CUBE ISSUE 28

2 DISCS! PLAYABLE CHEATS CD PLUS DVD VIDEO

CUBE

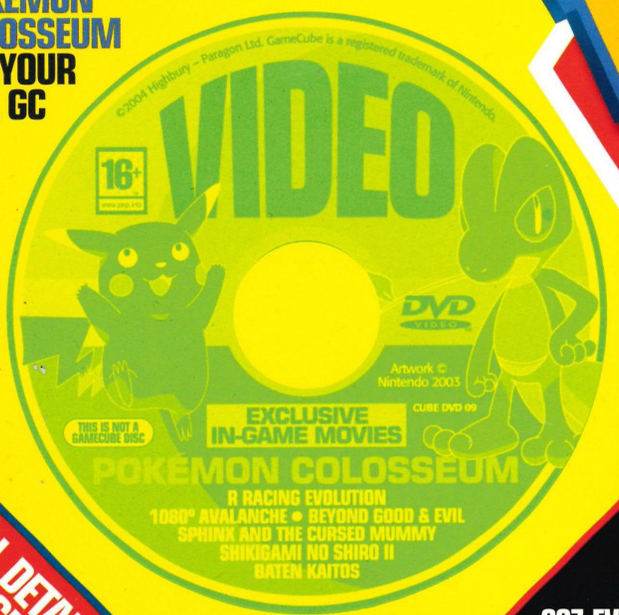
THE UK'S BEST SELLING UNOFFICIAL GAMECUBE MAGAZINE NO.28

DONKEY KONGA ■ POKÉMON COLOSSEUM

TWO FREE DISCS



LETS YOU PLAY JAP POKÉMON COLOSSEUM ON YOUR PAL GC



FULL DETAILS PAGE 6

WORLD'S FIRST REVIEW!

DONKEY KONGA

HEAR THE MONKEY GET WICKED!

Pokémon Colosseum

EXCLUSIVE DVD MOVIE + FREELOADER

- READ THE REVIEW
- SEE THE MOVIE
- PLAY THE IMPORT VERSION

ALSO FEATURED

NFL STREET
ROGUE OPS
GOBLIN COMMANDER
007 EVERYTHING OR NOTHNG

BATEN KAITOS

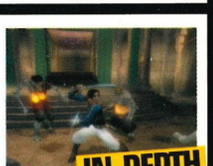
An RPG dynasty in the making



REVIEWED

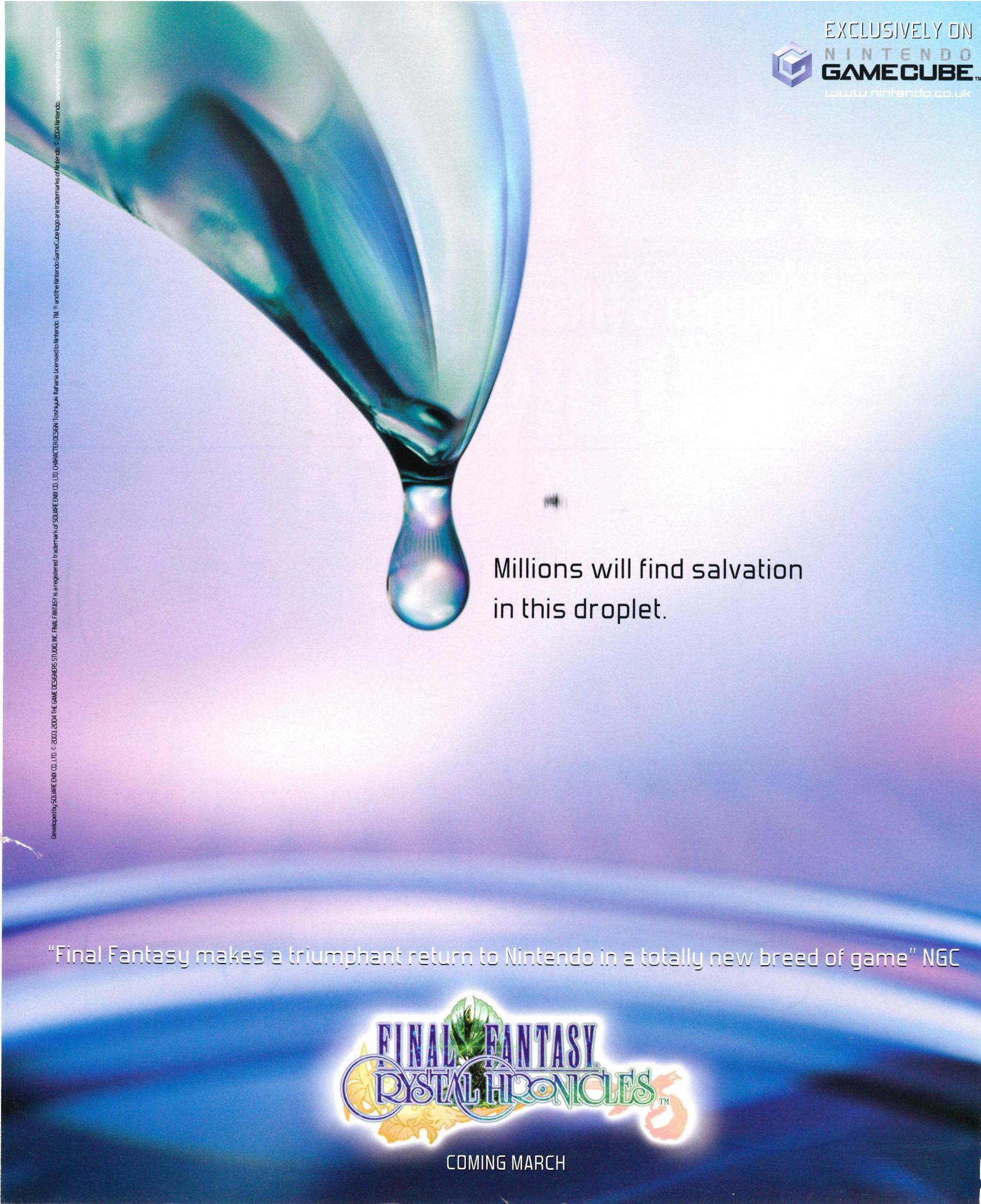
PRINCE OF PERSIA

Royal romp or platform pauper?



IN-DEPTH

"excite, enthuse and inform"
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WELCOME



WE'RE NOW officially in the fourth year of the 21st Century and things are still failing to shape up to the popular conceptions of how the new millennium was supposed to turn out according to every sci-fi show made between 1950 and 1990. Good in some ways. Silver jump suits and bright pastels aren't a good look, but hover cars are a big miss. Ah well, at least games technology has pushed back the boundaries of imagination beyond anything which we could have conceived just five years ago.

It's easy to forget how games have changed beyond recognition even since the PlayStation launched. The move into the third dimension was the most pivotal moment in videogame development since two lines and a square approximated a game of tennis back in the mid-Seventies. However, the evolution that followed the revolution has occurred at such an accelerated pace we're now seeing games fundamentally as far up the Darwinian ladder from PSone as that machine was from its 16-bit predecessors. It's not just a quantum leap in graphics, but depth of involvement, which is the real key to a totally immersive experience.

Literary devices such as characterisation, personal motivations and cohesive storylines are married to special effects and visual stimuli equal to and often surpassing movies. More and more big Hollywood names are cropping up in games and production values have soared beyond that of a few a years ago.

Games used to try to be like films. Now films find themselves aping games to an ever-increasing degree. It's only natural really when film makers are using more and more CGI. FMV used to be a big selling point in games, but now most developers have ditched it because CGI actually looks better. Ironically the same technological advances that have made it possible to produce games of such unprecedented depth are responsible for the depressing dumbing down of the movie business. Who needs a decent plot or a well constructed set of characters when you can put a totally believable dinosaur and zero-gravity bullet-time kung-fu on the screen? The question is whether it would actually be beneficial for the two mediums to converge. Already the lines are becoming blurred. CGI technology should be a tool, not a basis for movie-making. However the movie values adopted by the games business have helped push interactive entertainment to a whole new level. In the meeting of the two great entertainment mediums of our time, it's clear who got the better deal.

Miles Guttery
Editor

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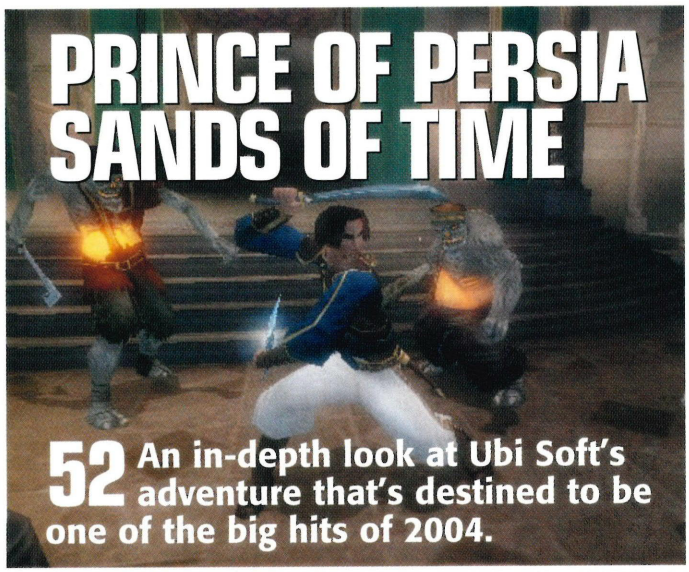
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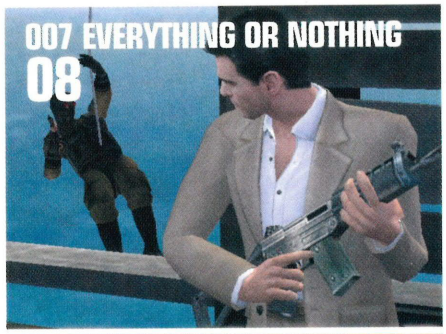
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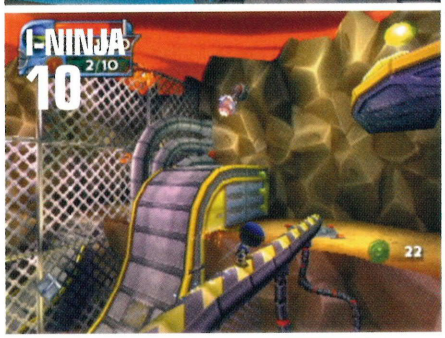
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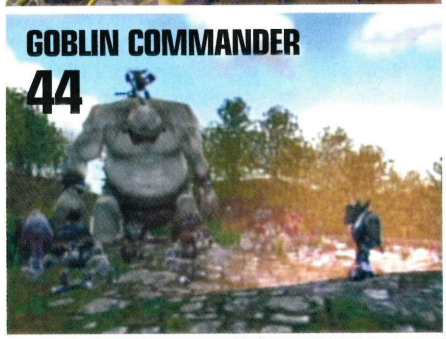
CUBE – So far ahead of the game, even Nintendo itself has trouble keeping up...













up front

The latest information on the biggest games served up as a hors d'ouvre before your main course of CUBE. Tasty!

007 Everything Or Nothing 08
I-Ninja 10

gcn

All the month's important stories from the world of Nintendo and GameCube. We find the stories, write them down and you read them – that's how it works. 12

previews

We play the first true real-time strategy game on the GameCube, EA hits hard with *NFL Street* and *Puyo Puyo* is back!

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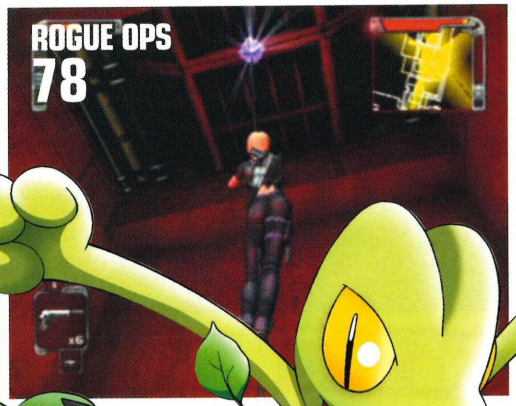
in-depth

After last month's look at *Splinter Cell: Pandora Tomorrow*, this issue's In-Depths prove Ubi Soft has become a true powerhouse.

Prince Of Persia: Sands Of Time 52
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100% UNOFFICIAL 100% UNBIASED
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network cube

The place where you can interact with CUBE, like the internet, but made of paper.

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advance

A bumper four page helping of GBA goodness for you this month...

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Fire Emblem 117



72 Never have cute creatures beaten the living hell out of each other in such glorious style. We review the biggest entry yet in the biggest franchise of all time.

SO THAT WAS 2003?

30 A look back at a year in the life of CUBE. What was hot, what wasn't and what we got up to during the course of the year. It all passed us by in a colourful swirl of gaming coolness.





POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

New year, new... look? Well, not really, it's just a coincidence that we've got some slightly different looking discs this month. It's Poké-month after all, so why shouldn't we have two Pokéballs on the front cover. There really is something for everyone this month. You're going to love it!

BY NOW YOU should all know what these two pages are all about, but just in case... every month we give away two discs, free of charge, on the front of the mag. One is a DVD containing footage for all the latest games. The other enables you to play through four games (if you have those games) with a whole bunch of fantastic cheats. Oh, and we haven't even mentioned the FreeLoader feature...

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

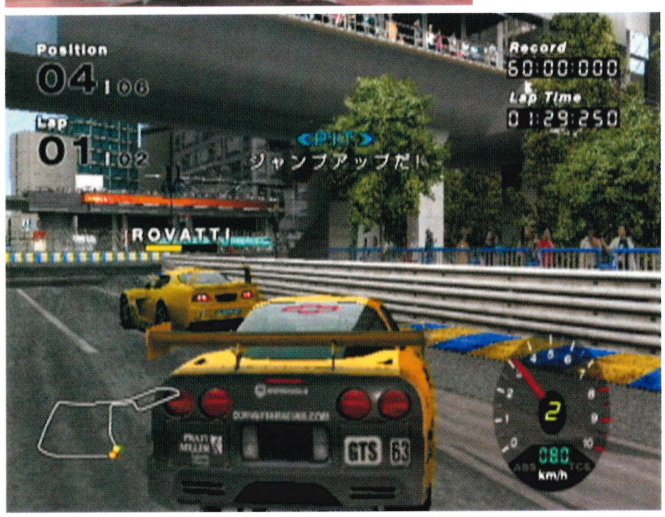
WHAT CRAZINESS IS THIS!?

In keeping with the whole look of the discs we've got the intro from the GameCube's very own *Pokémon* RPG, *Pokémon Colosseum*. We've also got the delights of *Beyond Good & Evil*, the glorious McLaren F1 from *R: Racing Evolution* and Namco's other game, the bank-breaking RPG of the moment, *Baten Kaitos*. You really do need to see these games in action.

- POKÉMON COLOSSEUM
- R RACING EVOLUTION
- BEYOND GOOD & EVIL
- 1080° AVALANCHE
- BATEN KAITOS
- SPHINX AND THE CURSED MUMMY



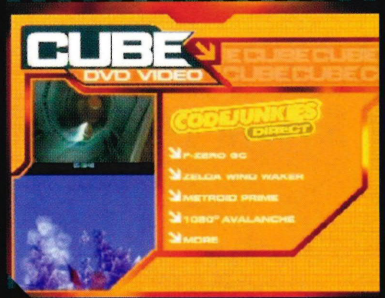
How would you like to see the intro for Pokémon Colosseum? It's all here.



The GameCube's best serious racer screams onto our little DVD!

DVD MENU OPTIONS

When you insert 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.



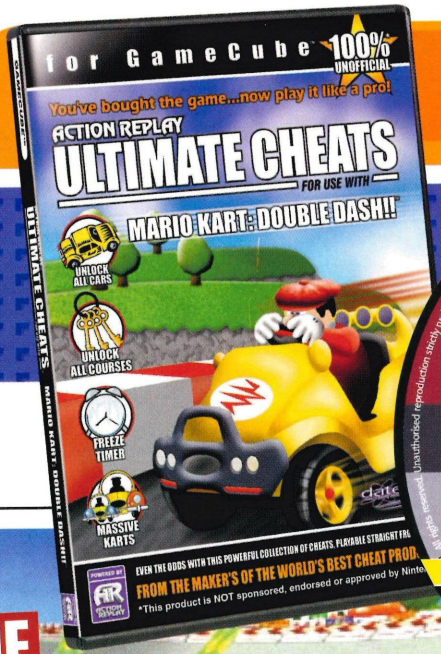
JUST LIKE THE MOVIES
Choose from a whole load of movies.



CODE JUNKIES DIRECT
There's a new girl in town.

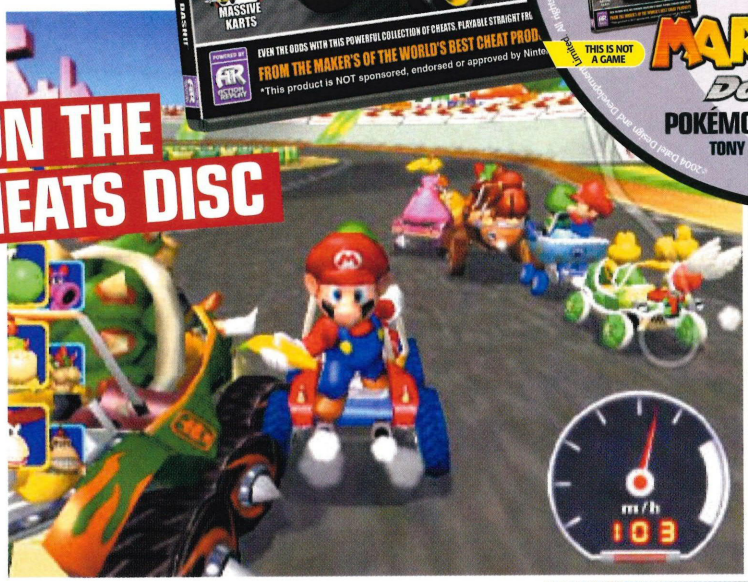
SAMPLE THIS!

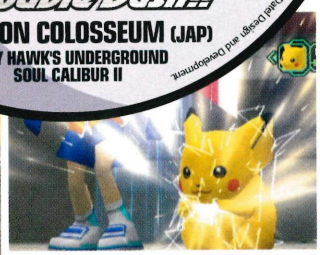
This month's *Mario Kart* cheats are just a sampler of the full *Mario Kart* cheats disc, which is available from all good videogame retailers.





ON THE CHEATS DISC



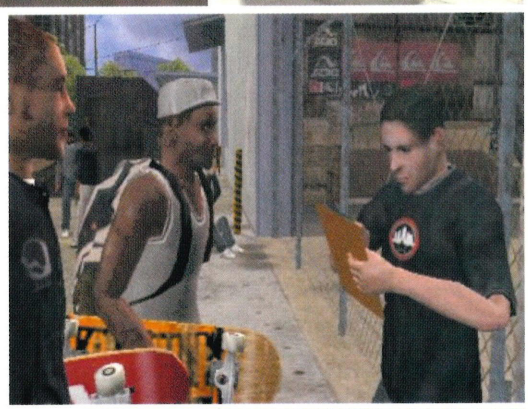




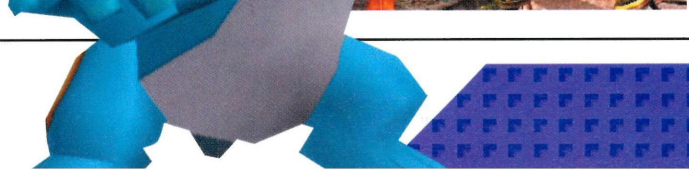
BUNCH OF MONKEYS!

Envious of the Cheating Monkeys? No need people: with the CHEATS Disc you'll have all the cheats you could ever need!

- **POKÉMON COLOSSEUM (JAP)**
  - FREELOADER
- **MARIO KART: DOUBLE DASH!! (PAL)**
  - STARS LAST FOREVER
  - EXTRA SPEED
  - OPEN ALL CHARACTERS/COURSES
  - HUGE KARTS
  - TINY KARTS
- **TONY HAWK'S UNDERGROUND (PAL)**
  - MASSIVE SCORE IN CHALLENGES
  - MOON JUMP
- **SOUL CALIBUR II (PAL)**
  - PLAYER 1 INFINITE HELP
  - PLAYER 1 HYPER MODE
  - PLAYER 1 SLOW-MO
  - UNLOCK EVERYTHING





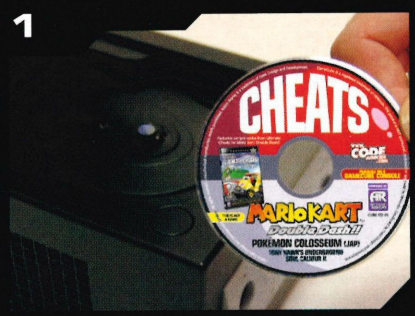


USING THE CHEATS

CHEAT TO WIN

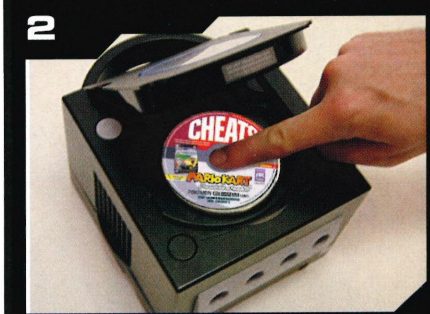
Insert the CHEATS disc into your GameCube and turn it on. Select from the on-screen menu the game you want to hack and then the cheat or cheats you'd like enabled. Follow the on-screen instructions and you'll have those troublesome titles beaten in no time. You can also use the disc to play a Japanese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

1



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

2



...then follow the simple prompts.

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: POKÉMON COLOSSEUM
REVIEWED: ISSUE 29 ● SCORE: 8.4

We've held back on our review until next month when we'll give it the space it deserves, but all you import fanatics out there can now play the Jap version!

UP FRONT

CUBE INFORMATION

JAMES BOND 007	
PUBLISHER:	EA
DEVELOPER:	EA REDWOOD STUDIOS
ORIGIN:	US
GENRE:	ACTION ADVENTURE
PLAYERS:	4

WHAT'S NEW

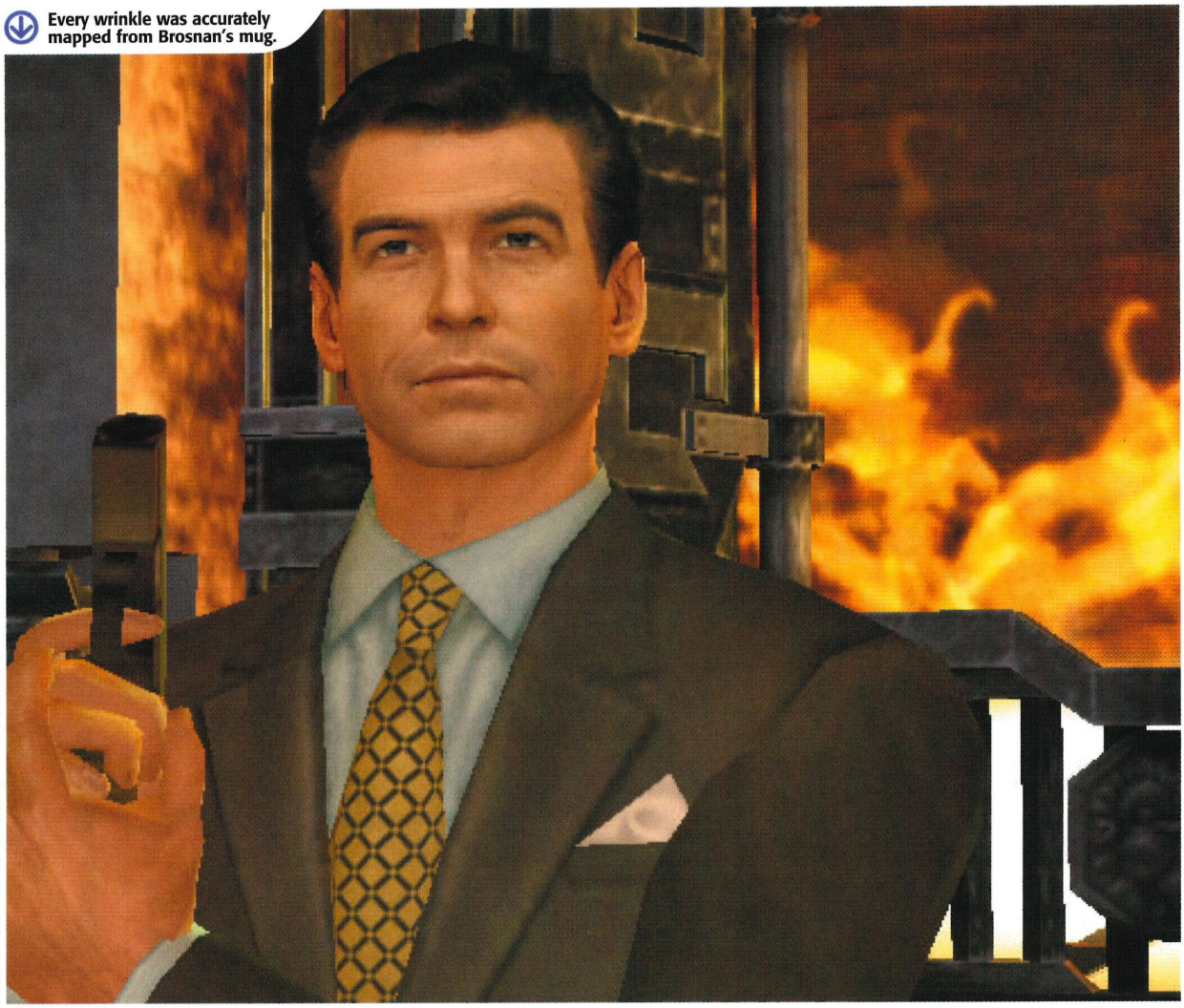
- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✗ CHARACTER INFO
- ✗ STORYLINE SPOILERS

● **MOORE INFO:** On the uber-baddie Jaws and the plentiful vehicle sections. Nobody does it better, than us.

MAR '04 TBA MAR '04



Every wrinkle was accurately mapped from Brosnan's mug.



Exclusive new screens from Bond's latest adventure!

JAMES BOND 007 EVERYTHING OR NOTHING

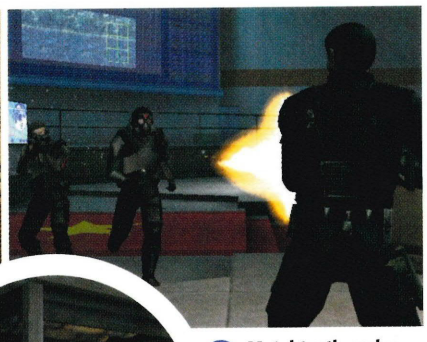
IF IT'S TRUE that good things come to those who wait, then *007: Everything Or Nothing*'s delay to spring can only be good news for GameCube owners. Not that we ever doubted the game would be anything less than a truly earth-shattering experience. From the moment we caught a glimpse of Bond's latest adventure at last year's E3, it was clear it was going to be a revelation.

Since then little has been seen of the game, at least until now. Thanks to some silver-tongued smooth talking that would have made Bond proud, we've stolen a march on our rivals and prised a handful of exclusive screenshots out of EA. Not only do these red-hot shots show Bond, his allies, his enemies and the many exotic locations in the game, but they also tell us a bit more about what we can expect from the game.

"ALTHOUGH BOND'S NEW ADVENTURE ENCOURAGES STEALTH, ACTION REMAINS AT THE HEART OF GAMEPLAY"











Size matters, when it comes to rocket launchers.

Metal teeth and a flamethrower, could Jaws get any scarier? Only if he had a shark as a sidekick.

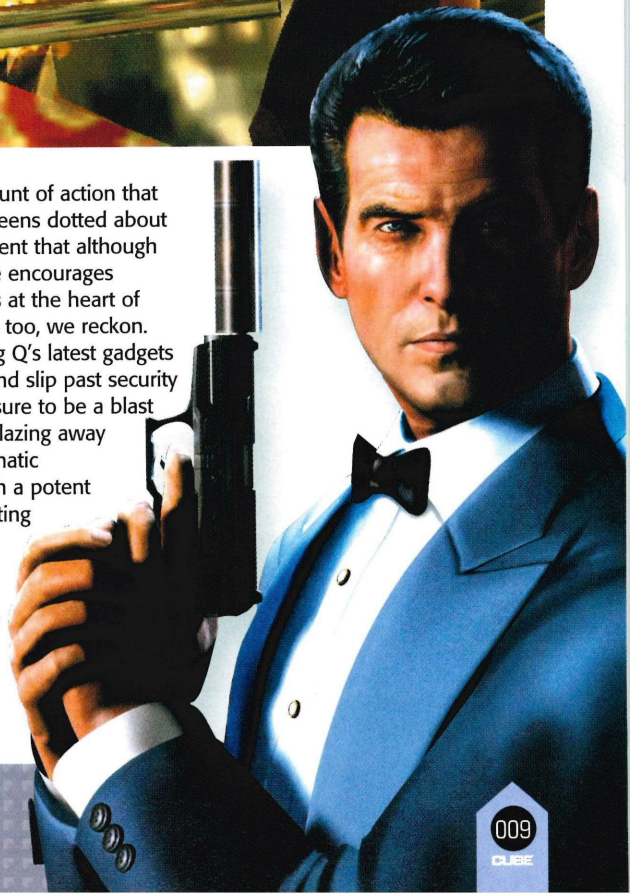


For instance, we know that Jaws stars as an end-of-level boss and various sources suggest the metal-mouth baddie doesn't appear just once, but keeps coming back to throw a huge spanner in Bond's works. To stop the virtually indestructible giant, players must use the environment and any nearby objects to try and slow him down or temporarily put him out of action. Fail to do so and the hulking giant can grab Bond and throw him around like a rag doll. Drive the 7' 2" freak really insane and he gets even more aggressive, throwing Bond against walls and body charging him.

As well as the pivotal role of Jaws, the new screens also reveal that Bond gets to jump inside a fighter plane. We already knew he got to joyride in a helicopter, motorbike, car and tank, but this is the first time anyone's had sniff of the fact Bond gets to fly a plane. Considering the developer claims that up to 40% of the finished game will be made up of a vehicle sections, it's perhaps no surprise to see Bond piloting such a high tech piece of equipment. We just hope players get to join in the fun and take control of it manually.

Another massive scoop in our choice selection of exclusive screens is the first look at Nikolai Diavolo. Played by Hollywood star Willem Dafoe, this mad-looking character is Bond's number one enemy in the game. With a rugged look and scar running down his face, the ex-KGB villain has clearly been in the wars and isn't afraid of a scrap. Armed with a crossbow, you can be sure he'll be a formidable foe – and it'll be up to you to make sure Bond prevails.

Judging by the amount of action that can be seen in the screens dotted about the page, it's also evident that although Bond's new adventure encourages stealth, action remains at the heart of gameplay. Good news too, we reckon. Sneaking around using Q's latest gadgets to overcome guards and slip past security systems unnoticed is sure to be a blast – but you can't beat blazing away with a powerful automatic machinegun! And such a potent blend of intense shooting action, stealth and breathtaking vehicular chases could help *Everything Or Nothing* steal *Goldeneye*'s crown as the best *Bond* game yet. CUBE



A new generation of platforming arrives

CUBE

INFORMATION

I-NINJA

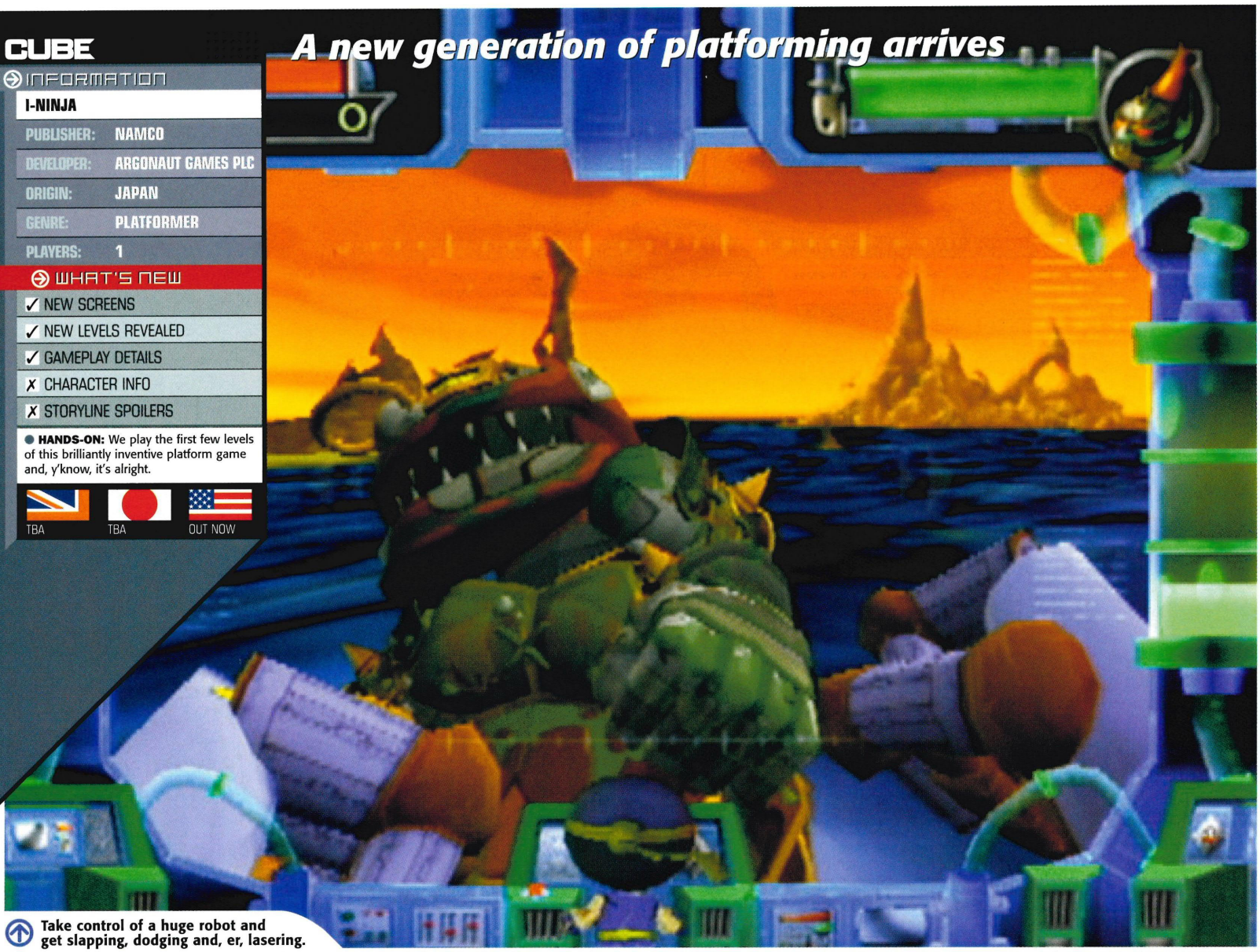
PUBLISHER:	NAMCO
DEVELOPER:	ARGONAUT GAMES PLC
ORIGIN:	JAPAN
GENRE:	PLATFORMER
PLAYERS:	1

WHAT'S NEW

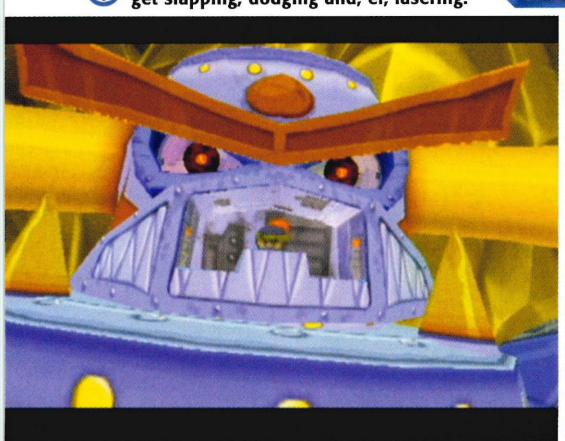
- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✗ CHARACTER INFO
- ✗ STORYLINE SPOILERS

● **HANDS-ON:** We play the first few levels of this brilliantly inventive platform game and, y'know, it's alright.

TBA | TBA | OUT NOW



Take control of a huge robot and get slapping, dodging and, er, lasering.







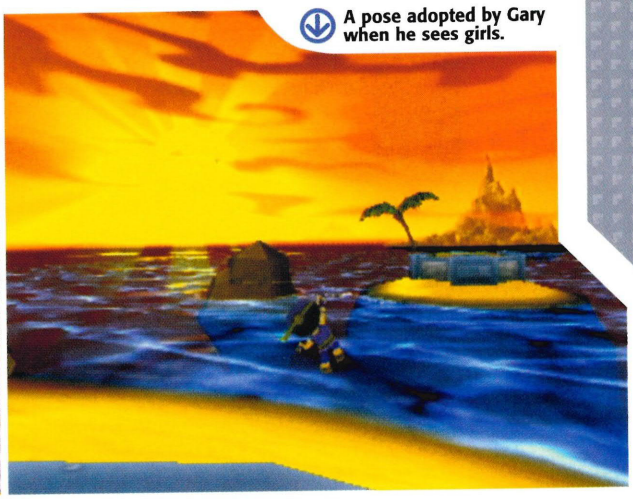
"IT'S ONLY WHEN YOU GO BACK TO A PAST LEVEL THAT YOU REALISE HOW FAR I-NINJA'S SKILLS HAVE PROGRESSED"



Pub talk in 2006: "Remember that cute ninja game? That was class."



Race around the roller coaster level using your grappling hook to turn.



A pose adopted by Gary when he sees girls.

I-NINJA

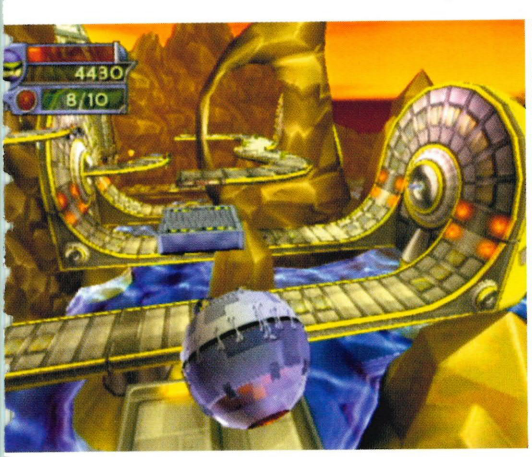
DETAILS ON WHETHER or not *I-Ninja* is actually going to be released over here are still sketchier than a sixth-former's poetry book, but there's no point in worrying about such things if they can't be helped, so let's just talk about what is a looking a tip-top-quality game.

I-Ninja isn't the most prolific game around, and we have to admit that we weren't expecting a great deal of excitement when we first loaded it up, but don't let the simple visuals and boring sounding premise put you off.

Voiced by Billy West (the voice behind Fry and the Professor from *Futurama* and Bugs Bunny besides others), *I-Ninja* is a childlike hero with a cocky attitude and a moves list to make Lara Croft hang her head in shame. (Well, if she could actually get her head down far enough to hang, that is). He twirls and helicopter-spins his way around several annoyingly linear levels collecting Coins, important items and doing away with nasties. It all sounds extremely boring and passé, but the hook is in the layered gameplay.

Like many *Mario* games from yesteryear, you start off with simple moves but these are gradually integrated into more and more complex manoeuvres. Each level introduces yet another idea, and as a result the game dynamic changes drastically. One minute you're quite happily bounding around platforms, the next you're *Billy Hatcher*-ing your way down a tunnel on the back of an egg. Sometimes you'll be racing around a roller-coaster-like course, using your chain to swing around the tight corners, another time you'll be running with gunpowder pouring out of your pocket, laying a lovely trap. Its almost beautifully elegant in that you don't notice that you're learning anything new. It's only when you go back to a past level that you realise how far I-Ninja's skills have progressed. It's probably at this point that you'll take control of a giant robot who looks a bit like Unicron from *Transformers: The Movie* and take part in a boxing match with a similarly sized mechanical animal. Cool or what?

We're not expecting this to light the gaming world on fire as, let's face it, it doesn't look all that. The sound isn't too hot either, bringing back not-so-fond memories of 1996, but if you've no care for such unimportant things as sound and vision then you'd be wise to grab a copy of this in any way you can. We can see it becoming an eBay favourite in the next couple of years. CUBE







It's like the driving sections in *Batman: The Movie* on the Amiga.

GCN GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

SO SUE ME

SEGA are suing Fox and EA, claiming *Simpsons Roadrage* is a blatant rip-off of *Crazy Taxi*. Crap rip-off we'd say.

PAGES 14-15

COMPO TIME

Not one, but two compos this month. You could be the proud owner of a fully custom-jobbed GC!

PAGE 16

IQUE TEST

Can it be true? Four classic N64 games including *Mario64* and *Waverace 64* that plug straight into your TV!

PAGE 18

BIG ONES

The latest news on a *Metal Gear Solid: The Twin Snakes* plus some new details on *Metroid Prime 2*.

PAGES 20-21

WORLD NEWS

System 3 return, a nasty surprise for *Pokémon Ruby* and *Sapphire* players and Sammy buy up SEGA shares

PAGES 24-25

THE HARD ZEL

Connectivity-driven *Zelda* games: *The Four Swords* and *Tetra's Trackers* have been slightly re-thunk.

PAGES 26-27



GAMECUBE OF THE WO

It might be a late bloomer but suddenly the GC is the hottest console on the planet.

IF YOU'D TOLD anyone during the summer (you know that bit in the middle of the year, where Nintendo refused to release any games) that the GameCube would end up outselling the PS2 over Christmas they would've laughed in your face and spat on your shoes.

But 2003 has been and gone now and the fact is that in the US the GameCube has wiped the floor with the competition. The Yanks refer to the day after Thanksgiving as 'Black Friday', because it's the busiest shopping day in the country's calendar - with most people getting the day off and Christmas just around the corner. During the week in which Black Friday resides Nintendo managed to shift a whopping half a million GameCubes and over 600,000 GBAs!

What's more Sony didn't even try to pretend that the PS2 had done any better, coming back with only a carefully worded statement about how much they'd sold in



The price drop has sparked dramatic upturn in GC sales compared to the other formats. Well, it would wouldn't it!

CONNECT TWO WITH ZELDA

WILL ANYONE EVER CARE ABOUT GBA CONNECTIVITY?



Pac-Man Vs is incredibly playable, but only if you've got three people to play with.

Tetra's Trackers will now come free with the GameCube version of *The Four swords*.

Despite the good news in the US not everything is going peachy for Nintendo. In what is a fairly embarrassing move for them, they've revealed that *The Legend of Zelda: Tetra's Trackers* will be bundled in free with the GameCube version of *Four Swords*. Considering these two games, along with fellow GBA connectivity oddball *Pacman Vs*, got Nintendo's biggest fanfare at E3 it's a bit of a sad admission that as fun as they might be, nobody is actually terribly likely to pay full price to own them.

As a result the two have been bundled into one package, in Japan at least. Nintendo have still got to get round the problem that they're really only fun with four people (all of whom need GBAs) and the graphics are rubbish – so all that's needed now to convince people of the righteousness of the purchase, is some really clever marketing… but oh dear, that's not really Nintendo's forte is it?



IS KING RLD (ALMOST)

November as a whole. In fact Microsoft refused to release any figures at all, saying only that they didn't have any "hard sales numbers". Which presumably means the sales numbers they did have weren't hard at all, but in fact very weedy.

Of course, overall in the US the GameCube is still third, but a few months ago it was only around a million behind the Xbox and since Nintendo themselves admitted they probably sold more GameCubes in November than in the rest of the year combined it won't be long before they catch up, if they haven't caught up by the time this is printed.

With the GameCube having long entrenched itself as a solid number two in Japan and the gap between the Xbox and GC even less in Europe than it is in the States it's really only good old Blighty where Nintendo have got a real problem.

The UK is the third biggest video games buying nation on Earth but, as anyone that has ever tried to buy a copy of *Animal Crossing* or wondered what happened to *Kirby's Air Ride* and *Sword Of Mana* this Christmas knows that Nintendo hates us. It's probably because we never bought the NES back in the day or maybe Miyamoto had a really rotten summer holiday in Morecombe one year or something.

Whatever the reason this is almost the only major market in the world where the GameCube is still in third place and shows little sign of ever doing any better. Of course it's nice to be different, but would it really hurt the great unwashed of this gaming country to support Nintendo just for once?

CUBE

SONY EATS ALL THE PIES

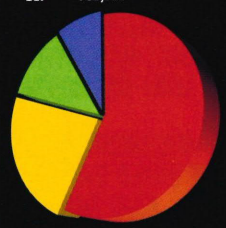
GLUTTONY

The market breakdown with a thick crusty topping

PS2 · XBOX · GBA · PS ONE · GAMECUBE · W CRYSTAL

1 UK ESTIMATED INSTALLED USER BASE FOR END OF 2003:

PS2:	5,000,000
GBA:	2,000,000+
XBOX:	1,000,000
GC:	700,000



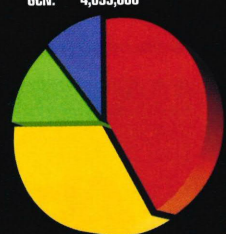
2 NORTH AMERICA SALES, OCTOBER:

PS2:	300,000 (41%)
GC:	254,000 (35%)
XBOX:	176,000 (24%)
GBA:	116,114 (16%)



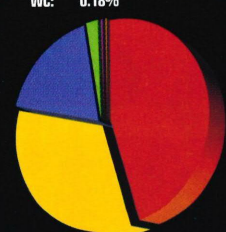
3 NORTH AMERICA INSTALLED USER BASE, END OF AUGUST:

PS2:	19,139,000
GBA:	15,909,000
XBOX:	6,002,000
GCN:	4,695,000



4 JAPAN, MARKET SHARE FOR WEEK ENDED NOVEMBER 30 (THE XBOX IS JUST COMING DOWN FROM A HIGH AFTER ITS PRICE CUT)

PS2:	45.41%
GBA:	33.85%
GC:	18.16%
XBOX:	2.12%
PS ONE:	0.28%
WC:	0.18%



SOUND BYTE

"VERBALIZING A CONCEPT THAT IS ENTIRELY NEW IS VERY DIFFICULT ... WE HOPE TO REDISCOVER WHAT HAS BEEN LOST BETWEEN THE INTRODUCTION OF VIDEO GAMES AND NOW."

Satoru Iwata
President NCL

Asked exactly what Nintendo's intention to provide original and novel games will result in, president Satoru Iwata is characteristically cagey.

1080° CARVE UP

700 gamers battle for Nintendo's loot

Now you've won it you'd better use it!





EARLIER LAST MONTH, immediately after the launch of *1080° Avalanche*, Nintendo held a gaming competition at the Xscape indoor snow slope in Milton Keynes to celebrate the debut of its latest snowboarding game. Compered by British rider Tim Warwood, over 700 contenders went head to head in a knockout tournament out on the virtual slopes with the eventual winner, Gavin Cooper, walking away with a Nintendo Board Bag, K2 Snowboard, boots and bindings, a Nintendo GameCube and a copy of *1080° Avalanche*.

FANCY GOING OFF PISTE?

ONLINE SNOWBOARDING AWAITS...

Warp Pipe, the outfit that is quickly becoming the unofficial providers of online gaming support for the GameCube, are to add Nintendo's *1080° Avalanche* to the roster of titles supported by its software. Currently available to play online using Warp Pipe's services (assuming you have a broadband adapter) are *Mario Kart: Double Dash!!* and *Kirby's Air Ride*. Visit www.warppipe.com for more details.

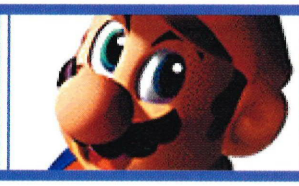




Mario's 'tache ...

The world's most famous portly plumber was recently immortalised as a five-foot-high wax statue at the Hollywood Wax Museum in Los Angeles. Mario is in good company as other wax inductees include the likes of Sly Stallone, the Fonz and globally renowned cheddar peddler David Hasselhoff.

... gets waxed



The number of GameBoy Advance consoles

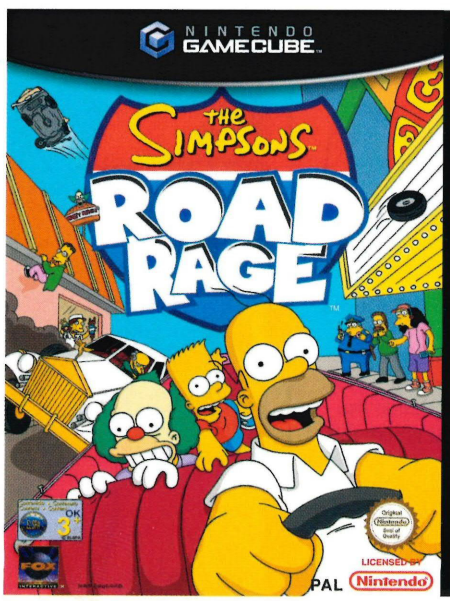
10,000,000

... sold in Europe!

SCI battles on...

The publisher of *Conflict: Desert Storm* has announced a new war-based sim to be set in Vietnam along with a further fourth *Conflict* title and as yet unspecified game named *Midway*. More on these soon...

... and announces a mystery title



SEE YOU IN COURT

D'oh! EA get sued over *Simpsons Road Rage*

SEGA OF AMERICA has filed a lawsuit against Fox Entertainment and Electronic Arts claiming that the game *The Simpsons Road Rage* has infringed a SEGA copyright and was intended to "deliberately copy and imitate" *Crazy Taxi*.

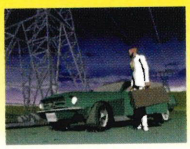
Sega holds a US patent, known as the '138 patent', detailing the manner in which players take the role of a taxi driver, picking up passengers and delivering them as quickly as possible to their destinations, performing stunts on the way.

Road Rage obviously uses a very similar game mechanic and the lawsuit requests that the court puts a stop to the sale or import of *The Simpsons Road Rage* and that SEGA be compensated for a loss of profits.



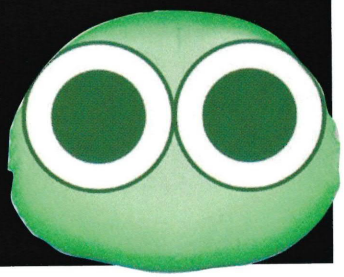
SLIP-O-METER

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

KILLER 7	GALLEON	SPHINX
		
		
JUNE	BINNED	MARCH

(OVER THE) COUNTER CULTURE...

