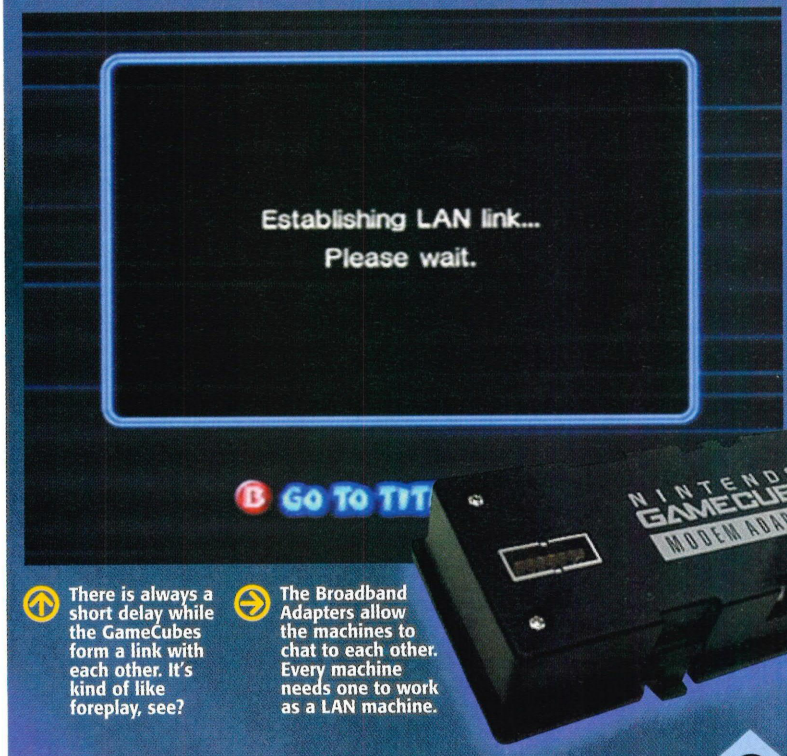


STEP BY STEP

SETTING UP LAN IN FIVE EASY STEPS

Despite being quite a simple task there are a few areas where you can stuff up the set up. Follow these steps however, and you won't have a problem.

1. Make sure that every GameCube is equipped with a copy of the game, a Broadband Adapter, and is connected either to another GameCube or a hub.
2. Switch on all machines simultaneously.
3. If the game provides a 60Hz option, be sure to have all GameCubes running at the same frequency.
4. Select the LAN option from the menu and make sure everyone presses select at roughly the same time.
5. Usually Player 1 from each machine is responsible for setting up the numbers of players on that machine, so be sure to set up the options correctly before you race.



There is always a short delay while the GameCubes form a link with each other. It's kind of like foreplay, see?

The Broadband Adapters allow the machines to chat to each other. Every machine needs one to work as a LAN machine.

CUBE DIRECTORY

ISSUE TWENTY SEVEN

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
1080° Avalanche	Nintendo	NSTC	1-8	N	N	26	PAL	9.0
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
Billy Hatcher And The Giant Egg	SEGA	Sonic Team	1-4	N	N	26	PAL	7.0
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
Dragon Ball Z: Budokai	Atari	Dimps	1-2	N	N	26	PAL	4.5
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 2004	EA	EA Canada	1-4	N	N	26	PAL	8.9
FIFA Football 2003	EA	In-house	1-4	N	N	13	PAL	8.2

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 Des. 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
Gladius	Lucasarts	In-house	1	N	N	26	PAL	6.5
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
LOTRs: Return Of The King	EA	In-house	1-2	N	N	26	PAL	5.8
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 Kart: Double Dash!	Nintendo	In-house	1-16	N	N	26	PAL	9.4
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 Live 2004	EA	In-house	1-4	N	N	26	PAL	7.3
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
Need For Speed Underground	EA	Black Box	1-2	N	N	26	PAL	6.5
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

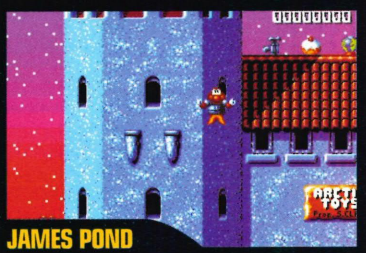
ZERO TO HERO

Here are few of the bizarre character concepts to have appeared in games down the years that have worked in spite of themselves. They became heroes, but how did they ever get off the drawing board?



ALFRED CHICKEN

Despite *Alfred Chicken* being just one in a gazillion identical platform releases, it didn't stop him from being a hard-peckin' nose-divin' mean mother of a feather hound.



JAMES POND

Basing a whole game around a crap pun is a brave thing to do. but three?! Half-fish, half-robot, James' extending legs and watery worlds offered some bizarre level design and more crap puns.



ZOOL

Ninjas are cool characters. Ants less so, as shown by the dire *Sim Ant*. Mix them together though, and you get this! Not to all tastes but his shooting and jumping skills made him one cool customer.



COOL SPOT

How bizarre was this? Based on the dot emblazoned across Seven-Up cans, he won us over with cool shades, exotic locations, a big red face and spindly legs – the ultimate British tourist.



RAYMAN

What the? He's got no limbs! Aside from this curious abnormality though, there really is nothing else defining about this character. But for some reason his games work.