It seems in the land of the Rising Sun they love their tat, a fact anyone buying the upcoming *Puyo Puyo Fever* by SEGA (better known over here as *Dr Robotnik's Mean Bean Machine*) can testify to as it comes complete not only with the excellent 2D puzzler but also a novel and revolutionary gaming peripheral, otherwise known as a cushion.



Number of games sold, which Mario...

170 MILLION

... has featured in



SCARED YET?

...and as if from nowhere...

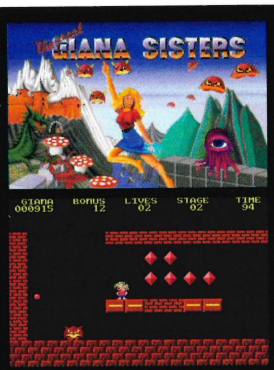
TDK HAS RELEASED a GameCube title in the US called *The Haunted Mansion*. Based on the Disney ride (and film) of the same name, the game sees you exploring a creepy mansion and putting 999 ghostly spirits to rest.

You release them by solving puzzles via clue hunting and other such innovations. It all sounds a bit by the book to us, but once we have the finished game in our hands we'll give you a better explanation.



Atmosheric enough for you? It's hardly *Resident Evil* is it...

CLONE WARS



***Super Mario Bros...* and *Great Giana Sisters*... geez, how blatantly obvious do you want to make it? Funnily enough they didn't get away with it, oh no...**

IMITATION IS THE SINCEREST FROM OF ROBBERY

As far back as *Pong* and *Space Invaders*, less inventive developers have shamelessly made copycat versions of successful titles although legal actions taken against these 'me-too' games have been surprisingly rare. One of the most notorious examples of actual litigation unsurprisingly comes from the ever litigious Nintendo and centred around a blatant rip-off of *Super Mario Bros* intended to be published by Rainbow Arts back in the days of the Spectrum, C64 and Amiga home computers. Under threat of being sued and despite having been reviewed by games magazines at the time, *The Great Giana Sisters* was never released (it was eventually released into the public domain as freeware – Obscure Retro Knowledge Ed). Whether SEGA's current action over *The Simspons Road Rage* will make other developers and publishers think twice about cashing in on gaming trends remains to be seen, but we can't help but think there's quite a few of them out there who are nervously waiting to see if they will receive similar lawsuits.

2004 RELEASE DATES!

Nintendo goes all out for the first six month...

NINTENDO EUROPE HAS finally given us some firm release dates for the first half of 2004. There aren't any surprises in there but at least you know they are actually coming to the UK. Here's the list in full:

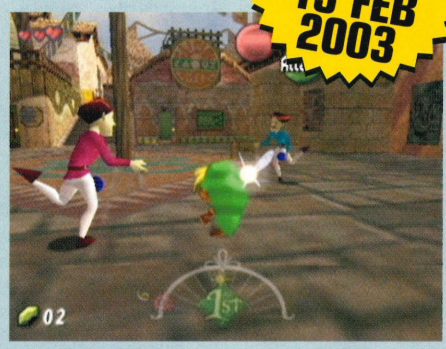
WORLD RACING	TDK	JANUARY '04
JAMES BOND 007: EVERYTHING OR NOTHING	EA	20 FEB '04
HARVEST MOON: A WONDERFUL LIFE	UBI SOFT	15 FEB '04
KIRBY AIR RIDE	NINTENDO	26 FEB '04
FINAL FANTASY: CRYSTAL CHRONICLES	NINTENDO	11 MAR '04
SPAWN ARMAGEDDON	EA	5 MAR '04
R: RACING EVOLUTION	EA	19 MAR '04
METAL GEAR SOLID: THE TWIN SNAKES	KONAMI	MAR '04
SONIC HEROES	SEGA	Q1 '04
POKÉMON CHANNEL	NINTENDO	APR '04
MARIO GOLF: TOADSTOOL TOUR	NINTENDO	Q2 '04
POKÉMON COLOSSEUM	NINTENDO	Q2 '04
PHANTASY STAR ONLINE III: C.A.R.D REVOLUTION	SEGA	Q2 '04

COMPETITION

NEW YEAR TREATS!

A GameCube, *Mario Kart: Double Dash!!* and the *Zelda* bonus disc!

THE DEADLINE FOR THIS COMPO IS 13 FEB 2003





WHAT WITH THIS being the New Year and all, **CUBE**'s New Year's resolution is to give more stuff away. And for your delectation, perusal and enjoyment we're offering you something quite special: *Mario Kart: Double Dash!!* a GameCube and the *Zelda* bonus disc comprised of *Zelda 1, 2, Ocarina Of Time, Majora's Mask*, and a *Wind Waker* demo. Even if you've already got a GameCube and *Double Dash!!* bagging yourself the machine we're offering gets you *Mario Kart* LAN games for free! In fact we're so generous this month we're also offering copies of *Double Dash!!* to five runners up. To be in with a chance of winning simply answer the following question:

Q) IN THE TRANSITION FROM SUPER MARIO KART ON THE SNES TO MARIO KART 64 WHAT ITEM WAS DROPPED?
A) GREEN SHELLS
B) THE FEATHER
C) LIGHTNING

Call 0905 168 0690

Calls cost 50p per minute. Please seek permission from the bill payer before calling. This number may not be accessible from some networks. Calls should last no longer than one minute.

Text 'GAMECUBEA' plus your answer (A, B or C), name and address to 87025

Highbury - Paragon Ltd would like to make you aware of forthcoming value added promotions and offers by text. If you do not wish to recieve this information, please type in 'OPT OUT' at the end of your text. Messages cost 50p plus the cost of a normal text message. Please seek permission of the bill payer before entering.

WIN!



Okay, so the GameCube is only £80 now, but you wouldn't say no to winning one.

COMPETITION

COMPETITION

IT'S HIP TO BE SQUARE

Up for grabs – a limited edition *F-Zero* GameCube

WIN!



TO CELEBRATE THE year of the raging F-Zero dragon… or something, Nintendo in conjunction with **CUBE**, is offering you the chance to win a specially customised, *F-Zero GX* Nintendo GameCube with accompanying *F-Zero GX* game. This exclusive customised Nintendo GameCube is the work of the highly acclaimed graphic artist Johnny Fu and is not available to buy in the shops.

To stand a chance of winning answer the following question:

Q) WHICH OF THESE IS NOT A FAMOUS JOHNNY?
A) JOHNNY DEPP B) JOHNNY BRAVO
C) JOHNNY PANTS

Call 0905 168 0691

Calls cost 50p per minute. Please seek permission from the bill payer before calling. This number may not be accessible from some networks. Calls should last no longer than one minute.

Text 'GAMECUBEB' plus your answer (A, B or C), name and address to 87025

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THE DEADLINE FOR THIS COMPO IS 13 FEB 2003

"WHAT DOES NOT DESTROY ME, MAKES ME STRONGER" NIETZSCHE

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- Defeat 10 fearsome bosses!
- Develop your skills with 16 types of sword, axe and mace, plus 50 different combos!
- Find the lost parts of the Atlantean sword!
- Battle against up to 7 players in the 16 online** arenas!

CAULDRON PlayStation 2 XBOX LIVE NINTENDO GAMECUBE PC CD ROM POWERED BY gamespy TDK

* Available from January 2004 for Xbox™ and PC CD-Rom. Coming in March 2004 for PlayStation®2 and Nintendo GameCube. | ** Online for PC and Xbox™ Live™. | Screenshots taken from the PC and Xbox version.

16+ www.pegi.info

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I SPY, WITH MY LITTLE IQUE...





All that power and all those games, locked up in a joypad... pure genius if you ask us.



Obviously we felt obliged to go through and complete all the games again. This job sucks...





Nintendo forgets to include a console with its latest hardware launch...



THE IQUE HAS finally seen a launch in China, and we have been lucky enough to receive our hardware. What's that? You don't know what an iQue is? Well lets us explain. Nintendo has long stayed clear of China due to the massive piracy problems, but now it has finally decided to release a console... ofsorts. The iQue is essentially an N64 style pad that plugs straight into your TV. A small cart slots into the pad, and it's this cart that holds the N64 ports.

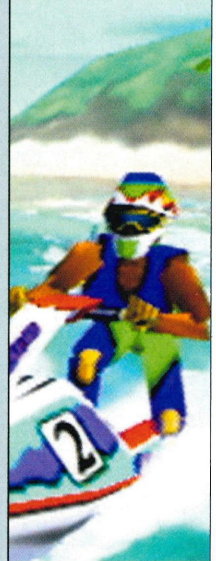
First impressions are good, with the stick and D-pad being noticeably finer in quality than the old N64 pad and the unit as a whole is a little heavier than the N64 pad. The only reservations we had were with the Z button being located below the L trigger, but so far things have worked out fine.

Our version contained *Super Mario 64*, *Waverace 64*, *Zelda: Ocarina Of Time*, *Starfox 64* and *Dr Mario* on the small cartridge that clips into the back of the joypad – we don't think that going into detail with these games is worth it – each one is a masterpiece and we spent a good few hours 'testing' *Waverace* in particular. At first the 64-bit graphics are a shock to the system, but you soon get used to them and forget about aesthetics, concentrating instead on the proven gameplay. The only difference in the games that we noticed was that all the old N64 logos on the side of tracks and behind Mario's head in *Mario 64*'s start-up screen have been replaced with the iQue logo.

When playing the games it's hard to believe that they're pumping out of a small cartridge in the rear of the controller, and more than one person in the office still doesn't believe that it's official.

The iQue is a unique design in that to purchase new games you have to take your cartridge that slides into the controller and download software into it. We're not sure if this replaces an existing title, or if you have a pre-determined set of slots available to you, or if you can purchase new cartridges. This system has been put in place in order to beat piracy, after all, there's no point in pirating software that comes as a free download.

The real eye-opener is what Nintendo has managed to get this handheld system. If it can release a handheld N64 for the equivalent of £50, imagine what it could do with the true sequel to the GBA. The mind boggles, but one thing is for sure: we can't wait to find out about the GBA2... CUBE



Even now, all these years later, *WaveRace 64* stills plays beautifully. What days they were...

SONIC TEAM

THE MOST COCK-A-DOODLE-DOO GAME YOU'VE EVER PLAYED



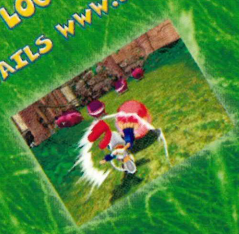
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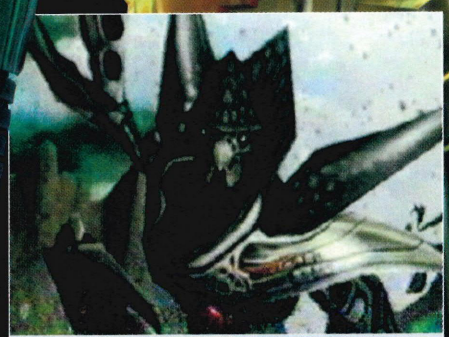
RETRO LOOKS FORWARD

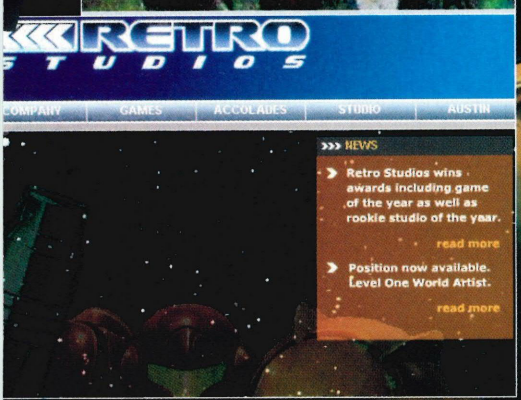
Acclaimed developer prepares for N5 primetime











RETRO STUDIOS, THE wholly owned Nintendo subsidiary responsible for *Metroid Prime*, has been quiet of late. In fact, it hasn't said a word since *Metroid Prime* was first announced. Eager surfers will already know that its website hasn't been updated for years, but now this has changed, and with the change comes some good news.

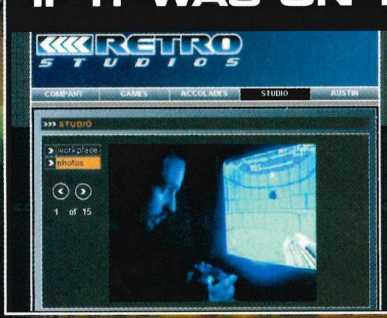
It's common knowledge that *Metroid Prime 2* is in development. Nintendo showed a brief sequence of the game at last year's E3, but since then we've heard nothing. This has led some to believe that the title may end up coming out on Nintendo's next console, N5, and the new website additions add fuel to that fire. The site is advertising for a Level 1 World Artist. Metroid Prime was released back in Nov '02. From what we saw at E3, the sequel is using the same basic engine, so it seems strange that this advertisement is only going up now. Nintendo is looking to launch N5 in late 2005/early 2006, and it will definitely want to have a Metroid Prime game as a US launch title. *Metroid Prime 2* is obviously a long way from completion, and it wouldn't have taken an entire year to get to the world design stage if the game was coming out on the GameCube. The obvious answer then is that Nintendo has opted to switch development to the new platform.

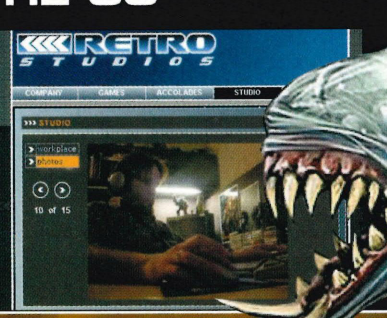
"PRIME 2 WOULDN'T HAVE TAKEN A YEAR TO GET TO THE WORLD DESIGN STAGE IF IT WAS ON THE GC"

Nintendo has done this sort of thing several times in the past. *Eternal Darkness* and *StarFox Adventures* both originated on the N64, but were switched towards the end of the machine's life when it became obvious they were better suited to the GameCube. One question that needs to be asked is what exactly Retro has been doing for the past 12 months. Well, some of the team will have been getting to grips with the early N5 specifications. We also think that some of them will have been helping N-Space with *Geist*. The last video we saw of this game had come on in leaps and bounds, and we have a feeling some thanks can be attributed to Retro.

So there you have it: it's by no means official, but *Metroid Prime 2* seems to be N5 bound, and *Geist* will be rocking the GameCube later this year! Woo-hoo!

CUBE







ALL GEARED UP

Spit and polish in abundance for Snake's new outing

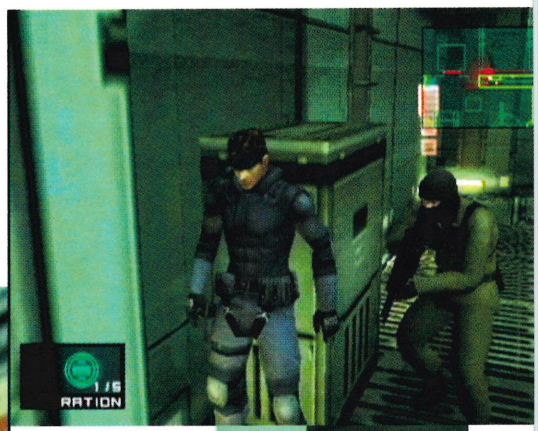
AFTER BEING DELAYED from its original Nov '03 release date, *Metal Gear Solid: The Twin Snakes* is now on course to hit its March '04 launch. A Japanese date of 11 March has been set, with the US and the UK likely to see the game by Easter.

As we write this story, near-complete code of the game has arrived in the office, and we can confidently say that the four-month delay has been put to good use. Canadian developer Silicon Knights has piled on the special effects, and the previously jumpy framerate has been raised to an almost constant 60fps.

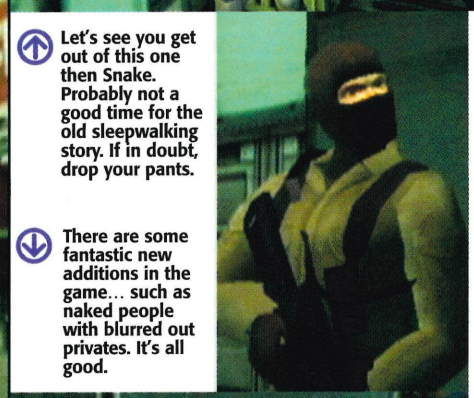
The game is now almost unrecognisable from its PSone cousin, and playing through the game complete with its new camera angles and Kitamura-san-blessed cut-scenes is quite an experience. Here are some new shots to tide you over until we take a deeper look next issue. CUBE



When Snake dies there's a nice effect where the screen shatters like a sheet of glass.



Let's see you get out of this one then Snake. Probably not a good time for the old sleepwalking story. If in doubt, drop your pants.



There are some fantastic new additions in the game... such as naked people with blurred out privates. It's all good.



SI (YA) BARONY!





Wilko – over and out...

IT IS WITH HEAVY hearts and tearful, snatched breaths that we say goodbye to long-serving **CUBE**-ster Byron this month. Our very own Danger Mouse villain has been with us for far too long now, and we felt it only fitting that he should have his own story in the section of the magazine that he called home for the past 12 months.

Byron is leaving us to live with his mum for a while (though she doesn't know about it yet) before travelling the world. Just recently he's been getting a bit cocky about his *Mario Kart* and *Street Fighter II* skills, and after whipping a large amount of arse in the office he's decided to take his skills (hey, it's all a game of chance really) on tour. Places he really wants to visit are "that Brazilian village where Blanka lives" and Chun Li's bedroom.

Here's to Byron then. He came, he left... left us in the lurch that is, you git. Oh, and you owe Miles a quid apparently. And you never did take those *Prince Of Persia* screenshots. Get your coat... oh, you already have. Oh Byron, please come back to us! CUBE

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...

A bit quiet on the importing front at the moment although the English language version of *Crystal Chronicles* in February is a must have for RPG fans. Well, fans with friends and lots of GBAs.

JAP RELEASE DATES

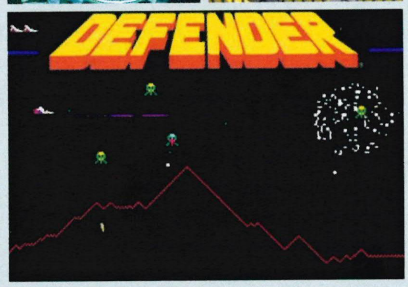
Hudson Coll. Vol 4: Al	Hudson	OUT!
Viewtiful Joe Revival	Capcom	OUT!
Sonic Heroes	SEGA	OUT!

US RELEASE DATES

Midway Arcade Treasures	Midway	OUT!
Beyond Good & Evil	Ubi Soft	OUT!
Final Fantasy: CC	Nintendo	Feb 12







SOUND BYTE

"NINTENDO'S BASIC STRATEGY IS TO DO THINGS DIFFERENTLY ...THE KEY LIES IN DEVELOPING GAMES THAT CUSTOMERS HAVE NEVER COME ACROSS"

Nintendo's President Saturo Iwata hints at some unseen innovation. We shall see...



FINAL FANTASY: CC



SPLINTER CELL: PT



POKÉMON COLOSSEUM



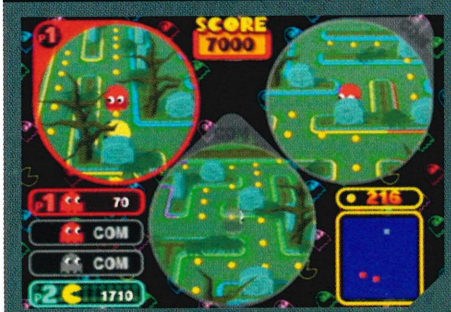
ROGUE OPS



STARCRAFT: GHOST

CUBE MOST PLAYED

The games we take home at the end of the day



PAC MAN VS

So much better than we thought it could be. When members of other magazine teams come to **CUBE** corner to see what all the noise is about and end up playing for a couple of hours you know we've found a multiplayer classic.



MARIO KART: DD!!

It's a shame that the battle mode arenas aren't as good as they should have been but four-player vs races are still keeping us back in the office after dark. So late that we've started to really annoy the security. Sorry.



1080° AVALANCHE

A major issue with *SSX3* was having to move from the analogue stick to use the D-pad mid air to pull the best tricks, *1080°* has none of this messing about although only half of us reckon Nintendo's effort is best.

GAMECUBE CHARTS

WEEK ENDING 29 NOVEMBER 2003

It's always sad to see over hyped games selling so well at the expense of other titles and with *Lord Of The Rings: Return Of The King* and *True Crime: Streets Of LA* that's exactly what's happened here. When are you people going to learn that are opinion is law? We despair we really do. Why do we even get out of bed in the morning?

UK CHART

ChartTrack

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POS	LAST	TITLE	PUBLISHER	SCORE
1	1	MARIO KART: DOUBLE DASH!!	NINTENDO	9.4
2	NEW	NEED FOR SPEED UNDERGROUND	EA	6.5
3	NEW	MOH: RISING SUN	EA	9.0
4	NEW	LOTR: RETURN OF THE KING	EA	5.8
5	NEW	TRUE CRIME: STREETS OF LA	ACTIVISION	6.9
6	2	STAR WARS: REBEL STRIKE	ACTIVISION	9.0
7	NEW	TONY HAWK'S UNDERGROUND	ACTIVISION	9.0
8	7	FIFA 2004	EA	8.9
9	NEW	WWE WRESTLEMANIA X8	THQ	6.7
10	NEW	SUPER MARIO SUNSHINE	NINTENDO	9.4



NFS UNDERGROUND



LOTR: RETURN OF THE KING

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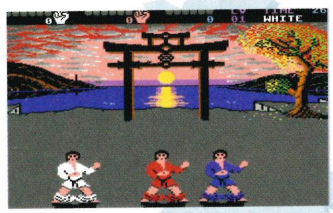
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WORLD OF NINT

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

Retro masters System 3 return (UK)



If you're old and British then the mere mention of the names *IK+* and *The Last Ninja* are likely to induce you to weep tears of pure nostalgia. So when we incorporate them into a sentence that reads 'The makers of *IK+* and *The Last Ninja* are returning to full price publishing' it's time to hold onto your pacemaker and thank the Lord for the gift of life. Or something.

Space Re-Invaded (US)



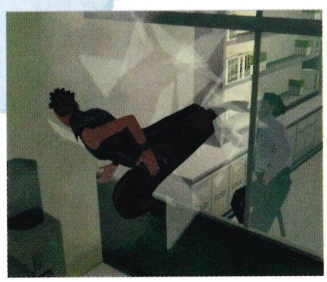
To celebrate the fact that it has now been 25 Earth years since *Space Invaders* first appeared in arcades, pubs and chip shops around the globe, Taito has announced it will be shipping thousands of retro arcade cabinets to the US. The machines are brand new, but will look and play exactly like the original ones. The only difference is the games will now cost 50 cents to play instead of 25, which just goes to show that even a rampaging horde of alien invaders isn't enough to repel the powers of inflation.



The evil of videogames (US)

As regular readers of **CUBE** will know, video games are the work of Satan and imbue anyone that plays them with a heart of pure evil. Worried that some innocent souls may not be aware of this, a group of nutbags in the Bible belt of America have come up with the The Lion & Lamb Project to warn parents away from the most diabolical toys at Christmas.

This year they picked on such unholy travesties as *Transformers* and *Teenage Mutant Ninja Turtles* and went out of their way to point out that each franchise also had an attendant video game and that they were evil too. Although we have to agree with them when they suggest that *Enter The Matrix* is the work of the horned one himself.



New GBA Rival Revealed (UK)

Here in Blighty there are just certain things we don't do – tipping waiters, learning foreign languages and running trains on time being the most prominent. Until now creating games consoles was also a part of this list of indolence, but no longer. Farnborough-based company GameTrac are planning to release their own GBA rival.

As ill-advised as this might seem considering how many other companies have failed to make even the smallest dent on Nintendo's business, the company has made the rather wise decision to sell the thing for just £60 when it comes out next year. This seems quite a bargain really since it will contain a GPS system (to keep parents appraised of their wee bairn's location), a camera, an email and text messaging facility plus MP3 and MPEG 4 playback.





ENDO

Sammy Buys SEGA (Japan)

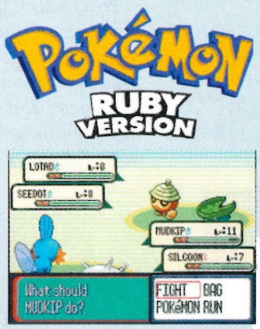


Well a bit of it anyway. The imposing sounding Sammy Corporation has bought a majority stake in everyone's favourite third-party developer, SEGA. Sammy Corp made its fortune making and selling pachinko machines in Japan – officially the world's least entertaining alternative to fruit machines. They've made a few forays into the video gaming world over the years, most notably (but still not that notably) with the *Guilty Gear* series of beat-'em-ups.

Now though they've snaffled up 22.4% of SEGA and the boss of Sammy Corp is threatening to buy more and even make SEGA a subsidiary. What this will mean in terms of GameCube support can only be guessed at, but Sammy Corp has certainly got plenty of cash to splash around and so is likely to want to show off its new purchase by pumping money into SEGA's slightly withered form.

Pokémon Y2K4 Meltdown (JAP)

All that Y2K bug nonsense might have come to nowt, but now a programming terror even more likely to bring about the collapse of the free world stalks the globe – the Japanese versions of *Pokémon Ruby* and *Sapphire* have a bug that stops trees from growing! Apparently the backroom Johnnies at Nintendo failed to notice that after the game has been played for over a year the internal clock buggers up and time triggered events – such as berry growth and the Pokémon lottery – no longer happen. There's no indication of whether the same thing will happen in the Western version, but in Japan at least you can send your cart into Nintendo and they'll apply a patch. Phew!



Nintendo hates Australia (AUS)

Nintendo hates Europe, we all know that, and to prove it they often end up giving Australia loads of cool stuff, like gold *Ocarina Of Time* carts and Animal Crossing – even though Oz is a PAL territory and hardly anyone lives there. It looks like things might be changing though as Nintendo have refused to sell the GameCube's broadband adapter in the land down under. Eejits!



GAMECUBE CHARTS

WEEK ENDING 5 DECEMBER

There are no eyebrows to be raised in the States, as the top five stay almost static, but once again we see how mercurial the Japanese charts are with new releases popping up all over the shop.

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NEW	BATEN KAITOS	NAMCO
2	NEW	MARIO PARTY 5	NINTENDO
3	NEW	POKÉMON COLOSSEUM	THE POKÉ CO.
4	1	MARIO KART: DD!!	NINTENDO
5	NEW	NARUTO: GND 2	TOMY
6	NEW	PIKMIN	NINTENDO
7	NEW	LOZ: THE WIND WAKER	NINTENDO
8	2	WARIO WARE	NINTENDO
9	NEW	R: RACING EVOLUTION	NAMCO
10	NEW	RESIDENT EVIL 2	CAPCOM

US CHART

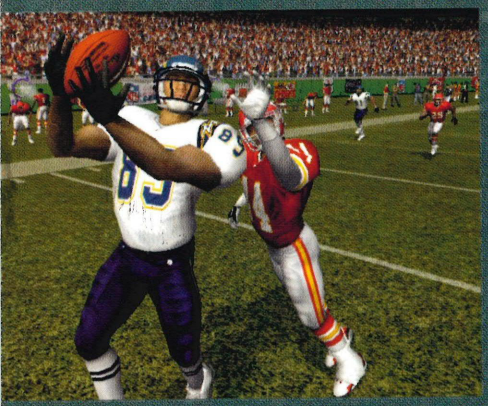
POS	LAST	TITLE	PUBLISHER
1	1	MARIO KART: D!!	NINTENDO
2	2	MARIO PARTY 5	NINTENDO
3	5	HARRY POTTER: QWC	EA
4	3	KIRBY AIR RIDE	NINTENDO
5	9	SUPER SMASH BROS M	NINTENDO
6	NEW	YU-GI-OH! FK	KONAMI
7	NEW	LUIGI'S MANSION	NINTENDO
8	NEW	ANIMAL CROSSING	NINTENDO
9	NEW	TAK AND THE POWER OF JUJU	THQ
10	10	LOTR: RETURN OF THE KING	EA

BATEN KAITOS



LUIGI'S MANSION





AOL PLAN WEBSITE RANKINGS

Online tournaments will soon become a reality

AMERICA ONLINE IS planning to launch a service allowing GameCube gamers to enter web hosted tournaments where scores and times can be uploaded into league tables primarily for the sake of being able to compare your abilities with the world's best players. Secondary additions in the pipeline are prizes for those posting the best scores. This service will be free to AOL subscribers and is likely to cost around £15 – £20 to other ISP users.

Currently such scoreboards or 'gaming ladders' work by letting players sign up to compete in a particular game and find opponents in chat rooms or via instant messenger. We assume AOL's system when implemented will function similarly, allowing players to form their own bespoke tournament and leagues.

According to AOL this web functionality is due to come in sometime in 2004.



KEY CONNECTIVITY GAMES RE-IMAGINED

Names changed, gameplay altered, solo modes added and a brand new *Zelda* announced!

NINTENDO HAS ANNOUNCED its plans to release *The Legend of Zelda: Four Swords* and *The Legend of Zelda: Tetra's Trackers* together on a single disc for the GameCube. This package is to be called *The Legend of Zelda: Four Swords Plus* and will also contain a new title called *The Legend of Zelda: Shadow Battle*.

Originally showcased with *Pac-Man Vs* to highlight GameCube-to-GBA connectivity, *Four Swords* will now be called *The Legend Of Zelda: Hyrule Adventure* and will be playable in multiplayer using GameCube pads and not just GBA consoles.

Tetra's Trackers has been renamed *Navi's Trackers* and, more interestingly, the game will now include a voice navigation system. By entering your name before playing *Navi's Trackers*, the titular fairy will speak the name of the person playing and give advice and directions during mini-games.

As for the new game, *Shadow Battle*, gameplay details are scarce at the moment although Nintendo is planning a melee-style battle where up to four different versions of Link can battle it out. All three games will feature single-player modes.

By creating this *Four Swords Plus* package and bundling *Pac-Man Vs* with all new Namco games, Nintendo is obviously reacting to many gamers' disappointment that these were to be the company's key innovations in 2003. As *Watchdog* says: "always complain." CUBE





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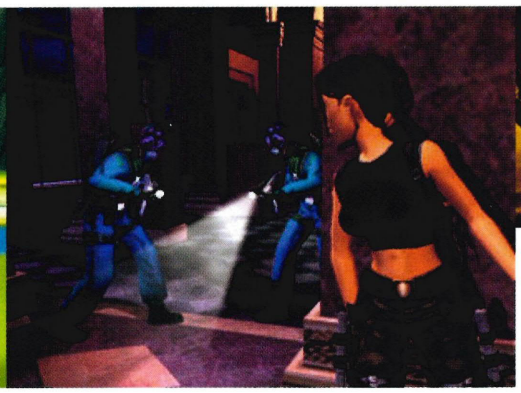
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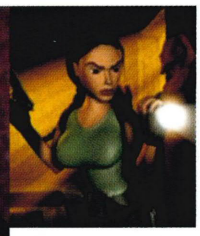


UP-TO-THE-MINUTE NEWS

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







A game with a buxom female sells over a million and prompts many other titles to try and imitate its success.

COUNTERFEIT GOODS

Standing on the shoulders of giants or just hitching a ride?

COPYING ANOTHER DEVELOPER'S idea of gameplay has been more than just a trend in the 20 or so years gaming has taken to get from *Pong* to *The Wind Waker*, it's been a business model. From jumping in platform games to using sniper rifles in FPSs through to playing sassy female leads in adventure games, when one company innovates, numerous others imitate.

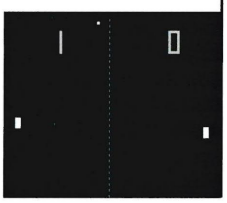
"So what?" you might ask. All other forms of entertainment – music, film, books, television – have got to where they are today by the people involved in them often mercilessly piggybacking the ideas of others. Although games, like all entertainment media, are driven by novelty and newness, gaming is slightly different in that its progress also hinges on patented technology and similarly own-able gameplay ideas. Hence copycat games, of which there are now just as many as there ever were. Thing is, unlike SEGA's recent court action over *The Simpsons Road Rage* very few publishers ever got as far as the courtroom, accepting instead that blatant rip-offs were inevitable in such an industry.

If others take SEGA's lead the impact on gaming will be profound, and perhaps even catastrophic. Practically every game released these days is in some way derived form previous titles. Whilst the potential upside of more legal action against plagiarism could prompt developers to either innovate or die it's questionable if many of them ever could. The result: fewer games are released as less developers are able to make them for fear of being sued.

At a time when Nintendo is claiming its latest direction will be to introduce a new sense of freshness to gaming, it'll be interesting to see not only the result of SEGA's litigation, but whether the kings of innovation, Nintendo, with *Mario 128* and its mystery new game product can actually make good on their promises.

CUBE

Was *Pong* ripped off? *Arkanoid* sort of revolutionised the bat and ball genre and it had its imitators, look at all the freeware on the internet.



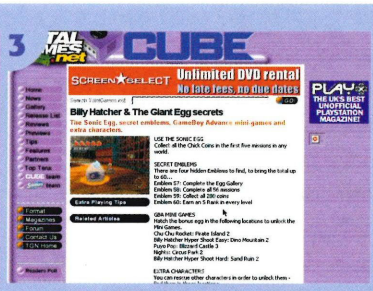
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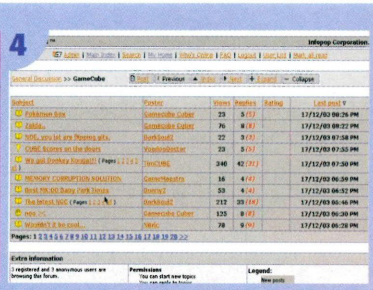
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THE HOTTEST CHEATS IN TOWN

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

4



THE FORUM

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

GCN GAMECUBE NEWS

FINAL THOUGHT...

BYE BYE BYRON

WE SUSPECT THAT on finding out about SEGA suing over the similarities between *Crazy Taxi* and *Road Rage* you had a wry little smile to yourself and decided that developers and publishers got what was coming to them. Who can blame them? If you look at what sells then generic and franchise-driven sequels are where the money's at.

Publishers such as Ubi Soft who, with *Prince Of Persia* and *Beyond Good & Evil*, are at the time of writing struggling to make the top ten sales list with what are undoubtedly two of the most well thought out, dashingly playable games of the year prove a disheartening point: until consumers are willing to pay for only the very best, the incentive on the part of to publishers to make novel and well crafted pieces of entertainment is unlikely to last much longer.



Despite being excellent *Beyond Good & Evil* has failed to sell well.



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SO THAT WA



S 2003?

A year in the life of the world's tip-toppest magazine...

HAS IT REALLY been a year? Blimey. Just think – 12 months ago America was blowing a load of hot air concerning Iraq, Concorde was still shaking the airwaves above the Atlantic and we didn't know what *Mario Kart: Double Dash!!* looked like. Strange times indeed. But enough of that – come take our hands and we'll lead you through the streets of **CUBE** with a run-down of the last 12 issues. How can you resist?

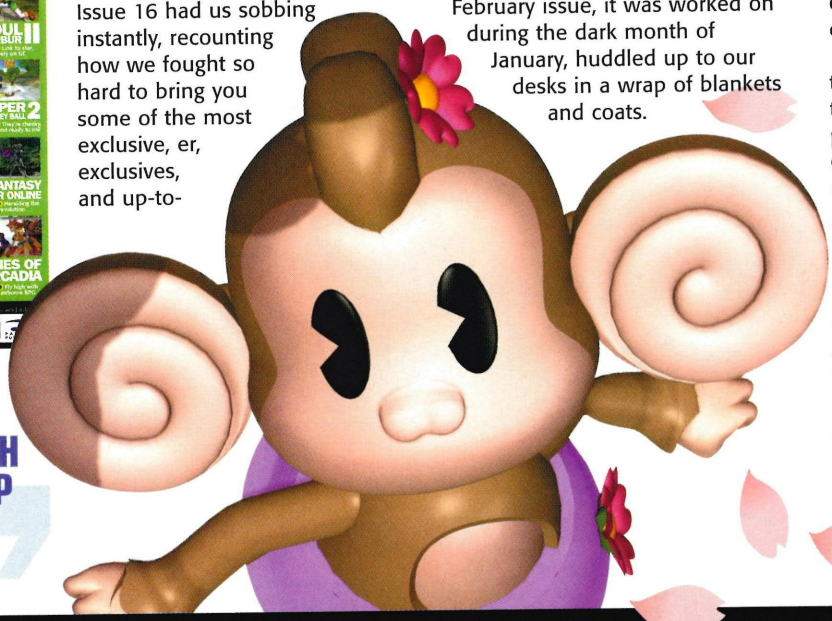


ISSUE 16: THE ONE WITH THE ATTRACTIVE GREEN COVER



AT FIRST IT was difficult to cast our tattered minds back this far due to the constant influx of gaming that caused a chemical imbalance in our brains months ago, leaving us in a state similar to Ozzy Osbourne. However, opening the yellowed pages of CUBE Issue 16 had us sobbing instantly, recounting how we fought so hard to bring you some of the most exclusive, er, exclusives, and up-to-date reviews. We'll spare the details; we wouldn't want to bore you. However, let it be known that every time Byron looks in a mirror and traces the scar that runs from the top of his neck to his groin, he'll be thinking of you, readers.

Unfortunately, being the February issue, it was worked on during the dark month of January, huddled up to our desks in a wrap of blankets and coats.



"WE WORKED ON IT DURING THE DARK MONTH OF JANUARY, HUDDLED UP TO OUR DESKS IN BLANKETS AND COATS"

The only thing that could protect us from the crippling cold was the thought of the impending release of *Crystal Chronicles* (Hey – we didn't see the delay coming!), so to celebrate we wrote a feature on Square. Sounds strange, but in our job this is the only mechanism we have when it comes to dealing with our issues!

Of course this wasn't the only thing we slaved over; *P.N.03* was treated to a six page in-depth, and probably more interestingly, the GBA SP was revealed. For such a quiet time of the year this was all very shocking.

Looking at the list of reviews in this issue, it surprises us how many there were. Outside of the obviously huge *Resident Evil 0*, *Kinniku Man II* and *ATV 2* proved to be our unforeseen hits of the issue, and a PAL release of *Super Monkey Ball 2* was more than welcome. Like most people we love our monkeys in any shape or form. In our collective opinion, a very good start to the year.

GAMECUBE CHARTS

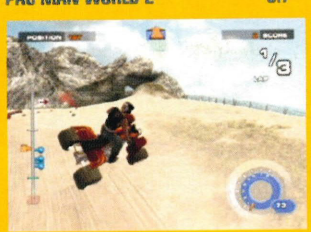


WEEK ENDING 11 JANUARY 2003

POS	LAST	TITLE	PUBLISHER
1	2	SUPER MARIO SUNSHINE	NINTENDO
2	1	STARFOX ADVENTURES	NINTENDO
3	3	MARIO PARTY 4	NINTENDO
4	4	007: NIGHTFIRE	EA GAMES
5	5	FIFA 2003	EA SPORTS
6	6	MEDAL OF HONOR: FRONTLINE	EA
7	9	RESIDENT EVIL	CAPCOM
8	17	SW: ROGUE LEADER	LUCASARTS
9	7	ETERNAL DARKNESS	NINTENDO
10	NEW	MINORITY REPORT	ACTIVISION

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
ATV 2 QUAD POWER RACING	8.1	RAYMAN 3: HOODLUM HAVOC	8.1
FIREBLADE	6.5	RESIDENT EVIL 0	9.0
KINNIKU MAN II: NEW GENERATION LEGENDS	8.9	SKIES OF ARCADIA LEGENDS	9.0
MEN IN BLACK II ALIEN ESCAPE	4.2	SUPER MONKEY BALL 2	9.1
MICRO MACHINES	5.2	LOTR: THE TWO TOWERS	7.7
PAC MAN WORLD 2	5.7	PHANTASY STAR ONLINE EPISODES 1 & 2	7.5



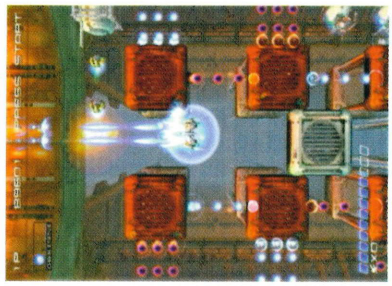


NEWS

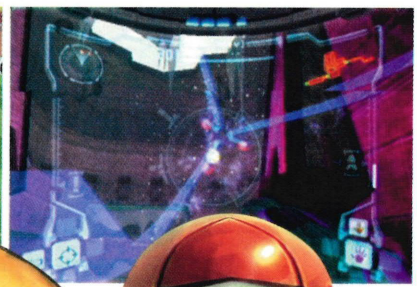
IN THE REAL WORLD...

1. SEVEN NEW MOONS ORBITING JUPITER ARE DISCOVERED.
2. BRITISH SOLDIERS BEGIN TO TRICKLE INTO IRAQ.
3. AN OIL FACTORY EXPLOSION ON NEW YORK'S STATEN ISLAND LEAVES TWO DEAD AND OIL PRICES HIKED TO VERY COSTLY LEVELS.









ISSUE 17: THE ONE THAT DIDN'T SELL TOO WELL

MAYBE PEOPLE THOUGHT that this Issue was a *Metroid-only* special, or perhaps they assumed that it was only a guide. Whatever the reason though, the first **CUBE** of spring only hobbled off the shelves instead of the fast pace we had become accustomed to in recent months. All we can say is that a lot of regulars missed out – *Ikaruga* had finally arrived and proved more than worthy of filling four pages, and both *Mr Driller Drill Land* and *Nintendo Puzzle Collection* proved to be unprecedented in their purity and fun. Add *Dakar 2*, *Metroid Prime* and *Winning Eleven 6* into the mix and it's clear that we had it easy in the reviews section this month. Happily for a lot of people out there, this was also the month that saw the Freeloader, enabling import games to be played on PAL machines.

ANECDOTE ANECDOTE

MEAT!

Check the Reviews Intro for a prime example of why we love Gary so much. It's his random thoughts that keep us entertained.

Many doubted that it would ever turn up, but here it was, working perfectly.

Aside from our usual glut of fabulous reviews, highlights of the issue for us included the *XGRA* In-Depth and *F-Zero* preview. At the time we believed that the crown of futuristic racing could go in either direction.

This month also proved to be quite bizarre too – our 'Back from the Future' feature which detailed the contents of **CUBE** Issue 71 (June 2007) managed to fool one poor reader who took everything written down to heart. We didn't know what to say when he called us, asking for more details on the future. Of course, he could have been kidding and we now look like fools, but recalling the conviction in his slightly squeaky voice, we somehow doubt it.

"OUR 'BACK FROM THE FUTURE' FEATURE WHICH DETAILED THE CONTENTS OF CUBE ISSUE 71 MANAGED TO FOOL ONE POOR READER WHO TOOK EVERYTHING WRITTEN DOWN TO HEART"



GAMECUBE CHARTS

WEEK ENDING 15 FEBRUARY 2003

POS	LAST	TITLE	PUBLISHER
1	NEW	MORTAL KOMBAT DA	MIDWAY
2	1	SUPER MARIO SUNSHINE	NINTENDO
3	NEW	SW: BOUNTY HUNTER	LUCASARTS
4	2	STARFOX ADVENTURES	NINTENDO
5	3	MARIO PARTY 4	TOMY
6	9	ETERNAL DARKNESS	NINTENDO
7	13	LUIGI'S MANSION	NINTENDO
8	4	007: NIGHTFIRE	EA GAMES
9	NEW	MADDEN NFL 2003	EA SPORTS
10	12	SS BROTHERS MELEE	NINTENDO

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
DAKAR 2	9.0	NBA 2K3	6.0
DEFENDER	4.0	NINTENDO PUZZLE COLLECTION	7.0
DR MUTO	5.0	RALLY CHAMPIONSHIP	6.8
IKARUGA	9.0	SUMMONER: A GODDESS REBORN	6.0
METROID PRIME	9.6	WINNING ELEVEN 6	9.2
MR DRILLER DRILL LAND	8.8		





IN THE REAL WORLD...

1. TENS OF THOUSANDS TAKE TO THE STREETS IN ORDER TO PROTEST ABOUT THE IMPENDING IRAQ WAR.
2. TWO FISHERMEN IN NEW YORK CLAIM THAT A CARP SPOKE TO THEM ABOUT THE END OF THE WORLD.
3. A SALVADOR DALI ORIGINAL IS STOLEN FROM RIKERS ISLAND JAIL.

NEWS

ISSUE 18: THE ONE WITH THE EDIBLE COVER



AHH... OUR MASSIVE *P.N.03* issue. It turns out a considerable proportion of our readers disagreed with our views on this game, although we still love it. But that is yet to come – in this issue, despite the striking front cover we didn't review Capcom's shooter, instead featuring another six page In-Depth. Hey – we can't help it if we keep on uncovering more and more information can we? Talking of reviews though, things were pretty disappointing after last issue's gold run. (Don't let Miles hear this though – he's still obsessing over *Big Mutha Truckers*.) This issue wasn't about the reviews though; *Burnout 2* received the same treatment as *P.N.03* with a huge In-Depth that totally blew the lid on all the new features and enhancements over the first game, and more details were revealed on the wonderful *Giftpia*.

This will sound sad in print, but the **CUBE** collective witnessed something rather amusing this month too. Chandra, who is always going on about his band and how he spends too much time in the office, happened upon an extra five days of holiday lying around. Promptly taking it, we all trooped in on Monday morning to find him sitting at his desk. Questioned about this, he mumbled something about needing to get some work done that couldn't wait. This happened every single day. Chandra – essential to **CUBE**'s running, or a victim of self-imposed importance? Oh, the crazy lifestyle of the **CUBE** team!



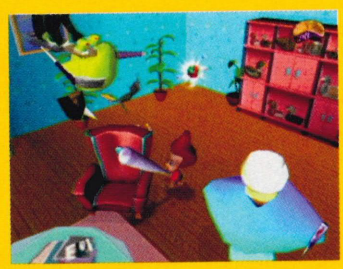
GAMECUBE CHARTS

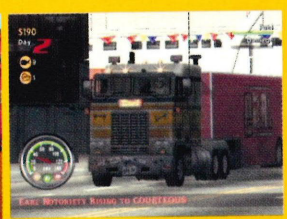
WEEK ENDING 15 MARCH 2003

POS	LAST	TITLE	PUBLISHER
1	NEW	SUPER MONKEY BALL 2	INFOGRAMES
2	NEW	RESIDENT EVIL 0	CAPCOM
3	NEW	SONIC MEGA COLLECTION	SEGA
4	2	SUPER MARIO SUNSHINE	NINTENDO
5	NEW	LOTR: THE TWO TOWERS	EA
6	NEW	PHANTASY STAR ONLINE	SEGA
7	6	ETERNAL DARKNESS	NINTENDO
8	7	LUIGI'S MANSION	NINTENDO
9	NEW	RAYMAN 3	UBI SOFT
10	NEW	PIKMIN	NINTENDO

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
BIG MUTHA TRUCKERS	8.3	ROCKMAN.EXE	8.0
CONFLICT DESERT STORM	8.2	SUPER BUBBLE POP	5.5
GHOST RECON	6.5	THE SIMS	8.6
JIMMY NEUTRON BOY GENIUS	4.0	VEXX	7.0
LOST KINGDOMS II	7.0		





Miles living out his 'Long Distance Clara' fantasies.

NEWS

IN THE REAL WORLD...

1. SARS PANIC TAKES OVER THE WORLD. EVERYONE BUYS MASKS.
2. SCIENTISTS REFURBISH THE BOULBY POTASH MINE INTO A LAB,TO LOOK FOR DARK MATTER.
3. A BOUNCER IN NEW YORK IS STABBED TO DEATH AFTER UPHOLDING THE NEW NO-SMOKING LAW.





ISSUE 19: THE ONE WHERE MILES SAID 'LET'S ROCK!'

AGAINST THE ODDS this was an achievment during the summer lull that makes us very proud. Not only did we manage to dismiss the notion that you can't make a front cover with a racing game on look good, but the news section received a complete overhaul that still looks damn good even now.

One of the big worries when you start writing an issue of **CUBE** is whether or not there'll be enough big games to entice people in. Well, with the Japanese copy of *Soul Calibur II* in our hands, along with the impending PAL release of *Zelda* and *Burnout 2* we had no such worries this time around. We might not have had a ton of games, but the majority of them were a pleasure to review.

Our biggest draw for this issue was *F-Zero GX*. We had a massive eight pages dedicated to the classic-in-the-making in the form of an In-Depth, and to this day, we're still not quite sure as to how we got so much information so early on! *Viewtiful Joe* proved to be another high point of the magazine thanks to Capcom providing us with some early code.

GAMECUBE CHARTS

WEEK ENDING 10 MAY 2003

POS	LAST	TITLE	PUBLISHER
1	NEW	LOZ: WIND WAKER	NINTENDO
2	1	METROID PRIME	NINTENDO
3	2	THE SIMS	THE POKÉ. CO.
4	3	SUPER MONKEY BALL 2	INFOGRAMES
5	4	RESIDENT EVIL 0	CAPCOM
6	5	SONIC MEGA COLLECTION	SEGA
7	6	SUPER MARIO SUNSHINE	NINTENDO
8	7	LOTR: THE TWO TOWERS	EA
9	NEW	PIKMIN	NINTENDO
10	NEW	LUIGI'S MANSION	NINTENDO

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
GIFTPIA	7.5	BATMAN: DARK TOMORROW	3.9
ENTER THE MATRIX	6.8	X-MEN 2: WOLVERINE'S REVENGE	7.0
RED FACTION II	7.8	BLACK & BRUISED	6.8
SKIES OF ARCADIA LEGENDS	9.0	SONIC ADVENTURE DX	6.1







NEWS

IN THE REAL WORLD...

1. A NEW SPECIES OF THE COBRA SNAKE IS DISCOVERED.
2. THE WORLD'S LONGEST STEEL ARCH BRIDGE OPENS IN SHANGHAI.
3. CHANDRA WORE SHORTS TO WORK.
4. PROSTITUTION BECOMES LEGAL IN NEW ZEALAND.

ISSUE 20: THE ONE WITH TWO FREE DISCS

ON SALE
5 JUNE 2003



NUMBER 20 PROVED to be one of our biggest issues yet – and we think you can guess why. Yep, those two disks that divided opinion so effectively debuted on this issue, allowing buyers the chance to watch up-coming games in action (provided they owned a DVD player) and run a US version of *Animal Crossing* on their PAL GameCube's. We're so kind it hurts, but some people still didn't appreciate it! Mind you, they're the sort who believe that we're the ones who actually create GameCube games and write in complaining so never mind!

In terms of features, previews and free gifts this wonderful edition of CUBE may have covered it all, but unfortunately, we fell short in the reviews section. True, we took delivery of *Giftpia*, which Gary had been slobbering over for weeks, but in terms of GameCube games, that was pretty much the most exciting thing to happen. Notice the 'GameCube' there, because the GBA title *Wario Ware Inc* also popped into our post-box this month. When we first took delivery of this sublime cartridge we weren't very familiar with its content outside of a couple of rabid Nintendo fans enthusing about it over the internet with the expected hyperbole, but after one quick go we had logged on, agreeing with then. As a result of many prolonged 'I just have to get one more screenshot' sessions, the magazine went from waltzing along to the deadline in comfortable fashion to becoming critically late. Which when we think about it, actually happens every month anyway. Probably not the best way of expressing our wonder at this game then. Look, take our word for it – *Wario Ware Inc* rules. Okay?



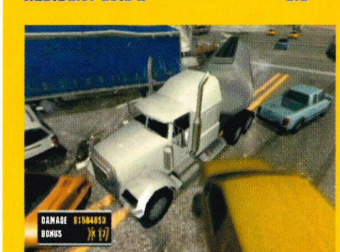
GAMECUBE CHARTS

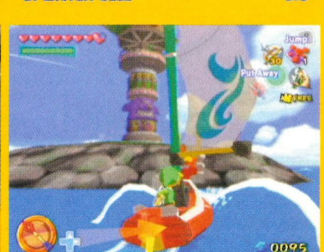
WEEK ENDING 12 APRIL 2003

POS	LAST	TITLE	PUBLISHER
1	NEW	METROID PRIME	NINTENDO
2	NEW	THE SIMS	EA
3	1	SUPER MONKEY BALL 2	INFOGRAMES
4	2	RESIDENT EVIL 0	CAPCOM
5	3	SONIC MEGA COLLECTION	SEGA
6	4	SUPER MARIO SUNSHINE	NINTENDO
7	5	LOTR: THE TWO TOWERS	EA
8	NEW	SW: ROGUE LEADER	LUCASARTS
9	NEW	SS BROTHERS MELEE	EA SPORTS
10	6	PHANTASY STAR ONLINE	SEGA

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
BLOODRAYNE	4.0	RESIDENT EVIL: NEMESIS	7.0
BURNOUT 2: POINT OF IMPACT	9.3	THE LEGEND OF ZELDA: TWW	9.5
DEF JAM VENDETTA	8.9	OUTLAW GOLD	7.9
P.N.03	8.3	SOUL CALIBUR II	9.2
RESIDENT EVIL 2	6.0	SPLINTER CELL	8.8



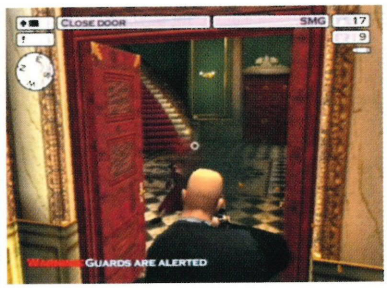


NEWS

IN THE REAL WORLD...

1. OFFICIAL BUSKERS ARE APPOINTED IN VARIOUS LONDON UNDERGROUND STATIONS.
2. RUMOURS THAT NASA FOUND MICROBES ON MARS IN '76 HEAT UP.
3. 25 YEAR OLD PEMBA DORJIE SHERPA CLIMBS EVEREST IN JUST 12 HOURS AND 45 MINUTES.









ISSUE 21: THE ONE WHERE GANDALF LOOKED MORE THAN A LITTLE OLD

ON SALE
3 JULY 2003

ASIDE FROM HAVING what is perhaps the worst caption of all time in the *Lord Of The Rings* preview, this issue also threw up a problem with the cover. 'Its just too blue' was the cry of complaint. As you can see though, we either didn't have the time to amend things, or we found blue to be a rather nice colour in the end. It's difficult to remember exactly, what with it being so long ago.

Unfortunately there wasn't much in the way of reviews this issue, the highest scoring game being *Hitman 2* with a reasonable 7.9. It seems that dodgy licensed material and virtual boxes were the order of the day here.

Good thing then that we offset this imbalance with 12 pages of *Prince Of Persia* and *Final Fantasy: Crystal Chronicles* plus some fantastic previews. (That's fantastic as in the games we featured, not necessarily how they were written.)

"CONNECTIVITY: A GOOD IDEA THAT'S NOW COME TO REPRESENT NINTENDO'S REFUSAL TO STEP INTO THE NEXT GENERATION OF GAMING"

But who could forget what this issue's main focus was? E3. The famous trade show has traditionally been an exciting event for Nintendo fans... until this year, that is. We try to come across as positive most of the time, but even we had our doubts over Nintendo's less–than–stellar showing when all they had to boast about were a couple of GBA-games running on the GameCube. Connectivity: a good idea that's now come to represent Nintendo's refusal to step into the next generation of gaming.

WOMEN!
For a brief period we had two girls on the team. The luscious Stephanie Peat and the cute Pokémon stylings of Charlotte Martyn. With all the added pheromones the blokes all devolved and started fighting to become the alpha male. Oook!

You think we're moaning now, just check out our four page feature in this issue...

Here's a mildly interesting fact: this was the first issue to include 'Office moments', which is monumentally harder work than it looks. That was the month we walloped the XBM team at *Burnout 2*, and theyre still demanding a remat.ch. Those losers.

GAMECUBE CHARTS



WEEK ENDING 10 MAY 2003

POS	LAST	TITLE	PUBLISHER
1	1	LOZ: WIND WAKER	NAMCO
2	NEW	ENTER THE MATRIX	ATARI
3	NEW	DEF JAM VENDETTA	EA
4	NEW	BURNOUT 2	ACCLAIM
5	6	SONIC MEGA COLLECTION	SEGA
6	NEW	007: NIGHTFIRE	EA GAMES
7	NEW	RESIDENT EVIL 2	CAPCOM
8	NEW	SS BROTHER MELEE	NINTENDO
9	7	SUPER MARIO SUNSHINE	NINTENDO
10	NEW	SKIES OF ARCADIA LEGENDS	SEGA

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
F1 CAREER CHALLENGE	7.8	SUPERMAN: SHADOW OF APOKOLIPS	6.5
HITMAN 2	7.9	SX: SUPERSTAR	5.3
THE HULK	6.4	TOP ANGLER	4.9
ISS3	4.9	V-RALLY 3	7.8
POKÉMON BOX	2.9	WWE CRUSH HOUR	6.8
SPEED KINGS	6.7		





NEWS

IN THE REAL WORLD...

1. A MAN SURVIVES AFTER FALLING OFF A CLIFF.
2. TONY MARTIN IS RELEASED ON BAIL.
3. PICTURES OF SADDAM HUSSEIN'S DEAD SONS GRACE NEWSPAPER HEADLINES THE WORLD OVER.
4. STEVE BUSCEMI AND GLENN CLOSE WIN THE GOTHAM AWARDS.



ISSUE 22: THE ONE WHERE WE WENT TO THORPE PARK

YOU CAN SEE what season this issue was released in when looking at the reviews list. Yet another issue of mostly mediocre titles that felt like chores to play through rather than products designed to entertain. Ah well, at least other, more exciting things were happening at the time – namely more and more details of the next *Rogue Squadron* escaping Nintendo's sealed fortress, *XGRA* being treated to an In-Depth and Capcom showing up with *Gregory Horror Show*, which had us all impressed with its whimsical style and clever gameplay mechanics. It's very much up in the air whether this will make it to the GameCube now, but we live in hope.

This also happens to be the month where we received a very complimentary letter from a female reader, who remarked on our non-sexist content and how we were the only games magazine around who didn't constantly make rude jokes and come across (snigger) as a little immature. Well, we can presume that we lost one reader then. In his infinite wisdom Miles decided to detail his appreciation of Shannon Elizabeth's assets in her very own boxout right in the middle of the *007 Everything Or Nothing* In-Depth. Some people, eh? Remembering this just goes to show how non-eventful the summer was in terms of games though...

Fun Break!! If you're really bored, try counting how many times the word 'berk' is used in this issue. We might start a habit of bringing back old insults that never should have gone away in the first place.



"WE WERE THE ONLY GAMES MAGAZINE AROUND WHO DIDN'T CONSTANTLY MAKE RUDE JOKES AND COME ACROSS (SNIGGER) AS A LITTLE IMMATURE"

GAMECUBE CHARTS

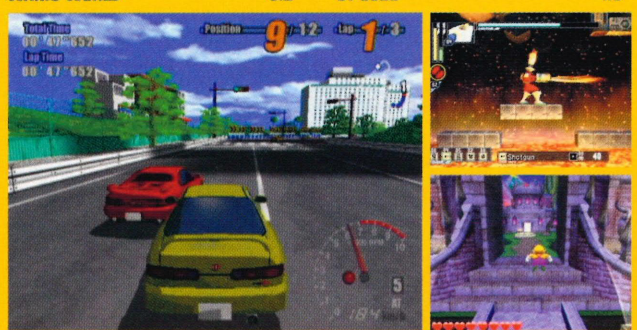


WEEK ENDING 7 JUNE 2003

POS	LAST	TITLE	PUBLISHER
1	NEW	SONIC ADVENTURE DX: DC	SEGA
2	1	LOZ: WIND WAKER	NINTENDO
3	NEW	WARIO WORLD	NINTENDO
4	2	ENTER THE MATRIX	ATARI
5	6	HITMAN 2	EIDOS
6	NEW	SPLINTER CELL	UBI SOFT
7	NEW	BOMBERMAN G	MAJESCO
8	NEW	WRESTLEMANIA X8	THQ
9	NEW	WRECKLESS	ACTIVISION
10	NEW	HULK	UNIVERSAL INT

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
VIEWTIFUL JOE	8.7	MEGAMAN NETWORK TRANS	7.8
DEAD TO RIGHTS	6.8	AUTO MODELLISTA	6.9
WARIO WORLD	6.2	GT CUBE	4.9





IN THE REAL WORLD...

1. THE FRONT SECTION OF THE MARY ROSE IS RECOVERED
2. A CJD CASE IN NEW ZEALAND IGNITES 'MAD COW DISEASE' FEARS
3. A NEW SPECIES OF DINOSAUR IS DISCOVERED IN INDIA
4. NEW YORK GETS A TASTE OF THE DARK SIDE IN A CITYWIDE BLACKOUT

ISSUE 23: THE ONE WITH THE IRISH BLOKE



WELL, THIS ISSUE had an interesting (unofficial) feature – *XGRA* versus *F-Zero GX*. Which one would win? To be honest we knew deep down which it would be all along, but that isn't to say that *XGRA* wasn't any good, far from it in fact. It's just an unfortunate twist of fate that both arrived at the office on the same day, thus leading to one being overshadowed by the other. Another exciting title was *Mario Golf*, which has since proved to be impressively long lasting.

This issue also saw the arrival of our very tall Sub Editor Tim who, in his own words 'inhabits a dark, but ultimately chilled world'. Yes, he speaks like this in real life, much to our disgust and internal amusement. You may also notice his first mistake on page 88, on the *Kirby* review where the standfirst (that little block of text just below the game's title) reads as follows: 'A Japanese tech-head has managed to take the game online.' The common belief is that this was an old 'did you know?' fact, but nobody other than the man himself knows the truth behind this bizarre circumstance [it was my first day – Tim]. Eagle-eyed readers may have also noticed that this month's 'Office moments' contained Miles pulling an extremely stupid face. And Chandra and Gary managed to use 'I see you' as titles in their circle boxouts this issue. Clearly, minds in the gutter think alike.



GAMECUBE CHARTS



WEEK ENDING 12 JULY 2003

POS	LAST	TITLE	PUBLISHER
1	1	SONIC ADVENTURE DX: DC	SEGA
2	2	LOZ: WIND WAKER	NINTENDO
3	3	WARIO WORLD	NINTENDO
4	2	WRESTLEMANIA X8	THQ
5	NEW	MOH: FRONTLINE	EA
6	9	WERCKLESS	ACTIVISION
7	NEW	SONIC MEGA COLLECTION	SEGA
8	4	ENTER THE MATRIX	ATARI
9	10	HULK	UNIVERSAL INT
10	NEW	SS BROTHERS MELEE	NINTENDO

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
F-ZERO GX	9.4	XGRA	9.0
THE ITALIAN JOB	8.0	STAR SOLDIER	7.1
MARIO GOLF	8.5	CUBIC LODE RUNNER	6.2
P.N.03	8.2	KIRBY'S AIR RIDE	7.7
MADDEN 2004	8.8	POKÉMON CHANNEL	7.1





Schexy Vanessa Schneider gets 8.2 from the judges.

NEWS

IN THE REAL WORLD...

1. REUTERS LEAVE THEIR FLEET STREET OFFICES.
2. A NEW CALENDAR CELEBRATING ROUNDABOUTS IS CREATED.
3. THE FRENCH GOVERNMENT SAVE AN ESTIMATED 118,000 JOBS BY RESCUING MANUFACTURER ALSTOM FROM BANKRUPTCY.





ISSUE 24: THE ONE WHERE CHANDRA KICKED OFF

IF YOU HAD seen Chandra's face when *Crystal Chronicles* came through you might have come a little closer to understanding what we have to put up with every day. It lit up like a hamster on fireworks night, and within a matter of seconds the main TV had been purged of its Xbox and *Knights Of The Old Republic* and we didn't hear from the man for a whole week. While this madness was going on the rest of the team were busying themselves with the PAL versions of *Soul Calibur II* and *Tiger Woods*. We couldn't help drooling all over *Killer 7* and *Metal Gear Solid: The Twin Snakes* either.

In alarmingly ironic fashion, this happened to be the issue where we wrote four pages of complaints aimed at gaming clichés. Of course, this feature in itself is one massive cliché, but you all know that we're cool enough to get away with such blatant hypocrisy. At least this is what Miles is fond of telling us as he whiles the day away in a blur of high-fives and biscuits.

Fun Break!! **CUBE**-spotters will be interested to hear that this was the second *Mario Kart* cover within four issues, but you probably already knew that.

GAMECUBE CHARTS

WEEK ENDING 20 SEPTEMBER 2003

POS	LAST	TITLE	PUBLISHER
1	1	SW: ROGUE LEADER	LUCASARTS
2	7	MOH: FRONTLINE	EA
3	3	LOZ: WIND WAKER	NINTENDO
4	2	SONIC ADVENTURE DX: DC	SEGA
5	NEW	P.N.03	CAPCOM
6	6	007: NIGHTFIRE	EA
7	5	FIFA 2003	EA
8	10	SONIC MEGA COLLECTION	SEGA
9	NEW	SS BROTHERS MELEE	NINTENDO
10	4	LOTR: THE TWO TOWERS	EA

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
MEDAL OF HONOR: RISING SUN	9.0	BUFFY THE VAMPIRE SLAYER: CHAOS BLEEDS	7.9
VIEWTIFUL JOE	8.6	WWE WRESTLEMANIA XIX	6.9
WORMS 3D	8.3	BIONICLE	4.4
SSX3	9.3	TALES OF SYMPHONIA	7.8
CONFLICT DESERT STORM II	8.5		





NEWS

IN THE REAL WORLD...

1. IAN DUNCAN SMITH IS OUSTED FROM THE CONSERVATIVE PARTY AFTER A VOTE OF CONFIDENCE BACKFIRES ON HIM.
2. CALIFORNIA GOES UP IN FLAMES DUE TO FOREST FIRES.
3. SCIENTISTS POWER A LIGHT BULB USING WATER, GENIUS.

ISSUE 25: THE ONE WITH GARY'S FASCIA

ON SALE
23 OCTOBER 2003



ONE MINUTE WE'RE walking out of the office doors into a world drenched in golden sunlight, and full of girls in short skirts, the next it's a case of big grey coats, tucking headphones under woolly hats and gradually losing all feeling in our hands as we avidly avoid stepping into puddles. Yep, winter once again dug its frozen claws into England's summer, buffeting us with icy winds and that special rain that seems to originate from nowhere, drizzling at you from all sides.

Still, it wasn't all bad! More and more information was released on *Pikmin 2*, one of our more awaited games, and *Viewtiful Joe* finally got a PAL release. Actually scratch that – it was pretty bad wasn't it. Still, something interesting happened during the production process – hawk-eyed readers may have spotted it lurking at the bottom of page 93. Our cover-up is that it's a joke. The real story is that 'I Hate Nintendo' was in fact, an intended back page where 'Mad Dog the upside down Dog' would spit poison at anything concerning the Japanese giants. That would've made us popular, eh?



Fun Fact!! Chandra would just like to take a moment to express his feelings on the issue of people writing in/emailing/phoning up to say that his *Resident Evil* feature contained several inaccuracies: 'I always research my facts you *******! If you don't believe me then send me an email with all your complaints and I'll detail where I got my information from!' Please note: We didn't consult him about this; it's just the impression we get from his ranting. Email him anyway though; it'll be a laugh.

GAMECUBE CHARTS

WEEK ENDING 8 AUGUST 2003

POS	LAST	TITLE	PUBLISHER
1	NEW	SW: ROGUE LEADER	LUCASARTS
2	1	SONIC ADVENTURE DX: DC	SEGA
3	2	LOZ: WIND WAKER	NINTENDO
4	NEW	LOTR: THE TWO TOWERS	EA
5	NEW	FIFA 2003	EA
6	NEW	007: NIGHTFIRE	EA
7	5	MOH: FRONTLINE	EA
8	4	WRESTLEMANIA X8	THQ
9	NEW	BURNOUT 2	ACCLAIM
10	7	SONIC MEGA COLLECTION	SEGA

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
FINAL FANTASY: CRYSTAL CHRONICLES	8.8	TIGER WOODS 2004	9.0
SOUL CALIBUR II	9.2	FREEDOM FIGHTERS	8.0
FINDING NEMO	6.1	DISNEY'S EXTREME SKATE ADV.	7.0
		NHL 2004	8.5



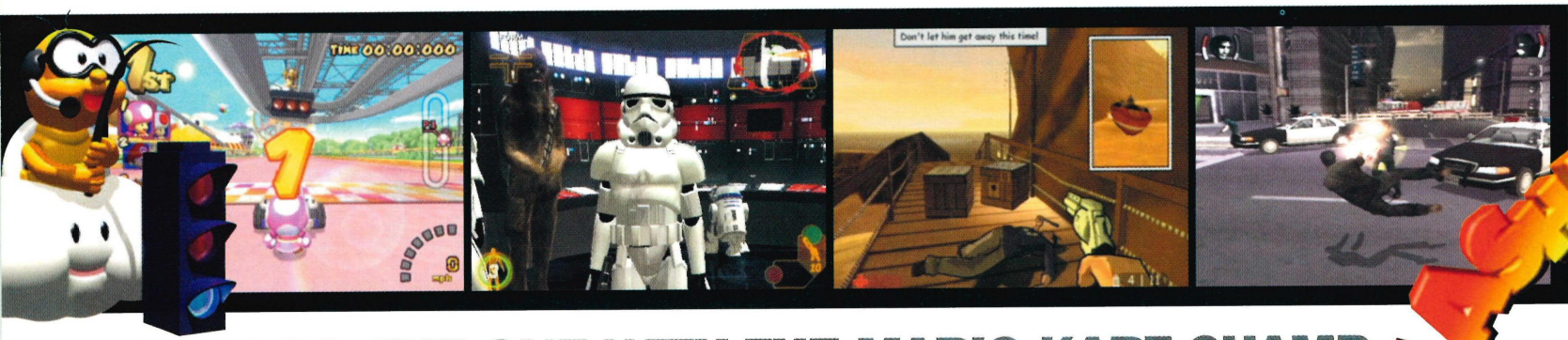


Link, the best of the three exclusive characters.

NEWS

IN THE REAL WORLD...

1. THREE MEN IN KENT ATTEMPT TO ROB A POST OFFICE ARMED WITH A CHAINSAW.
2. ROBERT DE NIRO IS DIAGNOSED WITH PROSTATE CANCER.
3. GROWING RACISM IN NEW ZELAND IS MET WITH A CAMPAIGN FROM THE GOVERNMENT.



ISSUE 26: THE ONE WITH THE MARIO KART CHAMP

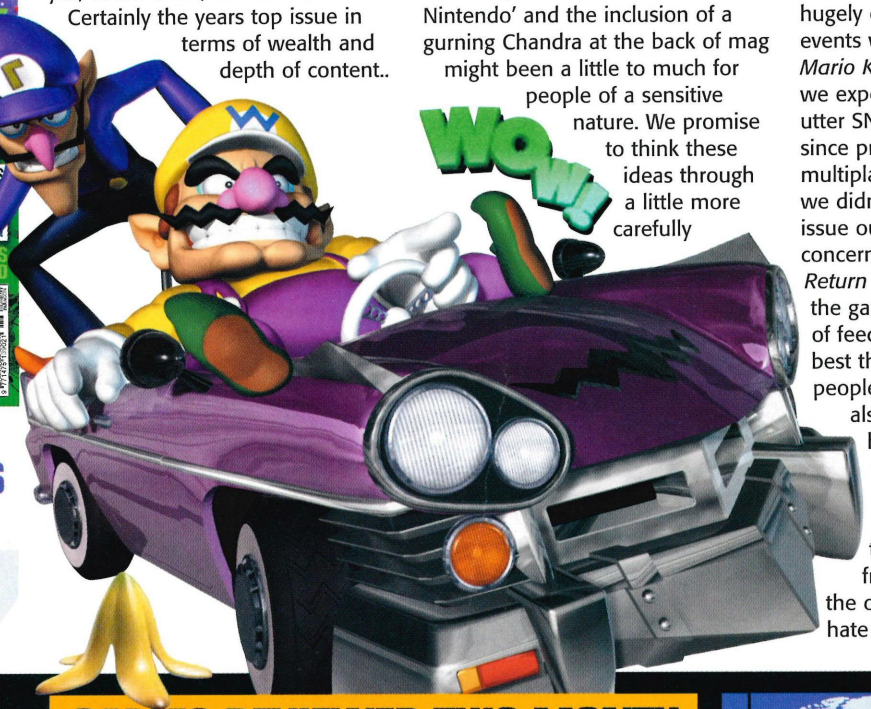


WHAT A FABULOUS issue. What a stunning line-up of features, In-Depths, previews and reviews – not to mention hands-on details of the *Metal Gear Solid* update and 15, yes, count them, 15 reviews.

Certainly the years top issue in terms of wealth and depth of content..

We also blinded everybody with our talents in the revamped Beat teh World, intimidated them you could say. (After all, nobody liked Grandmaster Flash at first). However, the death of 'I Love Nintendo' and the inclusion of a gurning Chandra at the back of mag might been a little to much for people of a sensitive nature. We promise to think these ideas through a little more carefully in the future and sincerely apologise for any distress caused.

On the reviews front we were hugely excited. In a bizarre series of events we managed to get hold of *Mario Kart* a good deal earlier than we expected, and despite being utter SNES *Mario Kart* fanboys, it's since proved to be our most played multiplayer game so far. Something we didn't expect when we put this issue out was the backlash concerning *Lord Of The Rings: Return Of The King*. Since we gave the game 5.8 we've received a ton of feedback insisting that it's the best thing since sliced elf. Some people were born wrong. This was also the one where we got hold of *Rebel Strike* now we think about it. Hmmm, never has a game split the opinion of the **CUBE** team so effectively. Judging from your letters, we're not the only ones with this love/hate relationship.



"THE COMMON THOUGHT IS THAT WE BLINDED EVERYBODY WITH OUR TALENTS, INTIMIDATED THEM YOU COULD SAY"

GAMECUBE CHARTS

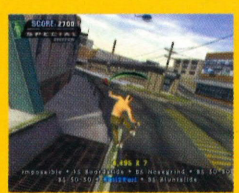


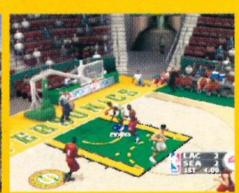
WEEK ENDING 11 OCTOBER 2003

POS	LAST	TITLE	PUBLISHER
1	NEW	FIFA 2004	EA
2	NEW	VIEWTIFUL JOE	CAPCOM
3	NEW	SUPER MARIO SUNSHINE	NINTENDO
4	NEW	SOUL CALIBUR II	NAMCO
5	1	SW: ROGUE LEADER	LUCASARTS
6	12	METROID PRIME	NINTENDO
7	6	007: NIGHTFIRE	EA
8	9	SS BROTHERS MELEE	NINTENDO
9	NEW	SW: JEDI KNIGHT II	LUCASARTS
10	NEW	MARIO PARTY 4	NINTENDO

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
MARIO KART: DOUBLE DASH!!	9.4	ROGUE SQUADRON III: RS	9.0
TONY HAWK'S UNDERGROUND	9.0	XIII	8.2
BILLY HATCHER AND THE GIANT EGG	7.0	LOTR: RETURN OF THE KING	5.8
1080° AVALANCHE	9.0	NBA LIVE 2004	7.3
TRUE CRIME STREETS OF LA	6.9	FIFA 2004	8.9
DRAGON BALL Z: BUDOKAI	4.5	NEED FOR SPEED UNDERGROUND	6.5
GLADIUS	6.5	THE HOBBIT	7.1
		THE SIMPSON HIT & RUN	7.4





Basketball it's a game of two halves, innit. No wait, four quarters.

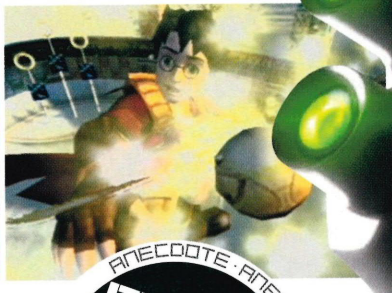
NEWS

IN THE REAL WORLD...

1. 600 NEW SPECIES OF FISH ARE DISCOVERED.
2. TOP OF THE POPS IS RE-LAUNCHED WITH A NEW FORMAT.
3. PLANS TO INCREASE UNIVERSITY FEES CAUSE CONTROVERSY.
4. CHRISTY GOOSE IS THE FIRST CHILD TO TRY OUT AN ARTIFICIAL LEG.







ANECDOTE: ANECDOTE

IT'S-A ME

This month we wrote our own Reviews Intro bits. Chandra used to do it and the fear of him slating us in the mag became too

ble.

ISSUE 27: THE ONE WHEN EVERYONE WAS SICK

EVERYTHING WAS GOING so well, but as usual the last deadline was completely ignored as we all entered a state of gaming frenzy. First it was *Mario Party 5*, with Miles' uselessness proving to be irresistible, then *Mario Kart*, with Miles' worthlessness meaning we just couldn't walk away, then *Wario Ware* came along, and once again Miles being crap dictated that we just couldn't leave the game alone. *Pac-Man Vs* was next, and well, Miles won. We went back to our desks and finished the magazine, grumpily.

We had a good number of reviews in this issue, and thankfully Gary's whining was quietened for a few days as he flipped his TV over to play *Shikigami No Shiro II* while Tim got to indulge his comic book fantasies with *Judge Dredd*. Event of the month was Byron not able to decide if he liked *Metal Arms* or not, which just goes to show how quiet the month was for all of us.

A pretty good **CUBE** year, you'll have to agree. A lot of high quality games, emotional ups and downs with Byron leaving, new faces arriving and just the right amount of PR people popping into the office to make us feel wanted. That is until we actually read the letters we get in as a result of all this. Still, we can't complain – at least people know our names. And stuff.

"EVENT OF THE MONTH WAS BYRON NOT ABLE TO DECIDE IF HE LIKED METAL ARMS OR NOT, WHICH JUST GOES TO SHOW HOW QUIET THE MONTH WAS FOR US ALL"



GAMECUBE CHARTS

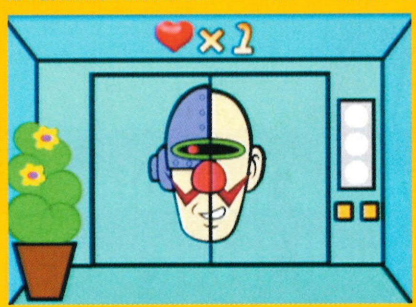


WEEK ENDING 8 NOVEMBER 2003

POS	LAST	TITLE	PUBLISHER
1	NEW	MARIO KART: DD!!	NINTENDO
2	NEW	SW: REBEL STRIKE	LUCASARTS
3	NEW	SW: CLONE WARS	LUCASARTS
4	NEW	SW: BOUNTY HUNTER	LUCASARTS
5	1	LOTR: RETURN OF THE KING	EA
6	NEW	THE SIMPSONS: HIT & RUN	EA
7	6	FIFA 2004	EA
8	9	F-ZERO GX	NINTENDO
9	NEW	RESIDENT EVIL 0	CAPCOM
10	NEW	HARRY POTTER: QWC	EA

GAMES REVIEWED THIS MONTH

GAME	SCORE	GAME	SCORE
METAL ARMS	7.9	THE SIMS: BUSTIN' OUT	8.2
JUDGE DREDD: DREDD VS DEATH	7.5	CRASH NITRO KART	4.8
SHIKIGAMI NO SHIRO II	7.2	WARIO WARE	8.2
HP: QUIDDITCH WORLD CUP	6.5	MARIO PARTY 5	7.0





Gary made his ideal girlfriend on *The Sims: Bustin' Out*. He always does this and and it's starting to scare us.

NEWS



IN THE REAL WORLD...

1. A LEGITIMATE VERSION OF NAPSTER IS TESTED OUT.
2. HARRODS GET INTO TROUBLE OVER CREDIT CARDS (YES – TAKE THAT!).
3. THE OXFORD DICTIONARY IS UPDATED WITH 3,000 NEW TERMS AND DEFINITIONS INCLUDING 'DA BOMB', 'MUPPET' AND 'BADA-BING'.

BANJO IS BACK

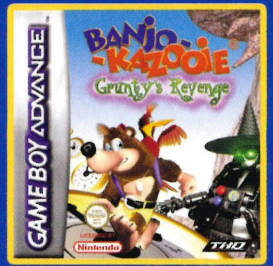
NGC STAR GAME

90% NGC

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

91% ADVANCE



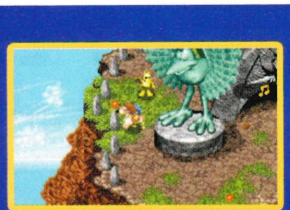


Experience Banjo and Kazooie's handheld debut, the third game in the well-loved series from Rare®, authors of Banjo-Kazooie® , Goldeneye™ and Perfect Dark®

BANJO-KAZOOIE®

Grunty's Revenge







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Commander & Conquer

GOBLIN COMMANDER

CUBE INFORMATION

GOBLIN COMMANDER	
PUBLISHER:	JALECO
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	STRATEGY
PLAYERS:	2

PERCENTAGE COMPLETE

00 25 50 75 100

FEB '04	TBA	OUT NOW

A BIT OF PREVIOUS

STARCRAFT
PC

WARCRAFT
PC



THE COMPANY LINE

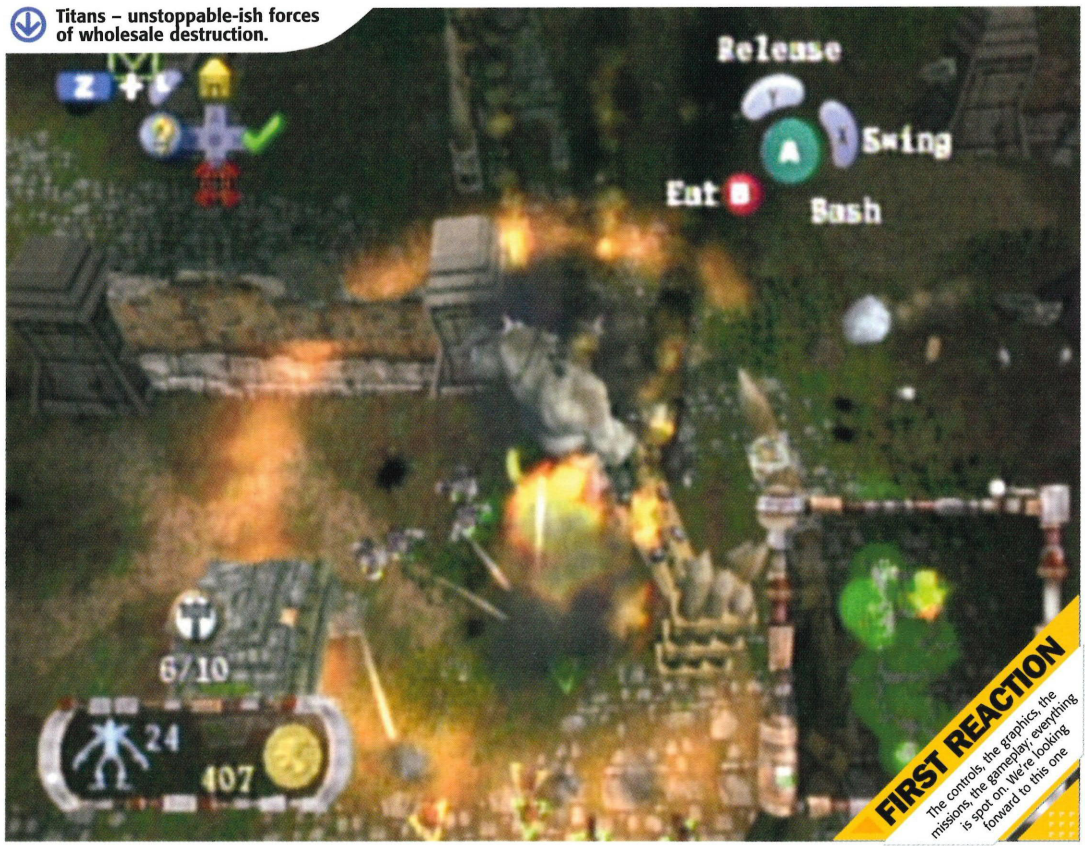
THE GOBLIN COMMANDER IP WILL MARK A REVOLUTIONARY STEP FORWARD IN CONSOLE GAMING.

JALECO PRESS RELEASE

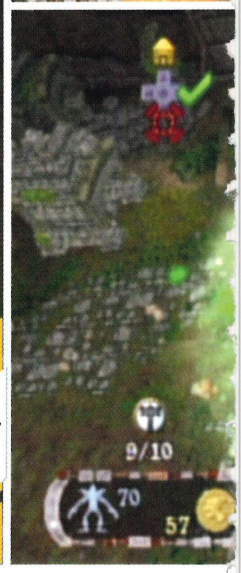
CUBE BACKATCHA

Great! We'll remember to bring our guns.

Titans – unstoppable-ish forces of wholesale destruction.







Real-time strategy gaming arrives on the GameCube... and in some style too!

IF YOU THOUGHT that Aragorn and his *Lord Of The Rings* companions would be the only ones running around hacking down goblins this winter, think again. Thanks to Jaleco, GameCube owners can now join in the fun with this spectacular real-time strategy game.

Yep, you read that right – real-time strategy. After all this time the GameCube's legion of armchair generals can finally pit their wits against hordes of enemy warriors in a game to rival *Command & Conquer: Generals* on the PC. If that sounds like a brash boast then consider that the brains behind *Goblin Commander*, namely siblings Chris and Ron Millar, both earned their wings working on such legendary RTS games as *Starcraft* and *Warcraft*.

Such pedigree demands respect, and now that we've played near finished code our initial enthusiasm for the game has soared like a Jonny Wilkinson drop goal.

The reason *Goblin Commander* is shaping into such a cracking title is that the development team, led by the Millar brothers, have had the balls to tear up the tome marked 'Laws of RTS Gaming' and write a new set of rules specifically for console. See, unlike the ill-fated *Starcraft 64*, from day one *Goblin Commander* has been designed with a console pad in mind. As a consequence, it feels more at home on console than any other RTS that has gone before.

One of the most influential changes the development team has introduced is a reduction in the number of controllable units. While the current trend on PC seems to be for more of everything, Jaleco's boys have stripped the numbers right back. Starting out the campaign game as head of the Skullcrusher clan, you can initially muster a measly army of just ten goblins. As you progress through the missions – which invariably revolve around locating, destroying or protecting something – the units of vanquished clans can be drafted into your army, eventually swelling its number to a maximum of 30. This may seem paltry, but the numbers work. By avoiding the temptation to chuck in masses of units, Jaleco has successfully kept the action close and manageable, making for an intense and involving game.

In truth though, 30 isn't quite the maximum number of units. Titans, lumbering leviathans capable of knocking down walls and wiping out enemy soldiers with one savage attack, can swell

: UNLEASH THE HORDE



Do goblins bleed green blood? For more on this fascinating story see the next issue.

GOBLIN UP TIME

TWO COMMANDERS, ONE TITANIC BATTLE

Not only does *Goblin Commander* boast an excellent single-player campaign, but a split-screen mode also allows for some riotous two-player battles. Admittedly it's possible to see exactly what your opponent is up to, but the pace of these head-to-head confrontations is so frantic that too much time spent spying only leads to inglorious defeat. With 12 special multiplayer maps and a host of options designed to ensure a fair fight, this skirmish game adds an extra dimension to what is already looking a special game.



Finally – split screen two-player RTS action. About bleedin' time!

the size of your army still further. Sadly, each clan only has a single Titan to its name, and only one can be thrust upon the enemy at a time. But any disappointment felt is quickly quashed once the ability to manually take control of these powerful units is discovered. Admittedly, when we first heard about this particular feature we worried it was nothing more than a gimmick, but once again Jaleco has got it right. Far from a throwaway feature, taking charge of Titans actually serves to draw you into the game by giving you a more active role.

Taking charge of an individual unit in a real-time strategy game was only ever going to work if the controls were spot on. They are. In fact we'd go so far as to say that it's the wonderfully intuitive control system that really makes the game. A single button press has every unit from the same clan charging to the cursor point and moving into close proximity of enemy units is all that's needed to stir your valiant goblins into action. This system works brilliantly, allowing the game to flow freely and giving players license to concentrate on bigger issues instead of fighting against the controls.

With so much going for it, the only disappointment with *Goblin Commander* at this near-complete stage is that it doesn't have a rich, interesting storyline more befitting its overall excellence. Set in the land of Ogriss, the game places you in the middle of a raging war between rival goblin clans and its up to you to restore peace. Oh, and save the world, naturally. It's banal stuff and doesn't do justice to the innovative way Jaleco is strapping the gameplay together. But in truth, it doesn't really matter. Not even the inadequacies of the story can detract from a game that is otherwise shaping into a superior strategy title. CUBE

"FROM DAY ONE GOBLIN COMMANDER HAS BEEN DESIGNED WITH A CONSOLE PAD IN MIND"

CUBE EXPECTATIONS

AT LAST A STRATEGY GAME TO BE PROUD OF



- ⊕ Intuitive controls make it a dream to play
- ⊕ Streamlined gameplay keeps up the pace
- ⊖ The storyline is a bit weak
- ⊖ Missions can be repetitive

■ Considering the lack of competitors, *Goblin Commander* looks a sure-fire hit. Its cause is certainly helped by the clever controls, action-packed gameplay and impressive graphics. Now all Jaleco needs to add is an interesting story and engaging characters and it could have a CUBE Star Game on its hands.

It's pop-tastic!

PUYO POP FEVER

CUBE INFORMATION

PUYO POP FEVER	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
ORIGIN:	JAPAN
GENRE:	PUZZLE
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

Q1 '04 | OUT NOW | OUT NOW

A BIT OF PREVIOUS

SONIC MEGA GAMECUBE

PSO EP I+II GAMECUBE

BILLY HATCHER GAMECUBE





These games never change much, but why mess with perfection, huh?

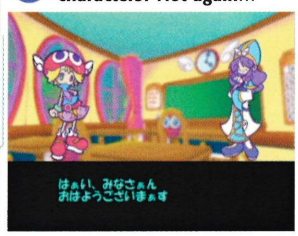
FIRST REACTION

You can forget about *Nintendo Puzzle Collection*, *Puyo POP* is where it's at! Nope, we're not joking.





Bright colours and crazy characters? Not again...



Pop in for a quick game why don't you... you'll never leave.

THIS GAME MUST be as old as the hills. Line up the coloured blobs (who are the Puyo) into groups of four, watch them disappear and try to create combos which will send 'nuisance' Puyo onto your opponents, screen, making their game a lot tougher. Simple, but damn effective.

However, this being on a 128-bit console, Sonic Team have thrown a lot more into the mix to make things more exciting. Advanced players will be able to 'offset' the nuisance Puyo by performing their own combo just after their opponent has completed theirs. If successful then they'll suffer less damage, and depending on just how successful, may even come off all the better for it.

Fever mode is the obvious addition, to the point of becoming a sub-title of the game. As you play, a Fever Time increases when you offset attacks. When this timer becomes full, you enter Fever Mode, where your screen dances in all kinds of garish colours and ready-made chains can be broken with just one strategically placed block of Puyo. Massive points can be gained from this, but equally, it can be even easier to end up losing the entire match. Like all good puzzle games, it's a fine balance, which you have to constantly manage.

As well as this, there are all the usual one player modes you would expect from any self-respecting puzzle game, including varying difficulty levels, mission modes where you've got a time limit to worry about, a mode where you start with your Fever Time full and for purists, the classic Original mode. All in all, with the massive amount of options and gorgeous presentation, this looks to be the most complete version of *Puyo POP* available on any console. But of course the question remains of whether people will spend money on such an old concept... CUBE

THE COMPANY LINE

"COLOURFUL GRAPHICS... COMPLEMENT THE SIMPLISTIC NATURE OF THIS HIGHLY ADDICTIVE GAME"

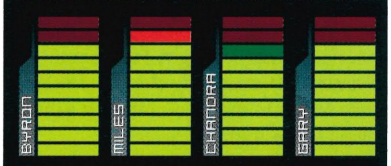
SEGA PRESS RELEASE

CUBE BACKATCHA:

So the graphics aren't too hot, then.

CUBE EXPECTATIONS

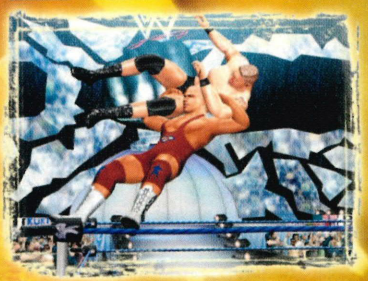
POP TIL YOU STOP!



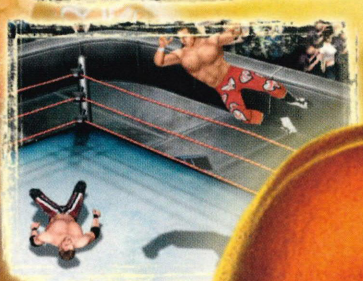
- Proven gameplay
- Lots of new features

■ Often overlooked, but always an important part of any console line-up, puzzle games are the old classics to which you'll always return. We've played this many times before, but this could be the most complete version yet.

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

JAKKS Pacific INC.

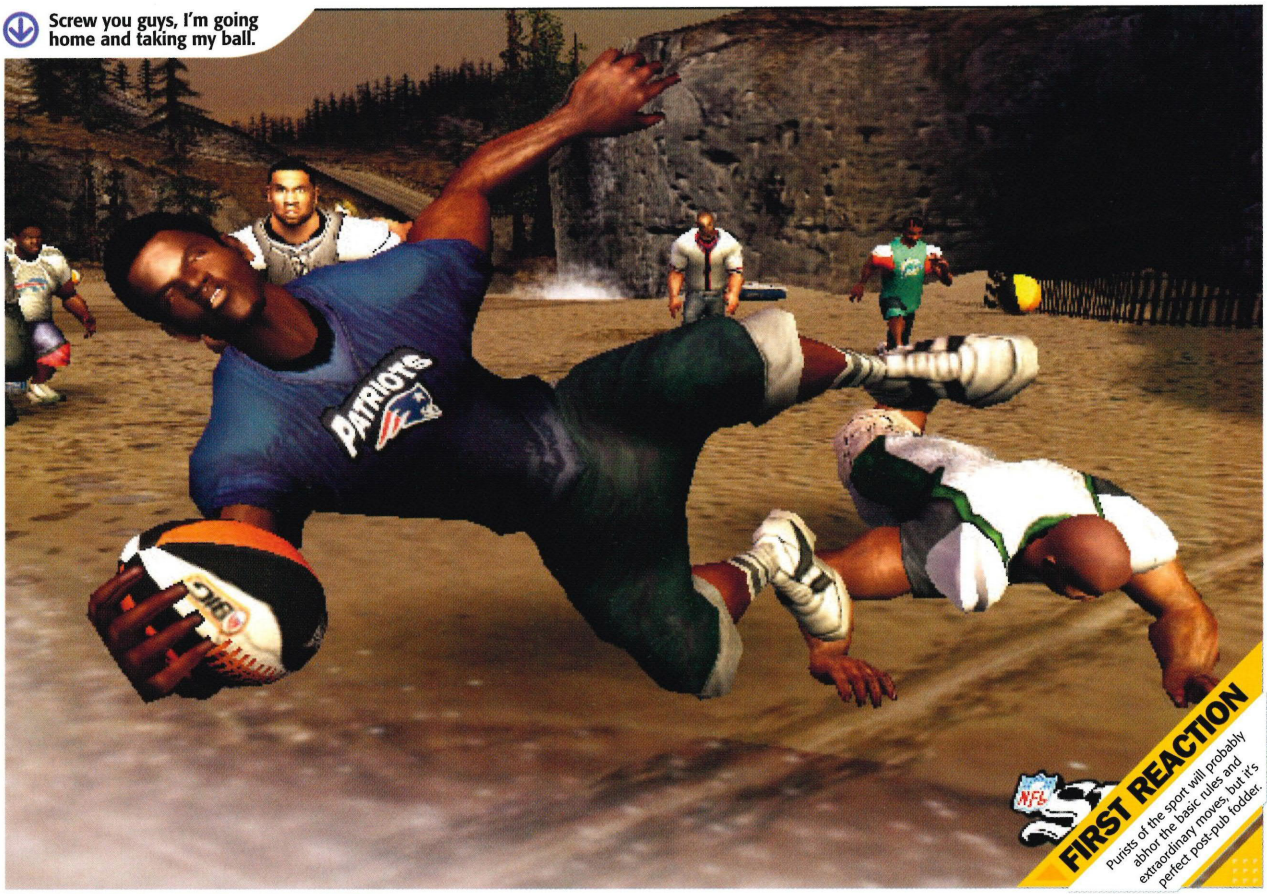
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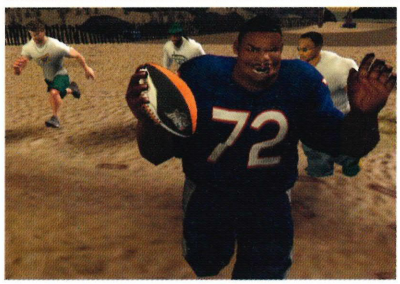
www.thq.com

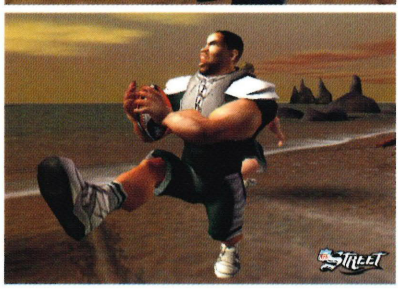
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Street Wise

Screw you guys, I'm going home and taking my ball.







CUBE INFORMATION

NFL STREET	
PUBLISHER:	EA
DEVELOPER:	EA TIBURON
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	4

PERCENTAGE COMPLETE

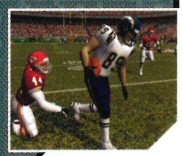
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MAR '04 | TBA | MAR '04

A BIT OF PREVIOUS

MADDEN 2004
GAMECUBE

NBA STREET
GAMECUBE



THE COMPANY LINE

"CHOOSE FROM HUNDREDS OF SWAPPABLE CLOTHING AND ACCESSORIES TO CUSTOMIZE PLAYER'S HAIRSTYLE, TATTOOS, AND MORE"

EA PRESS RELEASE

CUBE BACKATCHA

Give us more moves, not more clothes!

The NFL's finest swap plush stadiums and superstar status for life on the streets.

THE OH SO hip Tony Hawk may have given us back the streets, but now the superstars of US footy (no, not the real kind) are trying to muscle in on the act with an arcade sports game of their own. Yep, EA and the development team behind the impressive *Madden* series are taking NFL to the streets in a game that strips away the strategy and tactics of the sport and replaces them with outlandish tricks and razzamatazz.

Taking a stadium sport and placing it in odd environments is a risky business. Over the years plenty of developers have tried to do it and it has rarely worked. The excellent *NBA Street* was an exception to the rule and eyebrows were raised when we first heard about *NFL Street*. Our trepidation wasn't eased when we clocked a feature list that claimed the ability to swap clothes and buy accessories as a major selling point. It's meant to be a sports game not a fashion show, right? But the proof is in the pudding and to our surprise *NFL Street* actually tastes very, very sweet.

The success of the game lies in its speed and simplicity. Much like Midway's *NFL Blitz*, complicated plays, complex strategies, even penalties and kicking have all been unceremoniously dumped. Even the number of players has been reduced to just seven-a-side.

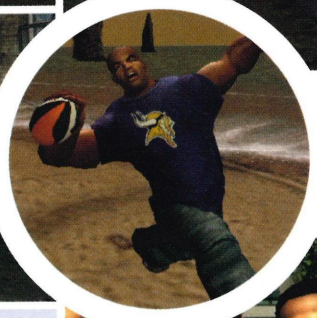
NFL STREET





Shove it, shove it , shove it, expect a gnarly soundtrack.





He looks quite a lot like 'Iron' Mike Tyson. It might be a good idea to invest in some serious headgear, you don't want you ears to suddenly and painfully go 'missing'...





All these changes are geared towards making the game easy to play, fast flowing and free-scoring. Contrasting neatly with the thoughtful yet fragmented play of *Madden 2004*, this style of play should help *NFL Street* appeal as much to lads returning home from the boozer as it is will to NFL followers.