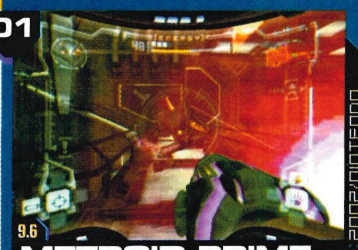
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

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
Rouge Squadron III: Rebel Strike	Activision	Factor 5	1-2	N	Y	26	PAL	9.0
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 Hobbit	Vivendi	Inevitable Studios	1	N	N	26	PAL	7.1
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	N	N	23	PAL	8.0
The Simpsons: Hit & Run	Vivendi	Radical	1	N	N	26	PAL	7.4
The Sims	EA	Maxis	1-2	N	N	18	NTSC	8.6
The Tasmanian Tiger	EA	Krome Studios	1	N	N	13	PAL	4.8
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
Tony Hawk's Underground	Activision	Neversoft	1-2	N	N	26	PAL	9.0
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
True Crime Streets Of LA	Activision	Luxoflux	1	N	N	26	PAL	6.9
Turok Evolution	Acclaim	In-house	1-4	N	N	11	PAL	6.1
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
XIII	Ubi Soft	In-house	1	N	N	26	PAL	8.2
X-Men 2: Wolverine's Revenge	Activison	Genepool	1	N	N		PAL	7.0
X-Men: Next Dimension	Activison	Exact Ent	1	N	N	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	N	N	9	PAL	7.0

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP 10 GAMECUBE

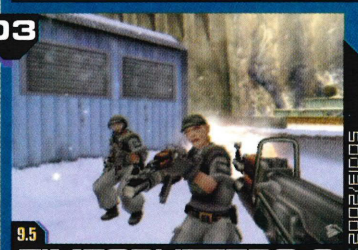
GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!



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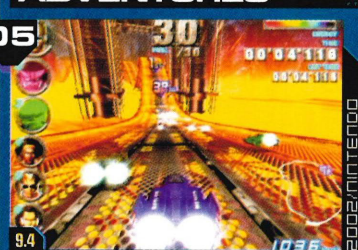
02 THE LEGEND OF ZELDA 9.5 2002/NINTENDO



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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2Pac - Changes	5156	9240
2Pac - Thugz Mansion	8144	-
50 Cent - 21 Questions	8973	8636
50 Cent - In Da Club	8133	8300
50 Cent - Pimp	9078	9386
Aaliyah - I Miss You	8099	8301
Amy Studt - Misfit	8755	8639
Amy Studt - Under The Thumb	9336	9287
Angel City - Love Me	9466	-
Atomic Kitten - If You Come	9462	9480
Avril Lavigne - Complicated	7977	7976
Avril Lavigne - I'm With You	8065	-
Avril Lavigne - Sk8er Boi	7858	8312
B2K Ft P Diddy - Bump Bump	8017	8314
Benny - Satisfaction	9017	9036
Beyonce - Baby Boy	9356	9360
Beyonce - Crazy In Love	8765	8646
Big Brovaz - Baby Boy	9197	9236
Big Brovaz - Favourite Things	8618	8648
Big Brovaz - Nu Flow	7834	8321
Black Eyed Ps - Where Is The	9195	9246
Blazin' Squad - Flip Reverse	9488	9484
Blazin' Squad - Reminisce	8140	-
Blu Cantrell - Breathe	9065	9041
Blue - Guilty	9405	9379
Blue - One Love	7856	8329
Blue - U Make Me Wanna	8235	8330
Britney - Me Against Music	9502	9517
Britney Spears - I Love Rock	7882	8333
Busta Rhymes - I Know What	8587	8650
Busted - Crashed The Wedding	9501	9514
Busted - What I Go To School	7719	-
Busted - Year 3000	8052	8337
Busted - You Said No	8590	8651
Cheeky Girls - Cheeky Song	7961	8340
Chingy - Holidae In	9427	-
Christina A - Dirrty	7912	7898
Christina Aguilera - Beautiful	7995	7901
Christina Aguilera - Fighter	8753	8655
CKY - 96 Quite Bitter Beings	6080	7168
Coldplay - Clocks	8248	8344
Craig David - Rise & Fall	8609	8656
Daniel Bed - If You're Not	7936	8353
Darkness - Thing Called Love	9157	9258
Delta Goodrem - Born To Try	8215	8359
Delta Goodrem - Lost Without	8781	8772
Dido - White Flag	9196	9247
Distillers - Drain The Blood	9424	-
DJ Sammy - Boys Of Summer	8179	8365
DJ Sammy - Heaven	7137	8366
DMX - X Gon' Give It To Ya	8593	8659
Electric Six - Gay Bar	8724	8661
Eminem - Business	8997	8662
Eminem - Cleanin' Out	7542	7859
Eminem - Lose Yourself	8137	8101
Eminem - Sing For Moment	8201	8375
Eminem - Without Me	6604	6976
Evanescence - Bring Me To	8605	8774
Faithless - Insomnia	8097	-
Fast Food Rockers - Fast Food	8780	8775
Fast Food Rockers - Say Cheese	9345	9362
Fatman Scoop - Be Faithful	9404	9376
Flip & Fill - I Wanna	8035	-
Flip & Fill - Shooting Star	6937	-
Gareth Gates - Spirit In Sky	8214	8393
Good Charlotte - Girls Boys	8606	8665
Good Charlotte - Lifestyles	8070	8400
Good Charlotte - The Anthem	8945	9194
Good Charlotte - Young & Hopeless	9425	-
Him - Buried Alive By Love	8284	-
Holly Valance - State Of Mind	9464	9481
Ja Rule Ft - Mesmerize	8237	-
Jagged Edge - Walked Right	9500	-
Jamelia - Superstar	9222	9266
Javine - Surrender	9507	-
Jay-Z Ft - 03 Bonnie &	7949	-
Jennifer Lopez - All I Have	8066	8409
Jennifer Lopez - Jenny From	7930	8100
Junior Senior - Move Feet	8180	8414
Justin Timberlake - Cry Me A	8067	8416
Justin Timberlake - Like I Love	7851	8417
Justin Timberlake - Rock Body	8602	-
Kelly & Ozzy - Changes	9512	-
Kevin Lyttle - Turn Me On	9393	9391
Killing Joke - Seeing Red	9420	-
Kylie Minogue - Slow	9487	9486
Kym Marsh - Cry	8290	-
Las Ketchup - Ketchup Song	7799	7877
Lil Jon - Get Low	9428	-
Limp Bizkit - Behind Blue Eye	9475	-
Linkin Park - From The Inside	9499	-
Linkin Park - Somewhere I	8209	-
Lisa Maffia - All Over	8591	8670
Love Inc. - Superstar	8012	-
Ludacris - Stand Up	9429	-
Lumidee - I'll Never Leave	9008	9058
Marilyn Manson - Mobscene	8628	8673
Metallica - St Anger	8934	8929
Milk Inc - Walk On Water	7685	-
Missy Elliott - Pass That Dutch	9505	9518
Mis-Teeq - Scandalous	8233	8448
Murderdolls - White Wedding	8946	-
Nelly - Dilemma	7952	7951
Outkast - Hey Ya	9503	9515
Punjabi MC - M ndian To	8054	8464
Phixx - Hold On Me	9465	9479
Pink - Just Like A Pill	7238	8470
Pink - Trouble	9463	9482
POD - Will You	9476	-
Porn Kings - Shake Ya	8219	-
R Kelly - Ignition Remix	8210	8476
R Kelly - Step In The Name	9490	-
R Kelly - Thoia Thong	9496	-
Rachel Stevens - Sweet Dreams	9218	9267
Red Hot Chili Ps - By The Way	6769	-
Red Hot Chili Ps - Can't Stop	8143	8478
Red Hot Chili Ps - Fortune Faded	9506	-
Red Hot Chili Ps - Zephyr Song	7831	-
Robbie Williams - Sexed Up	9489	9485
Ronan Keating - Lost For Words	9504	9516
Room 5 - Make Luv	8246	8494
Scooter - Logical Song	6818	8503
Scooter - Nessaja	7683	-
Scooter - Posse	7943	-
Scooter - Weekend	8249	8504
Sean Paul - Get Busy	8262	8682
Sean Paul - Gimme The Light	7682	-
Sean Paul - Like Glue	9143	9185
Sophie Ellis - Mixed Up World	9395	9385
Stacie Orrico - More To Life	9409	-
Sugababes - Hole In The Head	9392	9380
tATu - All The Things	8108	8527
Tomcraft - Loneliness	8608	8687
Transplants - Diamonds And	8285	-
UD Project - Summer Jam	9273	-
Ultrabeat - Pretty Green Eyes	9105	9188
Wayne Wonder - Bounce Along	9467	-
Wayne Wonder - No Letting Go	8782	8700
White Stripes - 7 Nation Army	8594	8701
Wildhearts - Top Of The World	9422	-
XTM & DJ - Fly On Wings	8730	-