As in *NBA Street*, it's the characters and stunning Gamebreaker moves that make *NFL Street* something special. Over 300 of the NFL's brightest lights, including legendary (probably) running back Barry Sanders, are recreated in the game as larger than life players.

With a unique set of skills that can be upgraded as the game progresses, this vast collection of characters offers plenty of opportunity for NFL followers to pick their favourites and turn them into world superstars.

Best of all though are the Gamebreakers. Pulling off great plays, tricks and showboat moves help build you up to Gamebreaker status. At this point your team can pull off superhuman feats, such as bulldozing down the field to score a touchdown or bashing opponents so hard the ball pops out into open play. And far from just fancy moves that look great, good players will quickly learn that Gamebreakers can make the difference between victory and defeat.

As fun as *NFL Street* is, it does raise some concerns, the most pertinent worry being how well it can hold the attention. It doesn't offer the same long-term objectives as the franchise mode in *Madden 2004* and hasn't nearly as much depth. Although this means *NFL Street* is unlikely to steal the US footy crown from its established peer, on the plus side the game does seem better suited to filling half an hour here and there. With quick matches, simple gameplay and support for up to four players we predict it'll be particularly popular with the post-pub brigade.

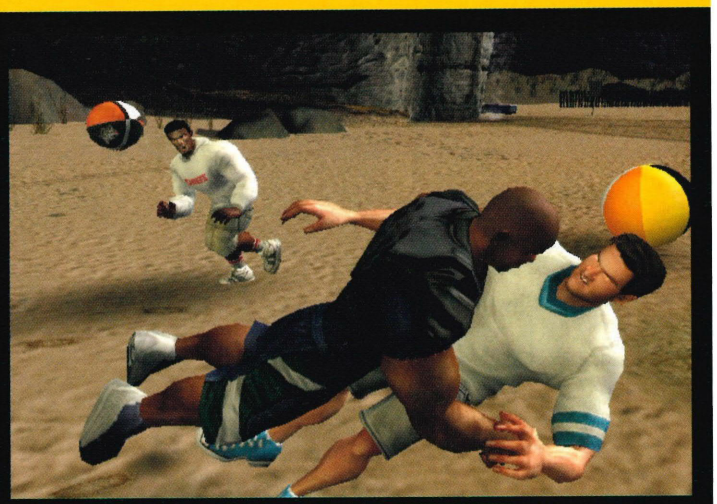
By taking much of the sport out of *NFL Street* and putting so much gameplay back in, EA's latest assault on the sports charts could be a surprise hit. It's never going to be a *FIFA*, a *Tony Hawk's* or even a *Madden*, but it definitely has potential and should find a welcome home with anyone who prefers their sports games fast and ferocious. CUBE

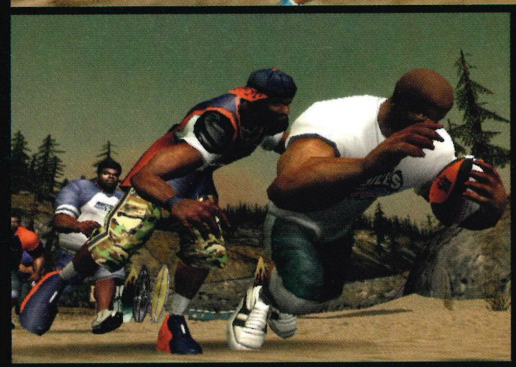
"IT'S THE CHARACTERS AND GAMEBREAKER MOVES THAT MAKE NFL STREET SPECIAL"

BEACH BUM

TAKE THE ACTION TO THE STREETS

Forget 100,000-seater stadiums and crowds of adoring fans. In *NFL Street* you play on a beach, in a park and even on a corner lot. With each 'pitch' offering unique field dimensions and various playing surfaces such as mud, sand and concrete paving slabs, the idea is that players have to pick a team best suited to the conditions of each game.





When big men collide! That has 'Sky One Special' written all over it.

It's bad enough when you get sand in your pants, but in your jockstrap...

CUBE EXPECTATIONS

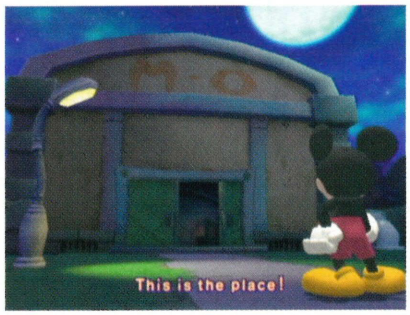
AS TEMPTING AS DATING A CHEERLEADER



- The fast, furious action is edge-of-the-seat stuff
- Gamebreaker moves offer a unique twist
- Can't match the long-term challenge of *Madden*
- Could do with a few more plays

American football doesn't travel outside the arena as well as basketball, but *NFL Street*'s fluid gameplay, larger than life characters and dazzling Gamebreaker moves threaten to be a fun alternative to the complexities of *Madden*. Much more an arcade game than the full on simulation vibe of the EA Sports department.

Close your eyes and count to ten...







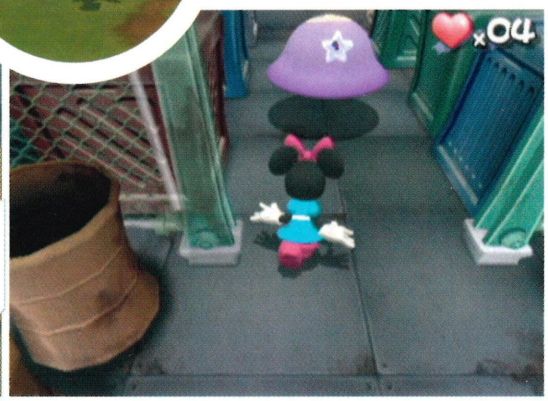
You fancy her. And you fancy Bugs Bunny in a dress.





Because it's got footprints on it means you can attack it, obviously.

Surprisingly they've copied the Codec from *MGS* too. Interuptions!



FIRST REACTION

Hmm, it's yet another dodgy looking Disney game! Can't wait, we'll do a six page review on this, oh yes.

DISNEY'S HIDE AND SNEAK

Capcom let out a sneaky one

WE'VE SEEN A fair few of Disney themed games on the GameCube and GBA so far, but none have managed to ignite any genuine enthusiasm. Capcom are hoping to change this view with this, a stripped down stealth game incorporating Mickey and Minnie Mouse in an adventure that tests many essential gaming skills – jumping, planning and pulling levers.

Hide And Sneak is an odd title in that it plays like a simple *Metal Gear Solid*, where you direct Minnie or Mickey Mouse around several themed stages with the aim of rescuing your spouse (who this is depends on the character you're playing as, obviously) from the mysterious space alien Lu-Lu. The big difference here is that this is a children's game so the controls and play mechanics are extremely simple.

Because of this there are only two buttons to worry about – A and B, which in turn allow you to perform a Trick which is a context-sensitive action (jumping on top of a crate, pulling a lever, stomping on a weak enemy's head, crawling underneath a gate... you get the idea), and run along at speed.

In order to progress through the overhead locations you have to collect keys, fiddle around with switches and do a million other simple puzzles that you've done before in countless other games. Enemies have blinking arrows protruding from their heads to show which direction they're looking in, and if you're seen they'll charge at you. Avoid their attack and they explode, giving you several precious seconds in which to make your escape before they regenerate. It's all extremely simple stuff, and from what we've played so far, lacking in any sort of challenge. There's no doubt that this is a step up from the usual Disney GameCube fare , but we don't hold out much hope of it changing the perceptions of a franchise so bogged down in dodgy titles. Just because it's for kids doesn't make it alright. Still, you never know.

CUBE

CUBE EXPECTATIONS

STEALTH WITH DISNEY



- ⊕ *Metal Gear Solid* for children
- ⊕ Addictive gameplay

■ **It could prove to be a decent title but the more adult, stealthy game style coupled with Disney characters makes it hard to see who this will appeal to. The gameplay itself isn't looking too bad. Ironic really.**

CUBE INFORMATION

DISNEY'S HIDE AND SNEAK	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	SNEAK 'EM UP/PUZZLE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

Q1 '04	OUT NOW	OUT NOW

A BIT OF PREVIOUS



RESIDENT EVIL 0
GAMECUBE

RESIDENT EVIL REMAKE
GAMECUBE

DISNEY'S MAGICAL MIRROR
GAMECUBE

THE COMPANY LINE

"INTERMISSION SEQUENCES ARE FEATURED TO HELP TELL THE STORY"

CAPCOM PRESS RELEASE

CUBE BACKATCHA

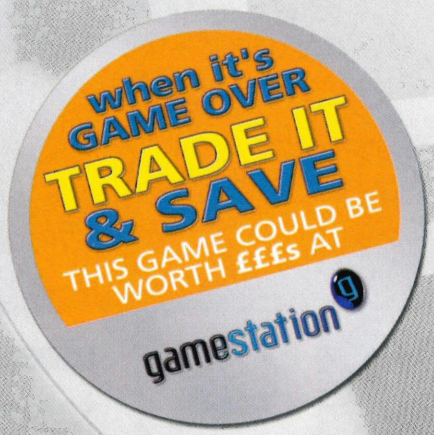
Half the gameplay will be made up of FMV!

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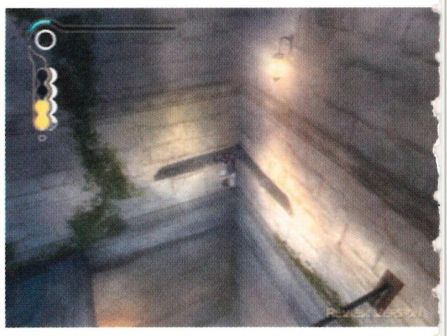


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It's only January and already we have a contender for game of the year!

PRINCE OF PERSIA SANDS OF

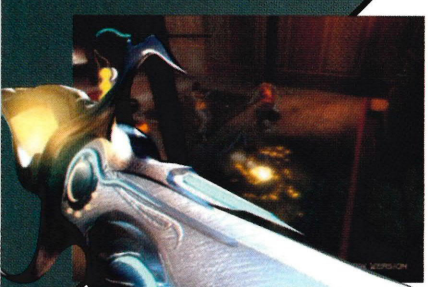
CUBE INFORMATION

PRINCE OF PERSIA: SANDS OF TIME	
PUBLISHER:	UBI SOFT
DEVELOPER:	UBI SOFT MONTREAL
ORIGIN:	CANADA
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

MAR '04 (UK) TBA (JAPAN) OUT NOW (US)




FOR ALL THE brilliance of the original *Prince Of Persia* it was a game seriously flawed by one overriding sensation – frustration.

Far too often in Jordan Mechner's classic his fondness for pixel perfect jumps and the instant death that met failure to make such leaps meant that the noise of thumped keyboards, a wail of 'aargh' and new and elaborate ways of swearing soon drowned out the more appreciative cooing sounds of onlookers on first witnessing the elegant rotoscoped animation and ingenuity of the puzzle design.

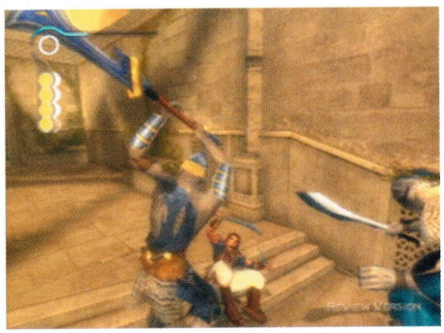
Prince Of Persia: Sands Of Time, on the other hand, takes everything that made the original game a masterpiece of its era and not only elaborates on it, but avoids the irritating aspects not only of its predecessor

"SANDS OF TIME TAKES EVERYTHING THAT MADE THE ORIGINAL GAME A MASTERPIECE OF ITS ERA"













but of the whole platform genre. And all because of one dimension – time.

Both a backbone to the story (in a clever concept, the plotline itself is told retrospectively by the Prince himself) and the central gameplay mechanic, the manipulation of time is key. And, just this once, we're not just talking about some hackneyed version of bullet-time, thank God.

In tackling the ornate geometry of *Sands Of Time* (which is effectively the bulk of the game) you have at your disposal the ability to slow time down. Doing so makes rolling under fast moving scythes, and performing precision jumps much easier. Better than this though, you can turn back the clock. Say for instance your jump at a ledge goes tits up and you plummet to your death, rather than have the annoyance of restarting, all you need do is reverse the flow of time and watch as you magically launch back to the point where you were previously standing, just like the advertisement.

And it's not just this gimmick that helps. The whole design of *Sands Of Time* is engineered to encourage ease of playability. If you fall from a ledge you'll grab it rather than just plummeting.

PREVIOUS

FROM THE MAKERS OF...

SPLINTER CELL

■ The best stealth game on the GC. *Twin Snakes* might better it although *Pandora Tomorrow* could well outdo them both.

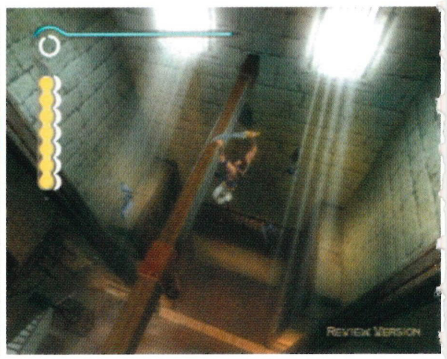


TOTALGAMES.NET RATING: 88%









RIDDLE ME THIS

THINKING CAPS ON...

Like desktop executive puzzle games made vast enough to run about in, the brain teasers in *Sands Of Time* are yet another example of what could have been generic, made novel. Always the right side of challenging they're a perfect cerebral complement to the gymnastics required during normal platforming sections.

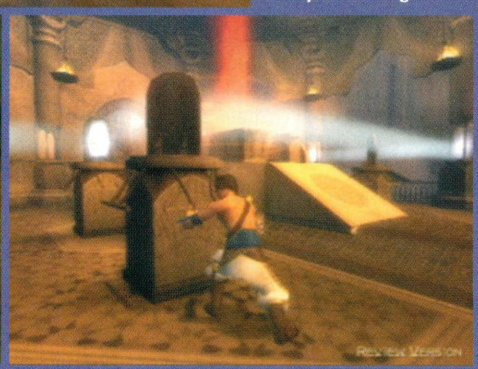
Many of the basic puzzle concepts you're sure to have experienced before but the class, wit, presentation and ingenuity of their implementation stop them feeling stale. Better still, in the most difficult puzzle you're given useful verbal prompts from a nearby soldier. Clever, fun and never frustrating, as all games should be.



Rearrange the mirrors to light up the central column from only one intial source of light. The solution here is simpler than you might first think.

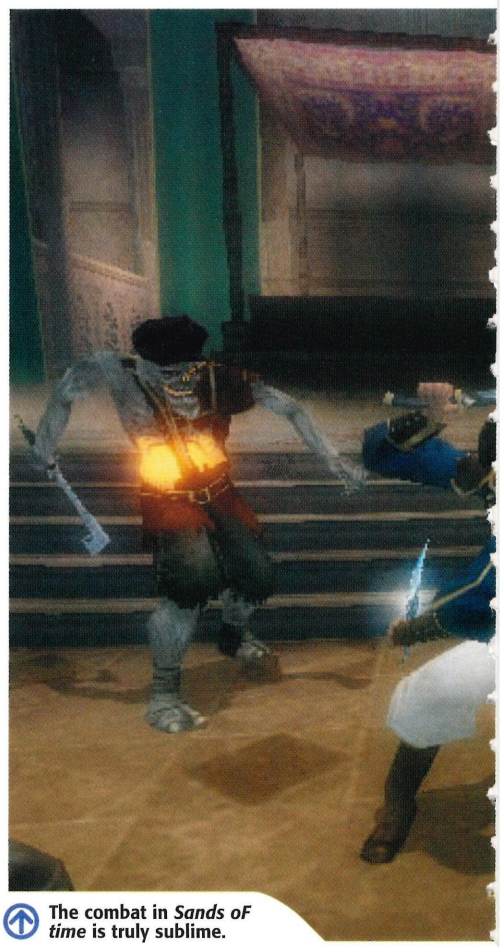
There are so many puzzles and traps to solve and navigate, and they're such a pleasure to complete, that hours will fly by without you realising it.





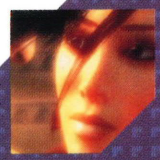
Pouncing from one beam to another is simple as there's only actually four directions. A revealing bird's eye view of any location is always available at the press of a button. Even the blocks that you can move can be pushed and pulled sideways without having to wander around them. It's these little things that matter in making a game truly great and *Sands Of Time has* very few oversights.

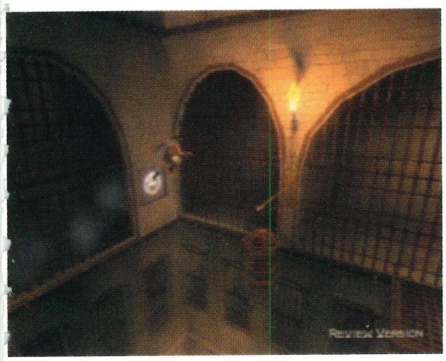
Such attention to detail means that bold exploration is encouraged (messing up



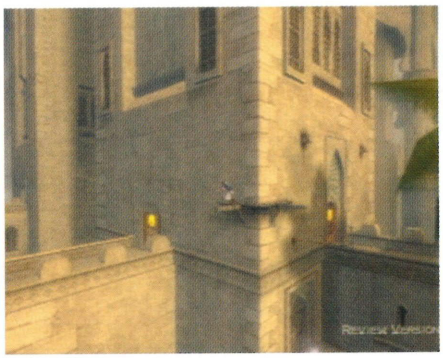
The combat in *Sands oF time* is truly sublime.

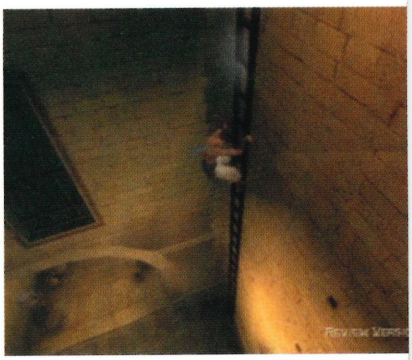
"STAGGERINGLY AGILE PERFORMANCES OF ON-SCREEN GYMNASTICS REQUIRING SIMILARLY SUPPLE MENTAL ACROBATICS"











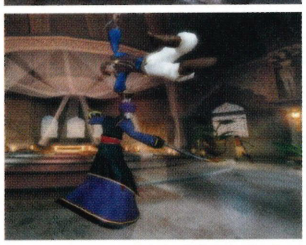
won't cost you) and allows *Sands Of Time* to revel in what it does best, namely brain teasing, fluid and staggeringly agile performances of on-screen gymnastics requiring similarly supple mental acrobatics. Every single location such as the eerily silent underground tombs to sun cracked temple exteriors is bristling with feats requiring both leaps of the imagination and control dexterity.

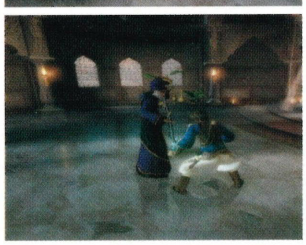
From running along walls to vaulting from pole to pole through to swinging from ropes only to jump and then bounce back off a facing wall in a zig-zag ending back on the cord you were just dangling from, control of the Prince defines what it is to call a game intuitive. And again, thanks to your ability to rewind time there are very few agonising falls to your death and restarts, unless you run out of Sands Of Time powers.

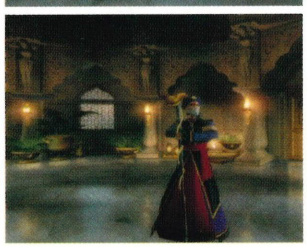
Beginning with four Sands Of Time means you've only got four uses of either slowing time down or reversing it. In combat though, downing an enemy and









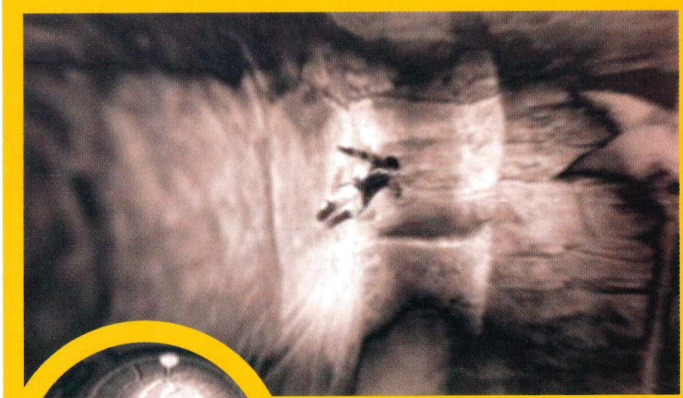


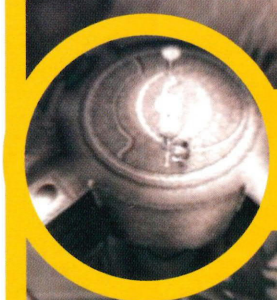
SIGHT BEYOND SIGHT

WHAT THE FUTURE HOLDS IN STORE

Designating each individual scenario and functioning as a save point, these columns of light also provide another neat twist on the theme of time in that they visually foretell, in a black and white flashback style, much of what the next scene requires. Opinion has been split on whether these visions give too much of a hint as to what to do next. We reckon they're an excellent addition to elaborate platform gaming in that if ever you're terminally stuck (which, let's face it, can stop you playing altogether), stepping back into the light lets you see the vision again.

Much like the rest of the game this foresight aspect avoids frustration and if you think it's cheating then simply don't watch.





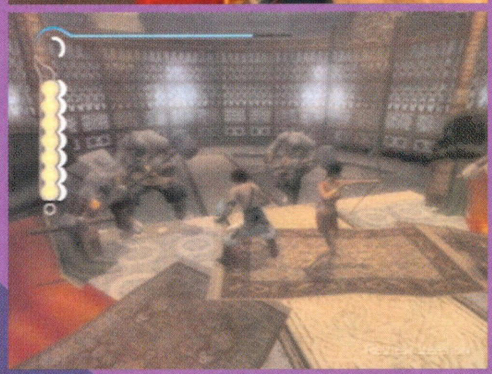
You've got to love the groovy flashback style of the puzzle tips. Of course this means...

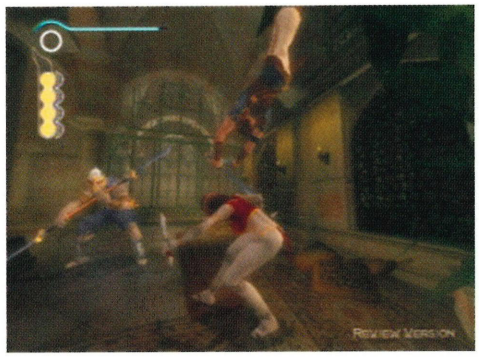
... everything turns out all right in the end, just like all the best stories.

















The spooky locales are impressivly detailed. Bet you can't wait to get exploring in there. But wait you must since the game isn't coming out until March. We'll have a full review for you next month though.

From the perilous instant death beginnings of the original *Prince Of Persia* to this masterpiece, it could be argued that games are getting easier. Easier or just more fun to play? It's a balance.



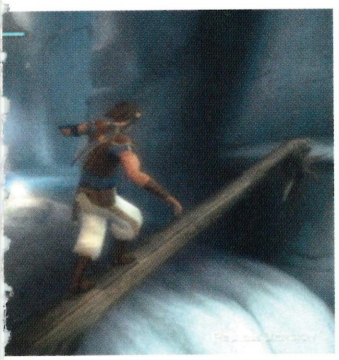
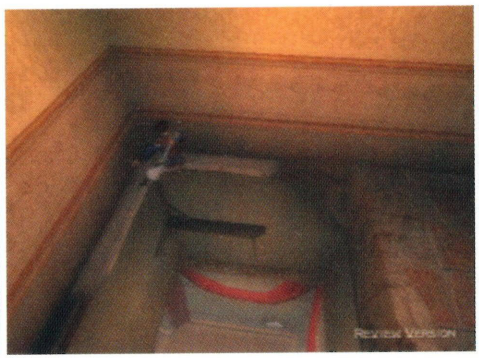
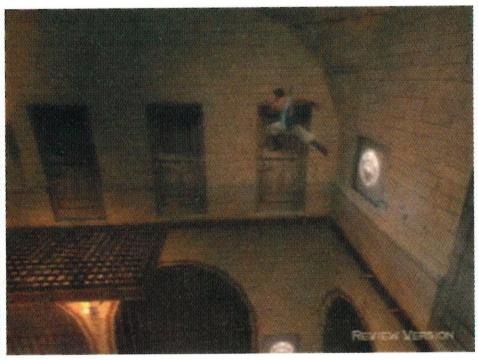
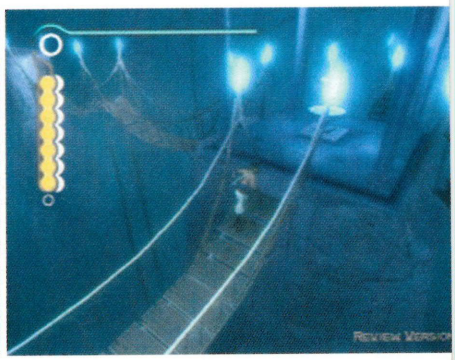
WHO'S THAT GIRL?

RUNNING AROUND WITH YOU

Accompanying you for around half your adventure is Farah. Although she can't perform acrobatics her diminutive stature means she can slip through gaps in walls and under doors accessing areas and switches that aid you in traversing the *Sands Of Time*'s labyrinthine locales. Farah also needs protecting during fight scenes although with a bow and arrow to keep adversaries at bay she rarely gets in the way and thankfully is barely a liability, although, if she dies you'll need to start over again. If you're feeling a bit angry you can kill her yourself, nice to have options isn't it...

As an example of some of the best emotive characterisation since *Ico*, Farah and yourself continually chat to each other in game (sometimes sarcastically but ultimately tenderly) and she proves to be not only a useful ally but something more as you'll discover much later in the game.

"IT NEVER FEELS ANYTHING LESS THAN COHERENT AND IS SOMETIMES EVEN WITTY. IF YOU'RE FEELING PRETENTIOUS, CALL IT POSTMODERN"

TIME'S ARROW
CAN PROVE PAINFUL

■ As well as continually aiding you by pulling switches you're unable to reach Farah can also fight adversaries using her bow and arrows. Careful where you stand though as getting in the way can result in an arrow in your back.

FRIENDLY FIRE
THEIR OWN WORST ENEMY

■ The grunts in *Sands Of Time* aren't exactly the sharpest tools in the box. Sometimes they'll brazenly swing a weapon only to strike down one of their own. Aid their clumsiness with some cunning dodging.

FIGHT CLUB
THE RULES OF ENGAGEMENT

■ The Prince's reportoire of moves includes the usual slashing but also the ability to freeze enemies. When frozen an assailant can be split down the middle although doing so means you'll miss out on replenishing your time gauge.

plunging your scimitar into its chest to finish it off, replenishes these abilities.

In the same way that the platforming aspects of the original *Prince Of Persia* have been lavishly updated and made so incredibly more playable, the same can be said of another integral part of this game – the fighting.

Using a version of Ubi Soft's Jade Engine that's also present in *Beyond Good & Evil*, a ruckus in *Sands Of Time* plays simply but elegantly. You can dodge, you can attack, you can freeze opponents mid-air and split them in half. You can also defend even when on the floor and, best of all, pounce from walls, vault over enemies' heads and skewer them in the back.

Fighting also allows for the use of your final Sands Of Time power, a smart bomb-like move that freezes those around you and at the press of a direction sees you dart from point to point, carving them in half.

If you're unconvinced about the praise we're lavishing on *SOT* and think that it's only a contrived way of dressing up jumping and fighting then you're missing the point. Without turning this into too much of review, *Sands of Time* knows it's a just videogame. It makes fun of this notion in conversations between the Prince and Farah and, although joking about how locations are so littered with traps, it never feels anything less than coherent and is sometimes even witty. If you're feeling pretentious, call it postmodern.

A sumptuous, evocative, faithful and innovate update, *Prince Of Persia: Sands Of Time* could be one of the best platform games ever made. CUBE

CUBE SAYS...
FIRST IMPRESSION

So far ahead of any other platformer released over the years. A genuine classic which, despite the odd unnecessary spikes in difficulty during extended fight sequences will have many other developers so envious they'll try to copy it. They're going to have their work cut out though! CUBE









CUBE INFORMATION

BEYOND GOOD & EVIL	
PUBLISHER:	IN-HOUSE
DEVELOPER:	UBISOFT
ORIGIN:	FRANCE
GENRE:	ACTION ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

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The best action adventure game since *The Wind Waker*? You'd better believe it...

BEYOND GOOD & EVIL



IMAGINE IF THERE was a game that wasn't just one idea, but loads all crammed together into a single package – a game that is all games, if you will. Sounds crazy, doesn't it? Or at least, a whole lot like *Haven: Call Of The King* which, to be honest, was a complete mess of a game. Nevertheless, the craze of creating games that try to feature as many different playing styles as possible is one that's been sweeping the games industry for a while now, although sadly without much success... until now, that is.

Yeah, yeah – don't act like you couldn't see that one coming a mile off.

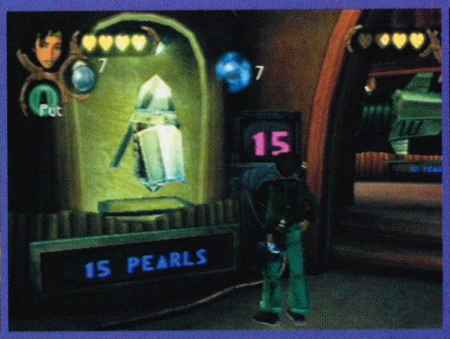
You see, having been in development for over four years and had more care and attention lavished on it by creator Michel Ancel and the combined might of Ubisoft's rather substantial pocketbook, *Beyond Good & Evil* has gone from being a slightly bizarre-sounding concept that'd most likely never work into possibly one of the most exciting games of the year... and we're only in January. Don't believe us? Fair enough, but if we were to compare it to the likes of the *Zelda* classics *Ocarina Of Time* and *The Wind Waker*, you might just sit up and take notice – after all, we don't throw comparisons like that around lightly.

Coming from the mind behind the likes of Rayman, the last thing you could expect is anything even remotely average and as such, *BG&E*'s storyline is suitably fanciful while still having an edge that stops it from being childish pap.

Set in the seemingly normal realm of Hillys, you take control of a young girl called Jade who lives in a lighthouse with her uncle Pey'j (although being a pig, we

"IF WE WERE TO COMPARE IT TO THE LIKES OF THE ZELDA CLASSICS OCARINA OF TIME AND THE WIND WAKER, YOU MIGHT SIT UP AND TAKE NOTICE"









STICKS AND STONES

STICKS WILL ALWAYS HURT YOU

■ Whenever you have a need to smack something hard, Jade's trusty portable computer will digitally create an Akido stick for her to use. She can make mincemeat out of anything that gets in her way with it.

I'M JUST A GIRL

DOESN'T MAKE HER HARMLESS

■ No matter what the situation, you'll always be in control of Jade as a main character – she's got loads of different abilities (from stealth and interaction to all-out ass-kicking) and she's going to need all of them throughout her quest.

PIG IN THE MIDDLE

CASTING PEARLS BEFORE SWINE

■ In times of crisis, Jade will always have a companion with her – either her uncle Pey'j (the giant pig shown here) or an Iris spy by the name of Double H, who Jade has to rescue before he can help her. Their assistance is always handy.

doubt they're actually related), takes in orphaned children and runs a bit of investigative journalism on the side. Unfortunately, things have taken a turn for the worse in Hillys recently – mainly due to vicious aliens known as the Dom'z attacking every five minutes – but at least the sudden appearance of the mysterious Alpha Sections soldiers, who do their best to protect the citizens of Hillys appears to minimise the damage. Or does it?

That's the somewhat mammoth question Jade has to ask once she's thrust into the midst of a conspiracy that could turn the whole world upside down, with only her cunning, guile and journalistic skills to help her.

So far, so sci-fi – but how can a game like *BG&E* be so comparable to *Zelda* when it sounds so unlike it? It might have something to do with how smooth and flowing the gameplay is, something that goes some way to emulating that magical spark that virtually all Nintendo's first-party games have. Combining a whole host of gameplay ideas into a single product is never easy, but *BG&E* appears to do it almost effortlessly; rather than forcing you from style to style as many other games do, the freedom offered by *BG&E* means that every gameplay switch feels like more of a means to an end, giving what you have to do an actual purpose.

Much of the action is played out on foot, with Jade either working alone or with a companion (be it Pey'j or later on, a new associate by the name of Double H) to overcome obstacles, tackle enemies and generally get to the bottom of the Dom'z mystery without being discovered. In this mode, *BG&E* plays very much like

PREVIOUS

FROM THE MAKERS OF...

SPLINTER CELL

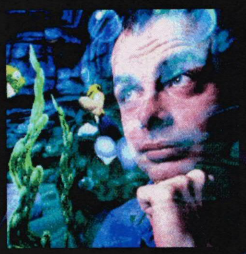
■ Ubisoft's current winning streak for quality titles proves the French really do know their onions... ahem.



TOTALGAMES.NET RATING: 8.8%

THE MAN, THE MYTH

VIVE LA BELLE FRANCE!



MICHEL ANCEL

POSITION: PRODUCER
COMPANY: UBISOFT

We grabbed a quick five minutes with Michel Ancel, creator of *Rayman* and the man behind *BG&E*...

CUBE: What exactly were you trying to achieve with *Beyond Good & Evil*?
MICHEL ANCEL: I wanted people to be able to break the barriers of what they think videogames should be – it's not something you see when you just look at it for ten minutes, it's something you feel once you play it for a long period of time. The idea is that everything is reachable; when you hit a barrier, you will always have the possibility to break through it. Whenever I played games in the past, I really wanted to take a car or spaceship and go wherever I want; the kind of freedom that we can only dream of in a virtual world. That's what's been driving me through the development of *BG&E*.

CUBE: So was your intention always to create something that managed to go where other games haven't so far?
MA: It's very hard to create something that's completely original – I don't want to go so far as to say that *BG&E* is revolutionary, but it's definitely unique. There's also a message behind it that's explained in the title; you don't just explore the world and see that there are good people and bad people, but you have to go beyond that and try to discover why things are the way they are. I hope that people will take the time to play the game thoroughly and discover everything that it offers. It's all about opening the door for the player and giving them some kind of incentive on the other side that makes them want to step through it.

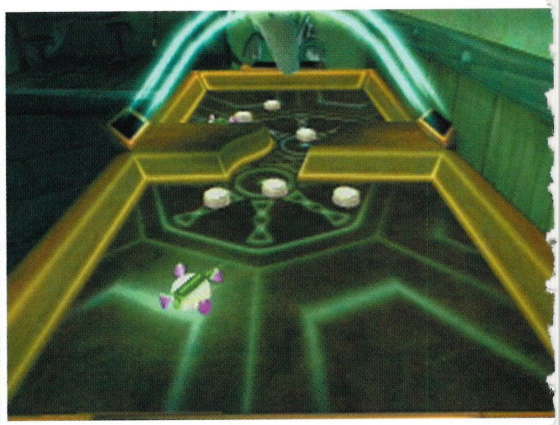
CUBE: Was it difficult getting the project off the ground? And finally deciding it was ready to go?
MA: When development of *BG&E* began, we started completely from scratch and had no PlayStation2 development kit because it didn't exist at the time. We started working on the engine and made all the tools ourselves, before even starting on the game itself. However, we could have released the game about a year ago but it wouldn't have been very high quality. That's when we had to choose – you stop the project, you release the product but it's not very good or you put more money and see it through to the end. I think we made the right choice.

CUBE: What's been the best part of developing *BG&E*?
MA: The best part of doing what I've done has to be the fact that I've been able to work with people who aren't from the videogames industry – I've had the opportunity to work with animators and motion capture people from the film industry, and with *BG&E* we're even collaborating with a composer who has worked only on movies until now. I've been opening doors for people from the outside throughout my career and I think this is something that we as an industry need to keep on doing in the future.

CUBE: A lot of people have named you as the 'French Miyamoto' – is that something that you'd agree with and would you ever consider passing your knowledge onto other less experienced developers?
MA: I'm certainly not experienced enough to say that – I think that maybe after my next game, it would be worth creating a school where people could come to learn how to be a developer. I'd be very interested in doing that.



Hovercraft races can yield loads of credits if you win.



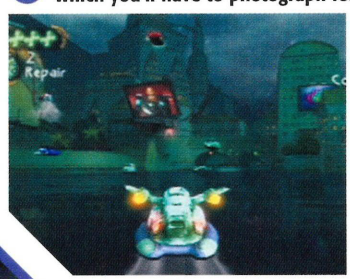
SO MUCH TO DO...

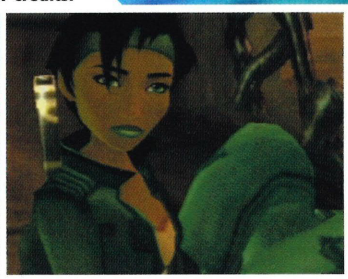
... AND ALL THE TIME YOU NEED TO DO IT

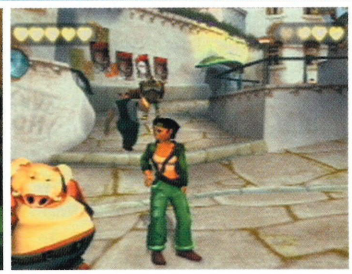
You want something to do besides running around with your pig-like sidekick and knocking seven shades of Akido out of anything that gets between you and the Dom'z? Then *BG&E* has it. From the Air Hockey-esque mini-game that can steal more time away from you than you might imagine in the Akuda Bar and racing your hovercraft around the four different tracks available to cataloguing every single living creature on the planet (and there are quite a few), there's plenty to try your hand at if you fancy a break from the main action.



Enemies come in many forms, some of which you'll have to photograph for credits.







"MOVE AWAY FROM THE FREE-ROAMING ADVENTURE SECTIONS AND THE DIFFERENT GAMEPLAY STYLES BECOME APPARENT."

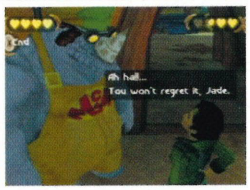


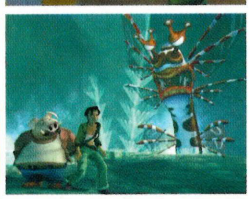


These nasties can pin you down if you're not careful...



Run, Jade... run like the wind to safety, my child!







ME AND MY SHADOW

SOFTLY, SOFTLY, CATCHY JADE

How you approach each stage of Jade's adventure depends entirely on you, though the areas where she's on her tod should be taken with a little more care seeing as she's not the gun-toting muscular hero you expect to see in games these days. Without the help of friends like Pey'j or Double H, Jade's abilities are somewhat reduced and as such, her stealth abilities become much more important; confrontation can be avoided completely if you're incredibly careful, although the more daring amongst you might actually want to put yourself in danger...



An Alpha Section's weak point is on his back, though you don't have to kill them...

If you're spotted, the alarm will sound and you'll have to fight your way out.



CONTINUED

Zelda thanks to many nuances that the games have in common – from context-sensitive buttons that adapt to fit the situation and a target-based battle system that sees you focusing your efforts on one enemy at a time to having Jade leap automatically over gaps, performing forward rolls and sneaking sideways along walls to avoid being spotted – it all feels very familiar.

Move away from the free-roaming adventure sections though and the different gameplay styles become even more apparent. For starters, you've got the on-going side quest of having to catalogue the species of the planet by taking photos; as Jade's only real means of making money, snapping shots of anything that moves is almost as important as completing your main objectives. Then you've got Jade's only means of movement between the many islands of Hillys, Pey'j's trusty hovercraft – *BG&E*'s equivalent of *Zelda*'s Epona and one that handles surprisingly realistically. As with Jade on foot, you can go pretty much anywhere while riding the hovercraft... within certain boundaries, that is. Of course, these boundaries soon broaden as you begin to upgrade your craft's performance, going as far as the northern and southern reaches of Hillys to begin with and then even out to the stars once the necessary starship parts are recovered...

With all this and a ton of side-quests to complete, hidden treasures and other interesting things to discover on top of what appears to be an extremely story-led game that never manages to get boring, *BG&E* is close to achieving everything that it sets out to do and a whole lot more besides.

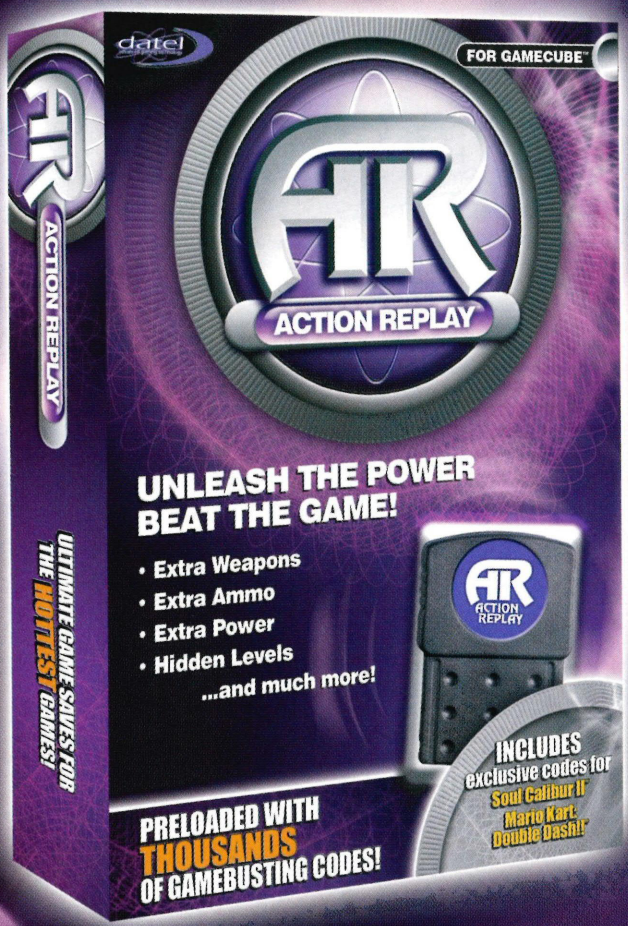
Freedom in games may often be overrated, but it's most certainly one of *BG&E*'s strong points, if only because it's the one thing that helps bind the multiple styles into one enjoyable game. As long as nothing goes wrong before launch, we reckon it's been four years well spent... CUBE

CUBE SAYS...

FIRST IMPRESSION

■ Normally at this point, we'd be telling you about how good the game is looking and that we're really looking forward to it. Thing is, we've already finished *BG&E* (albeit on the PS2) and as such, we're already 100% sure that it's a game you absolutely have to own, particularly if you're a fan of sprawling action/adventure games that offer loads of things to do. See how easy that was? Better get saving those pennies now... CUBE

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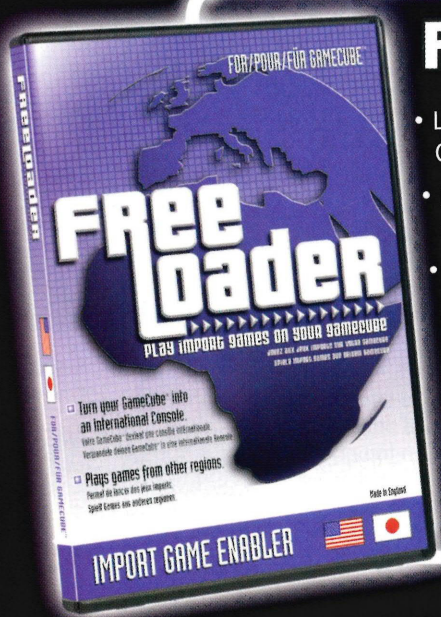
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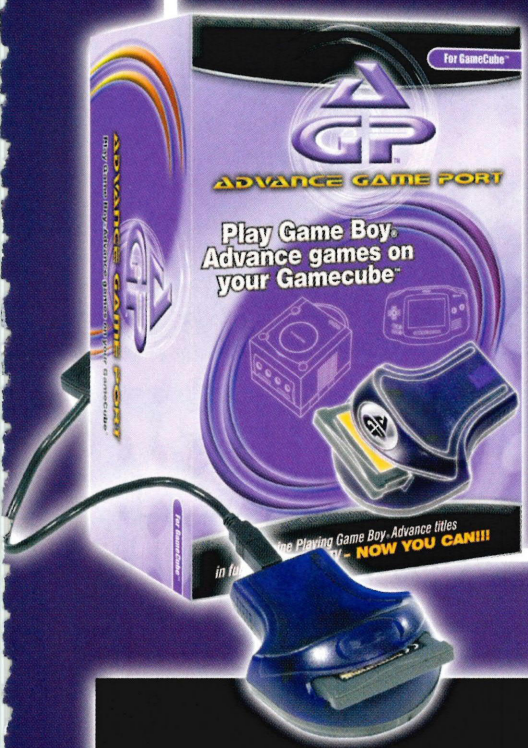
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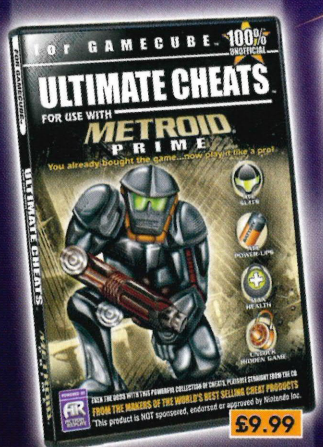
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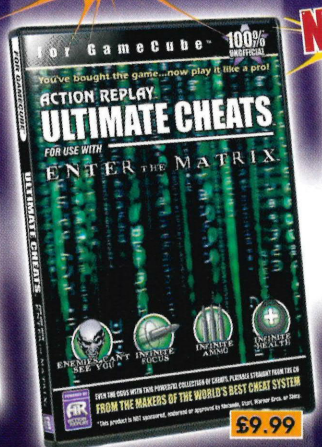
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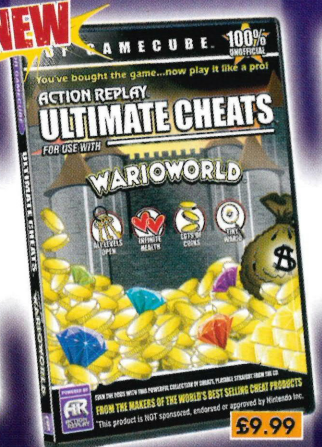
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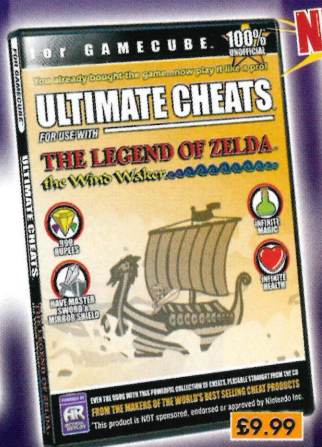
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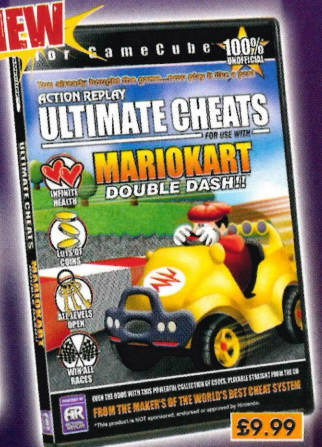
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CUBE REVIEWS

ISSUE TWENTY EIGHT

JUST A BIT LONGER

WILL IT BE a case of New Year, new beginning for Nintendo? Towards the end of last year the company finally got 'in the zone' with the price cut and quality games releases, but can it keep up the momentum in the first half of 2004? At first glance we'd have to say no. Where exactly are the first and second-party games? *Final Fantasy*, *Mario Golf* and *Donkey Konga* won't be here until at least Easter, so we'll have to rely on third-party offerings like *Beyond Good & Evil*, *Prince Of Persia*, *R: Racing Evolution*, *Everything Or Nothing*, *Harvest Moon*, *Sphinx*, *Rogue Ops* and *Metal Gear Solid*. Oh, actually, that's quite a lot of great games isn't it? And they're all coming before Easter.

Nintendo does have something up its sleeve though, and right about now we're expecting a little press conference to tell us what we can expect over the next 12 months. Last year it announced the SP and gave us a whole load of new dates, so who knows what we'll get this year. All this, and we haven't even mentioned *Donket Konga* yet... best turn the page then.

CHANDRA NAIR





What's better than a monkey? Two monkeys! And what's better than two monkeys? Two great big apes playing bongos of course! As you can tell, we're just a little bit excited...

66

CUBISTS

When it comes to matters of the heart, the CUBE team are a mixed bunch. Here are their Valentine stories from years past...

MILES GUTTERY



EDITOR, CUBE

VALENTINE STORY: I used to give a Valentine's card to this girl in my school every year, only she hated me and was always mean to me in French lessons. Language of love? A load of b******s more like! Still, feel free to email me if you like, I'm so desperately lonely, sniff.

CHANDRA NAIR



DEPUTY EDITOR, CUBE

VALENTINE STORY: I've never, EVER had a Valentine's Card from anyone except my ex-girlfriend. Maybe that's a good thing... but it also means I'm utterly undesirable and don't do anything for any girl in the world... which is worrying. Please email me, I'm so desperately lonely, snort.

GARY ADAMS



STAFF WRITER, CUBE

VALENTINE STORY: The last time I was given a Valentine's Day card was back in school. It was such a thoughtful gift – the sender knew what I liked, the card had a red bike on it and strangely, had the same handwriting as my mum! Please email me, I'm so desperately lonely, sob.

BYRON WILKINSON



NEWS EDITOR, CUBE

VALENTINE STORY: My most romantic Valentine's Day was the time I spent an evening at home alone with a cheap bottle of red wine, a ready-made meal for one and a box of tissues (to wipe away the tears). Oh, the memories... Please email me, I'm so desperately lonely, gurgle.

TIM EMPEY



SUB EDITOR, CUBE

VALENTINE STORY: Valentine's Day sucks and blows. Never had a card, never sent a card. If you do send a card do you sign it and give the game away or leave it and wallow in the frustration and confusion you've caused? Please email me, I'm so desperately lonely, brrarp.

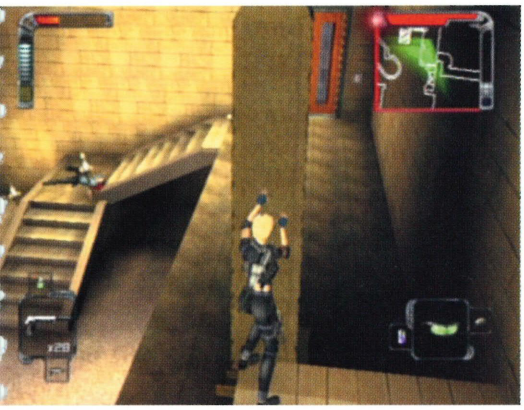
STEPHANIE PEAT



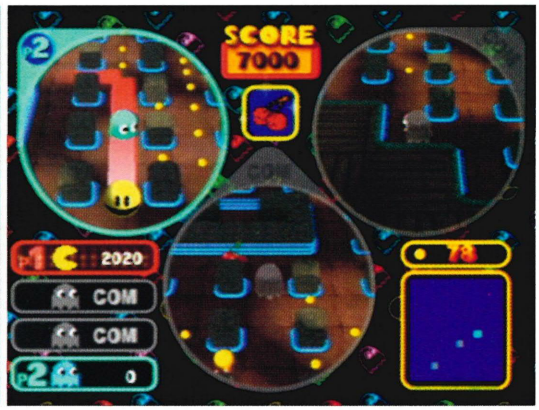
SENIOR DESIGNER, CUBE

VALENTINE STORY: I used to really fancy this guy at school. I'd walk past him every day and go all weak at the knees. Years later he asked me out and I told him to sod off, then he tried to kiss me but he had bad breath. Don't email me because I'm not desperately lonely at all.

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









72 We were all set to slate this game, and then Genius Sonority went and created an RPG mode. Finally a true *Pokémon* adventure for the GC!

ROGUE OPS

78 A cool little stealth adventure that would have been even better had the developers listened to our criticisms of six months past. Having a sexy character to play with never makes a game better. Looks nice, but that's all. Actually if Nikki was any more girly they could have called it *Rouge Ops*. A flawed but still highly playable blast.

PAC MAN VS

82 When Miyamoto-san first showed this off we admit we thought he'd completely lost it, in a mad Jap 'my toilet cleans my arse for me', shoes off at the door, kind of way. Turns out it's more addictive than *Mario Kart*, and as Janet Jackson once sang about the best things in life, it's FREE!

BATEN KAITOS

84 Namco releases its second GameCube-exclusive RPG, and it's a monster. Gorgeous and just what the Japanese market needs this Xmas. Can't understand it... you'd think we'd speak the language after reviewing all these imports.

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!



GET THE POWER

Hit the POW symbols and you'll cut the last digit off of your opponents score!



Barrel of laughs

CUBE

INFORMATION

DONKEY KONGA

PUBLISHER:	NINTENDO
DEVELOPER:	NAMCO
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	3 BLOCKS

STATS

- REAL TIME DRUMMING
- 35 SONGS TO PLAY
- 3 DIFFICULTY MODES
- INCLUDES DRUMS

TBA | OUT NOW | TBA



CUBE STAR GAME

"ANY GAME IS GOING TO BE MORE FUN IF IT'S GOT MONKEYS IN IT!"

DONKEY K

I CAN'T HEAR YOU!: If your microphone is picking up other people's clapping, just change the sensitivity in the options.



ONGA

Nintendo's 'hit' franchise returns in style...

IF YOU'VE any knowledge of the Japanese videogame scene then you'll know about *Taiko No Tetsujin*, the killer franchise that's sold millions of copies all over Japan. All that's happened here is that Namco have dressed up their series in *Donkey Kong* colours, tweaked it here and there and packaged it in with a smart pair of bongo drums. Some might say that this is a let down, but to be honest we don't really care. Unless you live in the land of the rising sun the only way to play *Taiko No Tetsujin* is to purchase a Japanese PS2 (or modify your existing console) and to be frank, that's a whole lot of cash and effort. Besides, everybody knows that any game is going to be more fun if it's got monkeys in it!

If you've been living under a barrel for the last 120 days then you'll want to know what *Donkey Konga* is all about. The idea is to pick a tune and bang your bongos in time with the action. As the song plays barrels scroll across the screen, each one containing a

Two Yoshi's and a Mario? Not good enough my friend...

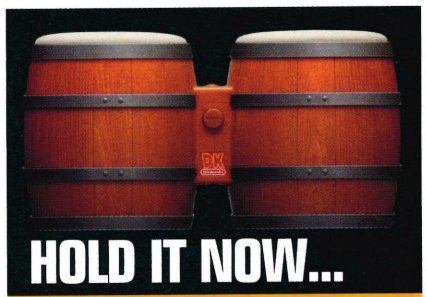




WHEELS OF STEEL

PLACE YOUR BETS NOW!

Towards the middle of a multiplayer game you'll notice big slot machine come down, complete with spinning wheels. Soon after this happens, each player will get three barrel notes with 'STOP' written on them, which have to be hit. Getting a 'good' rating for a note will stop the spinner on Mario, 'OK' on Yoshi, 'Bad' on Peach and a miss will land you with Wario's gurning face. The aim of this is to earn yourself some bonus points, but you'll only do so if you get three of the same faces... and when the pressure is on, this is easier said than done.



HOLD IT NOW...

DOUBLE WHAMMY

The drums that come with Donkey Konga are of the usual high Nintendo quality. They're light enough to spin around, but solid enough to make you feel secure when getting over-excited with the whole banging thing. The two switches on top are covered in a light skin that nice and soft so you don't get sore hands, which is a nice touch. However, the clapping can hurt after a few hours, so our advice is to simply bang the side of the drum instead.

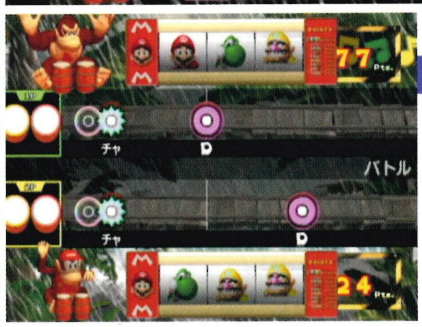
Looks as if Donkey Kong got the raw end of the deal!



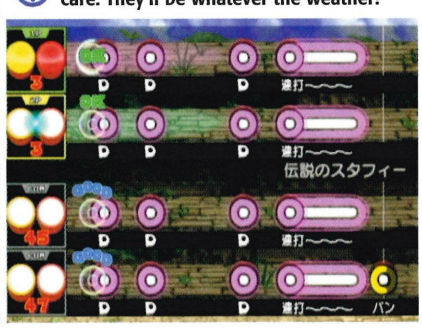








Sunshine, rain... the monkeys just don't care. They'll be whatever the weather!



CONTINUED

symbol that coincides with an action on your bongos. Yellow means hit the left drum, red the right, purple asks you to strike both at the same time and a blue spark signifies a hand clap. Don't worry if your memory isn't up to much though – knowing which hand goes where comes naturally after three minutes or so as the two main scrolling barrels are only coloured on the side that represents their drum. In addition to merely striking your bongos, you'll also be asked to perform rolls and partake in some hand-stinging continuous clapping, which add some variety (and more often than not, difficulty) to the proceedings.

As you can imagine, the songs are an integral part of the gameplay, so you'll be glad to know that they're all of high quality, and very diverse. Ranging from (what we believe to be) love ballads to anime-introduction excitable space operas, back to Russian folk tunes and



Keep track of where your weak areas are to fully prepare yourself for the ultimate challenge... COOL mode!

Player two won't be getting any extra points. He's got no rhythm. What a poor showing.

then to some crazy kazoo warbling, then off again to the dizzy heights of an arranged version of *Mario Bros* before finishing with the ever-popular *DK Rap*, we can't see 99% of these staying in for the western release. Each song has a version for each difficulty level and its difficulty is measured in barrels, which you can view before selecting your song. For the music game fan, there is nothing to complain about here.

In the last few years, music rhythm games have quickly gained popularity and we've seen dozens of different styles hit the arcades and home consoles. *Donkey Konga* has to rate as one of our favourites though. Despite it lacking the scope of challenge that you get in *Dance Dance Revolution*, as well as being not quite as show-off friendly, the sheer absurdity of sitting there hitting a pair of bongos and clapping in time to crazy Japanese salsa music proves to be irresistible – not to mention entirely accessible to pretty much any member of your average 2.4 family. It's also (we'd imagine) just lovely to sit there and take out some frustration on the bongos after a hard day at work. We wouldn't know though, as work for us mainly consists of playing the bongos. Ha!

We have our reservations over the difficulty modes, but we wouldn't be surprised to see several expansion discs appear in the next few months... and there's always COOL mode to tackle if you fancy yourself as something of a master. Or maybe you're just a sick puppy. (COOL mode is where all of the symbols on the barrels disappear, asking you to perform the songs from memory. Scary.)

Either way, *Donkey Konga* has managed to win over the most snub-nosed of critics in our office, and if frankly, that's recommendation enough. Buy this game now!

GET ROLLING: When performing a drum roll, lots of pretty balloons will float past, or sometimes a flock of butterflies. So pretty!





Select this to buy new sounds for your drum hits. We like the retro effects.

MONEY WOES...

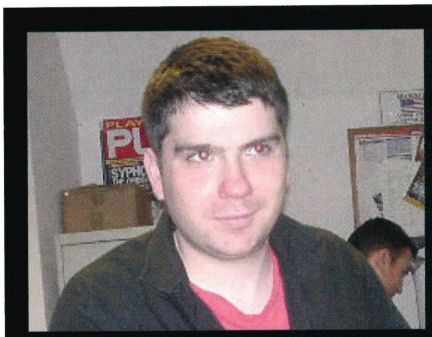
THE UNLOCKABLES

In order to unlock extra goodies like different sound effects that accompany the hitting of your drums, more multiplayer games, mini-games and new songs, you have to spend coins. These are earned during any one player game, racked up with successful hits and increased during drumrolls. You'll average 200-400 coins per game, and unlockables can cost anywhere from 11 coins to a massive 40,000. It'll be quite some time before you unlock everything there is to see, and while this length is a good thing, it is cheeky of Nintendo to limit your potential earnings to the single player game as lets face it, if you have a spare pair of bongos lying around it's not going to get a look in. Unfortunately, due to lack of time we weren't able to unlock any of the mini-games, as they cost so much. However, we will have everything by the time we review the PAL version...

Ah, a new song to play! Shame that it's a bit easy though.



All the songs with a white sticker over them have already been bought. Looks as if we should get started on the different sounds now...



This is how we see Will most of the time. Seething, angry, full of hate. So miserable.

Oh my God! What's going on?! Somebody must have put something in the tea...



MEET WILL

THE BEST A MAN CAN GET

This is Will. You might not know him as he works for PLAY – some sort of PlayStation magazine apparently. Look at him though. Isn't he just a stallion of a man? Those cheekbones, the endearingly messy hair, that piercing gaze... but forgive us. He might look like a Shetland pony, but the point is that when you want to hear about doom, gloom and really dark clouds, there's no better man to talk to. Just go into Bournemouth during our lunch hour, find the nearest pub with a dark corner and he'll be there, clutching a tabloid and sneering. The biggest target for this man's spurting poison isn't the state of the world though, nor is it Mr G W Bush. Even sixth form poetry gets the occasional break. What gets the most flak from this man's considerably large gob is our beloved Nintendo. We won't go into detail when describing just how much hate this man has for Nintendo, as that would take an entire issue of **CUBE**. Just know that he's a very scary man and if you say the word 'Mario' near him, he'll go bright red and start shouting. If there's something nearby he'll throw it around. This is why PLAY is written from a very soft room with furniture made out of cardboard.

But look at that. Even Will enjoys *Donkey Konga*. We're speechless.

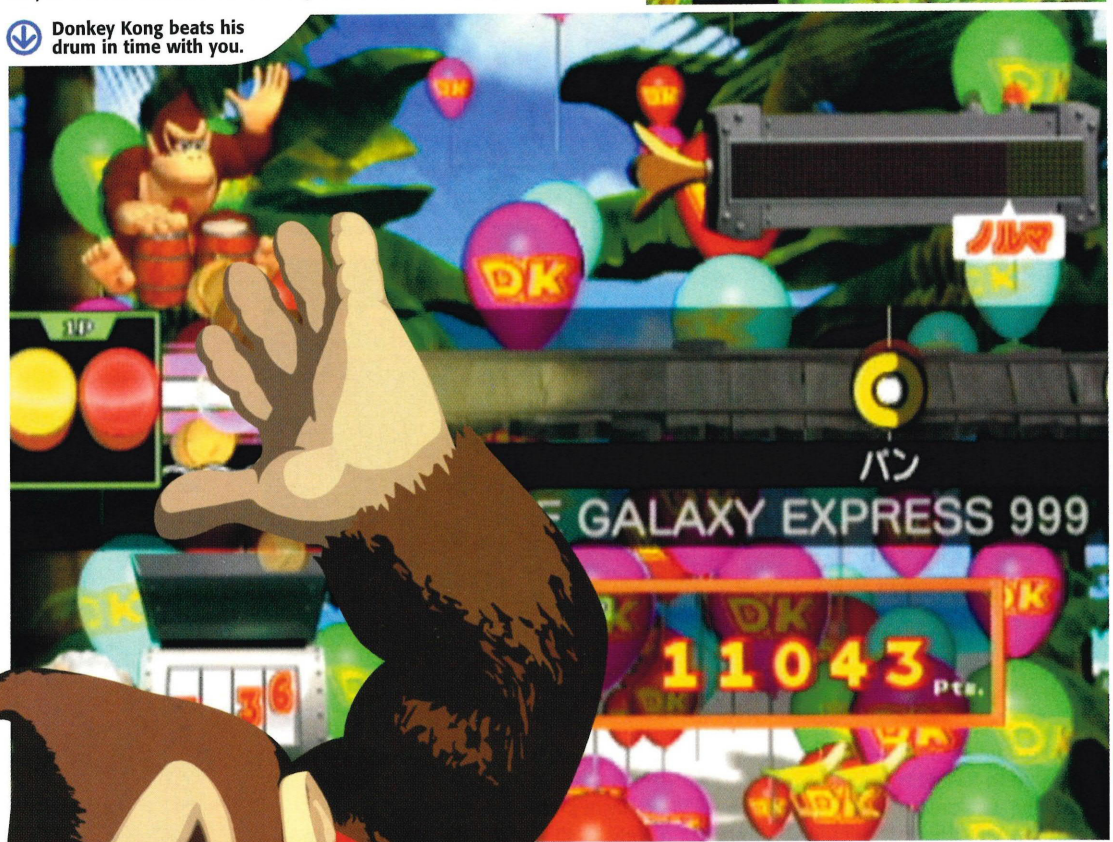
LUKE'S BONGOMANIA

JAPANESE ALL THE WAY, BABY!

Curse you, Namco. Much as I was looking forward to seeing how *Donkey Konga* would turn out, never did I expect it to be quite this, well, incredible. As a fan of music games in general, the responsive and intuitive gameplay has far surpassed my expectations for the first GC title in the genre. If you're lucky enough (or rich enough) to invest in multiple sets of drums, the game opens up even further with co-operative and competitive modes to test your rhythmic skills with your pals, easily rating among the most enjoyable multiplayer titles I've seen. An interesting and amusing song list, perfect gameplay and most importantly, fun – let's just say that after half an hour or so of play, my own copy was swiftly paid for and winging its way to me within the hour. How many games can claim to be laugh-out-loud funny and genuinely brilliant? Exactly. But God help us if they fill the PAL track list with the Sugababes or similar pop pap...



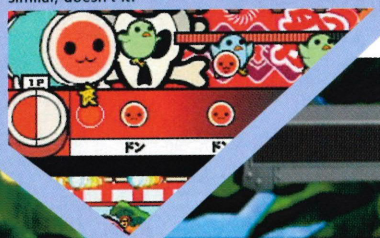
Donkey Kong beats his drum in time with you.



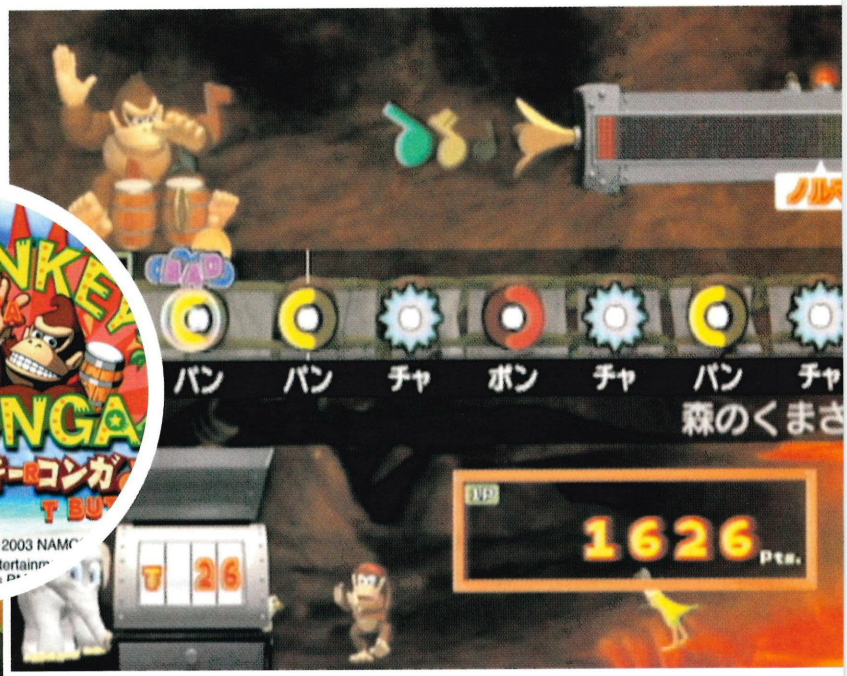


CONTINUED Single player *Donkey Konga* is great fun, but if you want to play properly then multiplayer is where it's at. Buying extra controllers will be a lot of hassle, as it doesn't look as if you'll be able to purchase them separately but if you've got either a) way too much money or b) like-minded friends then you'll be able to really get into the swing of things by buying multiple copies of the game. We've already explained some of the mechanics of the multiplayer mode, but now

GIMME SOME SKIN: Here's *Taiko No Tatsujin*, the game *Donkey Konga* is 'based' on. Looks awfully similar, doesn't it?



That Elephant down there dances to the music. His animation is terrible though, so try to avoid eye contact.



OLD MAN CRAPPY KONG

You'll be amused to hear that Donkey Kong appears exactly as he did on the SNES. That is: slow, jerky and garish. What on earth were Namco on?



The Kong Klan have never been known for their intelligence, but this really takes the banana.

we've got the space to explain how unlike most music games, you don't all have the same sequence to tap out, instead your bangs and claps compliment each other and you end up performing a stunning arranged masterpiece as you all play bars (or sections of bars) in turn. Drum, drum, drum CLAP, CLAP, drum, drum. Imagine that little ditty, but with four different, er, drums and claps. Excellent stuff. Oh, and when you perform the odd bar in synchronisation you all start grinning like real life monkeys – especially when a purple icon scrolls across. (That's hit both drums at the same time, chums). And you can choose to play in an endless mode where you go through each song in turn, play against each other for points or just practice. Plus, Nintendo has been kind enough to include AI for when you simply have to play multiplayer games. But as you can guess, its nothing like the real thing. There's also a really, really cool option of... oh darn it we've run out of space. Let's see what our office fellows think of the game for now, eh?

GARY

"ENTIRELY ACCESSIBLE TO ANY MEMBER OF YOUR AVERAGE 2.4 FAMILY"

TIM'S RHYTHM TIME

GROWING UP IS FOR LOSERS

Booga, booga, booga. Cynicism is a curse. That's what held me back for half a day from playing it. But after half a day of slagging it and slagging Gary for looking like a twit while he was playing it, I finally relented and grabbed the other set of bongos. By the end of the first song (whatever J-pop nonsense it was) I was impressed, very frickin' impressed. We always go on about how games should be fun, and this is about as fun as it gets. Well until after about five tunes then I noticed the pain in my wrists and hands from too much slapping and clapping. So I devised ways of cheating (hitting the side of the drum with your thumb works just as well as clapping) and now I consistently beat Gary. Ha! All of this makes me wonder about the other bemani games out there. Oh God, by the end of the week I'm going to be dancing, shaking maracas and playing air guitar, I'm going to be knackered.

CUBE VERDICT

DONKEY KONGA

FUN WITH A DRUM

VISUALS
The animation is dire, but the elements that matter are clear.

AUDIO
A vast variety of high quality tunes that suit the gameplay perfectly.

GAMEPLAY
Extremely addictive. You won't want to stop playing it.

LIFESPAN
As a multiplayer game this will last forever.

ORIGINALITY
For Nintendo fans this is as fresh as they come.

ALTERNATIVE

Party game with stunning (for the time anyway) visuals and wonderful tunes.



SAMBA DE AMIGO

Reviewed: N/A CUBE Rating: N/A

2ND OPINION

WONKY! "It's fun, especially in multiplayer, but the shoddy graphics and dated animation are extremely disappointing. I wouldn't pay full price for this."

CHANDRA

FINAL SCORE

9.2

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



YOINK!

Stop thief! The only way to get new monsters is to steal from someone else...



CUBE

INFORMATION

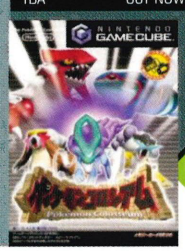
POKEMON COLOSSEUM

PUBLISHER:	NINTENDO
DEVELOPER:	GENIUS SONORITY
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-16
MEMORY:	48 BLOCKS

STATS

- A REAL POKÉMON ADVENTURE ON GC!
- GET MISSING MONSTERS FROM R&S
- TWO DISTINCT PLAY MODES
- ALMOST TOO MUCH TO DO!

TBA | OUT NOW | MAR '04







HEAL ME: Take a purified monster to Celebi's shrine to have them completely rid of their evil taint. Better still, they'll remember any moves they once had too...





To battle once more!

POKÉMON COLOSSEUM



Pikachu and pals go all cubic in style

AS ONE OF the most loved and successful (not to mention vilified) franchises in recent memory, the rise, fall and resurrection of *Pokémon* is conclusive proof that this was never a series reliant on external tat to sell games. Even after the fuss had died down and the licensed quilts, alarm clocks and pyjama cases were selling for mere pennies on eBay, *Ruby* and *Sapphire* came out and sold unfeasibly well around the world, confirming beyond all doubt that the *Pokémon* brand is here to stay.

With the world throwing around words like 'gimmick', 'cash-in' and 'kiddie' without a thought for poor old Pikachu's feelings, we can't help but feel the need to stick up for the little yellow fella and while each of these criticisms does hold some degree of truth, we'll never let it be said that *Pokémon* isn't among the best franchises modern gaming has to offer.

Where the success, popularity and competency of the handheld *Pokémon* adventures continues to build with every successive release, so too does the demand for new support titles. The cries for a full 3D version of the GameBoy titles have been loud and proud on the interweb for years now, so much so that many may have already given up hope and may never know that such a thing finally exists. Granted, it's not a voyage or an experience on the same scale as the portable titles but given its inclusion in this package is already a bonus. This is one of the finest aspects of *Colosseum*, there's simply so much to do between the two main play modes that if you ever get done training the perfect party all the way to Level 100, you'll still have at least a couple of challenges left to face here. And that's before you take into account the e-Cards, versus play, replaying the adventure...

The style of the game immediately catches your eye – it screams *Pokémon* (whether you see that as a good or bad thing) yet the RPG mode easily matches the style and charm of any rival product on the market despite the brand's childish image. This is something that can't be entirely escaped: characters, monsters and locations are every bit as colourful as you'd expect and this is still far from indicative of the levels of complexity and depth hidden within the game. Everything in the game is big, colourful and exactly as you'd see it on TV... the simplicity that many may pick up on as a flaw is merely the nature of the

"STADIUM FANS WILL KNOW EXACTLY WHAT TO EXPECT"



MUD SLAP

OPENING GAMBIT

As any trainer will tell you, it's a good idea to open with a Normal or Dark type monster – these have far less weaknesses than any others so you're less likely to be caught out.

THE ART OF NOISE

THE DARK SIDE OF COLOSSEUM



Needless to say that when the famously limited vocabularies came to make the jump to videogame medium, even the mighty GameBoy Advance couldn't cope with the amount of speech samples that would be required to make it work, especially not on top of the rest of the data the game throws around. Because of this, the cut down creature sounds were more less excusable in both the handheld games and (to a lesser extent) the N64 games but when we first heard of this release for Nintendo's most powerful console yet, suffice to say we expected something more, but no. Even with the incredible processing clout of the GameCube, we're stuck with the same old effects that we were enduring before even the GameBoy Color. Sad but true.

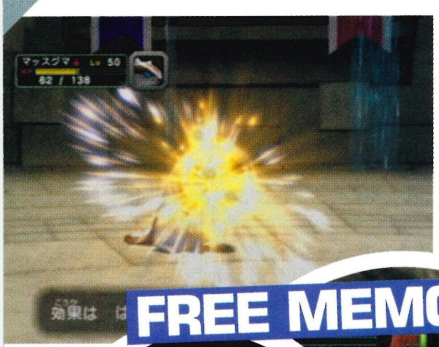
TOWER OF STENGTH

DO YOU HAVE THE SKILLS TO REACH THE TOP?

One of the main aspects of the Colosseum mode is a hundred-strong tower of trainers just waiting to cut you and your hand picked squad down to size. In order to achieve victory and reach the super-rare monsters that lie in wait at the summit, you'll have to brave each and every one of these teams and as in the Stadium games, they'll all be the same level as your best-trained creature. To this end, we can only recommend you go in with either a) a perfectly well balanced team or b) a level 100 team, but then surely you know just how much hard work that entails, right?

Think hundreds of hours of GameBoy play and you're getting there. Trust us, though – if you've got the patience and the will to win, there are few more rewarding games than *Pokémon*...











FREE MEMORIES!

SOMETHING FOR NOTHING
Given that it takes up a fair bit of space, *Colosseum* comes with a free Memory Card 59 in Japan. If only EA's memory-hungry *Sims* were so generous...

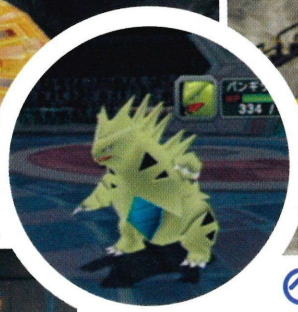




Rog's Solar Beam is feared in many battling circles – what a legend!



We love Corsola... because he looks funny.







TWO ON TWO: With so many encounters, the strategic elements of *Pokémon* battling really come into their own in *Colosseum*'s four way brawls.

The ball has been cast but will the monster be caught? Watch this space...

"AS USUAL, THE STRATEGY FOUND IN POKÉMON COMBAT IS PRACTICALLY UNRIVALLED ANYWHERE ELSE IN GAMING."

CONTINUED

design, and you can't really fault just how well the full cast of monsters move and act. In fact, it's only the monster calls that really let the presentation down and even the remixes of familiar tunes are absolutely perfectly done. If only all games could make something so simple look so darned fine, the industry would be a much more appealing place.

The aforementioned RPG mode is where we've found most of our time invested in *Colosseum* vanish. The darker-than-usual portrayal of the *Pokémon* world is an interesting and commendable change in style and the gameplay itself offers the player a substantially different experience to the handheld games. You'll need to put a lot of time into both to get the most out of either and thanks to these differences, however slight they may seem, this is a whole lot easier to stomach. The basic premise sees you stealing tainted monsters from their trainers, only to train them up to rid them of their wretched past before taking them under your wing once they fully recover. It's every bit as bizarre as it sounds and even more refreshing and rewarding to play (there's a real sense of achievement to be garnered from shepherding a wayward monster back onto the path of righteousness), yet it's arguably exactly what this needed to silence the countless critics just waiting to slam this as a pointless and formulaic extra.

Ultimately though, this adventure is just that – an extra. It was never intended to be, emulate or rival the GameBoy adventures and so long as you bear that in mind, there'll be no trouble. Sure, there's plenty to do here but it's the limited scope for exploration that'll make sure you'll never forget where this gorgeous 3D spin-off came from. We're hoping that this wonderful glimpse of the future doesn't turn out to be the much-touted *Pokémon* RPG for the GameCube – as good as it is, the series really does need to get the full 3D treatment at some point in its life and it's with some remorse that we remind ourselves that time is slowly running out for both this generation of hardware and the *Pokémon* franchise itself.

Still, that's what they said before *Ruby* and *Sapphire* went on to sell well into the millions, right?

As the name would suggest, a large part of the game is contained within the more traditional constraints of *Colosseum* mode, a place where there's a whole lot of fighting to be done and not a lot else. As dull as this may sound (especially to those inexperienced in the ways of *Pokémon* battling), the new inclusions such as weather effects and tag matches make sure that this area of the game is anything but tiresome. As always, the monster and attack types are the most important factors in battle but with so much more potential in the new system, it's never just as simple as Psychic ad infinitum any more.

Do you spend a turn powering up your partner? Command Ho-Oh to Fly to avoid your Golem's hideously powerful Explosion and pick up the pieces afterwards? Even use Castform's meteorological powers to support your other choices. Believe us when we say that no matter what part of gaming you call your own, the strategy found in Pokémon combat is practically unrivalled anywhere.

Again, though, this is not necessarily a good thing and every strategic element we've mentioned was featured in the latest batch of GBA games albeit to a lesser extent. In effect, all you're doing is drawing out the normal battles with prettier animations, but is this so bad in itself? When the game does such a good job of recreating the world that fans of anime and games alike know and love, it's a joy to just do as you usually would but with the luxury of having a marvellous 3D view from which to enjoy it. If you've ever had any experience with the Stadium games, you'll know exactly what to expect from this area of the game from the off anyway...

UPLOAD A-GO-GO

MAKE THAT LEAP TO THE BIG SCREEN!

As veterans of the N64 *Pokémon Stadium* games, we're fully versed in the process of uploading our months of solid training onto the big screen but for first time uploaders, the thrill of watching your previously pixelated Pokémon explode into 3D for the first time is up there with the best Nintendo moments. From the name that you toiled over for three quarters of an hour to that ultra-rare shiny Spoink that took two hundred Pokéballs to catch, the uniform movements and run-of-the-mill animations take on a life of their own when you know that the monster is basically your doing. For bringing us parenthood on such a tiny and unimaginable scale, we salute you Nintendo... now give us our lives back. Please?



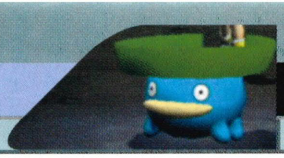
The team select screen, complete with our team.



Once you've linked up, your boys should appear.



Our beloved squad takes to the colosseum at last...



SO WHAT NOW?: Given the heavy Japanese bias in menus and text, we'd have to recommend you hold off until March unless you're up on the lingo.





Whipping out your legendary monsters is an easy ticket to a quick victory.







"YOU GET A REAL SENSE OF ACHIEVEMENT FROM SHEPHERDING A WAYWARD MONSTER ONTO THE PATH OF RIGHTEOUSNESS."

CONTINUED

After all this time, we'd have thought that connection could have been improved but as in the Stadium games, you simply see one monster throw an attack and another receive it. Is it so much to ask to see our tubby Snorlax actually squish the familiar face of Pikachu or to actually watch a Mega Punch make contact with that pesky Mr Mime? Apparently so, but when you take into consideration the sheer scale of not only implementing such a feature but also making it look good, perhaps it's better off this way after all.

No matter how good or bad the game is, though, this is guaranteed to sell. You see, thanks to some clever (or devious, whichever you prefer) implementation on Nintendo's part, many of the missing Pokémon from *Ruby* and *Sapphire* – which only featured some 200 of a cast of nearly double that – are available exclusively through a combination of Colosseum and connectivity. The rest, for those still following the first commandment 'Gotta Catch 'Em All!', will populate *Leaf Green* and *Fire Red*, the forthcoming GBA remakes of the original titles. Still, through playing the main adventure, battling through the many *Colosseum* events and scanning the imminent trainer cards, eager



EVOLVE DAMN YOU!

LIGHT AND DARK

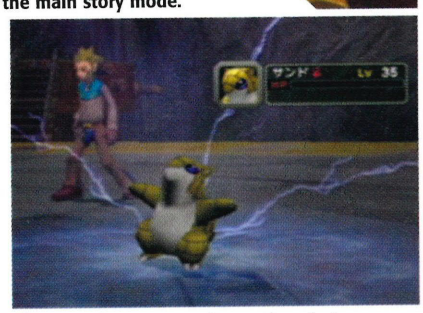
Your starting monsters in *Colosseum*'s adventure are Umbreon and Espeon, the two most recently discovered evolutions of that cutie Eevee and very good they are too.

A mode in itself, Battle Tower actually features in the main story mode.

participants will open up *Ruby* and *Sapphire* to a whole new world of potential. This is something that has been up in the air since the latest GBA games first hit Japanese shelves and while we're glad that the matter has finally been all but resolved, we're still not sure we like the amount of money we'll be spending over the course of catching 'em all.

If it weren't for the fact that the bulk of *Pokémon* games released were of such a high standard, this marketing ploy to end all marketing ploys would seem that much more cynical but as it happens, every game involved in the completion of this latest Pokédex is worth owning on its own merits. With it, though, we see a level of integration that you can only get from a Nintendo product – in the same way that *Final Fantasy: CC* puts GBA connectivity at the forefront and benefits for it, *Colosseum* is a glorious hub for both current *Ruby* and *Sapphire* and up and coming titles like *Fire Red* and *Leaf Green*, linking old and new to perfectly complete the *Pokémon* universe. Whether you're a fan of the games or not, the adventure itself is interesting and enjoyable and while the other half of the package is definitely a fans-only affair.

LUKE



Tut, those crazy critters: they do love their dancing don't they...









SHOW ME THE MINI (GAMES)

WHAT HAVE THEY DONE WITH ALL THAT FUN?

After so many wasted hours with the uber-enjoyable party games that both *Pokémon Stadium* games hid within their weighty cartridges, it's a crying shame to see that these have not made the generation leap and appear to have been lost with the Stadium title. That's not to say we're ungrateful – the fact that there's a lengthy and enjoyable RPG adventure on the tiny disc hasn't slipped our minds but unless some kind of *Pokémon* take on *Mario Party* is planned (please be true, please be true, please be true...), it seems odd to neglect one of the most popular elements of the series. The campaign to get the mini-games reinstated before the PAL release starts here, people...



Mourn the mini-games with some retail therapy.

CUBE VERDICT

POKÉMON COLOSSEUM

IN A WORD, POKETASTIC

VISUALS Bright, bold and colourful – just how it should be.

AUDIO Great tunes, but why the 8-bit Pokémon calls?

GAMEPLAY A great adventure and the expected battle elements. Spot on.

LIFESPAN Depends how long you put into the GBA version really.

ORIGINALITY GameBoy games in 3D and *Stadium 3*. Hardly groundbreaking.

ALTERNATIVE

There are few better RPGs on the GC than SEGA's Dreamcast port.

SKIES OF ARCADIA LEGENDS

Reviewed: 20 CUBE Rating: 9.0

2ND OPINION

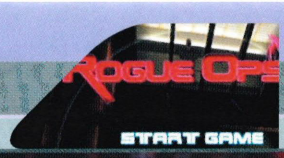
POKE-BALLS "Like *Stadium* before it *Colosseum* feels like an add on rather than full game. Sure there's the RPG mode but it doesn't last long enough"

TIM

FINAL SCORE

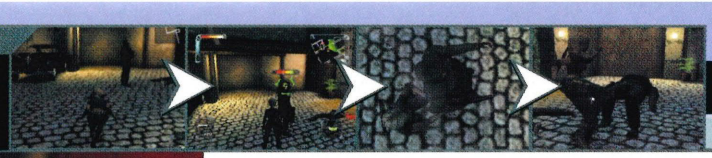
8.4

BRUSH UP ON YOUR JAPANESE AND THIS IS A TREAT. OTHERWISE, MARCH CAN'T COME SOON ENOUGH...

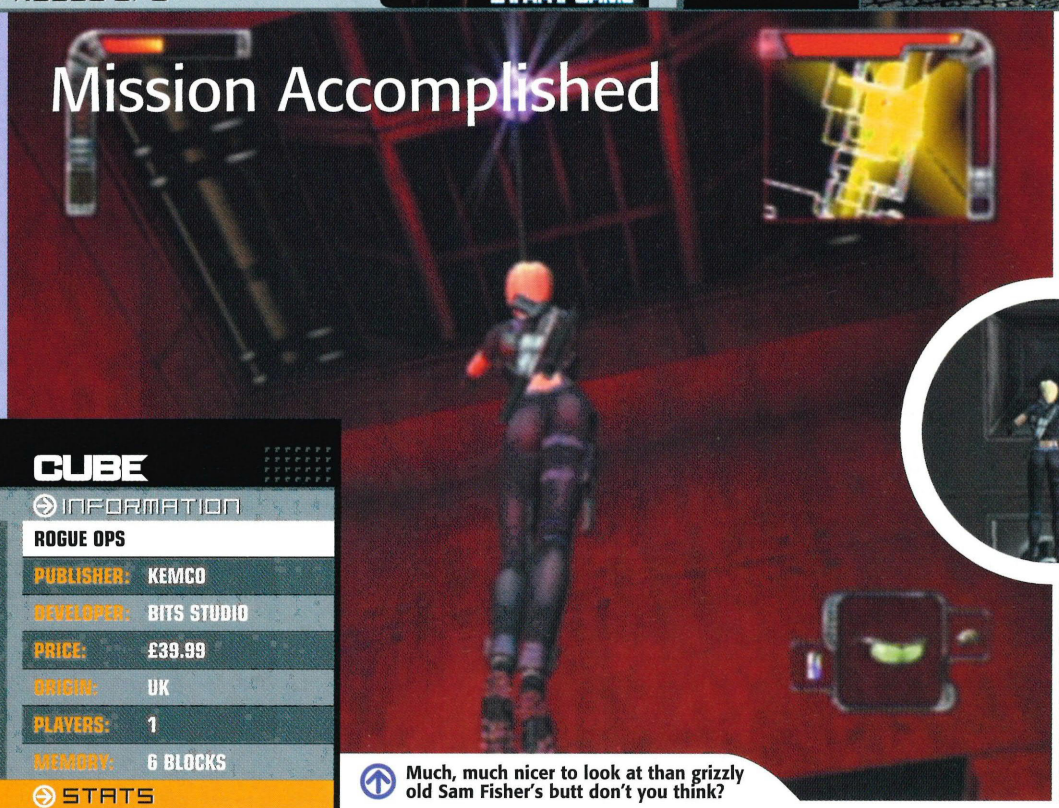


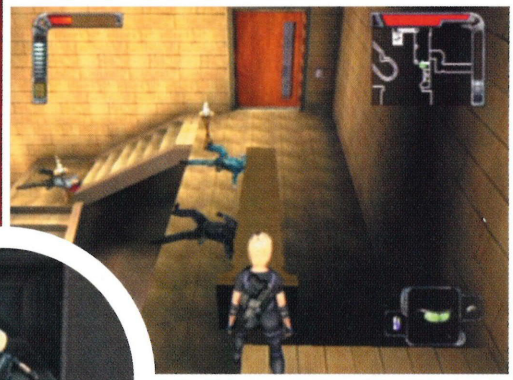
STEALTH KILLING

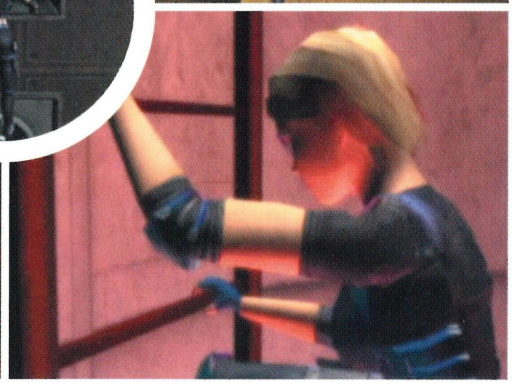
Sneak up behind your enemy and make the kill. Snappedy snap.



Mission Accomplished









Much, much nicer to look at than grizzly old Sam Fisher's butt don't you think?

CUBE INFORMATION

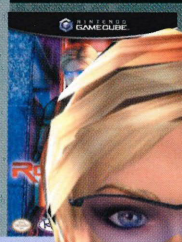
ROGUE OPS	
PUBLISHER:	KEMCO
DEVELOPER:	BITS STUDIO
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1
MEMORY:	6 BLOCKS

STATS

- GADGETS AND GIZMOS
- FEMALE LEAD CHARACTER
- STEALTH WITH ARCADE EDGE
- MULTIPLE SOLUTION APPROACH

FEB '04	FEB '04	OUT NOW

Rogue Ops sneaks out ahead of its rivals, but is it just *Splinter Cell* with a bird?



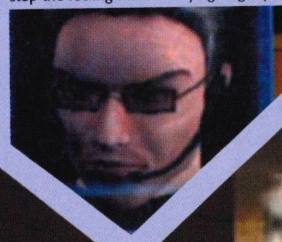
YOU HAVE TO feel for Nikki Connors. To lose a husband in a terrorist attack is bad enough, but to lose a daughter in the same blast is a nightmare come true. Worthy of a Shakespearian tragedy, these heartbreaking events leave Nikki with two choices: spend the rest of her life wallowing in self-pity and alcohol or even the score. Fortunately for GameCube owners, the feisty femme fatale chooses the latter and driven on by a desire for revenge, she signs up with an anti-terrorist group called Phoenix. With limitless resources and ultra high-tech equipment, this covert organisation wages war against those who stand against liberty, taking the fight to the terrorists in their own front yard.

Phoenix is not for the feint-hearted though. Its expendable operatives must travel to all four corners of the globe to combat terrorism wherever it rears its ugly head. It's a life fraught with risk and danger, but the revenge-driven Nikki doesn't care. She just wants to get out in the field so she can start hunting those responsible for murdering her family. But first she must pass training….

It's on the training course that players catch up with Nikki and start to guide her down the road to revenge. A warm-up to the main game, this short but useful practise level offers an opportunity to get to know Nikki and all her special skills. And what a girl she is! Not only does she look great, with superb animation bringing her to life, she also has all the agility of a certain Ms Croft. Shimmying up drainpipes, scurrying hand over hand along wooden beams and crawling along vents; she can do it all. Just as well too, because once the missions start for real, she needs all these skills and more if she's to stay alive.

Not that Nikki goes into her missions blind. Phoenix's communications expert, Cody Tucker, presents Nikki with her objectives and offers advice on how to achieve them.

ROGU



HEAD IN A BOX: Codey here helps you throughout your mission with bits of useful advice, but you can't stop the feeling that he's trying to get you into bed.

Ahhh... knew those grenades would be useful.

BONEY!

X-RAY VISION

The stealth attacks are normally accompanied by some sort of special effect, such as this x-ray effect. It lets you know that you've killed them good 'n proper.

Often providing vital clues on how to overcome certain obstacles, his sage council is invaluable. So here's our advice: make sure you have the volume turned up nice and loud, because if you miss his words the only way to hear them again is by dying, which nobody wants.

With the training level and mission briefing out of the way, Nikki is finally left alone to get on with the business of taking out terrorists. Her first mission takes her to the mansion of Henrik Van Cleef, an international arms dealer with information on the terrorist organisation Omega 19. Nikki must use her stealth skills to break in and plant three bombs before chasing Van Cleef down. With numerous guards, automated cannons and security systems to overcome, it's a tricky opener make no mistake. More importantly though, it also brilliantly highlights how developer Bits Studio has broken the *Metal Gear Solid* and *Splinter Cell* moulds by splicing a fair amount of shooting action into the more familiar stealth sections.

It's stealth that comes to the fore first though. Right at the start of the first mission you're presented with an enemy grunt that's just begging to be sneaked up on. Pushing forward gingerly with the control stick (there's no stealth button, you simply have to move slowly), it's possible to get right up behind the thug unnoticed. At this point you can launch a silent kill attack – just don't expect it to be easy! Unlike other games in the genre where sneaking up on the enemy is the hard part, here there's an added element of danger. See, to pull off a silent kill you first have to execute a combo move. Early in the game these are relatively easy, like push up, left and right, but later on they become devilishly hard. And we love 'em! In a genre that's becoming increasingly predictable, it's nice to see such an ingenious and innovative new feature.

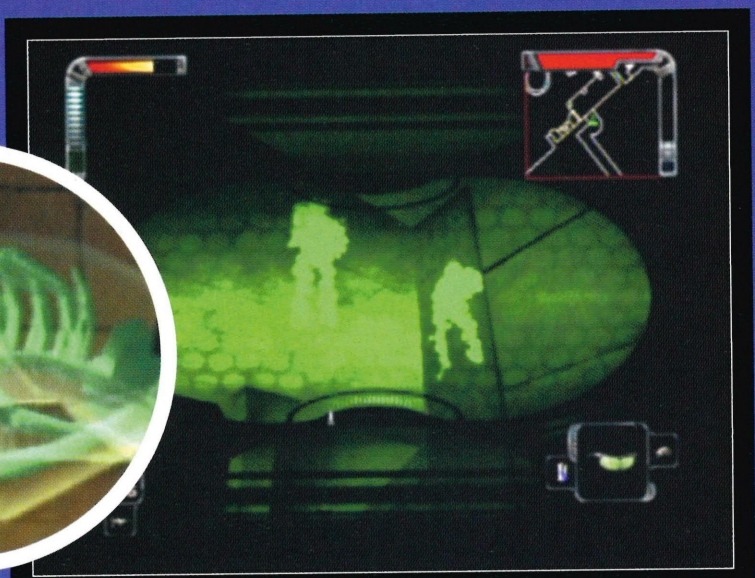
With silent kills becoming more difficult to pull off further into the game, there has to be a reward for putting in all the effort. Thankfully there are three. For starters, by disposing of the bodies, there'll be no alarms and nobody trying to hunt you down.

E OPS

EVERY WHICH WAY

THERE'S NO RIGHT OR WRONG WAY IN ROGUE OPS, JUST YOUR WAY.

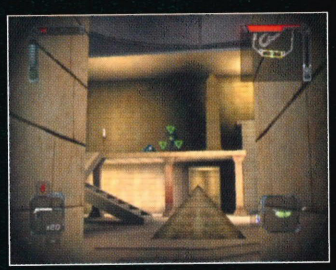
Part of the beauty of *Rogue Ops* is the freedom you have when navigating the different levels. Aside from the usual crossroads you may come across, depending on if you're feeling merciful or not, you may just find previously unknown items that could open up new doors or some very handy ammunition. Get blasting!



The room looks empty, but a quick scan with your Viser reveals two goons waiting to pounce. They are the lighter green blobby things on the screen. Cleverly they're acutally hiding in the next room. X-ray-infrared-radiation-overload!



One way to take the guards out is to charge for the cover at the end of the room, while avoiding their squinty, alarm raising eyes. Stick to the shadows and you'll be alright.



Hidden behind the wall, you can zoom in with the rifle and pick off the guards one at a time. Obviosuly headshots are the best way to kill those blobby soliders.



A more imaginative but tricky method is to use a grappling hook to get up on to the ledge. Get used to spotting all the different methods of taking out guards for better rewards.

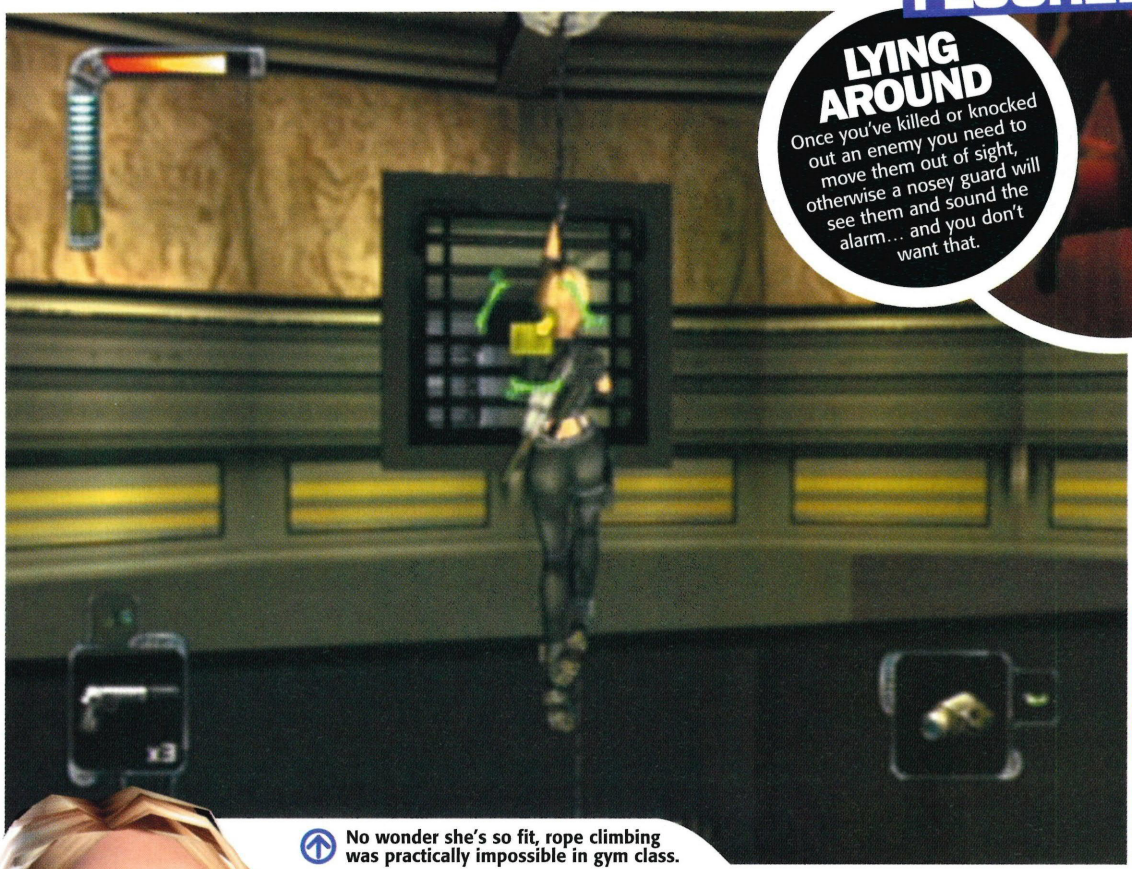


Now push the giant obelisk over and crush the enemy grunts before they realise what's hit 'em. If you're lucky they might even grunt before they die. Stealth rules.