TV / MOVIE & OTHERS - WAP REQUIRED TO RETRIEVE POLYPHONIC RINGTONES

	MONO	POLY
633 Squadron	4376	8449
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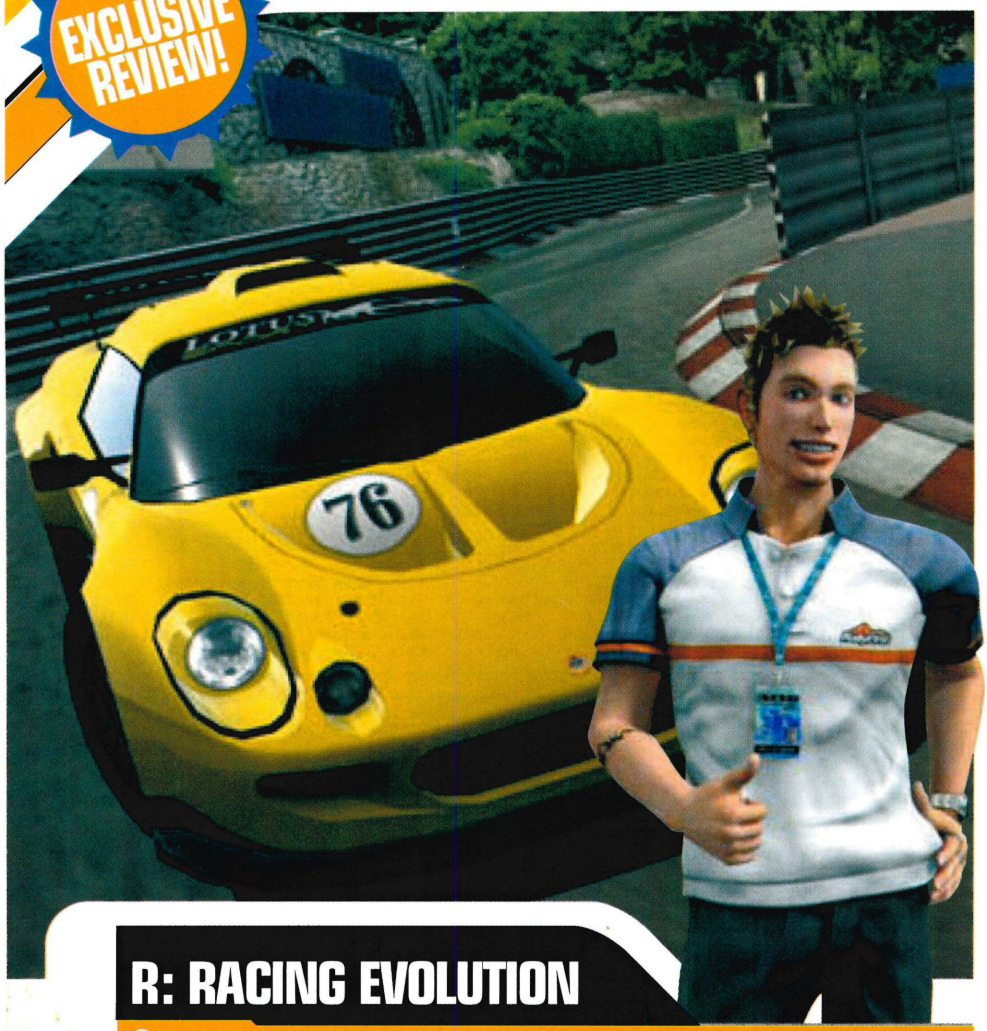
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BAITEN KAITOS

MAMMOTH RPG SURFACES IN THE FAR EAST

Namco has been quite cagey about this considering how much oompf has gone into the development cycle. Rest assured though this will send shockwaves throughout the Japanese gaming world.