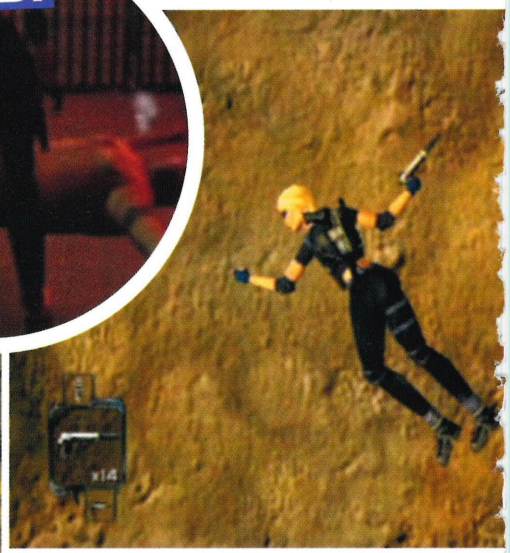


FLOORED!

LYING AROUND
Once you've killed or knocked out an enemy you need to move them out of sight, otherwise a nosey guard will see them and sound the alarm... and you don't want that.



No wonder she's so fit, rope climbing was practically impossible in gym class.



Spider-Wench, Spider-Wench does everything a Lara can.







Secondly, a close-quarters kill saves the scant ammunition you have for when it's really needed. Lastly, rifling through the corpse's possessions is likely to reveal more bonuses if you sneaked up on him rather than shot him. For these three reasons stealth is very much at the heart of *Rogue Ops*' gameplay.

Shoot-'em-up action is never too far away though, and fortunately the game isn't overly tough on those who prefer taking a more aggressive approach. In fact, on occasion it's even possible to go totally gung ho and still complete a level.

Admittedly the scarcity of health and ammo doesn't make this the wisest way to play, but by not punishing the trigger-happy too harshly at least the game offers players a choice, well, most of the time anyway. As if to reiterate the point that *Rogue Ops* is more action-based than *Splinter Cell*, it quite often leaves you with no option but to whip out your pistol or rifle and start blasting away.

Take the second mission, for example. Here you have to break into a museum and steal a statue. The first half of the mission has you employing every imaginable stealth trick as you try to grab the statue without being detected. Succeed and suddenly all hell breaks loose with heavily-armed Omega 19 troops wading in, turning the second half of the mission into a desperate fight for survival. By forcing players into this kind of intense fire-fight from time to time and instantly upping the tempo of play, Kemco has created a game that's more arcadey than *MGS* and *Splinter Cell* but just as exciting.

That said, the game isn't without its problems. Throughout the development process we've talked about the framerate and the cut-scene sound quality. We've told the publisher and the developer time and time again that these problems needed sorting, so it's disappointing to see these problems still in evidence. The framerate still drops below 30fps sometimes and the cut-scene audio is still horribly compressed. Factor 5 has proved this shouldn't be a problem.

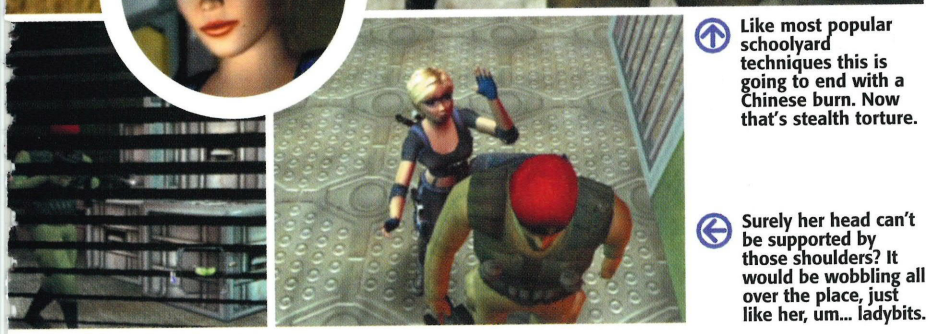
Another problem is the aiming. The ⊖ stick is used to move around an aiming cursor, but it requires such an insanely delicate touch that hitting anything on the move is a near-impossible task. As irritating as this small problem is, it's not worth dwelling on for too long because overall the injection of action works. Sure it takes away some of the tense, life-or-death edge usually found in stealth games, but on the flip side it breaks up the action neatly and, consequently, *Rogue Ops* is as riveting to play as anything else the genre has to offer.

On top of all the stealth and shooting, there are a lot of basic puzzles to solve too. Thankfully, most are fairly logical and easy to crack. At one point you need to open a door by standing on a pad. Unfortunately, as soon as you step off the pad the door shuts. So what do you do? Why, grab a body of course. Easy, right? But there are tougher puzzles to crack, and these usually require the use of Nikki's many Q-style gadgets. The Viser is our personal favourite, allowing you to see through walls, locate electricity cables and even spot invisible security laser beams. The Fly Cam, a tiny camera that can be flown around, is pretty cool too, allowing you to scout a level from a safe hiding place.

While the balance between shoot-'em-up action, stealth and puzzle solving



I SEE YOU: As well as underground bases, museums and the like, there are also open areas licked by security spotlights. Avoid them at all costs.



Like most popular schoolyard techniques this is going to end with a Chinese burn. Now that's stealth torture.

Surely her head can't be supported by those shoulders? It would be wobbling all over the place, just like her, um... ladybits.

SOUND THE ALARM!

STAY OUT OF SIGHT OR ELSE

Get clocked by a guard and you have just a second or two to take him down before he sounds the alarm. Get spotted by a security camera and there's no such escape, a shrill alarm immediately alerting everyone nearby to your presence. When this happens the alert bar in the top right corner turns red and you can expect a hostile reception as guards come charging at you from all nearby rooms. Find a place to hide or take out all the charging goons and the red bar will eventually reduce to yellow and then clear altogether, allowing you to resume your mission. Phew.



makes *Rogue Ops* a treat to play, what we love most about it is its openness. To every problem or obstacle encountered there's nearly always at least two solutions, sometimes even more (see box out for more detail). This gives the game a truly liberated feel, especially compared to the extremely linear nature of games like *Tomb Raider* and *MGS*.

For all that's good about *Rogue Ops* though, it's not without its share of problems. If you read our preview a few months back, you'll already be aware of a couple. Sadly there are now some other flaws, in particular hit points and the AI. On occasion, you can sneak up on someone and shoot him only to find nothing happens. No blood comes spurting out, there's no agonised cry and most crucially, no death. This may sound like a small thing to be getting worked up about, but not only does it destroy the mood, it's also a frustrating waste of extremely precious ammo.

Another seemingly small but more serious problem is the AI. On the whole, the NPC characters behave admirably. Zoom in to take a head shot, for instance, and the chances are your enemy will neatly duck out the way just as you squeeze the trigger. Similarly characters will run and cower if unarmed and dash behind boxes and walls for cover. These are the good examples of the AI at work, but there are plenty of bad ones too. Two of the more comical ones we came across are occasionally being able to stand in front of a guard without him reacting (surely his 'nice-looking-girl-radar would have kicked in), and also being able to hide from view behind narrow pillars despite Nikki's breasts and J-Lo sized arse jutting out either side!

But it's not worth letting these minor irritations play on your mind. Ultimately the only issue that really matters is whether the game is fun to play... and it most definitely is. It's not as tense or fraught as *MGS* of *Splinter Cell*, but the introduction of more intense shoot-'em-up sections make it just as enjoyable. To appreciate this takes a bit of playing, but once you get used to the controls and get drawn into the game you'll find it very, very hard to turn off.

It's just a shame that a developer that is already experienced with the GameCube hardware should have problems getting results out of what even they admit is a great machine.

JOHN

"ROGUE OPS IS AS RIVETING TO PLAY AS ANYTHING ELSE THE GENRE HAS TO OFFER"

CUBE VERDICT

ROGUE OPS

AN ABSORBING AND ENJOYABLE STEALTH-'EM-UP

VISUALS
Looks nice but never great. Ocassional framerate issues as well.

AUDIO
Great in-game music but the cut-scene audio is appalling.

GAMEPLAY
Great kill moves, puzzles and exciting shooting sections.

LIFESPAN
About 15 hours on the middle of three difficulty levels...

ORIGINALITY
Borrows a lot from other stealth games but adds features of its own.

ALTERNATIVE



Extra spit and technical polish just about give it the edge over *Rogue Ops*.

SPLINTER CELL

Reviewed: Issue 19 CUBE Rating: 8.8

2ND OPINION

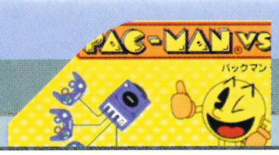
HIP-OPS!! "A really nice mix of stealth and action with appealing characters and a slightly lighter feel to it than the likes of *Splinter Cell*. Nice."

MILES

FINAL SCORE

7.8

INJECTS SOME WELCOME ACTION INTO THE STEALTH GENRE



WAKE ME UP!

When playing as a ghost, stealing the fruit will allow you to see more of the screen.



Get pilled up with Pac-Man



GHOSTIN' AROUND
Not all of the backgrounds are boring and black. Sometimes things get a little colourful, and sometimes a little bit spooky... Oooo...

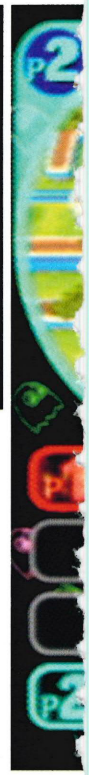
Wakka-wakka-wakka. Not a Fozzy Bear quote, just Pac-Man gobbling pills...





Come on player two! It's about time the sod got some recognition.

Fury, rage and anger. Just some of the top emotions provided by *Pac-Man Vs.*



PAC-MAN

CUBE

INFORMATION

PAC-MAN VS	
PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
PRICE:	FREE WITH R: RACING
ORIGIN:	JAP
PLAYERS:	2-4
MEMORY:	3 BLOCKS

STATS

- FOUR PLAYER PAC-MAN
- ONE GBA REQUIRED
- AT LEAST TWO PLAYERS REQUIRED
- IT'S FREE!

OUT NOW | TBA | OUT NOW



This game's older than me! Bloody hell!

WE HAVE TO admit humble pie doesn't taste too good. Aside from being rather bitter, there are too many lumpy bits and it's far too salty. But why do we have to force this horrible stuff down our throats in indigestible clay-like clumps? For the answer just flick through the pages of the last few issues of **CUBE**, where we've expressed slight distaste at Nintendo's wish to create a multiplayer *Pac-Man* using connectivity rather than doing something more glamorous like, say, taking *F-Zero* or *Mario Kart* online. Now, while we'd still do something nasty for these wishes to come true, it takes the bigger man to admit that he's wrong on other accounts, and right now we're looming above Everest.

The idea of *Pac-Man Vs* is very simple. Up to four people (there must be at least two, and one has to be using the GBA) connect up to a GameCube, which on the TV screen displays three different limited views of the gameplay area. These limited views are for the benefit of those who play as the Ghosts, whose job is to track down Pac-Man and gobble him up, which in turn allows them to control the big cheese. While all this is happening the player who gets to control Pac-Man uses the GBA screen, which displays the entire area, ghosts and all.

The overall aim is to acquire a set amount of points which are gathered via all the usual methods – munching the Dots, eating the randomly-appearing Fruit and eating Ghosts after finding a Power Pill. If you get caught then the player responsible takes control of Pac-Man, with the points they may have earned previously being added too. On the flipside to all this is the fact that if you're playing as a Ghost and Pac-Man eats you, you'll lose some of your previously earned points. It's a clever structure, and during the game curious alliances will be formed as one player gets dangerously close to the target score.

It's difficult to explain what Pac-Man does right. There are plenty of puzzle games out there that while sounding good on paper, don't seem to work well at all once they're on the TV screen. But *Pac-Man* eschews from this fate regardless of its slow speeds and simple graphics. The exhilaration of playing as the yellow muncher and performing a faultless run, twisting away from dim-witted ghosts as they chase after you then gobbling a pill, turning around and eating them all up in one smooth movement is far more exciting than it should be, to say nothing of the odd strategies that arise. A quick example being the all-too common situation where Pac-Man gets cornered by the Ghosts and has to make a quick decision – which player is best to be caught by?

"YOU SHOULD ALWAYS REMEMBER THAT AT THE BOTTOM LINE, IT'S ALL AGAINST ALL"



WHAT'S THE SCORE: Choose your target score – generally, the smaller they are, the quicker and more intense your games will be.

Battle your mates in order to become the ghost with the most points! Points make people jealous.

VS

You don't want a high rider on the scoreboard having another run. Likewise, as a ghost it might sometimes be best to work together as a team, but you should always remember that at the bottom line, it's all against all. You should be getting a clearer idea of how we managed to experience a strange case of 'missing day' syndrome after we took delivery of this game. It's just too devious to be left for more than a few minutes.

Aside from several different level layouts there isn't a whole lot more to the game – but then you have to remember that this disc comes free with Namco's *R: Racing Evolution*. It might be simple, look a bit rubbish and sound like a Game & Watch title but it really is so much fun that you stop caring. Typically, there is a huge 'but' though: as of writing there aren't any plans to get this over in Europe. We were hoping to hear that EA would be bundling it in with Namco releases for free, but we're afraid that this isn't the case. Who knows, it may get a release over here eventually, but to be honest, considering how simple it is we'd have a huge problem with handing over notes for the game.

GARY

ITS-A-ME!

WATCH OUT! PAC-MAN GOT THE PILL!

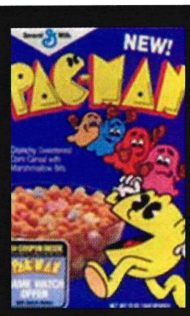
We recommend putting your favourite CD on when you're playing *Pac-Man Vs*. Now don't get us wrong, the retro soundtrack is great. But the Mario voice – erk. Take the annoyance factor of him shouting out twaddle in his 64-bit debut, multiply it by a thousand and you're not even close to the utter drivel that blasts out of your speakers during *Pac-Man Vs*. 'Ooohh! Pac-Man got the fruit!' is just one moronic comment that's shouted out with mind-boggling enthusiasm as some crazy alarm starts ringing. Useful perhaps, but our poor minds can't take it. It's like those adverts on local radio where some woman's clearly getting too excited about the crazy knock-down prices of Konservatory King, who'll helpfully throw in a free pair of school trousers with his glassy delights. Just turn it off.



PUCK ATTACK

GAME AFTER GAME AFTER GAME...

If you've not heard of *Pac-Man* then there's either something wrong with you, or you must be extremely young. Originally created in 1980 by young Namco designer Tohru Iwatani after going out for pizza, the simple but addictive game of munching dots and avoiding deadly ghosts captured the world's imagination. It wasn't long before the popularity of the game caused a thousand different spin-offs and continuations of the franchise. Aside from all the breakfast cereals, singles and pinball machines (not forgetting *Baby Pac-Man*, which was half-Pinball and half video game), the likes of *Mrs Pac-Man* (add a bow and a mole and you've got yourself another successful game), *Jr Pac-Man* and *Pac And Pal* (this time you've got a ghost on your side) added a number of changes to the main game such as special keys to enter different areas of the maze and bigger playing areas. Lets not also forget the magical *Professor Pac-Man*, the awful quiz game that only saw 400 sales. Another interesting point is that the game was originally called *Puck-Man*. Things changed for obvious reasons.



Missing an obvious marketing plan, they go for cereal over pizza, fools.



Yellow blobs in domestic bliss, brings a tear to your eye.



CUBE VERDICT

PAC-MAN VS

MULTIPLAYER LAUGHS

VISUALS Not very colourful or advanced, but they do the job.

AUDIO The music matches the graphics. As for the Mario voice...

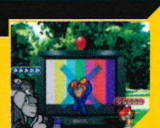
GAMEPLAY A triumph of game design when you've got friends over.

LIFESPAN In frequent short bursts, this will always be at hand.

ORIGINALITY A new take on an ancient game so that's a paradox...

ALTERNATIVE

Hundreds of mini-games to battle through and includes a snazzy 4-player mode.



WARIO WARE

Reviewed: Issue 26 CUBE Rating: 8.2

2ND OPINION

CURSES! "I was off sick when the rest of them played this, and so I have no idea why they were all laughing about flipping *Pac-Man*."

TIM

FINAL SCORE

8.8

CONSIDERING THAT THIS IS FREE – A PERFECT MULTIPLAYER GAME

HIDE 'N SHRIEK

The intro sequence tells the story of an ancient God, sealed away for evermore.



Get your cards out!





Some of the magic effects are really nice, but the cards that cast them are costly.

CUBE

INFORMATION

BATEN KAITOS	
PUBLISHER:	NAMCO
DEVELOPER:	MONOLITH SOFTWARE
PRICE:	£59.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	8 BLOCKS

STATS

- INNOVATIVE BATTLE SYSTEM
- HIGH-QUALITY FMV
- VAST AMOUNT OF SPEECH
- GORGEOUS VISUALS

TBA | OUT NOW | TBA



BATEN K

Namco introduces us to a whole new style of adventure

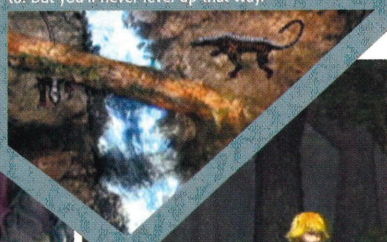
CARD GAMES, it seems, are all the rage in Japan at the moment. Well, maybe not card games, but card-based RPGs most certainly. *Lost Kingdoms* was a little ahead of its time, but the sequel sold well in Japan. The *Phantasy Star Online* series has also gone in that direction, with the latest installation even being called CARD Battle. The fad hasn't quite caught on in the west yet, and that's probably because playing with cards is hardly the most enticing of battle systems. Oooh, stick you: I've just thrown a card at you! Namco has obviously realised this though, and with its GameCube-exclusive, bank-breaking RPG, it's come up with a very special way of fighting. Welcome to the first game that actually manages to make card battles good fun!

Namco's new baby is a bit of a freak. What other third-party publishers can you think of that have put significant time and resources into a GameCube-exclusive game? Erm... maybe one, but what we have here is a game that easily rivals the grandiose atmosphere and production values of something like *Final Fantasy X*.

THE MOVIES

FEEL THE EMOTION

There is plenty of high-quality FMV in the game. So much in fact that it comes on two discs. That's one big adventure.



DODGEMS: In the battle-field you can see your enemies, thus you can avoid them if you really want to. But you'll never level up that way.



Main character Kalas is always a hit with the ladies.

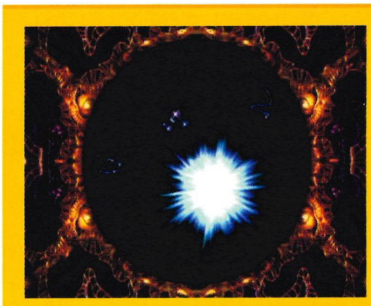
AITOS

Baten Kaitos' storyline tells a tale of an evil god that was locked deep inside the planet many years ago. All this time later there are those that would try to tap into this great energy and use it for themselves. This is what the opening movie tells you, but it will be a long time before you get to meet these people. In true RPG style the game starts you off in your village where you learn all about yourself and your people. Your people have wings that fold out and grow whenever you need them. They also have a very different way of carrying items. Whatever it may be (a banana, a sword, a magic spell, a shield), item energy can be transferred to a card form. You have a limited capacity for holding cards, but when you need one you merely transform the card back into physical matter.

This is how Namco has got around the tedious card battle system. When you're exploring areas you can see the enemies on the screen. You can avoid them if you want to, but you'll only pick up better cards by defeating them. Once you get into a fight the battle is turn-based... but it has a more interactive feel than something like *Final Fantasy*.

If you are attacking you may (for example) choose a Flaming Sword card. This will obviously see your character jumping in with a Flaming Sword. As you progress through the game you will learn how to put combos together, thus allowing you to choose several cards at once. Certain combinations of cards will have a far greater effect than others. When an enemy attacks you, you are given the chance to defend yourself. Your set of cards appears in the bottom-left of the screen, and if you have a sword or a shield, you can use them to defend yourself. Enemies can also do this when you are attacking. The result is a fast-flowing battle system that allows you to attack and defend in a style that lies between turn-based and real-time.

The cards themselves appear in a set order. Normally you can just take them as they come, but when it comes to the tougher bosses there's always the option to customise your deck as you see fit. If you think you'll need a healing item every few rounds, then you should set it up that way. The default set up will be the order in which you've won the cards, and if you battle a few enemies in a row, the chances are that you'll pick up ten swords in a row. This would see you running the risk of having ten swords and a super attack before you finally get the healing item you so desperately need. Your battle deck capacity is about a quarter of your total deck capacity, so you can only use a set number of the cards you hold. All of your cards can be moved around very easily though, and each different area will require you to set up your cards in a different order.





OH MIGHTY LORD

JUST ANOTHER MAGIC SUNDAY

Baten Kaitos innovates in many areas where it could have simply gone by the book, and the upgrade department is one of them. At the start of the game you'll learn that in order to save your progress you need to jump into large plants that appear all over the world. After a short time, these plants will allow you to warp to a far away cathedral (well, it looks like a cathedral). In this building is a robed man who heals your body and increases your capacity for damage. Some bosses drop star constellation cards that can be used by this mysterious person to empower your soul. This basically means your maximum HP and capacity for holding cards is increased... which is very useful.



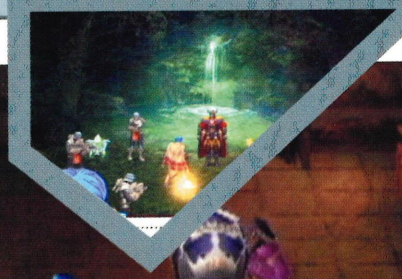


This huge church is the place where Kalas needs to come in order to upgrade his stats.

You only start out with about 150 Hit Points, but within a few hours you'll be far tougher.

"A FAST-FLOWING BATTLE SYSTEM THAT LIES BETWEEN TURN-BASED AND REAL-TIME"





EVIL LURKS: As always there is an evil empire that is trying to destroy the world. Tut, they get everywhere.

WHAT A RIP-OFF!

LOOK MISSY, WE'RE NOT STUPID!

Everything you buy in *Baten Kaitos* comes in the form of cards, so the shops you visit don't have to be very big. Actually they resemble shoeboxes more than anything else. The majority of shops tend to rip you off though. After slaying your guts out in a nearby forest the shopkeepers only ever want to pay one credit for your trouble, yet they're only too happy to charge 150 credits to buy it back. There has to be some sort of trading standards around, but being in Japanese we can't figure out where to find it.



There are some strange animals in *Baten Kaitos*.

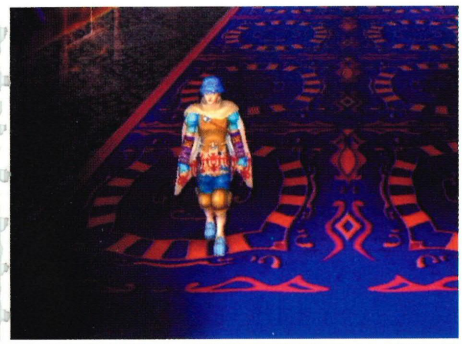
CONTINUED It's not just battle gear that can be turned into cards though: everything can, and there is a specific section in the options screen devoted to Essential Item cards. You start off with four of these, and you can allocate important items such as dynamite, cleaning fluid and milk to them. These items, and these items only, can be used in regular situations. Areas of interest appear as exclamation marks, and some of these are interactive. For instance, you may come across a landslide and decide to use the dynamite to get past… or in another instance some kids paint a moustache on an expensive painting and you need to provide the cleaning solution to earn the card you're after.

The attention to detail in the world around you is astounding. Your little village is bustling with activity: kids run around, ducks and geese waddle about and chatter to each other, plants sway in the breeze, smoke comes out of chimneys, mist and fog pass through the scene… there's so much going on.

The team has been able to do this because the majority of any given scene is pre-rendered. Instead of using all the spare polygon pushing power to create extremely lifelike main characters (the characters look good enough though), the team has used it to create a lifelike environment. We thoroughly approve.

In a nod to *Resident Evil*, the team has also used distortion effect overlays to create some beautiful scenes. The smoke and mist are examples of this, but depth of field, transparencies and the like have also been used. Put simply, no other RPG on any system can match the beauty of *Baten Kaitos*.

Sound is another area in which the game is very pleasing. The soundtrack is pure class: we've played numerous RPGs where the soundtrack is made up of derivative pap, but this effort is on a par with *Zelda* and *Final Fantasy*. The boss battle music in particular really gets the pulse racing, with its wailing lead guitar. There's more to the sound than the music though. For every animation that





PAPER-CUTS!

THERE'S NOTHING WORSE THAN A RUN IN WITH PAPER

The cards that you can use in battle come in many varieties, though there are four main genres: weapon, protection, healing and black magic. The weapons generally come in the form of swords, axes, blades and elemental weapons. The armour is made up of shields, cloaks, helmets and armour. The healing items come in the form of bananas, potions and cakes, and the magic consists of water, ice, fire, gravity, darkness... and just about every other stereotypical spell you can think of.



DREAMY

FLOATY-LIGHT

The *Baten Kaitos* world is made up of several floating islands. Transport comes by way of strange, giant whelk-like creatures. We like the word 'whelk'.



"A GREAT STORY, AN EPIC ADVENTURE, AND A FANTASTIC NEW WORLD TO EXPLORE..."

has been included there is a sound effect to go with it. Leaves rustle, birds chatter, water flows and people chat around you. There is also an awful lot of speech in the game. Every important conversation has been recorded, and this has obviously taken up a huge chunk of the disc capacity (don't forget about the large amount of FMV that's already on there). Despite coming on two discs, the team has still had to compress the voiceovers more than they would have liked. The result is a slightly thinner sound than you would expect, but the fact that it's in there at all is a small miracle.

Reviewing *Baten Kaitos* is a difficult task. This is always going to be the case with a Japanese RPG, but with something like *Zelda* you can pretty much understand what's going on. *Baten Kaitos* though is as in-depth as they get. The storyline is quite blatantly weaving all over the place, and CD2 even sees you playing the game from two other characters' perspective, so that's another entire section to add in. There is no doubting that the game is amazing, but the language barrier is far too significant to ignore. For import fans we'd recommend having a go. Maybe pop into your local importer and have a quick play, but unless you're fluent in Japanese you should steer clear. Namco has made no mention of a US release (let alone a PAL release), but *Tales Of Symphonia* is due to arrive in June, so an Xmas release is entirely possible. As it stands , there is so much we don't know simply due to that old adversary the lanaguage barrier.

For those of you who have to wait (that'll be 98% of you then), take solace in the fact that this is one of the best RPGs we have ever played. A great story, an epic adventure, a fantastic new world and a smart battle system combine to create something of a masterpiece. Namco spent a lot of money bringing in talent from the greatest RPGs ever made, and the results speak for themselves. We hope that the game sells well in Japan, otherwise this will be the last time that Namco invests so much time and money in the GameCube.

CHANDRA

CUBE VERDICT

BATEN KAITOS

SUPERB RPG WITH LANGUAGE BARRIER

VISUALS
A gorgeous fantasy world mixed in with really nice magic effects.

AUDIO
Charming compositions and a large amount of in-game speech.

GAMEPLAY
The new battle system works really well. Well paced and easy to use.

LIFESPAN
We haven't finished it yet, but it's easily 30 hours, if not far more.

ORIGINALITY
RPG-ing by the numbers, but the battle system gives it the edge.

ALTERNATIVE

The only other card-based RPG out there. Not a touch on *Baten Kaitos* though.



LOST KINGDOMS
Reviewed: Issue 8 CUBE Rating: 7.0

2ND OPINION

SPANGLY! "This is going to be brilliant in English. Sorry to throw you into a well of anticipation, but we just had to play it even if we don't know exactly what's going on."

TIM

FINAL SCORE

8.6

GORGEOUS FANTASY ADVENTURE THAT BEGS FOR AN ENGLISH TRANSLATION



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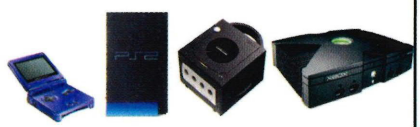
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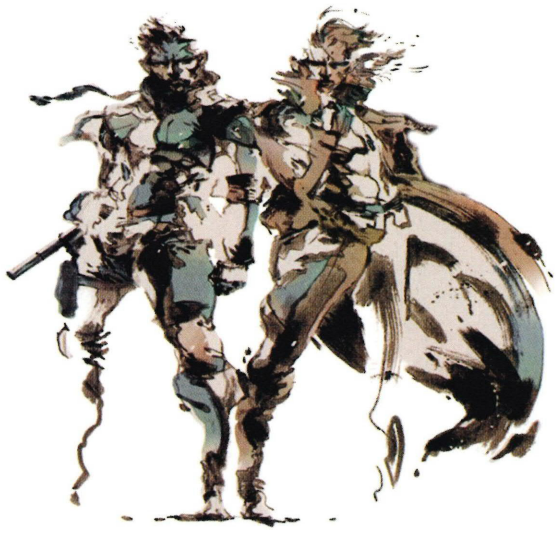
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NETWORK CUBE

ISSUE TWENTY EIGHT

CUBE is the word, is the word that you heard, it's got groove, it's got meaning...

YOUR LETTERS

VIEWPOINT

90 Here's where we print the letters that you send us. Not all, obviously, because then it would be 50 pages long!



FORUM FRENZY

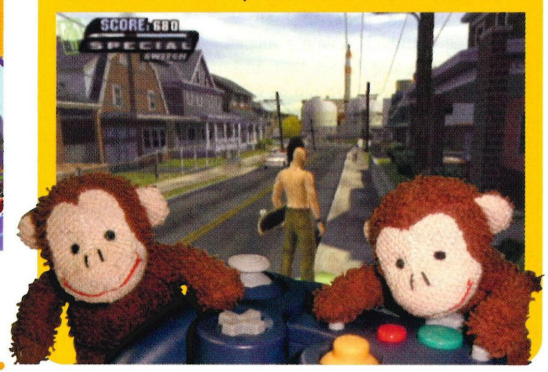
94 More from the forums. They throb day and night like a thumb that's been hit with a hammer!

READER REVIEWS

95 Sometimes people disagree with our reviews. If that means you, here's your chance to set the record straight.

CHEATING MONKEYS

100 The hairiest gamebusters in the business have been beside themselves this month, what with the precarious nature of world affairs.



REGULARS

BEAT THE WORLD

96 You wanna step to the **CUBE**rs? Let's see what you got! See how you stack up against the best players in the country on the GameCube's biggest games right here.

ADVANCE

114 *F-Zero* hits the GBA along with *SSX3*, *Medal Of Honor: Infiltrator* and *Fire Emblem*. It's another top month in handheld land thanks to Nintendo and EA!

DIRECTORY

118 Every month it gets just a little bit bigger. Will it ever stop? Yeah, eventually, but do you really want it too?

GUIDES



SUBS & BACK ISSUES

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

BEAT THE WORLD

Think you can beat us? You've got two hopes: Bob Hope and no hope, and Bob's dead

96

104 It isn't the *GTA*-beater we all hoped for but it's as close as you're going to get on the GameCube in the foreseeable future. Check out our complete guide to life on the streets.

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CUBE VIEWPOINT

ISSUE TWENTY EIGHT

VIEWPOINT – YOUR LAST CHANCE TO SHOUT ABOUT BLAKE CARRINGTON. THAT'S IT NO MORE AND THIS TIME WE MEAN IT. SERIOUSLY!

Thanks for all the letters this month, we love them, mainly because we can try to get Dire Straits puns into the headlines.

RANT ON!

MARIO KART MADNESS

Dear **CUBE**, I have thought of an idea for the next *Mario Kart* game called *Mario Kart: Quadruple Clash* with four characters in each kart, each with a special item. This time including Pidget, Noki and the *Mario Sunshine* villagers. It should be N5's first game and will be on the new GBA, so you can connect them up. There should be new tracks and the ability to make your own kart, character, special item and track! It will cost £40 and Nintendo will keep secrets to themselves. Ninty should be publisher and developer of this game.

SHAQUILLE BASAR, ESSEX

CUBE: ***It is, dare we say, genius.***

PS2 KNACKERED

Hi **CUBE**, Just thought I would comment on the 'what's the best console' argument.

I have just bought a *Mario Kart* GameCube pack (with *Zelda*, *Bounty Hunter* and *Clone Wars*) all for £99.95 what a bargain! And as my PS2 has just packed up how could I refuse any longer?

But what is annoying to me is the narrow minded people who believe you should only own one machine. If you like games on another machine and you have the cash why not? It is not as though a console is a wife/husband. You are allowed to own as many as you like. I've got no problem with having a PS2 and a GameCube at the same time because at the end of the day it is me who is getting the best of both worlds.

G PAXTON, PORTSMOUTH

CUBE: ***You'll find no dissent here.***

STOP IT RIGHT NOW!

Hey **CUBE**, I am writing to you in response to Blake Carrington's letter in issue 23. I disagree with Blake and as you didn't care to comment I would like to say the following things. Firstly, who the hell cares about Nintendo's marketing problem? There are plenty of Nintendo fans out there who strongly support the GameCube and I'm one of them.

GET IN TOUCH

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

FAX

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

GHOST RIDER

Dear **CUBE**, My friend recently bought a GameCube and said he hasn't had this much fun on a console for a long time, he is really loving *Mario Kart*. It is destroying his social life for Christ's sake.

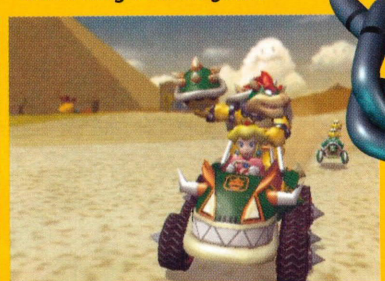
I recently noticed something strange on Mario Kart Time Trial. When trying to set an unbeatable time, I was racing with two ghosts, my ghost from the last time set and a super ghost in the form of Baby Mario and Baby Luigi, I was racing on Baby Park. Anyway this super ghost was too fast and I would please like to check it out and find out how to beat them and what you get for doing this.

Great mag, keep up on working your magic. And congrats to Chandra for winning that *Mario Kart* competition. Being the king of *Mario Kart* I would love to play him sometime (I wish).

MATTHEW BUTLER, LONDON

CUBE: ***There's no trick to beat the ghost on Baby Park. You just need to tuck in and take the two corners absolutely perfectly. For all that effort, your success will be rewarded with satisfaction, but nothing from the game.***





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LET'S TALK ABOUT TXT



I WANT MY SHENMUE III

DREAMCAST CLASSICS ON GAMECUBE? THAT WOULD BE SWEET

I think that when consoles no longer carry on (such as the Dreamcast) sequels to game on that console should be multi format. I am mainly talking about *Shenmue III*. This is due to come out on the Xbox and I have a GameCube. I don't want to buy an Xbox just for one game. If people want to carry on the adventure you have to have a Xbox to find out what happens next. This is not fair and I think that all changed console (I just invented the term) games should be multi format. I am glad I have got that over with. I will now go and play *Mario Kart*.

TOM, HARTLEPOOL

CUBE: ***Unfortunately marketing people don't care about you. Sony and Microsoft care about signing as many games up exclusively for their machines as they can and there's nothing we can do about it.***

SMELLY

Do you think there might be a game about an invasion of tramps?

CUBE:
Yes, heck why not? Could be a platform game, collect 100 cans of Special Brew, get an extra coat!

The fact that the GameCube doesn't lead the console market should not be a concern to Nintendo. They continue to produce fantastic games which everyone loves. They are fun to play and keep you entertained. It doesn't matter about how childish games look, they are still great fun. *Mario* and *Zelda* are the two biggest Nintendo franchises and they continue to sell. Nintendo are known for childish games but it's what they are best at and they should stick with it. Why change something that already works well?

With games like *F-Zero GX*, *Rebel Strike* and *Mario Kart: Double Dash!!* the GameCube is looking to sell more as these great titles continue to arrive. Games like *Soul Calibur II*, *True Crime* and *Need For Speed: Underground* are just some of the great third-party titles on the GameCube. I don't know what Blake was on about. How can you criticise something as good as the GameBoy connectivity?

It's fantastic with games like *Metroid Prime/Fusion* and *Wind Waker* and it makes your gaming experience a whole lot better. What was Blake on about when he said 'Lets hope *Metroid Prime 2* is more like *Halo* and less like *Mario*'? *MP* was nothing like *Mario*, and anyway what's wrong with *Mario* games? *Super Mario Bros* was the first Nintendo game I ever played and at the time it was damn good fun and all these years later we are still having fun with *Mario Sunshine* and *Mario Party 4* & *5*.

The GameCube is not doomed and as for GameCube2, does it matter if it is purple? You'll still be able to buy a black one. Do you want to pay more for your console? Why does it need a DVD feature? Nintendo make gaming consoles, not home entertainment systems and you don't want to pay extra because it's got a DVD player. I apologise if my letter is a bit late. We receive the UK version of **CUBE** much later here in Australia. Keep up the fantastic work **CUBE**, it's a great mag.

JAMES PARKINSON, MELBOURNE

CUBE: ***Funny, I'm sure we put this to bed last month!? Really, please no more letters about Blake or we'll cry.***

We want your text!

HI G8 MAG IM JUST WONDERIN Y U SCORED GAUNTLET DARK LEGACY SO LOW? WAT WAS RONG WITH IT? DON'T PUT THIS IN UR MAG PLZ JUST REPLY TO MY TXT THANKS
CUBE: Oops.

YOUR BEAT THE TEAM MARIO KART:DD TIMES REALLY ARE POOR. ARE YOU SERIOUS OR WHAT?
CUBE: Put up or shut up, punk.

WILL SHADOW RETURN IN SONIC HEROES? HE RULES
CUBE: He speaks very highly of you too, and yes, he's in it.

FIFA, SIMPSONS, TRUE CRIME, MARIO KART, NEED 4 SPEED, ALL THIS IN DA LAST MONTH HAS COST ME A BLOODY FORTUNE!
CUBE: We got them all for free, bwhahahaha!

HOW DO YOU GET THE SPECIAL CUP IN MARIO KART: DD?
CUBE: Win all the others in 150cc class.

WHEN IS SHADOW OF THE SUN OUT? IT LOOKED SO COOL.
CUBE: Died with the demise of Hothead Studios, sadly.

ARE NINTENDO GOING TO RELEASE A KITTEN-BASED GAME?
CUBE: Apparently the core architecture of N5 is kitten-based.

EGGMAN HERE, SAY, DO ANY OF U ROCK-TACULAR AMIGOS KNOW WHERE PARK AVENUE LEADS TO?
CUBE: Park Avenue leads to skid row, baby.

SHUD I GET REBEL STRIKE OR THUG? PLEEZ REPLY! IS TRUE CRIME REALLI DAT BAD?
CUBE: Rebel Strike and THUG are great games with some right dodgy elements. True Crime is just a load of right dodgy elements.



THEY JUST WON'T STOP!

GIVE BLAKE A BREAK WILL YOU?

Hiya to all you guys at **CUBE**, first I'd like to say great mag, keep it up, yadda yadda yadda (is that part of the letter a bribe? Everyone seems to say it, so I thought I'd carry on tradition... but seriously, you're doing good, especially with the disks – is there any chance you could put a *Baten Kaitos* trailer on there sometime? I'm a huge RPG fan and I haven't seen anything apart from stills yet!) ANYWAY the reason I'm sending this is to try and give a balanced viewpoint.

To Blake Carrington. I agree that Nintendo needs to get its act together on the public image front, but you shouldn't be so harsh. *Mario* and *Zelda* may seem childish to you, but a lot of people have had a lot of fun with these franchises, and will continue to do so until they reach their end (may that be very far away!). There are plenty of 'adult' titles (*Eternal Darkness*, *Resident Evil*) available on the GameCube if that's what floats your boat, so maybe you should go and enjoy them instead of moaning about some of the best loved Nintendo characters, and in the midst of so many fans! I know everyone is entitled to their own opinion, but I think that was just a bit unwise.

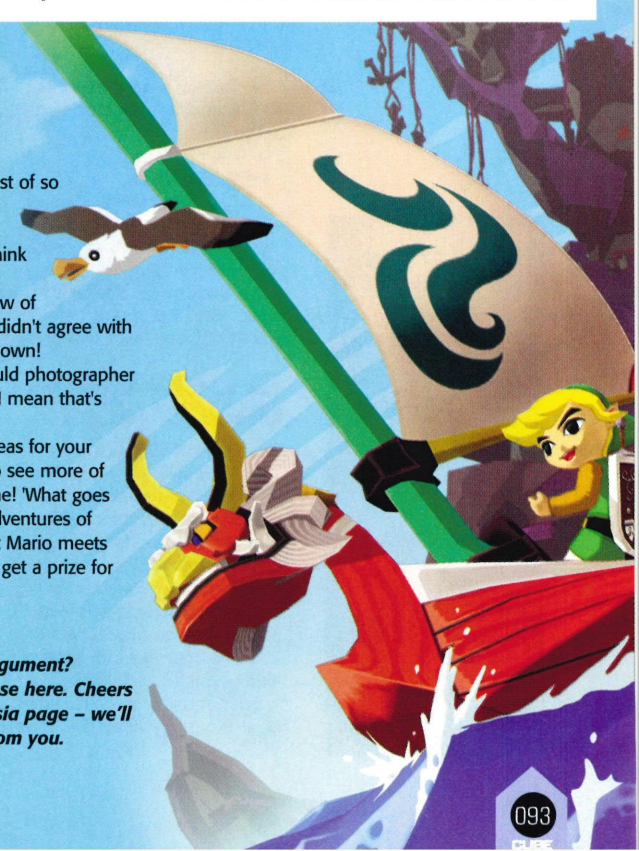
Also I read James' review of *Zelda* in issue No25, and didn't agree with it, so I've done one of my own!

Erm, is it just me or could photographer Lenzo be Link's grandpa? I mean that's just disturbing!!

Oh, and by the way- ideas for your old fascia page? I'd love to see more of those cartoons you've done! 'What goes on in Gary's mind', 'The adventures of Martin's Cat', stuff like that Mario meets the Terminator thing! Do I get a prize for suggesting that?

LIZ HALL, VIA EMAIL

CUBE: ***A balanced argument? Sorry, we don't have those here. Cheers for the ideas for the facsia page – we'll see what we can nick from you.***



CUBE

ISSUE TWENTY EIGHT

FORUM FRENZY

If nobody will listen to you in real life then you're probably really boring. Never mind! Just pop over to totalgames.net.

Anger over Gary's shameless self promotion, the drive to design a new Nintendo character starts and, yawn, is Zelda overrated?

TOPIC: TOOTHPASTE?

Author: TNA
I just bought the new issue of **CUBE** and in the forum section there was some rubbish about toothpaste – shouldn't the forum section be about games? For people without the Internet to find out what other people think?

Author: Zilon
They can only put in the forum section, what is on the forum. If there is nothing on the forum about games (ie this topic) then they can't put it in there...

Author: The Baker
Gary@CUBE is in there???? Surely that's not allowed, as he writes it!

Author: runoverhedgehog
Shameless advertising if you ask me

Author: Mario
Cheating if you ask me...

CUBE: Anything's allowed when you run the place. So there. Besides, toothpaste is hugely underrated. Ever thought about what you'd do if it suddenly disappeared?

TOPIC: NEW NINTENDO CHARACTER NEEDED

Author: StarWolf88
Seriously, when was the last time Nintendo made a huge character that became really popular and sold loads of games? Link, Mario, DK? What Nintendo need is a new character to appeal to other gamers, maybe a more adult image so the PS2'ers and Xbox'ers can't say that Nintendo is kiddy, which it isn't anyway.

I'm not saying that the current Nintendo icons should be replaced, but we need a new major character to appeal to a wider audience, or Nintendo is going to go further and further downhill. Comments?

Author: Wario_Kong
I see what you mean. It's like the same old characters. Well said. I'll be thinking of different stuff now! I really don't like Waluigi, he's like a spider on *Mario Party 4*. Do you think he'll bring out his own game? Like *Mario Sunshine*, *Luigi's Mansion*, *Wario World*? *Waluigi*'s...?

Author: TNA
How about Waulink. He will have a big moustache be really strong and wear the same outfit as Link but purple.

CUBE: We await WaPikachu and his cronies. Seriously though – WaLuigi... could you get any more lazy?

TOPIC: ZELDA IS OVERRATED

Author: smokinfish
I just read a reader review in **CUBE**. Some guy gave *Zelda* 3.0

About right I'd say – same with *Mario Sunshine*. Too childish is the problem with both of 'em. This is what gives the GC a kiddy image. Of course, keep Link and Mario, they rock! But those games weren't to the standard of other games. (*Metroid Prime*, *F-Zero GX*.)

Author: Android18a
Wind Waker is one of the only GC games I still play. I think it's perfect. Beautiful charming visuals, nice easy gameplay and you can just pick it up and explore without worrying about time limits or progressing the plot, it's a proper adventure game.

Of course, the very things that make the game appeal to me will put others off, but each to their own, eh?

Author: 4m3
I'm with Android18a here. *Wind Waker* is a superb title. What makes it drop a level from *OoT* is the similarity in character, event and plot to its predecessor.

Author: sergent syphilis
I also think *WW* brilliant, true I don't think it's as good as *OoT* but that's simply nostalgia blinding my opinion. *WW* is an amazing achievement and I'm proud of Nintendo for having the balls to do something a bit different when all others are simply trailing each other like sheep. They could have made a realistic *Zelda* but it wouldn't be as good because Miyamoto didn't want to make a realistic one, that's how crap games are made, designers are forced into making a game they might not necessarily want to make and so they lose all enthusiasm for the project.

Also I agree with Voodoo doctor, *Deus Ex* is an absolutely superb game with a more mature edge. If you've completed that then surely you can see what really separates true mature titles to simple blood baths.

Author: Heavens_Cloud
Zelda: WW is nothing short of superb, like *Ocarina Of Time* before it. I'll give it a 9 out of 10 personally. I enjoyed the game immensely, but not quite as much as *Ocarina*. Either way, both class, neither overrated.

Author: A. McGrae
While *WW* is a great game in its own right, it simply isn't up to the standard of the other eight *Zeldas*. I'd give it about 85%.

CUBE: This old argument yet again. Bah, *Zelda* is great and you know it. James from Bristol is obviously a bit mad, but at least he apologised at the end of the review.

HONOURABLE MENTIONS

People that shouted loudest over the last four weeks

TALKING LESSONS FROM:

Apocalypsedude for shizzling the nizzle, happynoddleboy for crying out the number 13, Jayms for realising the secret of return policies, KoffdropsMuse for noting the boy Brookmyre, phuq for having the sexiest avatar and Mr Yorke and company for providing a fantastic evening...

TOTAL GAMES .net

WHERE IT'S AT!

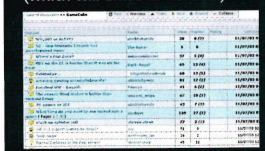
To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. getting in on the action couldn't be simpler...

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.

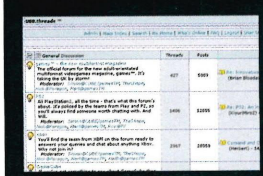
STEP TWO:

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 unlucky, 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 WORDS WHAT YOU WROTE

BILLY HATCHER & THE GIANT EGG

PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
ISSUE REVIEWED:	26
CUBE RATING:	7.0

FIRST THINGS FIRST: Is this game as good as *Mario Sunshine*? The answer is yes. I think it's even better.

Now before you guys get mad, let me explain why this is the new platform king on the GC. The graphics are not as good as the ones from *Mario Sunshine* and the sound is childish and sometimes even annoying. But the gameplay is far better than the one from *Mario Sunshine*! It's actually more like *Mario 64* instead of *Sunshine*. But on the other hand, *Billy Hatcher* is a completely different game, this is because you are rolling eggs! Uh? Eggs? Yes, eggs! And it's damn playable. In each world you have eight missions to complete and they are all a big challenge. So is this the game of the year? Maybe, but I think it is!!

MICHIEL HOOGEVEEN, HOLLAND







9.2 READER'S SCORE

F-ZERO GX

PUBLISHER:	NINTENDO
DEVELOPER:	SEGA
ISSUE REVIEWED:	23
CUBE RATING:	9.4

UNTIL NOW BURNOUT *2* was the top racer on the GC, but now Nintendo's top-drawer racer smashes *B2* right off the track into oblivion.

GX is all you could possibly want from a racing game and more. Visually and sonically it is astounding. Smooth, glitch-free graphics and suitably futuristic tunes get you in the mood for some real thrills. Of course the most important part of this game, or any racer, is the sense of speed. The ships go at up to 2000km/h, and it actually feels this fast as you tear around the insane tracks. It's much faster than anything on any console!

I think this is the best racer of all time. I would even go as far as saying this is the best game on the GC. It's a masterpiece and I think everyone should own it.

YUMA MURATA, VIA EMAIL







9.7 READER'S SCORE

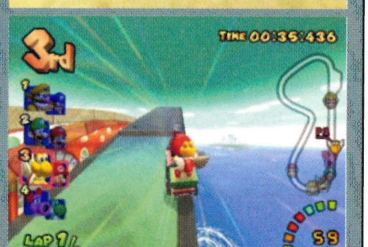
MARIO KART: DOUBLE DASH!!

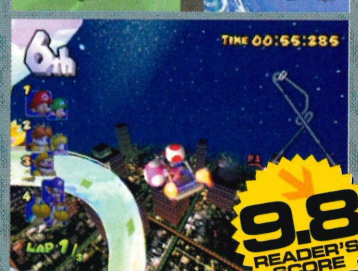
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ISSUE REVIEWED:	26
CUBE RATING:	9.4

MARIO KART: DOUBLE *Dash* is the best racing game on any Nintendo console since *Super Circuit*. Now each car includes two characters, and each has a special item, which is received through the normal method of driving through blocks. Special characters such as Toad and Toadette are available once you beat 100cc Grand Prix and to get Petey Piranha and King Boo, you have to complete everything in mirror mode. Finally, to win the golden trophy car, finish All Cups Tour. Perfect boost skids are included by wiggling the stick from side to side, which give the races more depth. The only problem I can see is that the game feels slow, but on the later speed classes this becomes less and less of a problem. This deserves to be on everybody's Christmas list!