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FEATURE

WHAT A YEAR IT'S BEEN

A STEP BACK IN TIME

We look back over the last 12 months in the world of **CUBE**. The highs, the lows, the shocks, the disappointments... it's knackering us out just thinking about it.

SOLUTION

THREE'S A CROWD? YEAH, RIGHT!

TRUE CRIME/THUG/1080°

With so many games out this Xmas it's only fair we give a bit of space to all of them. Definitive hints and tips for three of the season's biggest!

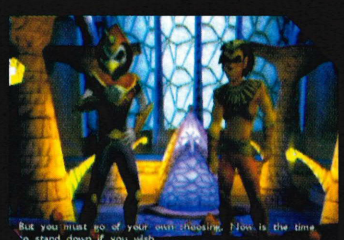
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ROGUE OPS
Come on guys, sort out that framerate, then we'll be happy



SPHINX
All bandaged up and no place to go... except right here!



TURTLES
Could be the best multiplayer game since *Mario Kart*... Ha!

PLUS

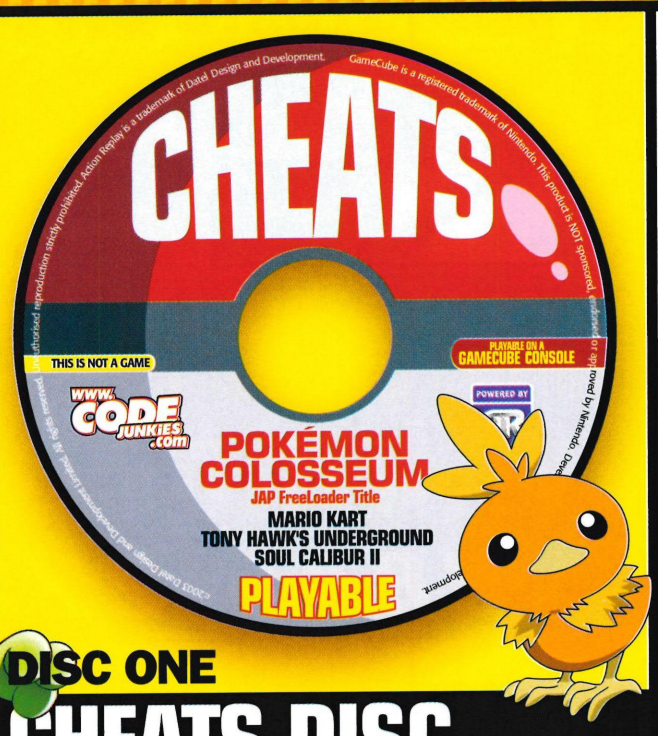
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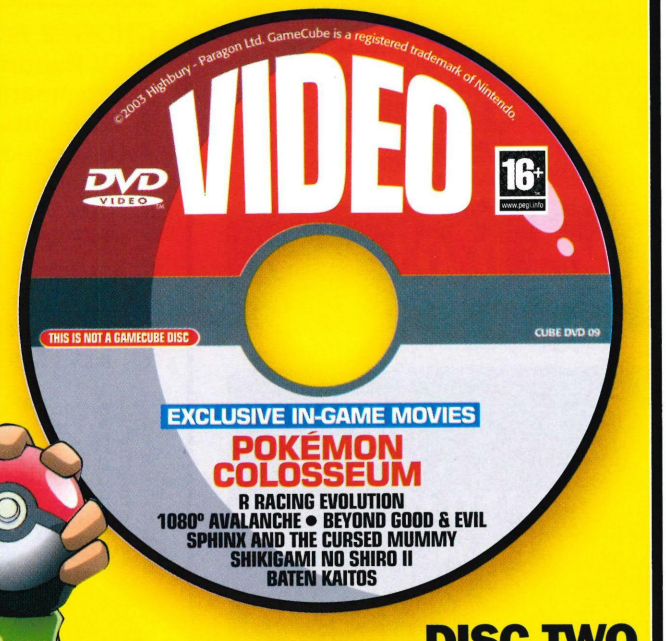
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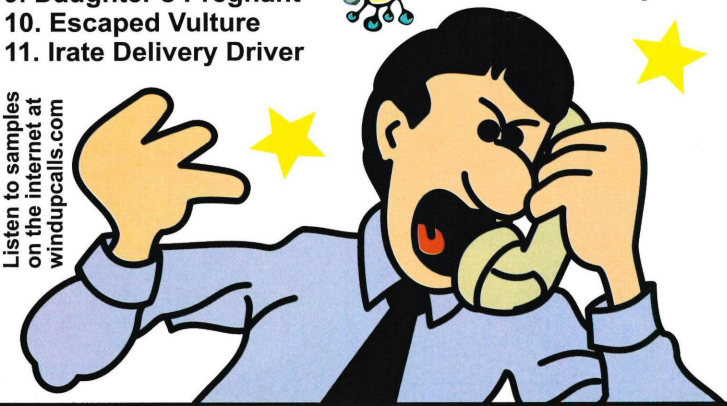
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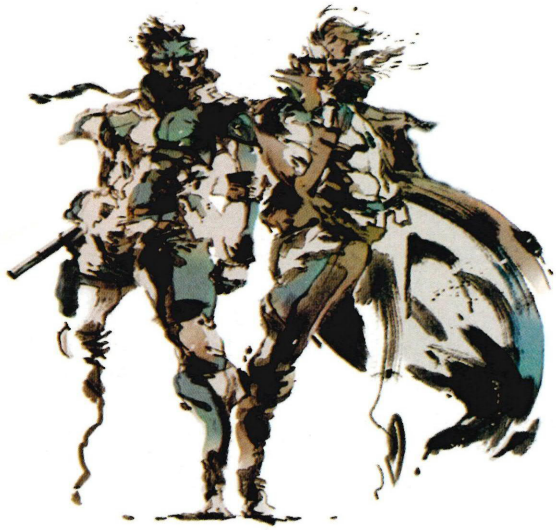
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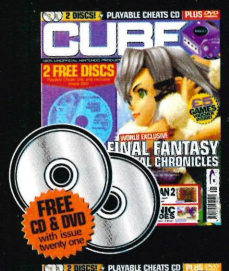
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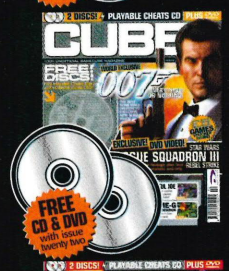
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A massive In-Depth feature on the hottest RPG to grace the GC, tons of footage from E3, and an exclusive look at the supreme *Prince Of Persia*. Nice.



ISSUE TWENTY FOUR

A massive eight-page review of *Final Fantasy: Crystal Chronicles*, the latest on *Metel Gear Solid: The Twin Snakes*, *Killer 7* and *Mario Kart* plus a PAL review of *Soul Calibur II* with detailed moves list!



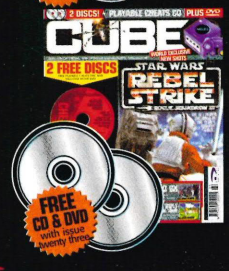
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Three huge In-Depth features of *007 Everything Or Nothing*, *Rogue Squadron III Rebel Strike* and *XGRA*, cartoon capers with *Viewtiful Joe* review and *Enter The Matrix* hacked to pieces.



ISSUE TWENTY FIVE

Medal Of Honor: Rising Sun and *SSX 3* both get the Star Game treatment, *Worms* goes 3D, *Bionicle* takes a slapping, PAL *Viewtiful Joe* reviewed and *F-Zero GX* is ripped apart in the tips section.



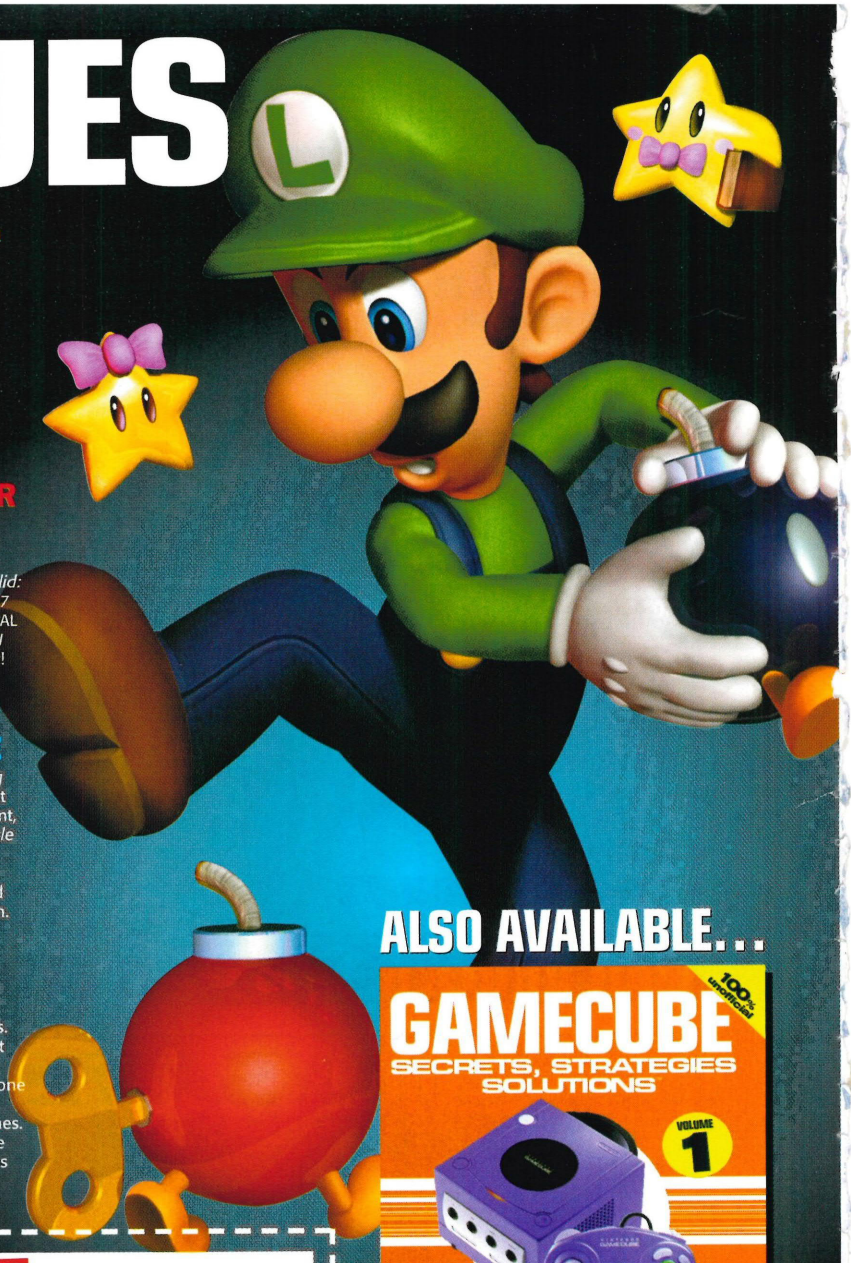
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A huge, World Exclusive look at *Rebel Strike*, six pages of *R: Racing Evo* goodness, exclusive reviews of *F-Zero GX* and *Mario Golf*, a massive EA feature, and a full guide to *P.N.03*. Nothing compares.