SHAQUILLE BASER, ESSEX







9.8 READER'S SCORE

CUBE

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BEAT THE WORLD

ISSUE TWENTY EIGHT

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:

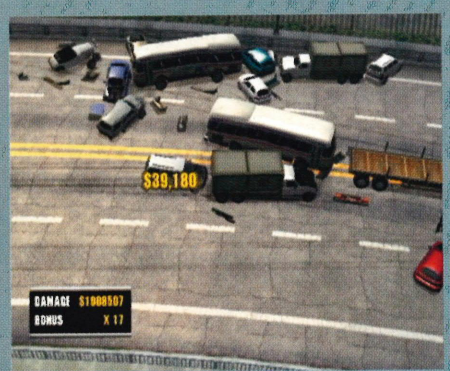
- Each person is limited to three entries per table
- If we even suspect you've been using any cheats you'll be instantly disqualified.
- You can only win one prize per table every six months. If some gaming legend manages to stay at the top of the league each month, the person below them will be given a prize. This will continue down the table if necessary. So even if you never beat the top scores with your puny 'skills', it's worth sending in your times/scores anyway. Come and have a go if you think you're 'ard enough, etc...



BURNOUT 2 - COASTAL RUSH

It's not every day that we receive such massive scores. Never seen anything quite like it – but come on, don't let this Welch bloke get away with it!

POSITION	NAME	SCORE
1	Alan Welch	158,374,784
2	Alan Welch	89,587,648
3	Alan Welch	79,921,144
4	Dave Every	72,209,408
5	Dave Every	65,711,444
6	Dave Every	62,496,488
7	Scott Dabell	59,840,960
8	Daniel Ledgerwood	47,256,344
9	Daniel Ledgerwood	45,528,532
10	Tim Empey	44,915,304
11	Tim Empey	40,881,840
12	Matt Hoddy	30,106,968
13	Gary Adams	24,297,016
14	Gary Adams	22,852,716
15	Gary Adams	22,441,068



You know those charity workers in the high street with clipboards and bibs?

WHAT A PICTURE



Don't be flippin' cheating, we know when you are. Ok Bil? Trying to fool us! We don't think so! We're the ones who gave away the cheats for it. You muppet.

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

Vrooomm! Scott Dabell screeches into the top spot and rips apart our Gary's time as did Nick Gallagher. Gary was found in the toilets one day crying his little heart out, bless.

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

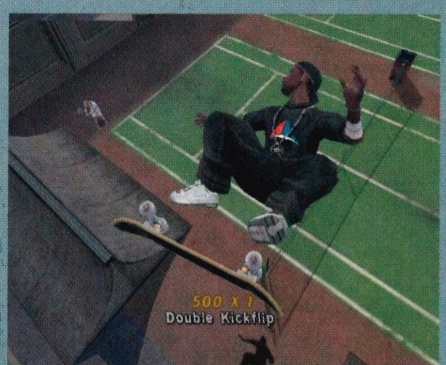


The guys you walk past with your head pointed at the ground and you try to avoid eye contact.

TONY HAWK'S PRO SKATER 4

We've had minimal entries for this competition. What's the matter – are we too good for you? Remember, you don't have to get the top score in order to receive a prize...

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



Lest they ask you to adopt a donkey or help pay off the debt of a third world country.

F-ZERO GX CHALLENGE CHAPTER 9

New in at number three is Wavey Gravey Davy Parks, what a cool name. Meanwhile Dave is on nearly Every leaderboard (see what we did there? Beautiful wordsmithery).

POSITION	NAME	SCORE
1	Jack Ayres	2'19"823
2	Dave Every	2'22"810
3	Davy Parks	2'24"189
4	Chandra Nair	2'24"314
5	Chandra Nair	2'27"495
6	Miles Guttery	2'27"517
7	Chandra Nair	2'28"340
8	Byron Wilkinson	2'28"457
9	Gary Adams	2'28"624
10	Gary Adams	2'29"011
11	Byron Wilkinson	2'30"847
12	Tim Empey	2'31"309
13	Gary Adams	2'35"342
14	Miles Guttery	2'36"098
15	Tim Empey	2'37"598



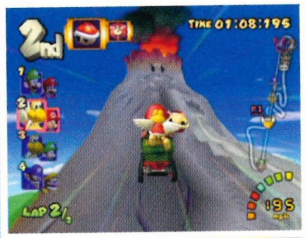
They are pretty difficult to avoid especially when they are lining each side of the street.

BEAT THE WORLD

RECORD BREAKER









F-ZERO GX SAND OCEAN DIAMOND CUP

Congratulations to Arif Saddiq on absolutely busting Chandra's top time on this devilish course even Dave Every couldn't compete with that lightening quick time.

POSITION	NAME	SCORE
1	Arif Saddiq	02"05"928
2	Arif Saddiq	02"06"655
3	Arif Saddiq	02"07"267
4	Dave Every	02"08"056
5	Dave Every	02"08"746
6	Dave Every	02"11"766
7	Jack Ayres	02"15"368
8	Jack Ayres	02"17"814
9	Jack Ayres	02"18"418
10	Sean Barker	02"18"692
11	Sean Barker	02"19"338
12	Sean Barker	02"19"392
13	Davy Parks	02'20"909
14	Chandra Nair	02'21"137
15	Chandra Nair	02'21"684



Well two of the **CUBE** team were out looking for somewhere to buy lunch.

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. Nobody seems to be proving much competition, Tim's just depressed about it.

POSITION	NAME	SCORE
1	Tim Empey	87489
2	Tim Empey	86530
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



And upon spotting the charity guys both immediately tried to look inconspicuous.

SUPER MARIO KART DOUBLE DASH!! BABY PARK TT

The huge response to this challenge wasn't unforeseen, but the cracking display of skill was... can anybody beat Dave Every's time? Chandra tried, but failed.

POSITION	NAME	SCORE
1	Dave Every	1:10:714
2	Dave Every	1:11:014
3	Dave Every	1:11:136
4	Peter Hartley	1:11:184
5	Tristran Mehta	1:11:629
6	Jack Ayres	1:11:875
7	Arun Sharma	1:11:973
8	Tristran Mehta	1:12:053
9	Tristran Mehta	1:12:315
10	Hayley Savage	1:12:435
11	Scott Dabell	1:12:637
12	Hayley Savage	1:12:654
13	Barry Powderly	1:12:714
14	Scott Dabell	1:12:799
15	Barry Powderly	1:12:888



This didn't work. One charity guy came running up to them and started shouting:





SUPER MARIO KART DOUBLE DASH!! YOSHI CIRCUIT TT

Dave Every knows how to drive his karts. C'mon, you aren't going to let him get away with ruling this scoreboard as well are you?! Or is he just too good?

POSITION	NAME	SCORE
1	Dave Every	1:54:141
2	Dave Every	1:54:359
3	Dave Every	1:54:410
4	Peter Hartley	1:57:689
5	Jack Ayres	1:58:401
6	Jack Ayres	1:59:800
7	Jack Ayres	2:00:162
8	Barry Powderly	2:05:139
9	Barry Powderly	2:05:169
10	Barry Powderly	2:05:272
11	Scott Dabell	2:05:713
12	Scott Dabell	2:05:820
13	Scott Dabell	2:05:872
14	Arun Sharma	2:10:900
15	James Pierrepont	2:13:365



"Giles! Giles, did you get that umbrella I asked you for?" Having no umbrella and neither of...

SUPER MARIO KART DOUBLE DASH!! BOWSER CASTLE

Tut tut, what's this...? If we don't see a certain person knocked off of top position on the boards next month then we might have to take matters into our own hands...

POSITION	NAME	SCORE
1	Dave Every	2:35:560
2	Dave Every	2:35:710
3	Dave Every	2:35:716
4	Jack Ayres	2:41:872
5	Arun Sharma	2:46:508
6	Chandra Nair	2:49:691
7	Chandra Nair	2:50:400
8	Gary Adams	2:54:567
9	Nick Jones	2:54:822
10	Chandra Nair	2:55:156
11	Gary Adams	2:56:398
12	Byron Wilkinson	2:56:657
13	Barry Powderly	2:57:807
14	Byron Wilkinson	3:01:236
15	Gary Adams	3:03:146



... them being called Giles our CUBE boys were a bit confused, but the guy insisted and...

SOUL CALIBUR NO RECOVERY SURVIVAL

We admit this is a real task. Tim reckons Miles used a lot of ring outs. Miles thinks Tim is a loser and walks about with his thumb and forefinger in the classic 'Loser' sign.

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



in retaliation one of our team threw a scrunched up bus ticket at him. Ha!

CUBE

ISSUE TWENTY EIGHT

CHEATING MONKEYS

It's a New Year, a new beginning, and what better way to celebrate than to crack open a new game and settle down into your favourite chair with a flea-ridden monkey on your lap, relaxing to the sounds of his endless screeching and occasionally wiping away spilt body fluids?

MARIO PARTY 5

The *Mario Party* series has always been stuffed full of secret presents. Here's how to unlock them... These cheats are to be entered into the password screen

UNLOCK	BY DOING...
BOWSER PUNCH AVAILABLE	Buy every machine part except for the Bob-omb wall
BOB-OMB WALL AVAILABLE	Buy every machine art except for the Bowser Punch
DK BODY, ENGINE, GUN AND TIRES AVAILABLE	Beat Donkey Kong on hard difficulty in Battle Competition
SKOLAR BODY, ENGINE, GUN AND TIRES AVAILABLE	Finish all three competitions on all three difficulties
HARD DIFFICULTY IN BATTLE, FLAG AND ROBO-RABBIT	Finish the competitions on normal difficulty
ROBO-RABBIT COMPETITION	Win Flag Competition on hard difficulty
FLAG COMPETITION AVAILABLE	Win Battle Competition on hard difficulty
PLAY AS DONKEY KONG	Beat Donkey Kong on hard difficulty in Battle Competition



Ain't no party like a *Mario Party*. Other than the the ones involving beer, obviously.



Take that! It's immensely satisfying when you destroy the Koopa Kids.

CUBE

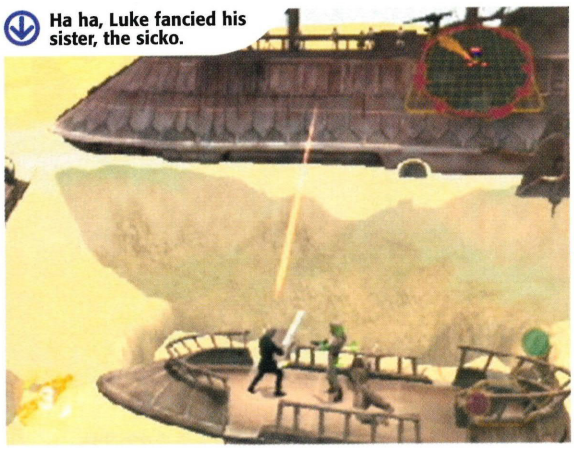
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Ha ha, Luke fancied his sister, the sicko.



ROGUE SQUADRON III: REBEL STRIKE

Is it good? Is it bad? Who cares, it looks lovely. All monkeys are interested in is looks, don't you know?

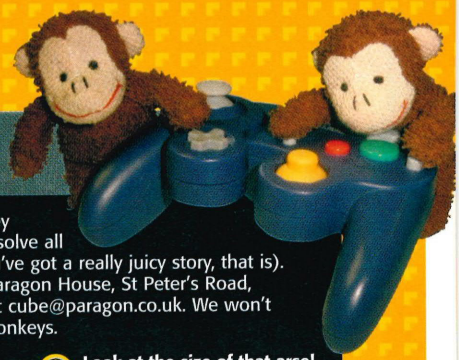
UNLOCK	PASSWORD
ACE MODE	WHATTHE?
EASY MODE	WIMPIAM!
UNLOCK CREDITS	LOOKMOM!
UNLOCK DOCUMENTARY	THEDUDES
UNLOCK ESB ARCADE GAME	FREEPLAY
BLACK & WHITE MODE	NOCOLOR?
STAR WARS ARCADE	RTJPFC!G/TIMEWARP
T-16 SKYHOPPER FOR VS MODE	FARMBOY?
ART GALLERY	!KOOLART
MUSIC HALL	HARKHARK
Y-WING IN REVENGE OF THE EMPIRE	YOUDAMAN

BONUS MISSIONS	
ATTACK ON THE EXECUTOR	Above Triumph of the Empire (30 points)
DEATH STAR ESCAPE	Above Revenge of the Empire (10 points)
ESCAPE FROM HOTH	Left of Battlefield Hoth (20 points)
FLIGHT FROM BESPIN	Right of Deception at Destrillion (20 points)
REBEL ENDURANCE	Above Attack on the Executor (20 points)

SECRET SHIPS	
TIE HUNTER	All gold medals in single player and bonus missions
JEDI STARFIGHTER	All silver medals in single player and bonus missions
SLAVE-1	All bronze medals in standard single player missions
TIE BOMBER	Destroy all ground turrets in the Raid and Bakura in missile linked groups
NABOO STARFIGHTER	Finish Tatooine training in all four times of day and get all of the hidden items

CO-OP MODE SHIPS	
SLAVE-1	All platinum medals in co-op mode
JEDI STARFIGHTER	All gold medals in co-op mode
NABOO STARFIGHTER	All silver medals in co-op mode
MILLENNIUM FALCON & TIE ADVANCE X-1	All bronze medals in co-op mode
TIE FIGHTER	Steal Tie in night and day missions of Imperial Academy and finish mission

CHIMP'LL FIX IT



Think we evolved from Monkeys? Well you're wrong – they evolved from us. To prove it, these crazy simians want to solve all your problems. Gaming related only though – (unless you've got a really juicy story, that is). Send them to **CUBE** Magazine, Highbury – Paragon, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Or drop them an email at cube@paragon.co.uk. We won't hold the sender of any letters responsible for excitable monkeys.

Look at the size of that arse! At least it'll be a soft landing.



WHITE FRIGHT

Dear Cheating Monkeys,
I've managed to get my hands on a US version of the *Zelda* collection – excellent. Only problem is that every time these old fogies have been banging on about how old gamers were harder, they've been telling the truth! How do I get the white sword?
JESSICA, LONDON
PS Keep up the good work, Monkeys.

The Monkeys say...
All you have to do is go as quickly as possible. Grind as much as you can, and when you need to turn press Down, Down, then B to do it quickly. It will take a long time to do, but stick with it. Oh, and bite my shiny brown ass!

DAMN GOTHS!

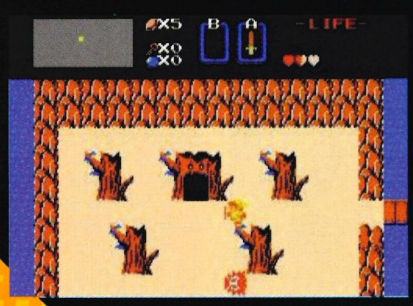
Dear cheating monkeys,
I'm completely useless at *Tony Hawk*, despite loving the series. The latest *Tony Hawk* game *Underground* has me stuck. I need to 'help the local skater' in Manhattan. What?!
BENDERTHEROBOT. VIA EMAIL.

The Monkeys say...
"From the start, head east one screen, north five, one west and one north. You should be at the river. Now go three screens east, and then north once more. You'll now come to face to face with Lynel, who's best attacked by, uh, avoiding him. Run into the cave and if you've got five or more hearts, the sword is yours!"
PS Okay then.

SAIL TO THE MOON

Dear Cheating Monkeys,
The GameCube has no new good games. Whine, whine, moan. I've decided to go back to the underrated classic *Luigi's Mansion*. But I'm stuck in the same old place that I get stuck every time – the observatory! What do I do?
STEVE, POOLE

The Monkeys say...
"All this time, and you still can't do it? It's quite simple. Listen: go and look through the telescope, then at the moon. After you've done this, head east to the new ledge and use your vacuum to suck in a falling star, which you should then shoot out at the moon. Hopefully it'll explode and a path should appear, which you should follow until you find Mario's star. There, done. Sleep easy now."





CUBE CHEATING MONKEYS

ISSUE TWENTY EIGHT

CODE JUNKIES

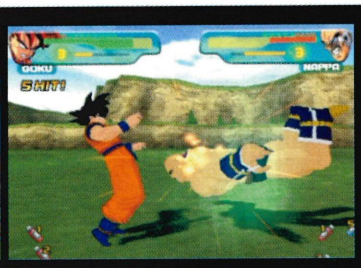


Every month we bring you all the latest Action Replay codes for the greatest GameCube games!

DRAGON BALL Z: BUDOKAI



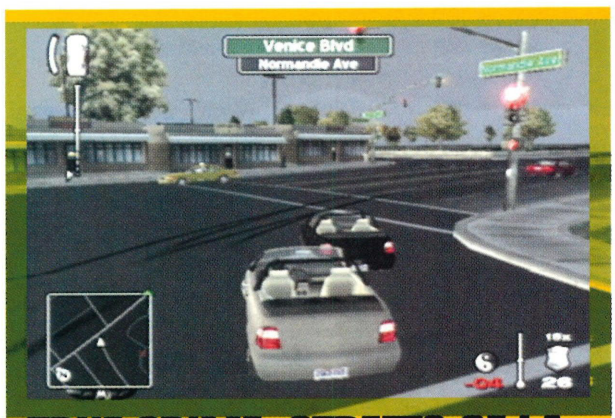




Master Code
1 JV8N-7MH5-E4CWC
2 BHCF-T1M7-Q6CB2
P1 Story: Infinite Health
1 3W2D-A01K-4VADT
2 B4MK-YU7H-NAN6T
P1 Story: Start With 50% Health
1 83V2-H011-MHA82
2 ED4W-9A12-0PEAJ
3 1UQY-XWYY-7UARD
P1 Story: 1 Hit Kill Handicap
1 NKCG-RVRC-CQT9J
2 DY4E-8KF9-C79PP
CPU Story: Starts with 50% Health
1 0T0X-00D0-H175J
2 MEJY-6GCQ-XEPBK
3 3UH6-KGH3-UHV4Z
CPU Story: 1 Hit Kill Handicap
1 49CZ-2WG7-MD44G
2 712V-VYEP-JZG1Q
Pots of Cash
1 ZWF7-KCUQ-NNDR3
2 APD0-2Z39-CTDRV
P1 Tournament: Infinite Health
1 EE9J-GZJY-MTXCP
2 4NTM-6RT3-4UBPC
3 J8RW-TZ9H-5BG1U
4 B4MK-YU7H-NAN6T
5 JN3B-Y87F-48E5D
6 J5T3-HAGB-1P2P1
7 E9FZ-A3QA-YCERP
P1 Tournament: Start with 50% Health
1 E13J-NFQU-7EZYD
2 4NTM-6RT3-4UBPC
3 KN6Y-MAM0-09NU6
4 ED4W-9A12-0PEAJ
5 1UQY-XWYY-7UARD
6 V2QB-X7T1-R5D81
7 MEJY-6GCQ-XEPBK
8 3UH6-KGH3-UHV4Z
9 E9FZ-A3QA-YCERP
P1 Tournament: One Hit Kill Handicap
1 39Z4-UTRR-5GMN0
2 4NTM-6RT3-4UBPC
3 J8RW-TZ9H-5BG1U
4 DY4E-8KF9-C79PP
5 JN3B-Y87F-48E5D
6 712V-VYEP-JZG1Q
7 E9FZ-A3QA-YCERP
P2/CPU Tournament: Infinite Health
1 BNGR-RVAM-JMKYQ
2 4NTM-6RT3-4UBPC
3 JN3B-Y87F-48E5D
4 B4MK-YU7H-NAN6T
5 J8RW-TZ9H-5BG1U
6 J5T3-HAGB-1P2P1
7 E9FZ-A3QA-YCERP
P2/CPU Tournament: Start with 50% Health
1 NQUV-6Z4Z-C61NZ
2 4NTM-6RT3-4UBPC
3 V2QB-X7T1-R5D81
4 ED4W-9A12-0PEAJ
5 1UQY-XWYY-7UARD
6 KN6Y-MAM0-09NU6
7 MEJY-6GCQ-XEPBK
8 3UH6-KGH3-UHV4Z
9 E9FZ-A3QA-YCERP
P2/CP Tournament: One Hit Kill Handicap
1 QHMK-RMNH-96G6K
2 4NTM-6RT3-4UBPC
3 JN3B-Y87F-48E5D
4 DY4E-8KF9-C79PP
5 J8RW-TZ9H-5BG1U
6 712V-VYEP-JZG1Q
7 E9FZ-A3QA-YCERP

MEDAL OF HONOR: RISING SUN

Master Code
1 RZBV-HT2N-EVJEP
2 VF43-Z02R-F3G74
3 DY5A-NHB2-NG3QA
4 8BGP-HAA3-TBKTC
5 K9K0-04RB-BNNVZ
6 Z5NC-5AVE-GGJ6G
7 K6UJ-A2HB-YBT0F
8 8Z21-N1PR-29P16
9 YGAJ-VCAZ-EHZTK
10 4TYZ-1F3Q-1WE8C
11 K06Z-R0JE-901EW
12 MBDY-XTNP-Z2KVJ
13 DQUN-TD71-X7KE0
14 E9FZ-A3QA-YCERP
15 3DG0-ZCCM-AMTUZ
16 3DG0-ZCCM-AMTUZ
Infinite Ammo
1 G4AB-N7ZP-V1BC2
2 HKR3-JHVH-9R3RD
Unlock All Missions
1 EG30-RM91-U1BRH
2 C0A5-J49V-WKWJY
Have All Bonuses
1 ZFUF-UMPP-N3RZ4
2 2YEU-E3F9-J7C3W
Bouncy Ball Mode
1 0CQ1-VCMV-2Y16E
2 7N9A-QFZH-VCG9M



TRUE CRIME: STREETS OF LA

Master Code
1 GYG2-6XPU-1NZ9Q
2 91KX-Y748-BU1UG
Infinite Health
1 W1V7-E1DT-3RBHV
2 42GG-996T-35FFW
Infinite Ammo/No Reload
1 C69D-ZAP1-7ZTC2
2 U5XF-U9UD-H3YMJ
3 WKPB-FRX3-3H29G
Infinite Time
1 QCRT-TZAP-J3FP4
2 2VDU-87D9-TR86X
Civil Unrest Never Rises
1 6EUT-R22E-QPRG6
2 A41V-4PT2-NGFWT
3 J6CC-1Q01-2NZY4
Civil Unrest Rises Quickly
1 YAXU-G8C1-805QK
2 EUU5-P768-A69GP
3 M3Y8-1TC6-EZENN
Never Commit Bad Deeds
1 0TZ3-A8W5-BD2WY
2 30YW-1N8B-NRRA0
3 0VMN-AMUC-NNGGF
Do 1 Bad Deed For Max Bad Deeds
1 T98Y-A9DA-U8ZDZ
2 HTXA-F132-T3J4U
Do Any Deed For Max Badges
1 J2UA-PU5C-KB0UE
2 NZBV-EKVN-XH1BA
3 K4T7-2602-HEJBC
Do Any Deed For Max Good Deeds
1 K40F-4YF6-6G65V
2 NZBV-EKVN-XH1BA
3 K4T7-2602-HEJBC
4 FUTN-52A8-6831W

1080° AVALANCHE



Master Code
1 2KJN-VU8Z-9M404
2 0C1G-HJQR-ZF8RQ
Time Trial: Found 5 Coin Pieces
1 GZ5T-HADH-NGPBM
2 BAF8-QT5K-5N9WC
No Damage
1 AKJU-1G1J-FJ47Z
2 G54A-V7E3-5U5X4
Unlimited Jump Timer
1 UBXB-D22R-MG29V
2 7GER-M40K-P0V8E
Downhill Boost (Press X)
1 V1KG-NGP8-D224P
2 XCV7-0RNZ-8ZPV6
3 0T0F-RWWB-R8K2D
Everything Unlocked
1 ZFVY-V6QH-WDK53
2 1Y7V-Q40K-0JAVX
3 9HD2-H7BE-YK0JV

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INFORMATION

TRUE CRIME	
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DEVELOPER:	LUXOFLUX
GENRE:	ACTION
PRICE:	£39.99
PLAYERS:	1

THE MEAN STREETS OF LA

Los Angeles can be a tough place at the best of times, but when you're waging a one-man war against the lowlife scum that fill seedy joints all over town carrying out drug deals, running organised crime and generally ensuring that residents don't sleep easy at night, it can be even tougher. Just take a look at what you are up against...

THE RUSSIAN MAFIA

According to the FBI, at least 30 Russian organised crime groups are operating in the United States, mainly in the major cities. Needless to say, the luxurious lifestyles of many of LA's citizens have attracted the attention of the Russians, who run a more upmarket, sophisticated operation than you may think. Russian mobsters are unlikely to be found in barroom brawls, and prefer not to get dirty. Instead, activities like money laundering, trading illegal weapons and running prostitution rings are more their style, though that isn't to say that they aren't brutal. With a number of ex-KGB operatives and Russian soldiers in their ranks, they are well armed and know how to use their weapons.

Their leader is Rocky , an old-school criminal who was trained by the best spymasters in Russia. The skills he learnt there have helped him evade capture over three decades, despite being one of the most wanted men in America. Rocky has mastered the art of altering his identity, another skill that has helped him outwit the CIA on many occasions. However, because of his low-key approach to his organisation, his team lacks the infrastructure to pull off really big jobs. So, faced with the opportunity of a lifetime, he teams up with the Triads as an insurance policy.

THE CHINESE TRIADS

Most Chinese Triads originated in Hong Kong, as secret societies specialising in the heroin trade throughout Asia. Over the past few decades Triad groups have spread all over the world, including America. There, Chinese mobsters have found themselves a niche in the criminal market, specialising in sweatshop immigration, mass-scale car theft and software piracy.

The Wu Triad is believed to be one of the oldest groups on the West Coast, dating back to the early 20th Century. It has shown unusual longevity, continuing to flourish even as other criminal groups have come and gone.

The ultimate leader of the Wu is Ancient Wu, although many believe he is an urban legend, little more than 'fortune cookie stuff'. His wisdom, coupled with his supposed supernatural abilities, ensured that his name has been passed on from generation to generation of street thugs and junkies as a man to be revered and respected. It is believed he lives in a series of labyrinthine tunnels beneath the defunct Pagoda Restaurant but, despite many raids over the years, no tunnels have ever been found – and, needless to say, neither has the man himself.

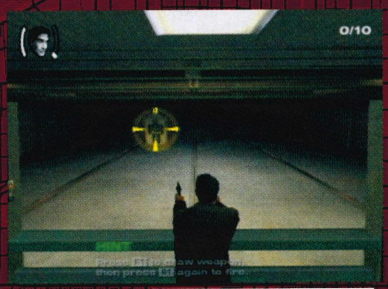
The day-to-day running of the Triads at street level is done by Big Chong, a smooth operator who is the latest in a long line of Wu figureheads. A greedy man in every area of his life, Chong can often make rash decisions when there is a big prize at stake, which is how he ends up being drawn into a pact with Rocky.

EPISODE 1

TRIAD VIOLENCE

MISSION 1
SHOOTING PRACTICE

Simply shoot at least ten targets before the mission ends to complete it. There are on-screen hints, so take note and follow them.



MISSION 2
RUSHING TO EOD

You need to get to the Chief's office, which is on the corner of 7th and Broadway, so get into your car. Turn round and face the other direction and get going. The time you have is more than enough as long as you don't crash too much.

MISSION 3
DRIVING FOR CHOW

You need to drive to the restaurant on the corner of 3rd and Flower St, but you can solve some crimes along the way, so listen out for the dispatcher and go to the locations if you want to solve them.



MISSION 4
TRIAD MUSCLE

Beat the crap out of the Triad using a combination of kicks and punches. He's not too hard to beat and you shouldn't have any problems.

FINALE:
ROSIE TROUBLE

The same Triad is causing more trouble and is opening fire on you. Dive out of the way while shooting at him. A few well-placed shots and he should go down. Just try not to hit any civilians.

BONUS CRUISIN'

Complete the episode 100 percent to get a free bonus upgrade. Heading to the dojo gives you the chance to learn a new grapple, the shooting range unlocks a new gun, and winning the street race will unlock a new car for Nick to use!

EPISODE 2

MEAN STREETS

MISSION 1
CRUISING FOR LEADS

You need to get to the dojo on the corner of 4th and San Pedro St. Get over there, solving any crimes you want to on the way.

MISSION 2
DOJO ATTACKER

Defeat the guy who attacks when you enter the dojo. He's slightly tougher than the Triad but not much, so just keep pummelling him and the fight should be over pretty quickly.

MISSION 3
RED LANTERN RUSH

You need to get to the bar on the corner of Hill St and Temple St, but you only have a minute, so don't hang about and try not to crash too much on the way.

MISSION 4
BAR BRAWL

You must defeat Feng but he's armed with a knife, so try to block his attacks otherwise your energy will disappear rapidly. It's a tough fight but you should be able to manage it.

MISSION 5
CHASING TRIAD THUG

Note: If you complete The Arsonist mission, you'll go straight to mission 6.



Chase down Feng on foot and either arrest or kill him. He will shoot at you while you give chase, so shooting is the easier option.

MISSION 6
DRIVING TO JIMMY'S

Get to the warehouse on the corner of Temple St and Los Angeles St, solving some crimes on the way.

MISSION 7
SNEAKING IN

You need to make your way through the warehouse and to Jimmy without being spotted. You can either use your stun attack, deadly attack or tranquilliser gun to take out the enemies on the way.

MISSION 8
JIMMY'S AMBUSH

Jimmy's crew will now attack you, so dive and roll as you shoot them and continue through the warehouse. Use the weapons that they drop and grab the Health from the pillar.

FINALE:
SNIPER ASSASSIN

Use your precision aiming to shoot the sniper on the opposite roof. As long as you're quick it'll be difficult for him to get a shot off.

ALT MISSION 4
THE ARSONIST

Note: You play this mission if you fail to get to the Red Lantern in time.

Chase Feng in your car and shoot at him until he stops moving. Aim for the tyres but make sure you don't kill any civilians.



BONUS CRUISIN'

Complete the episode 100 percent to get a free bonus upgrade. As before, you can choose between heading to the dojo, the shooting range or the street race to earn a new move, gun, or car. Simply follow the icons on the map to find each location with ease.

EPISODE 3
INTERNATIONAL TIES

MISSION 1
OFF TO CHONG'S
You need to get to Chong's house, which is on Sunset Blvd. Solve some crimes on the way in order to get some bonus points.

MISSION 2
TAILING CHONG'S LIMO
Follow Chong along Sunset Blvd, but don't get too close otherwise you'll be spotted, and don't fall too far behind or you'll lose him. Keep an eye on the meter on the right to see the ideal distance to keep.



MISSION 3
A STAKEOUT GONE BAD
You need to get away from Chong's goons, who are firing at you. Just put your foot down and weave about as much as possible. Take sudden turns to throw them off and you should eventually lose them. You could try shooting back but they have more fire power than you, so you're unlikely to succeed. If you're feeling confident you could reverse from the start until they pass you, then shoot out at least one of their tyres so they can't keep up with you.

MISSION 4
DRIVE TO RUSSIAN SPA
Get to the Russian spa on the corner of Vista St and Beverly Blvd, solving crimes along the way and upgrading if you want to.

MISSION 5
SPA INFILTRATION
Sneak into the spa without being spotted. You can either use your stun attack, deadly attack or tranquilliser gun to take out the enemies on the way.

ALT MISSION 5
RUSSKIE TROUBLE
Note: You play this mission if you fail to escape the goons in Mission 3.

You need to defeat the four guys, but the only one who you'll find a real challenge is the guy with the ponytail as he likes to block repeatedly. The others should cause you no problems.

MISSION 6
SHOWER ROOM ANTICS
This mission isn't as sordid as it sounds, but you do have to fight three hairy men with only towels between you and their twig and berries.

They don't gang up on you and as such are pretty easy to defeat. Once all three are down, another much tougher guy will attack in just his pants. Don't waste any opportunities when he's stunned and use your best move to cause him maximum injury.

FINALE:
THE ACCOMPLICE
Shoot all the goons that enter the room, using the weapons they drop. Chong will eventually reappear, so grab the Health from the wall and take him on. He's tougher than the other enemies so keep moving and diving out of the way of his fire.

BONUS CRUISIN'
Complete the episode 100 percent to get a free bonus upgrade. Once more, you can choose between the dojo, the street race and the shooting range. We recommend concentratng on dojos and street races early on, as the rewards they yield are a little more useful.

ALT EPISODE 4
CON GIRLS

NOTE – YOU PLAY THIS EPISODE IF YOU FAIL THE LAST MISSION OF EPISODE 3.

MISSION 1
STRIP CLUB DETOUR
Get over to the strip club on the corner of Hollywood Blvd and Ivar Ave, solving crimes on the way.

MISSION 2
CAT FIGHT
Once the cut-scene is over you'll have to fight every stripper in the club (sounds pretty good to us). Some are easier than others and some carry riding crops, so pick one of those up at the earliest opportunity. Try to conserve as much energy as possible for the guy who appears at the end, as he's tougher than all the strippers.

MISSION 3
CRUISING FOR LOLA
Get to 'The Spot' on Santa Monica Blvd, solving crimes on the way if you want to.

ALT MISSION 3
LOLA RUSH
Note: You play this mission if you are defeated in 'Cat Fight'.

You have 1:30 to get to the fortune cookie factory on Melrose Ave. This time limit isn't too tight and as long as you don't crash too many times you should make it.

MISSION 4
THE DRIVING TEST
You have 1:30 to get to the Beverly Centre on La Cienega Blvd. This time doesn't give you room for any serious accidents, so avoid the traffic as best you can.

MISSION 5
POLICE GETAWAY
Lose the cops as quickly as you can before the van is wrecked. Weave in and out of traffic and try to make them have an accident so you can speed off and leave them behind.

ALT MISSION 5
FIVE LAPS
Note : You play this mission if you complete the Alternate Mission 3.

You have to take Lola on in a race of five laps round the parking lot. She starts before you're even in your car, so get into it quickly and put your foot down. She's a good driver but the van doesn't have the speed, especially if you've upgraded your car. If you're really good you may even find you lap her.

MISSION 6
BUSTING LOLA
Lola is a tough opponent to beat and she has some fast moves, so make sure you block them. She's also good at getting out of grabs, so perform them quickly. Try to keep close to her otherwise she'll perform a nasty backflip move that's difficult to avoid.

FINALE:
SNIPER REDUX
This is pretty much the same as the previous sniper. Simply use your precision aiming to shoot him, making sure you move out of the way if he gets a shot off.

BONUS CRUISIN'
Complete the episode 100 percent to get a free bonus upgrade. As usual, there are three different options (dojo, shooting range and street race), and what you go for should depend on how you are playing the game.



ALT EPISODE 5

HIGH-RISE TERROR

NOTE – YOU PLAY THIS EPISODE IF YOU COMPLETE ALTERNATE EPISODE 4.

MISSION 1

THE AIRPORT LEAD

Get to the airport on Airport Ave and solve some crimes on the way.

MISSION 2

CHASING ASSASSINS

Jump in your car and head after the assassin's truck. Use your precision aiming to shoot the two guys in the back first, as they'll cause you the most problems. Once they're both dead, shoot out the tyres to bring the truck to a halt.

MISSION 3

A RACE DOWNTOWN

You have just over two minutes to get to the bank Grand and 5th St. Make sure you get off the freeway at the Grand St exit – otherwise you'll find yourself going in the completely wrong direction, unable to get off it. You can now follow Grand St all the way to the bank.

ALT MISSION 5

GOING UP

Note: You play this mission if you fail to get to the bank in time in Mission 3.

Make your way through the office corridors, killing all the bad guys you encounter. Make sure you pick up their weapons as they're carrying some pretty tasty guns. You'll find some Health at the bottom of all three sets of stairs you go up, so make sure you grab it if you need to. You probably will.



MISSION 4

BANK STANDOFF

Use the cop cars for cover as you make your way towards the bank. Look out for the two snipers above, one on the right then another on the left. Use your precision aim to take them out. When you get close to the entrance, one of the bad guys will take a civilian hostage, so use precision aim again to kill him.

MISSION 5

LOBBY FIREFIGHT

There are yet more bad guys inside the bank, so use the desks for cover as you take them out. There's some Health on the wall to the left so grab that if you need it. Look out for the guys with the grenade launchers behind the glass. Shoot off the speakers to make holes in the glass and aim through them.

MISSION 6

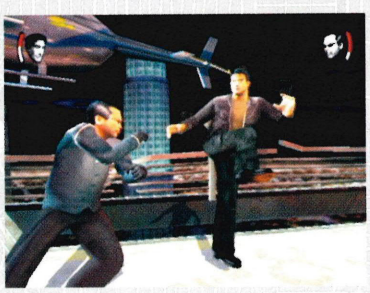
HOSTAGE CRISIS

Make your way through the offices, saving any hostages and looking out for Health. You don't have to save the hostages but if you shoot through them you'll lose your good cop points – however, this option is much easier.

FINALE:

BAD POLITICS

It's time for another fight and General Kim is pretty tough, as he likes to block and has some fast moves. Block as much as you can and try to stun him as much as possible so you can do some throws on him. Once he's defeated you can watch the Poor Ending (1 of 3).



EPISODE 4

RUSSIAN FACE-OFF

NOTE – YOU PLAY THIS EPISODE IF YOU COMPLETE THE LAST MISSION OF EPISODE 3 SUCCESSFULLY.

MISSION 1

EN ROUTE TO AUTOSHOP

Head to the autoshop on the corner of 4th St and Colorado Ave. Solve some crimes along the way while you have the chance.

MISSION 2

GREASE MONKEYS

The two bikers need to be beaten to complete this mission, but they aren't particularly difficult. One of them has a wrench, so try to make him drop it so you can use it. The yellow barrels that are scattered around explode if you hit them, so try to throw your enemies into them. Once they're dealt with, another guy appears with an iron bar. He's tougher than the other two, so you'll need to block a great deal more than you had been doing previously.

MISSION 3

CHASING FRANCIS

Francis speeds off in his convertible, so get after him and shoot his tyres out to force him to stop. He will be shooting at you but he doesn't have a particularly powerful gun.

MISSION 4

OFF TO THE GULAG

Get to the dance club on Sunset Blvd, solving some crimes along the way.

MISSION 5

ANOTHER WAY IN

There's too much security at the front of the club, so you'll need to sneak in through the side alley. Use your stealth attacks to take out any bad guys as you head round the back to the other side. You don't have far to go so this should be pretty easy.

MISSION 6

DISCO INFERNO

Once you're inside the club, the bouncers take an instant dislike to you and open fire. Shoot them all and use all the available cover to survive. There's some Health on the table in the centre so grab it if you need to.

ALT MISSION 6

ALLEY BRAWL

Note: You play this mission if you're spotted in 'Another Way In'.

There are three bouncers to defeat but they're not too hard. The guy with the ponytail is the toughest but even he's not too difficult.

MISSION 7

CARY IN TROUBLE

You've got just under three minutes to get to Cary's dojo in the Downtown area on the corner of San Pedro and 4th St. It's quite a way so you don't have time for too many accidents.

FINALE:

VANDAL WRATH

You're brother is gone and some vandals are wrecking his dojo. Defeat all three of them but look out for the big guy with the sword. There's a Sai and a couple of swords on the floor in the corners, so pick them up to make things a bit more evenly matched.

BONUS CRUISIN'

Complete this 100 percent to get a free bonus upgrade. Simply drive to either the shooting range on the corner of Glendon Ave and Pico Blvd, the street race at the intersection of Gregory Way and Peck Dr or the dojo on the corner of Beverly Glen Blvd and Wilshire Blvd. Just like levelling up.

EPISODE 5
THE RESCUE

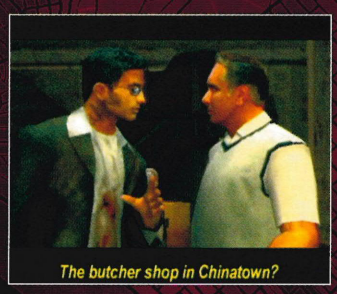
MISSION 1
TAILING SUSPECT COP
Tail the suspicious cop but don't get too close or he'll spot you. Don't fall too far behind either, though, or you'll lose him.

MISSION 2
BUM ENCOUNTER
The first two winos are pretty easy but one has a knife and the other has a bottle, so look out for that. Once they're defeated, grab one of their weapons to help you defeat the third, tougher wino that appears.

MISSION 3
MEETING RAFFERTY
Get to the diner on the corner of Venice Blvd and Crenshaw Blvd to meet with Rafferty.

ALT MISSION 3
THE PEKING DUCK
Note: You play this mission if you fail to defeat the winos in Mission 2.

Drive to the butcher's shop in Korea Town on Olympic Blvd, solving some crimes on the way if you want.


The butcher shop in Chinatown?

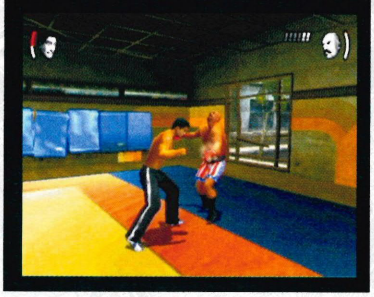
MISSION 4
BUTCHER SHOP RUSH
You've got just over two minutes to get to the butcher's shop in Korea Town on Olympic Blvd. Turn your siren on and floor it all the way.

MISSION 5
ON THE CHOPPING BLOCK
Despite carrying an axe and a knife, the first two butchers aren't that hard. Try to defeat them, losing as little energy as possible, as once the first two are down another three arrive, all brandishing sharp weapons. Make sure you've picked up one of the dropped weapons and hack them to death. One more Triad will then appear who's tougher than the rest. Hack at him with your weapon and block when you need to until he's defeated.

MISSION 6
SLAUGHTERHOUSE
There are more Triad butchers to defeat, but this time you can shoot them. Use the available cover and grab any weapons that they drop as you proceed through the slaughterhouse. Look out for the Health along the way.

FINALE:
THE GREAT ESCAPE
You must escape from the two Triad cars chasing you. Unfortunately the truck you're driving isn't particularly fast so you'll need to lose them with skill rather than speed. You could try turning round and shooting out their tyres as you pass, but as there are two cars you probably won't be able to hit them both. Instead, try to weave in and out of traffic and turn sharply and eventually you should lose them.

BONUS CRUISIN'
Complete the episode 100 percent to get a free bonus upgrade. Simply drive to either the shooting range, the street race or the dojo to get the upgrade you desire. As usual, you can replay the upgrade mission if you fail, and this is strongly recommended as they are handy to have!



ALT EPISODE 6
RAMPAGE

NOTE – YOU PLAY THIS EPISODE IF YOU FAIL THE FINAL MISSION OF EPISODE 5.

MISSION 1
REVENGE RUSH
You've got one minute to get to the Gulag club, so put your foot down and head down La Cienega Blvd then turn off at Sunset Blvd to find it.

MISSION 2
ROCKY'S GETAWAY
Rocky makes his escape in his Limo. Chase him down and shoot out its tyres until it stops, which shouldn't take too long.

ALT MISSION 2
GULAG GOONS
Note: You play this mission if you don't make it to the Gulag club in time in Mission 1.

There are three goons to defeat but the only tough one is Misha, who's the bald guy in the tracksuit. Throw him against the amps to cause him extra damage.

MISSION 3
THE BODYGUARD
Misha isn't as difficult as he looks and shouldn't take too long to beat. He does like to block but just keep at it and some of your hits will make contact.

MISSION 4
WU'S TURN
Jump in your car and head over to Chinatown where you'll find Wu's place on the corner of Broadway St and Bernard St.

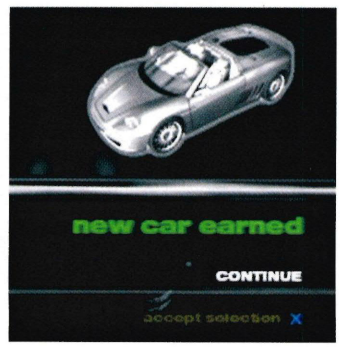
MISSION 5
PAYBACK
Make your way forward through the restaurant to the door over on the right, killing Wu's crew as you go. There's some Health on the wall to the right so grab it if you need to.

MISSION 6
OFF TO THE AIRPORT
Now you need to get to the airport on the west side of the city. Solve some crimes on the way if you want, as there's no time limit.

FINALE:
ROCKY'S LOOT
You need to outrun Rocky's goons. The truck you're in isn't particularly fast, but it is pretty sturdy and can take loads of damage. Use this to your advantage and shoot out the tyres on the cars chasing you so they can't keep up.



BONUS CRUISIN'
Complete the episode 100 percent to get a free bonus upgrade. Simply drive to the shooting range, street race or the dojo and solve some crimes along the way.



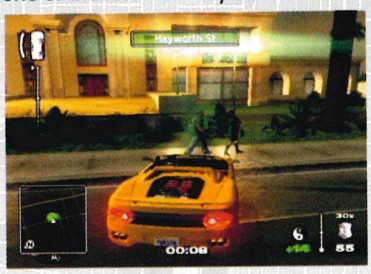
»ALT EPISODE 7

BLOOD MONEY

MISSION 1

RACE TO ROCKY'S LAIR

You've got just over a minute to get to Rocky's place on Hayworth St. As long as you don't hang about or crash too many times, this should be enough time. It helps if you've upgraded to one of the faster cars by now.



MISSION 2

KINKS IN THE PATH

Sneak through the mansion and use your stealth attacks to take out any S&M freaks you see. Make sure you look around corners before walking round them so you don't get caught out.

MISSION 3

FREAK SHOW

Rocky leaves you with three of his girls to fight. One of them has a riding crop, so look out for that. Other than that the fight isn't too hard: just make sure they don't surround you (not that it's a particularly unpleasant experience!). Try to save as much energy as you can for the six gimps that appear once the girls are defeated. They're not tough to beat individually – just make sure they don't gang up on you.

MISSION 4

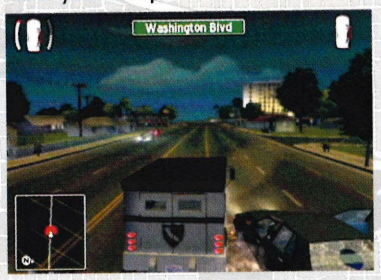
ROSIE'S RANSOM

Get to the police impound on Washington Blvd and solve some crimes along the way.

MISSION 5

ESCAPING MASTERSON

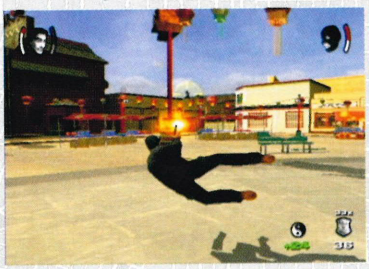
This is pretty much the same as the last time you stole the money truck. It's virtually indestructible, so shoot out the tyres on the FBI cars and make your escape.



MISSION 6

CHINATOWN SHOWDOWN

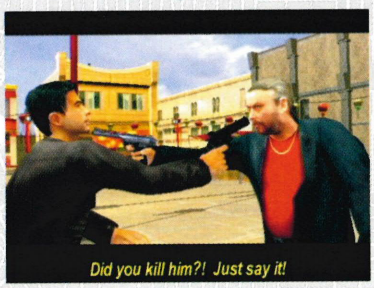
Shoot Rocky's two goons and grab their weapons, then shoot any commandos you can see. They're all around you on the roofs and on the ground. Use market stalls as cover and shoot them all. There's some Health on the pillars around the centre, so grab it if you need to.



FINALE:

LAST STAND

Rocky likes to attack all the time, which makes him easier to hit but also causes you a great deal more damage. Try to throw him as much as possible to cause more damage and end the fight quickly. There's a bat nearby that you can pick up but it's not very effective against him so don't bother. Once he's defeated you'll get to watch the Average Ending (2 of 3).


Did you kill him?! Just say it!

»EPISODE 6

HOUSE OF WU

MISSION 1

THE GIRLFRIEND ANGLE

You must tail Rocky's girlfriend, Jill, but don't get too close or she's likely to spot you.



MISSION 2

BACK TO THE GULAG

You've got four minutes to get to the Gulag but it's quite a long way to go, so put your foot down and try not to crash. Stay on Sunset Blvd and it will take you all the way there.

MISSION 3

ROCKY'S TRAP

Three of Rocky's goons will be waiting for you at the club. Misha, the guy in the tracksuit, is the toughest but none of them should cause you too many problems. Throw them into the amps to cause them extra damage.

MISSION 4

DRIVING TO AIRPORT

Get to the airport on the west side of the city, solving some crimes along the way.

ALT MISSION 4

TUNNEL VISION

Note: You play this mission if you're defeated in the 'Kitchen Inspection'.

Keep moving, as there's a spiked wall closing in behind you, and shoot the zombie freaks that leap up out of the water. Towards the end of the tunnel the spiked wall will get stuck on some rocks but you'll still have the zombies to deal with.

MISSION 5

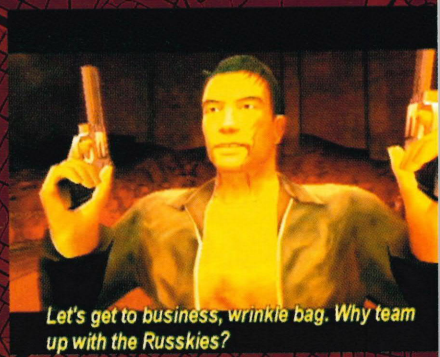
HANGAR SHOWDOWN

Make your way through the hangar, killing the commandos as you go. They drop some good weapons so make sure you pick them up to aid your killing spree. Shoot the barrels and gas tanks to make some nice big explosions.

MISSION 6

JETTING AWAY

Put your foot down and catch up with Rocky's jet. Then when you do, use your precision aiming to destroy both engines and bring it to a halt.


Let's get to business, wrinkle bag. Why team up with the Russkies?

FINALE:

PUPPET MASTER

By now you should have quite a few of the fighting upgrades, but General Kim is still a tough opponent. He's pretty fast and likes to block so you'll need to keep your distance until you see an opportunity to attack. Try to stun him as much as possible so you can do some big moves on him. Defeat him to see the Best Ending (3 of 3).

BONUS CRUISIN'

Complete the episode 100 percent to get a free bonus upgrade. Simply drive to the shooting range, street race or the dojo and solve some crimes along the way.

EPISODE 7
FINDING ROCKY

MISSION 1
IN THE DRIVER'S SEAT
Get to the Rodeo Bar on Wilshire Boulevard and solve some crimes along the way.

MISSION 2
PRESSING RAFFERTY
The barkeep is sticking his nose in so kick the crap out of him. He's a big guy but he's on the attack all the time and so leaves himself open for you to hit him. Just keep pummelling away until he's defeated.

MISSION 3
ON RAFFERTY'S TAIL
Follow Rafferty but make sure you don't get close enough to alert him or fall so far behind that you lose him.