ISSUE TWENTY SIX

The green issue, oh yes. Solid Snake gets a right In-depth probing and what is quite possibly one of the largest reviews sections ever – 15 games. And the first part of the *Rebel Strike* guide. Bliss



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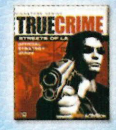






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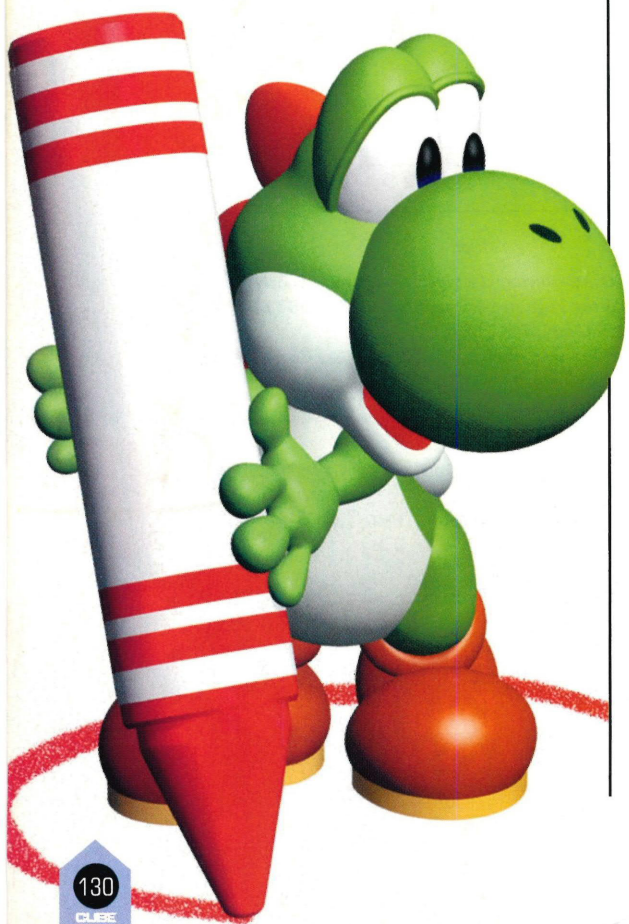
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CUBE VS THE WORLD

Games... what's that all about, eh? If you don't know, you're reading the wrong magazine, matey! The question you should ask yourself is not 'Am I a hardcore gamer?'. But 'Am I hardcore enough?' We've devised this cunning quiz to determine whether or not you can truly call yourself a gamer. Simply answer the multiple choice questions below (be honest) and see how you rate at the bottom of the page. Go on.



1. YOU'RE OUTSIDE IN THE STREET AND SOMEBODY SHOUTS OUT THE WORD 'NINTENDO'. YOU...

A. Ignore them ❑
B. Shout out 'rock on!' in return ❑
C. Um, what's 'outside'? ❑

2. A GIRL WHO DOESN'T ENJOY VIDEO GAMES IS...

A. A girl ❑
B. Somebody you have to put up with ❑
C. The enemy ❑

3. YOU RECEIVE A 60" SONY WIDESCREEN TV AS A CHRISTMAS PRESENT. YOU REACT HOW?

A. Say 'thank you', set it up and watch your favourite film in glorious colour ❑
B. Kick the screen in, spray paint 'Nintendo' onto the shattered remains then run outside to howl at the moon. ❑
C. Turn it on its side and play some obscure Japanese shoot-'em-up ❑

4. YOU GO ROUND TO A FRIEND'S HOUSE FOR A NIGHT OF FOUR-PLAYER GAMING ACTION BUT YOU'RE LATE AND THE THREE OFFICIAL JOYPADS HAVE BEEN BAGSIED LEAVING ONLY A THIRD PARTY CONTROLLER, DO YOU...

A. Pick up the last controller and start playing.
B. Moan, then pick up the last controller and start playing. ❑
C. Get in a tantrum and naff off home to play some obscure Japanese RPG that nobody understands. ❑

5. YOUR CONSOLE IS...

A. Cool ❑
B. Your best friend ❑
C. Your life ❑

6. YOU WALK INTO A ROOM OF PEOPLE AND GREET THEM BY SAYING...

A. Hello everyone ❑
B. It's-a-me ❑
C. Nuqneh* ❑

7. THERE'S A GAME YOU REALLY WANT BUT IT'S OUT IN JAPAN EIGHT MONTHS BEFORE EUROPE. DO YOU...

A. Wait for the European release ❑
B. Import a copy and muddle through it in Japanese ❑
C. You can't afford an import copy because you spent all your money on Ebay buying Transformers. ❑

8. WHO IS YOUR DREAM DATE?

A. Rachel Stevens ❑
B. Sarah Michelle Gellar ❑
C. Marina Sirtis ❑

9. WHAT'S YOUR FAVOURITE CONSOLE?

A. PS2 ❑
B. GameCube ❑
C. Neo Geo ❑

10. YOU HEAR SHIGERU MIYAMOTO WILL BE SIGNING AUTOGRAPHS IN YOUR LOCAL VIRGIN MEGASTORE THIS AFTERNOON. DO YOU...

A. Not know who Shigeru Miyamoto is ❑
B. Go down there and stand in the crowd hoping to catch a glimpse of the great man ❑
C. Take every piece of Nintendo memorabilia you own and stake out his hotel until the police move you on ❑

11. WHAT'S THE COOLEST PLACE IN THE WORLD?

A. Faliraki ❑
B. Japan ❑
C. Hyrule ❑

WELL DONE, YOU HAVE COMPLETED THE TEST. NOW READ ON TO SEE HOW HARDCORE YOU REALLY ARE...

ANSWERED MOSTLY A

What's the matter with you? You go out, you socialise, you might even have a girlfriend. Get a life!

ANSWERED MOSTLY B

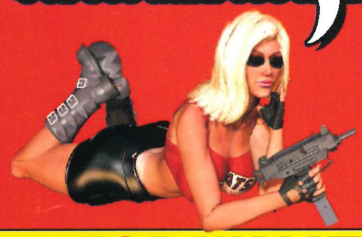
You're a bit of a casual gamer aren't you? You need to show a bit more commitment to the cause if you're going to be taken seriously by the true gaming fraternity (Except for question 3. If you answered B here you're just an idiot. Fail the quiz)

ANSWERED MOSTLY C

Woah! You're hardcore and you know the score! You are a gamer of the highest order and we salute you.

* This is Klingon. If this was your answer, or even if you knew this, fail the quiz.

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Counter Strike*
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Falcone: Into Maelstrom*
Hitman 2: Silent Assassin
Hunter: Redeemer
Lord of the Rings: R.of King
Magic Gathering Battlegr.*
Max Payne 2*
Medal of Honor: R. Sun*
Prince of Persia: S. of Time*
Project Gotham Racing 2*
Project Zero
Rainbow Six 3
Return of the King
Simpsons: Hit & Run
Splinter Cell
SSX 3
Star Wars: Jedi Academy*
Star Wars: Knights Old Rep.
SWAT: Global Strike Team*
Terminator 3 R.of Machines*
The Hobbit*
The Return of the King
The Treason of Isengard*
Tony Hawk's Underground*
True Crime: Streets of LA
XIII (Thirteen)*

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GAMEBOY ADVANCE

Advance Wars
Advance Wars 2
Broken Sword
Donkey Kong Country
Dragonball Z: L. of Goku 2
Dragonball Z: Leg. of Goku
Fellowship of the Ring
Golden Sun
Golden Sun 2
Leg. of Zelda: Link to Past
Lord of the Rings: R.of King
Mario Kart Super Circuit
Pokemon Pinball: Ruby & S.
Pokemon Ruby
Pokemon Sapphire
Ruby & Sapphire (P. Pinball)
Ruby Pokemon
Sapphire & Ruby (P. Pinball)
Sapphire Pokemon
Sonic Advance
Sonic Advance 2
Star Wars: Att. of Clones
Super Bust A Move
Super Mario Advance 2
The Fellowship of the Ring
Yu-Gi-Oh!: World Wide Ed.
Zelda: A Link to the Past

Plus Many More...

PS2

Ace Combat 4: Shat. Skies
Ace Combat: Distant Thund.
Angel of Darkness
Batman: Rise of Sin Tzu
BloodRayne
BMX XXX
Broken Sword S. Dragon
Buffy 2: Chaos Bleeds
Burnout 2 Point of Impact
Colin McRae Rally 4
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart*
Dark Cloud 2
Die Hard: Vendetta
Dragon Ball Z: Budokai 2*
Dragonball Z: Budokai
Driver 3*
Enter the Matrix
Escape from Monkey Island
FIFA 2004
Final Fantasy 10
Fire Warrior
Freedom Fighters
Getaway
Gran Turismo 3
Grand Theft Auto 3
Grand Theft Auto: V. City
Harry Potter & Ch.of Secrets
Headhunter
Indiana Jones: Emp.'s Tomb
Jak 2: Renegade
Judge Dredd:Dredd v Death
Lord of the Rings: R.of King
Manhunt*
Medal of Honor Frontline
Medal of Honor: R. Sun
Metal Gear Solid 2
Midnight Club 2
Need for Speed Undergr.*
Primal
Prince of Persia: S. of Time*
Pro Evolution Soccer 3
Ratchet and Clank
Ratchet and Clank 2
Res. Evil: Code Veronica X
Return of the King
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Smackdown! 5: H.C.T.Pain
SOCOM: US Navy Seals
Splinter Cell
SSX 3
Star Trek: Elite Force
The Getaway
The Return of the King
The Thing
Tiger Woods Golf 2004
Tomb Raider: Angel of Dark.
Tony Hawk's Underground
Top Gun: Combat Zones
True Crime: Streets of LA
Way of the Samurai 2
WWE Smackdown! 5: HCTP
Yu-Gi-Oh! Duel Monsters 2
Yu-Gi-Oh! Duellists of Roses

Plus Many More...

GAME CUBE

A = 0 1
A Goddess Reborn
Ace Golf
Agent Under Fire
Aggressive Inline
American Pro Trucker
Animal Crossing
Aquaman: Battle for Atlantis
ATV Quad Racing 2

B = 0 2
Back to Baghdad
Baldur's Gate: Dark Alliance
Barbarian
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu*
Battle for Atlantis
Battle Houshin
Battle, Sonic Adventure 2
Battlecry, Robotech
Beach Bandits Rocket Power
Beach Spikers
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
Black and Bruised
Blood Omen 2
BloodRayne
BMX XXX
Bomberman Generation
Bond 007: Agent Under Fire
Bond 007: Nightfire
Bounty Hunter, Star Wars
Buffy 2: Chaos Bleeds
Bulletproof Monk*
Burnout
Burnout 2 Point of Impact
Bust a Move 2

C = 0 3
Capcom vs. SNK: EO
Casper: Spirit Dimensions
Cel Damage
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Clone Wars, Star Wars
Combat Zones, Top Gun
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash Bandicoot
Crash Nitro Kart*
Crush Hour, WWE

D = 0 4
Dakar 2
Dark Alliance, Baldur's Gate
Dark Legacy
Dark Tomorrow, Batman
Darkened Skye
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Desert Storm
Desert Storm 2
Destroy All Monsters
Die Hard: Vendetta
Dinosaur Planet
Disney Sports Football
Disney's Magical Mirror
Donald Duck: Quack Attack
Doshin the Giant
Double Dash, Mario Kart
Dr. Muto
Dredd vs Death
Driven

E = 0 5
Eggo Mania
Eighteen Wheeler
End Game
Enter the Dragonfly
Enter the Matrix
ESPN Int. Winter Sports '02
Eternal Darkness
Evolution Skateboarding
Extra Large, Shrek

F = 0 6
F1 2002
Fantasy Star Online 1 & 2
Fellowship of the Ring
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Live
Finding Nemo
Fire Blade
Fox McCloud in StarFox Adv.
Freaky Flyers
Freedom Fighters
Freekstyle
Freeride, Tarzan
Frontline, Medal of Honor
F-Zero GX

G = 0 7
Ghost Recon
Gladius*
Goddess Reborn
Godzilla: Destroy all Monst.
Grand Heat, Burnout
Groove Adventure Rave

H = 0 8
Harry Potter & Ch.of Secrets
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hoodlum Havoc
Hot Pursuit 2
Hot Wheels: Velocity X
Hulk
Hunter: The Reckoning

I = 0 9
Ikaruga
Incredible Hulk
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
Italian Job: L.A. Heist

J = 1 0
James Bond 007: Nightfire
James Bond: Agent Under F.
Jedi Knight 2: Jedi Outcast
Jeremy McGrath's S'cross W.
Judge Dredd:D. Vs Death

K = 1 1
Kelly Slater's Pro Surfer
Kinnuku Man 2-Yo

L = 1 2
L.A. Heist, The Italian Job
Leg. of Kain: Blood Omen 2
Leg. of Zelda: Master Quest
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Legends of Wrestling
Legends of Wrestling 2
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion

M = 1 3
Madden NFL 2002
Madden NFL 2004
Magical Mirror
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
Mario Party 4
Mario Sunshine
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Medal of Honor Frontline
Medal of Honor: R. Sun*
Mega Man Network Tran.
Men In Black 2 Alien Escape
Metroid Prime
Micro Machines
Minority Report
Monsters Inc. Scream Arena
Mortal Kombat: Deadly All.
MTV's Celebrity Deathmatch
MX Superfly
Mystic Heroes

N = 1 4
NASCAR Thunder 2003
NASCAR Thunder 2004
NBA 2K3
NBA Live 2003
NBA Street Volume 2
Need for Speed Underg.*
Need for Speed: H.Pursuit 2
Nemesis, Resident Evil 3
Network Transmission
Next Dimension, X-Men
NFL Blitz 2002
NFL Quarterback Club '02
NHL 2003
NHL 2004
NHL Hitz 2002
Night of 100 Frights
Nightfire

O = 1 5
Ocarina of Time: Master
Ocarina of Time: Zelda
OO7 Agent Under Fire
OO7 Nightfire
Outlaw Golf

P = 1 6
PN 03
Pac-Man World 2
Paris-Dakar Rally 2
PGA Tour 2004
Phantasy Star Online
Pikmin
Point of Impact
Primal Fury, Bloody Roar
Prince of Persia: S. of Time*

Q = 1 7
Quack Attack
Quad Power Racing 2

R = 1 8
Rayman 3
Rebel Strike, R. Squadron 3
Reckless: Yakuza Missions
Red Card Soccer 2003
Red Faction 2
Reign Of Fire
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Return of the King
Rev. of the Flying Dutchman
Rise of the Akkadian
Rising Sun, Medal of Honor*
Robotech: Battlecry
Rocket Power Beach Bandits
Rocky
Rogue Leader
Rune: Lost Kingdoms 1 & 2

S = 1 9
Sanity's Requiem
Scooby Doo: Night of 100 F.
Scorpion King
Scream Arena, Monsters Inc
Sega Soccer Slam
Shrek: Extra Large
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
Splinter Cell
SpongeBob Sq.Flying Dutch.
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Starfox Adventures
Starsky & Hutch
Streets of L.A: True Crime
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 = 2 0
Tarzan Freeride
Teenage Mut. Ninja Turtles
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 Matrix
The Reckoning, Hunter
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Two Towers
Theme Park Adventure
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
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 Underground*
Top Gun: Combat Zones
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger

U = 2 1
Ulti. F. Champ: Throwdown
Ultimate Muscle
Universal Studios Adventure

V = 2 2
Velocity X, Hot Wheels
Vendetta, Die Hard
Viewtiful Joe
Virtua Striker 3: v2002
V-Rally 3

W = 2 3
Wario World
Warzone, Smuggler's Run
Wind Waker
Wolverine's Revenge
World Cup 2002
Worms Blast
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Wrestlemania X8
WWE Wrestlemania XIX

X = 2 4
XGRA*
XIII (Thirteen)*
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension

Z = 2 6
Zapper
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: Wind Waker
Zoocube

0-9 = 2 7
007 Agent Under Fire
007 Nightfire

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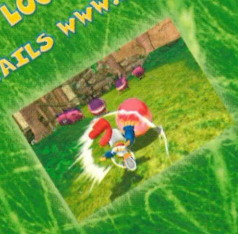
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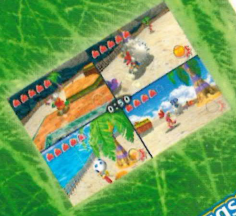


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