ALT MISSION 3
FBI GOONS
Note: You play this mission if you fail to beat the barkeep in Mission 2.

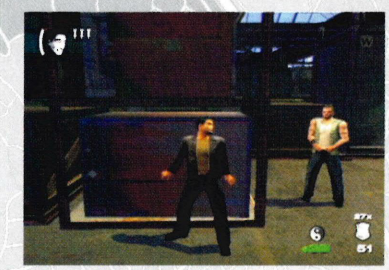
Both the FBI guys are armed with tasers, but they're crap at fighting so you should have no problems beating them at all.



MISSION 4
ESCAPING THE FEDS
As the Feds are fast enough to keep up with you, the only way to get rid of them is to shoot their tyres out. Wait until they get alongside then brake hard so they shoot past. They turn in front of you so use your precision aim to shoot the tyres. Now just speed off and leave them behind.

MISSION 5
RAFFERTY'S DATE
You must tail Rafferty and his lady friend, so once again make sure you don't get too close or fall behind.

MISSION 6
EAVESDROPPING
Sneak through the warehouse, using your stealth attacks to take out any goons. Make sure you look round corners before you walk round them.



FINALE:
FATHER'S KILLER
Being up on the walkway means you can see all the enemies below but it doesn't offer you much cover. To take out the bad guys quickly, shoot at the yellow barrels so they explode, killing them instantly. There's some Health on the pillar to the left so grab it when you need to.

BONUS CRUISIN'
Complete the episode 100 percent to get a free bonus upgrade. Simply drive to the shooting range, street race or the dojo and solve some crimes along the way.



EPISODE 8
RETRIBUTION

MISSION 1
THE GIRLFRIEND ANGLE
You must tail Rocky's girlfriend, Jill, but don't get too close or she's likely to spot you.

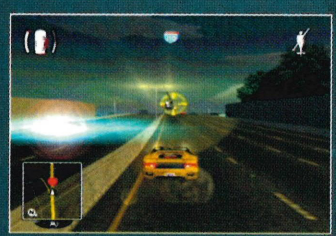


MISSION 2
BACK TO THE GULAG
You've got four minutes to get to the Gulag but it's quite a long way to go, so put your foot down and try not to crash. Stay on Sunset Blvd and it will take you all the way there.

MISSION 3
ROCKY'S TRAP
Three of Rocky's goons will be waiting for you at the club. Misha, the guy in the tracksuit, is the toughest but none of them should cause you too many problems. Throw them into the amps to cause them extra damage.

ALT MISSION 3
CHOPPER AMBUSH
Note: You play this mission if you lose Jill in Mission 1 or don't make it back to the Gulag in time in Mission 2.

You can't outrun the chopper so you'll have to kill the two guys on either side to get rid of it. Use your precision aiming to shoot them – you're on the freeway so there's plenty of room to manoeuvre and avoid the traffic.



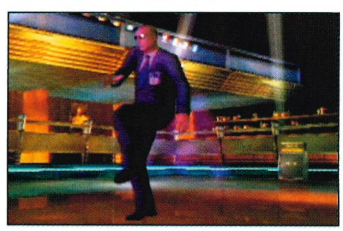
MISSION 4
DRIVING TO AIRPORT
Get to the airport on the west side of the city, solving some crimes along the way.

MISSION 5
HANGAR SHOWDOWN
Make your way through the hangar, killing the commandos as you go. They drop some good weapons so make sure you pick them up to aid your killing spree. Shoot the barrels and gas tanks to make some nice big explosions.

MISSION 6
JETTING AWAY
Put your foot down and catch up with Rocky's jet. Then when you do, use your precision aiming to destroy both engines and bring it to a halt.

FINALE:
PUPPET MASTER
By now you should have quite a few of the fighting upgrades, but General Kim is still a tough opponent. He's pretty fast and likes to block so you'll need to keep your distance until you see an opportunity to attack. Try to stun him as much as possible so you can do some big moves on him. Defeat him to see the Best Ending (3 of 3).

BONUS MOVIE
Complete the game to see a movie of Masterson and Nick showing their moves on the dance floor.



»TIPS

CRIME FIGHTING

SEARCHING CIVILIANS

Press ⬜ to grab any civilian and pat them down. If they're carrying an illegal weapon or drugs then you'll arrest them and get some lovely bonus points. If they're not carrying anything then they'll just get annoyed.

CAR CHASES

You have a number of options when chasing perps in your car – you can shoot the gas tank at the rear to turn the car into a fireball, or you can shoot out the tyres until it stops. You can also ram into it but this damages your car too and may cause civilian deaths.

CRIMINALS ON FOOT

Catching perps on foot can be easy or difficult depending on what they decide to do. Fire some rounds into the air by pressing Z then R, or flash your badge with Z+A. This may be enough to scare them into giving up but sometimes they run or pull a gun out and open fire.

If a criminal decides to make a run for it you can either take them down with your gun or give chase and beat the hell out of them when you catch them. If they open fire then your best bet is to do the same unless you want a quick death. Obviously the less violent means will lead to Good Cop points and anything that involves death won't. As a final option you can get into your car and run them over.

MULTIPLE PERPS

If you're faced with more than one criminal to apprehend then the chances are that they'll head off in different directions either on foot or by car. You're very unlikely to manage to catch them all without killing them; so to make sure that you fully resolve the crime, kill one of them and then head after the other to arrest them. If you're lucky, some may give themselves up while others run away, so you should be able to solve the crime with minimum casualties.



»UNLOCKABLES

UPGRADES

You won't be able to perform any of these until you've unlocked them, but here they are for easy reference.

DRIVING MANOEUVRES

Peel-out	Hold B+A, release A
Rapid stop	◀ or ▶ or ▼ + A x2, hold A
PIT manoeuvre	Ram rear car corner
Downshift	▼ + B x2
90° turn	◀ or ▶ + B+⬜
Back switchblade	◀ or ▶ + ⬜ x2
Two wheels	◀, ▶, ◀, B x2
Nitro boost	▲ + B x3

GRAPPLES

Whirlwind throw grapple	⬜, A, ⬜
Arm buster grapple	⬜, A, B
Dirty boxer grapple	⬜, B, A



ATTACKS

Running attacks	Run + B or A or ⬜
Back attacks	Away + B or A or ⬜
Ground attacks	B or A or ⬜
Combo tiger sweep	B, ⬜, B
Combo tiger claw	A, B, ⬜
Combo leaping tiger	⬜, A, B
Combo dragon kick	B, ⬜, B, ⬜
Combo dragon fist	A, B, ⬜, A
Combo flying dragon	⬜, A x2, ⬜



»SERVING THE PUBLIC

COLLECT SHIELDS



These shields in the bottom right of the screen are essential if you want to get those upgrades, or even if you want to fix your car or heal yourself. All these things cost points though, so you'll need to build them up. Every good deed you do and mission you complete will earn you points but if you kill a civilian or fail a mission then your total will go down.

»LIFE INSURANCE

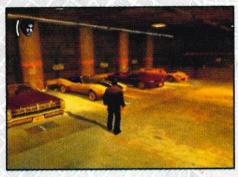
STAY HEALTHY



Keep a close eye on your health, as you don't want to suddenly get into a fight when you have very little of it left. It's worth spending a few points at a pharmacy to get yourself healed. Bear in mind that you will also get hurt when you're in a car if someone is shooting at you, or if you are involved in any serious crashes.

»CAR MAINTENANCE

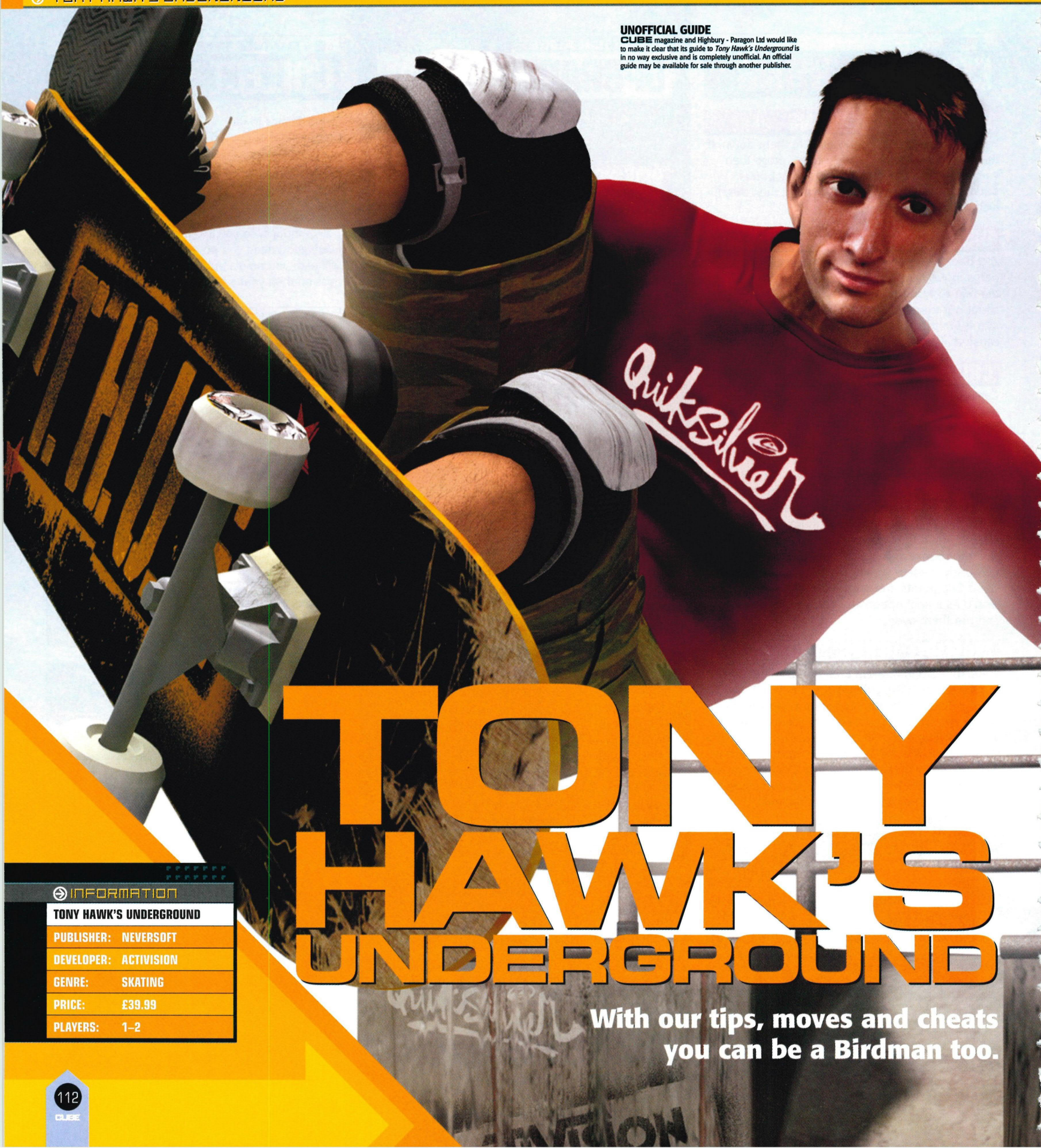
YOUR VEHICLES



Your four main cars (in any parking garage once unlocked) are the ones to stick to, but you'll need to look after them to make them last. Crash too often and they'll explode, burning you to a crisp inside. If your motor is a bit banged up, take it to a garage and spend points to get it fixed, especially if you've got a burst tyre.



UNOFFICIAL GUIDE
CUBE magazine and Highbury - Paragon Ltd would like to make it clear that its guide to *Tony Hawk's Underground* is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.

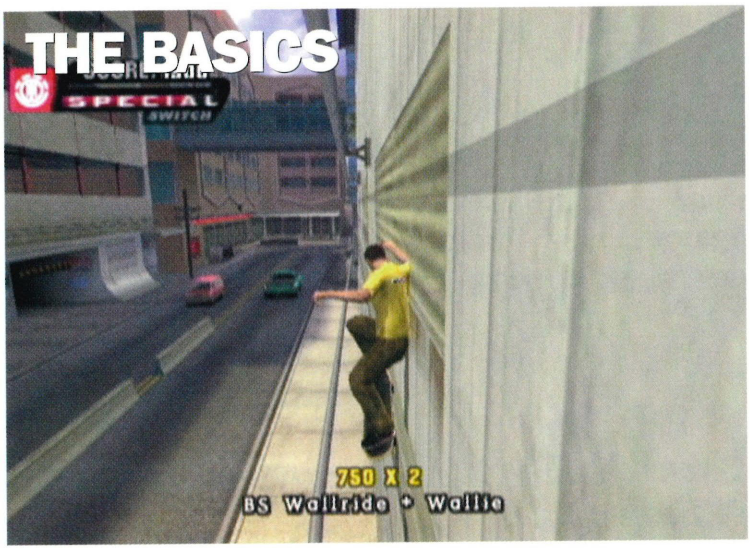


TONY HAWK'S UNDERGROUND

With our tips, moves and cheats you can be a Birdman too.

INFORMATION

TONY HAWK'S UNDERGROUND	
PUBLISHER:	NEVERSOFT
DEVELOPER:	ACTIVISION
GENRE:	SKATING
PRICE:	£39.99
PLAYERS:	1–2



THE BASICS

NO COMPLY
This lets you jump a little further and a little higher – press ▲ + ● to do the trick. It's also useful when starting or continuing a combo.

BONELESS
An advanced version of the No Comply, the Boneless lets you jump higher and further. Perform one with ▲, ▲ + ●.

SPINE TRANSFER
Sometimes you'll come across a pair of quarterpipes sitting back to back with each other. Press L + R after jumping from one of them to transfer onto the other. You can also bridge small gaps between quarterpipes in this way – they don't need to be touching each other.

FALL RECOVERY
If you overshoot a quarterpipe and look like you're going to crash, hold down L + R to even yourself out and land flat on the ground. If you *do* fall, hammer all the buttons to get up quickly.

HIP TRANSFER
This is performed in the same way as a Spine Transfer, but is used when the quarterpipes are at different angles.

ACID DROP
Jump off a ledge and press L + R in midair to go into an Acid Drop. Some gaps involve doing this off high places.

WALLPLANT
Ollie towards a wall, then hit ▼ + ● to jump back off it. This can be useful when there's nothing else nearby to trick off, or to get back some speed after a long manual.

WALLIE
Wallride a wall by jumping and pressing ●, then hit ● to Wallie off it. This can be used to reach high pipes and ledges.

BRANCHING COMBOS
Tap a two-button combination of ■, ● and ● during a grind, liptrick or manual to move into a different stance and perform a combo.

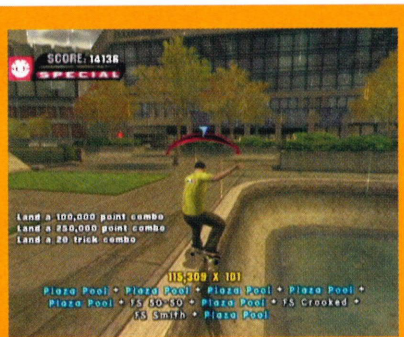
CHEAT CODES

Go to the Options screen via the main menu and select 'Cheat Codes' from the list. Enter the following case-sensitive codes to make the game much easier!

PERFECT RAIL
letitslide

PERFECT MANUAL
keepitsteady

MOON GRAVITY
getitup



STAT BUILDING

UNLIKE PREVIOUS TONY HAWK GAMES, YOU'LL HAVE TO PERFORM TRICKS AND TASKS DURING THE GAME TO INCREASE YOUR STATS...

AIR
4 Air transfer 20 feet
5 Air transfer 30 feet
6 Air Transfer 40 feet
7 Air Transfer 50 feet
8 Land a 5,000 point air
9 Land a 10,000 point air
10 Land a 15,000 point air

LIP
4 Hold a liptrick for 2 seconds
5 Hold a liptrick for 3 seconds
6 Hold a liptrick for 4 seconds
7 Hold a liptrick for 5 seconds
8 Hold a liptrick for 6 seconds
9 Hold a liptrick for 7 seconds
10 Hold a liptrick for 8 seconds

RUN
4 Caveman 2 times in one combo
5 Caveman 3 times in one combo
6 Caveman 4 times in one combo
7 Wallplant 2 times in one combo
8 Air 20 feet high
9 Air 40 feet high
10 Air 60 feet high

FLIP
4 Do 3 fliptricks in one combo
5 Do 4 fliptricks in one combo
6 Double Kickflip 2 times in one combo
7 Triple Kickflip 2 times in one combo
8 Do 5 fliptricks in one combo
9 Do 8 fliptricks in one combo
10 Do 10 fliptricks in one combo

RAIL
4 Grind for 5 seconds
5 Grind for 10 seconds
6 Grind for 15 seconds
7 Grind for 20 seconds
8 50-50 3 times in one combo
9 Nosegrind 3 times in one combo
10 Crooked 3 times in one combo

SPIN
4 Land a 520 grab or fliptrick in a halfpipe
5 Land a 720 grab or fliptrick in a halfpipe
6 Land a 900 grab or fliptrick in a halfpipe
7 Do 3 grabs in one combo
8 Do 4 grabs in one combo
9 Do 6 grabs in one combo
10 Do 8 grabs in one combo

OLLIE
4 Ollie 10 feet
5 Ollie 15 feet
6 Ollie 20 feet
7 Ollie up 10 feet
8 Ollie up 20 feet
9 Ollie down 15 feet
10 Ollie down 20 feet

SPEED
4 Land a 10,000 point combo
5 Land a 20,000 point combo
6 Land a 30,000 point combo
7 Land a 50,000 point combo
8 Land a 75,000 point combo
9 Land a 100,000 point combo
10 Land a 250,000 point combo

SWITCH
4 Land a 4 trick combo
5 Land a 5 trick combo
6 Land a 6 trick combo
7 Land a 7 trick combo
8 Land an 8 trick combo
9 Land a 15 trick combo
10 Land a 20 trick combo

MANUAL
4 Manual for 4 seconds
5 Manual for 6 seconds
6 Manual for 8 seconds
7 Manual for 10 seconds
8 Manual 3 times in one combo
9 Manual 5 times in one combo
10 Pogo 2 times in one combo







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WELCOME TO ADVANCE...

It being January we thought we'd hit the slopes with SSX3, unfortunately we fell on our derrieres and got snow down the back of our jackets, which was bloody freezing! Then our thumbs were too numb to hold a GBA let alone play games...



ADVANCE

Little reviews of little games. Aw, aren't they cute?





Jump up, jump up and get down, jump, jump, jump.

CUBE

INFO

PUBLISHER:	EA
DEVELOPER:	VIS. IMPACT
GENRE:	RACING
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- GBA-GC LINK-UP
- 3D ENGINE

Can the GBA version match its awesome big bro?

SSX3 HAS BEEN a massive hit on the consoles, and with good reason. It's a fast, gripping and hugely enjoyable game that challenges you to pull off massive tricks and combos while slaloming in and out of evergreens and nasty black rocks.

This GBA edition is certainly impressive. Using a proper 3D engine you skid down mountain slopes at high speed, and like its older brother, there's all manner of grabs, uber tricks and grinds stuffed into the courses to pull off, giving you helpful boosts that'll allow you to leave the competition standing. However, for all its technical prowess, when it comes to actually playing as a game, *SSX3* falls face down in the powder.

The problem isn't in the game concept. No, it's simply a case of pushing the GBA too far.

We all know that 2D can look as scrumptious as a freshly toasted crumpet on the GBA, but when a developer goes for the home run with 3D engines and fancy polygons, things tend to look scrappy. *SSX3* is this and more – choppy, confusing and slow. Not just in looks either – when you attempt to control your character (choose Psymon as that's the best name EVER) it feels detached. The graphics make it look as though your digital counterpart is floating, and there's noticeable lag in their movements. Which, when you're racing down a mountain on a plank, makes for some very unforgiving and frustrating gameplay.

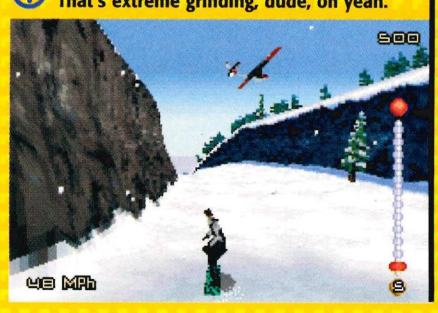
We can't grumble about everything though. Unlike 2002's *SSX Tricky*, there's a huge number of courses to tackle, loads of characters and you can even connect this to your GameCube and swap monies around. See, told you connectivity was a good thing.

It's just a shame that for all this, the game doesn't play very well. We've been huge *SSX* fans from the start and wanted to like this, we really did. Unfortunately we don't.

CUBE RATING 5.5

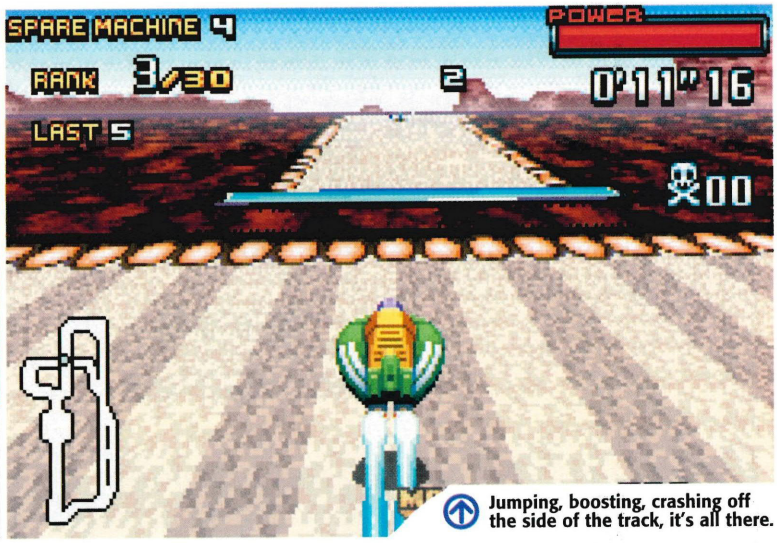


Sparks? Out the back of your board? That's extreme grinding, dude, oh yeah.





Choosing the correct ship for the level is important.



Jumping, boosting, crashing off the side of the track, it's all there.

F-ZERO: LEGEND OF FALCON

CUBE

INFO

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
GENRE:	RACING
PLAYERS:	1-4
RELEASE:	OUT NOW

STATS

- F-ZERO ON THE HANDHELD
- FAST! FAST! FAST!

The fastest racer on the planet just got smaller – it makes you squint...

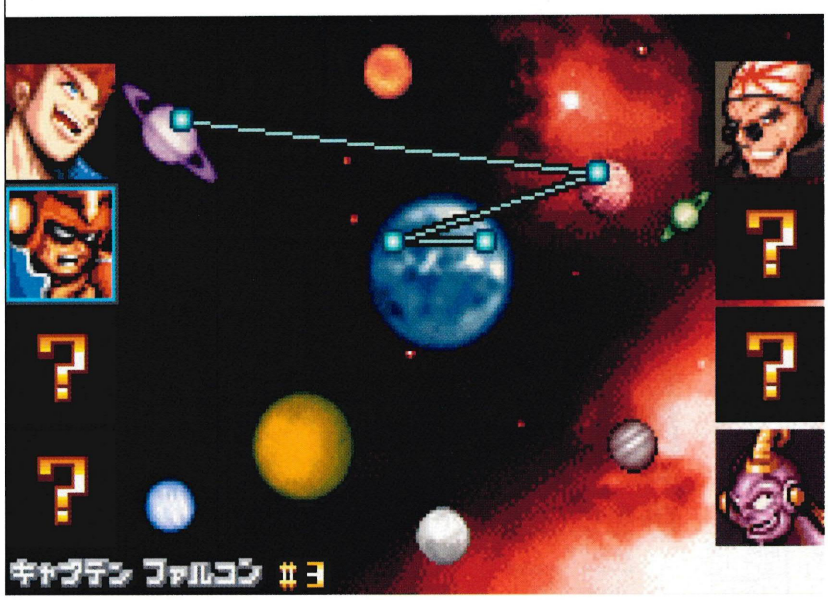
WITH THE RECENT GameCube game and a new cartoon series airing in Japan right now, interest in Nintendo's ancient *F-Zero* franchise has never been higher. The original SNES game was important for Nintendo as it brought high-speed pseudo-3D gaming into the home, and it wasn't until 1998 (a full eight years after the original's release) that we got a sequel in the form of *F-Zero X* on the N64. (True, there was *BS F-Zero 2* but we don't think this counts as a proper sequel). Cut to the GBA where we've already seen a lovely port of the original, and now we get a follow up! This edition has been styled with the GC version and cartoon in mind, with sleeker ships and meaner character portraits ladling on the presentation.

This isn't the most significant change though – it's all in the handling. Now, if you want to swing your ship around tight corners you can tap the A button in conjunction with taping the relevant shoulder button – a difficult technique at first, but once it clicks, masterful.

Of course, this has allowed the course designers to come up with some crazy designs, and the game is all the better for it. Another top addition is the multiplayer mode – up to four people can race at 1000km/h, and you only need one cartridge to do so. Obviously, if you want the full experience then everyone will need their own copy though, and in this case the top times will be transferred to everyone's own scoreboard.

No game is perfect though, even this. Unfortunately, in one-player it's just too easy. Even on the hardest cup and course it won't take long for you to steam ahead of the pack and keep your position. But aside from this quibble, you'll find *F-Zero: LOF* to be a racer of the finest quality.

CUBE RATING 8.8

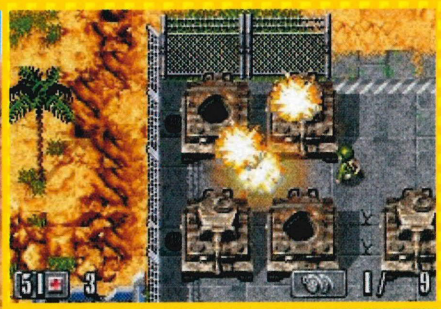


Travel the solar system competing in various races avoiding corners and other angles.



Look how good we are – straight in at number one.









Like having *Commando*, *Ikari Warriors*, *Alien Breed* and *Cannon Fodder* in one.



MEDAL OF HONOR: INFILTRATOR

CUBE

INFO

PUBLISHER:	EA
DEVELOPER:	NETHEROCK LTD.
GENRE:	ACTION
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- 15 MISSIONS
- A BIT LIKE CANNON FODDER

We don't need no stinkin' medals...

UNLIKE ITS BIG console cousin where you fight in Japan, *Medal Of Honor: Infiltrator* has you pushing the Axis into Europe from North Africa, fighting in jungles and barren wastelands. Taking an overhead view of the action, you control a single soldier as he crawls, runs and shoots his way across 15 different maps. Sometimes he'll even take charge of a mounted gun and enter a *House Of The Dead* style section where you have to survive for a certain amount of time while blasting at a seemingly never-ending supply of enemy troops and vehicles. It's not all bullet action though. In true *Metal Gear Solid* spirit they'll be times where you'll find yourself sneaking around enemy compounds, knocking people on the back of their heads with the butt of your rifle in order to avoid detection.

Aside from the gorgeous graphics and typically slick presentation, the element that makes this stand out from this year's similar releases is the difficulty. The very first level bears a resemblance to *Alien Breed 2* on the Amiga, if you remember, where you're always on the move, making yourself a difficult target for the bombs that constantly drop from the sky. After this things quieten down a little, but the weakness of your primitive weapons and sheer number of enemies that pour from every corner and doorway you come across ensure that you stay sharp.

Add in the problem that the more powerful the gun you carry, the less grenades/TNT you can fit into your bag and you have yourself a very tough game. A top quality shooter that laughs in the face of the GBA version of *MOH: Underground*, this is recommended to everyone who fancies a challenge. And those who miss *Cannon Fodder*.

CUBE RATING 8.0



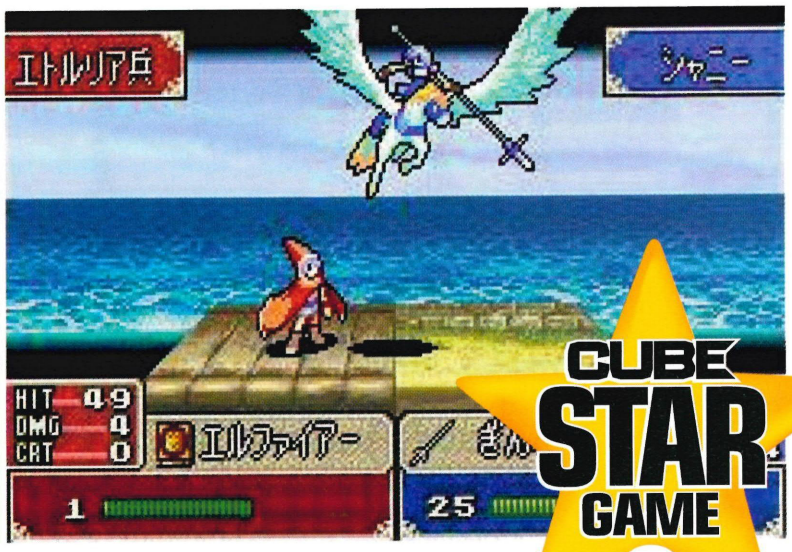


Take charge of the mounted guns for *Operation Wolf* nostalgic fun. Point and click.



Then dive into a tank for even more destruction. Not too shabby.





Line up your army and prepare to attack – tactical battles on a grand scale.

CUBE STAR GAME

CUBE

INFO

PUBLISHER: NINTENDO
DEVELOPER: INTELLIGENT SYS.
GENRE: RACING
PLAYERS: 1-4
RELEASE: 01 '04

STATS

- STRATEGY GAMING
- FANTASY SETTING

FIRE EMBLEM

Wear your affinity with pride...

FROM THE MAKERS of *Advance Wars* comes this fantastical strategy title that promises to deliver the ultimate experience for anybody who likes nothing more than to put on a tin helmet, grab a wooden sword and run around a muddy field on a wet Sunday afternoon while shouting out words beginning with an unhealthy amount of Qs. The *Fire Emblem* franchise has been around for umpteen years in other territories, but this is the first time that its been spotted over here. If you're not familiar with the series of games, then just imagine *Advance Wars* but with far deeper battle mechanics (incorporating a clever 'paper, rocks, scissor' rule for three types of weapons and magic), actual characters that will be gone forever if they're slain (although they'll still pop up during cut-scenes to keep the story ticking along), and a far more involving story. There's also a lot more consideration involved in the battles – rain will impede your movement and like *Advance Wars*, targets hiding in the woods will be difficult to hit. For strategy gamers, things don't get much better than *Fire Emblem*.

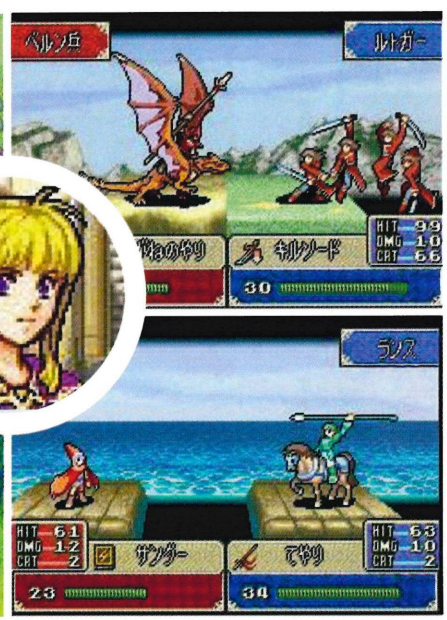
However, despite the improved mechanics and gorgeous presentation there are several instances where you'll find yourself cursing at the GBA for reasons beyond your control. For example, when you wish to buy a healing potion or new weapon, due to the lack of a world map (the story mode leads you through the story chapters by the hand, giving you no real choice for exploration) you have to enter shops while in battle. A strategy nightmare. Also, in a bizarre turn of design, you'll have key characters talking to each other if they're on adjacent squares on the battlefield for an unreasonable amount of turns (we're talking 80 or so here!). Inevitably this means that you'll have a group of characters all squashed up together; again not the most effective stratagem. Nor is the story anything special – clichéd with weak dialogue. If you found *Advance Wars* enjoyable though, ignore these flaws. For in gameplay terms, *Fire Emblem* is even better.

CUBE RATING 9.2











Red ninja dudes vs red dragon and rider, it's a clash of colours.

My mother is a dog? They could be insulting us, we just don't know.



CUBE DIRECTORY

ISSUE TWENTY EIGHT

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
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	No	No	27	PAL	4.8
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
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

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
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
Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	No	No	27	PAL	6.5
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
Judge Dredd: D Vs D	Vivendi	Rebellion	1-4	No	No	27	PAL	7.5
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
Mario Party 5	Nintendo	Hudson Soft	1-4	No	No	27	PAL	7.0
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
Metal Arms	Vivendi Universal	Swigin' Ape Studios	1-4	No	No	27	PAL	7.9
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
Resident Evil	Capcom	In-house	1	N	Iss.11	10	PAL	9.0

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

COOL GADGETS AND GUNS

Games let you play with all sorts of nifty technology. Here are a few of our favourites...



CEREBRAL BORE 1

There's nothing quite like the wet crack of a drill bit breaking through your cranium... or like the warm spray of brain cell-saturated blood. Oh yes, the Cerebral Bore is the ultimate brain teaser.



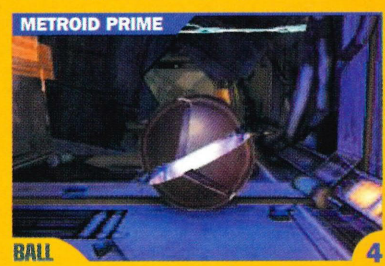
GAS CAM – SPLINTER CELL 2

Fire this gadget into a wall and it sticks to it. You can then use it to look around, and if anyone's there, trigger it to make a sound. When a guard comes to investigate he'll get a faceful of gas. Most satisfying!



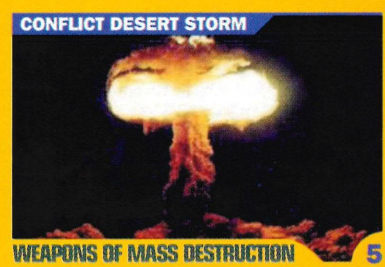
RED SHELL 3

Every time you run over one of those magic boxes and the power-ups are scrolling by, you pray for it to stop on the red shell. When it does you're happy, when it doesn't you're sad.



BALL 4

Not a gadget as such, but it's such a cool gameplay feature. Once the relevant power-up has been found Samus can roll herself into an armoured ball to access all sorts of new areas. Sexy.



WEAPONS OF MASS DESTRUCTION 5

We haven't found them, but we know they're there. Of course they are! And they must be pretty cool otherwise there wouldn't be this enormous fuss about them. Would there?

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Resident Evil: Nemesis	Capcom	In-house	1	N	N	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	N	N	16	PAL	9.0
Robotech: Battlecry	TDK	Mediactive	1-2	N	N	13	NTSC	8.0
Rockman EXE Transmission	Capcom	Akira	1	N	N	18	PAL	8.0
Rocky	Rage	Steel Monkeys	1-2	N	N	1	PAL	8.3
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
Shikigami No Shiro II	KSG	Alfa System	1-2	No	No	27	NTSC	7.2
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	SEGA	Amusement Vision	1-4	N	N	6	PAL	9.0
Super Monkey Ball 2	SEGA	Amusement Vision	1-4	N	N	16	PAL	9.1
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 Sims: Bustin' Out	Electronic Arts	Maxis	1-2	Yes	No	27	PAL	8.2
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 Ware	Nintendo	In-house	1-4	Yes	No	27	NTSC	8.2
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

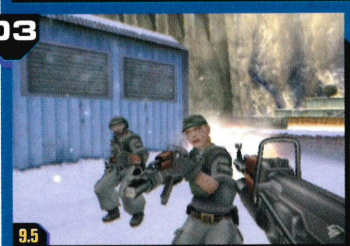
GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!



01 METROID PRIME 9.6 2002/NINTENDO



02 THE LEGEND OF ZELDA 9.5 2002/NINTENDO



03 TIMESPLITTERS 2 9.5 2002/EIDOS



04 STARFOX ADVENTURES 9.4 2002/NINTENDO



05 F-ZERO GX 9.4 2002/NINTENDO

06 SUPER MARIO SUNSHINE 9.4 2002/NINTENDO

07 BURNOUT 2 9.3 2003/ACCLAIM

08 SSX3 9.3 2003/ELECTRONIC ARTS

09 WINNING ELEVEN 6 FE 9.2 2003/KONAMI

10 MARIO KART: DOUBLE DASH!! 9.4 2003/NINTENDO



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SHUT UP - black eyed peas	113123	SIGNED SEALED DELIVERED - blue	113224	MY IMMORTAL - evanescence	113277
JUMP - girls aloud	113163	THE VOICE WITHIN - c aguilera	113265	SAY IT ISN'T YOU - gareth gates	113278
HEY YA - outkast	113176	FIGHTING TEMPTATIONS - beyonce ft missy	113236	I'M LOVING IT - justin timberlake	113280
MANDY - westlife	113228	AINT WHAT YOU DO - big brovaz	113251	CRASHIN A PARTY - lumidee feat n.o.r.e	113281
FORTUNE FADED - red hot chili's	113198	MAD WORLD - m andrews ft. g jules	113303	GOD IS A DJ - pink	113283
MAKE ME WANNA SCREAM - b cantrell	113182	IZ U - nelly	113261	TOO LOST IN YOU - sugababes	113286
IT TAKES TWO - fatman scoop	113302	NOTHING FAILS - madonna	113256	FEELING FINE - ultrabeat	113288
LIGHT YOUR ASS ON FIRE - b rhymes ft.	113300	I SEE GIRLS - studio b feat romeo	113273	I'M YOUR MAN - shane ritchie	113289
STUNT 101 - g-unit	113252	BRING IT ON - alastair griffin	113274	BAD BOY THIS BAD BOY THAT - da band	113301
LADIES NIGHT - atomic kitten	113229	PROPER CRIMBO - avid merrion	113275	TEARS ON MY PILLOW - s club 8	113304

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Superman
Stan

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Under The Bridge
Californication

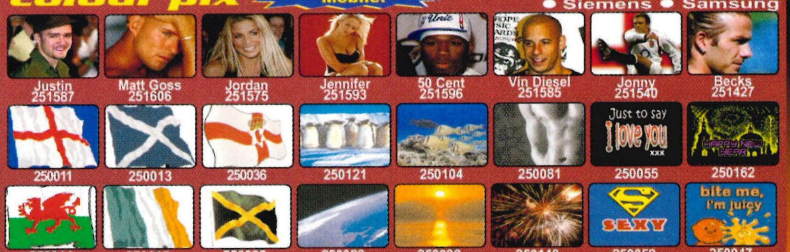
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Regulate - *Nate Dogg and Warren G*
Gangstas Paradise - *Coolio*

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chart

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SLOW - kylie minogue	113084
SUPERSTAR - jamelia	113055
FLIP REVERSE - blazin squad	113129
ME AGAINST .. - britney spears ft madonna	113140
SWEET DREAMS - rachel stevens	112949
MAYBE THAT'S WHAT.. - alex park	113187
WHITE FLAG - dido	112837
CRASHED THE WEDDING - busted	113151
TROUBLE - pink	113042
STATE OF MIND - holly valance	113054

hip hop

P.I.M.P - 50 cent	112599
REIGNS - ja rule	112679
X GONNA GIVE IT TO YA - dmx	112617
CLAP BACK - ja rule	113238
SMELLS LIKE FUNK - black eyed peas	113231
CHANGE CLOTHES - jay z	113279
FORGET ABOUT DRE - dr dre	111138
RIGHT THURR - chingy	112868
GOT SOME TEETH - obie trice	113041
21 QUESTIONS - 50 cent feat nate dogg	112582
BEAUTIFUL - snoop dogg	112511

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FRONTIN - pharrell williams feat jay z	112855
I BELIEVE I CAN FLY - r kelly	113060
NEVER LEAVE YOU - lumidee	112774

rock

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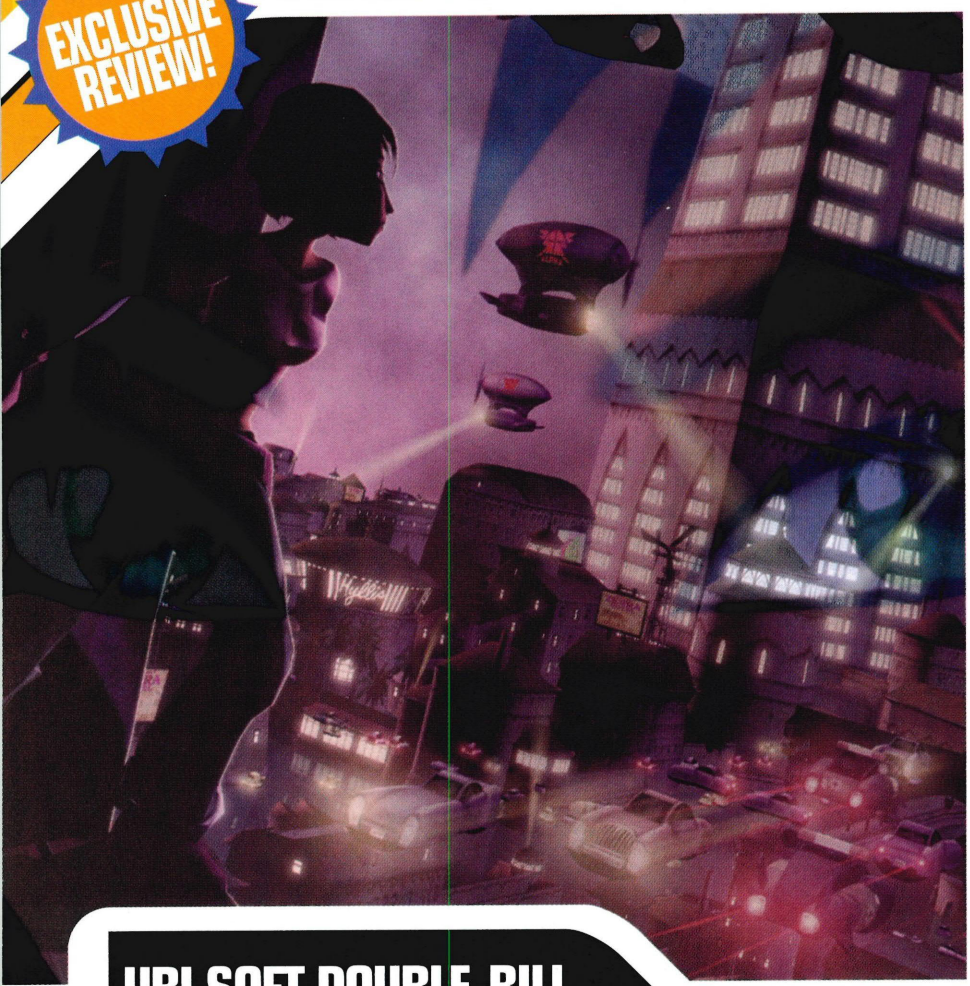
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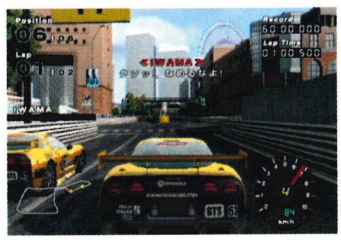
BEYOND GOOD & EVIL AND PRINCE OF PERSIA

Two absolute scorchers have just arrived in the office, and we're going to have to play through both of them. With both of them set for March you're going to be kept very busy in the run-up to Easter!

R: RACING EVOLUTION

THE RACER OF THE MOMENT HITS THE UK!

We could have reviewed it this month, but after finding out that the PAL version is arriving as soon as March, we decided to hold back. Check back next month for the definitive PAL review!





FIRST PAL REVIEW!

STUDIO EYE

TAKE A LOOK THROUGH THE EYE...

KONAMI TOYKO

We travel to Japan to visit the studios where the prestigious *Metal Gear Solid* franchise is being developed. You never know who we might bump into...

SOLUTION

FLIP REVERSE IT, TIME THAT IS

PRINCE OF PERSIA

Become a master of time manipulation with our definitive guide to Ubi Soft's gorgeous update. Nothing can stand in your way... it is your destiny.

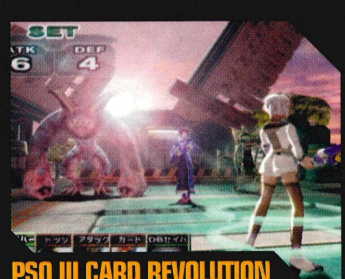
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EVERYTHING OR NOTHING
EA's third console Bond title looks promising, but can it deliever?



PSO III CARD REVOLUTION
Fighting with cards? It's all the rage you know...



SONIC HEROES
The delays finally come to an end as the hedgehog hits the UK.

PLUS

- Killer 7
- Resident Evil 4
- Spawn
- Geist
- Star Fox Armada
- Metroid Prime 2
- Mario Tennis
- Tak and the Power of Juju
- Pikmin 2
- Naruto 2
- 007 Everything Or Nothing

NEXT ISSUE

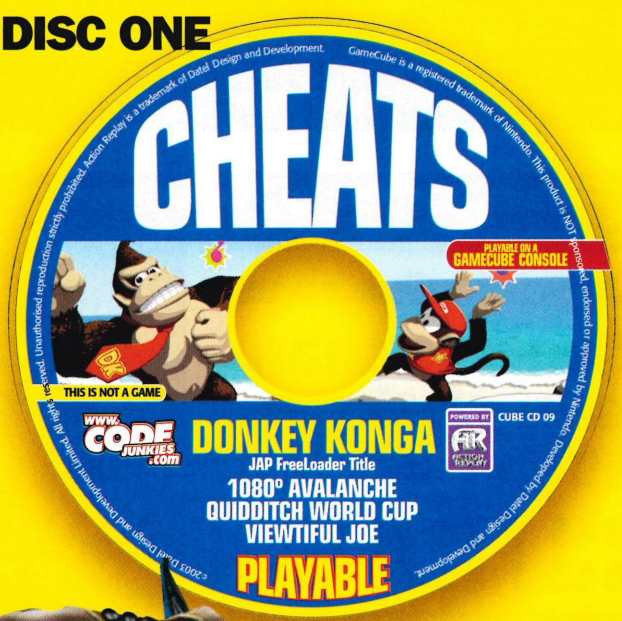
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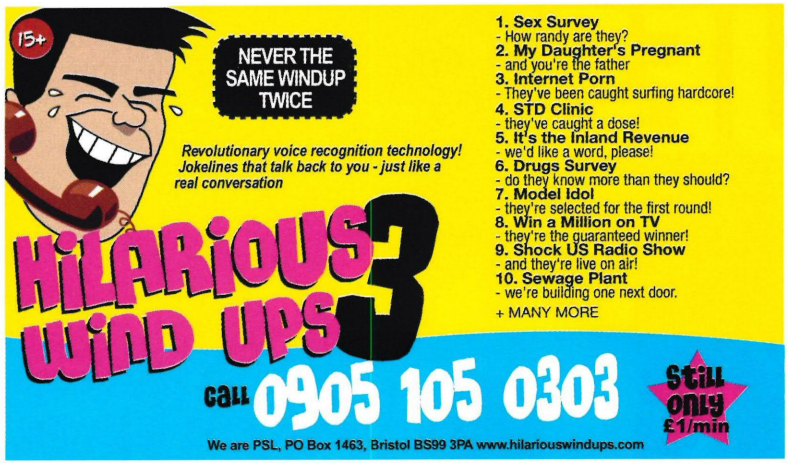
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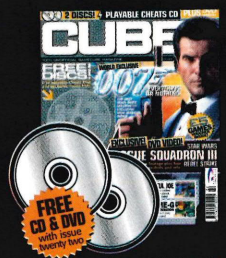




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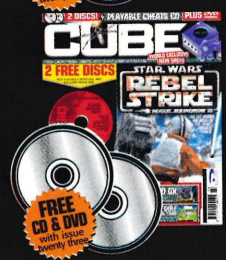
ISSUE TWENTY TWO

Three huge In-Depth features of *007 Everything Or Nothing*, *Rogue Squadron III Rebel Strike* and *XGRA*, cartoon capers with *Viewtiful Joe* review and *Enter The Matrix* hacked to pieces.



ISSUE TWENTY 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.



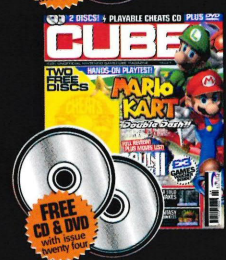
ISSUE TWENTY THREE

A huge, World Exclusive look at *Rebel Strike*, six pages of *R: Racing Evo* goodness, exclusive reviews of *F-Zero GX* and *Mario Golf*, a massive EA feature, and a full guide to *P.N.03*. Nothing compares.



ISSUE TWENTY 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.



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!



ISSUE TWENTY SEVEN

Like *Splinter Cell*? What about six pages of new *Pandora Tomorrow* screens? Want an In-depth on Pokémon Colosseum? You got it! Plus the first three page review ever in CUBE of *The Sims: Bustin' Out*. Wow!



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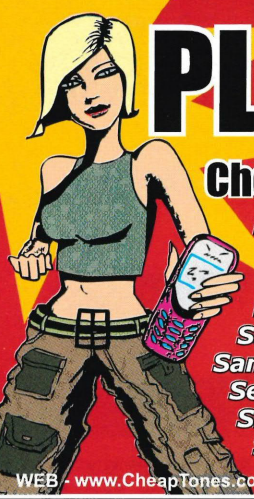
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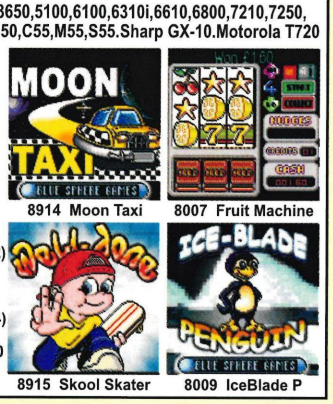
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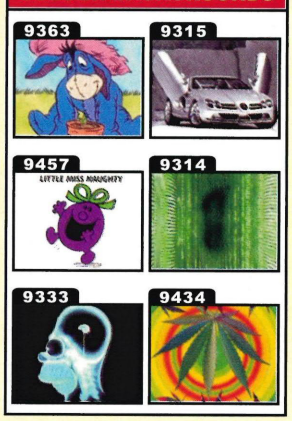
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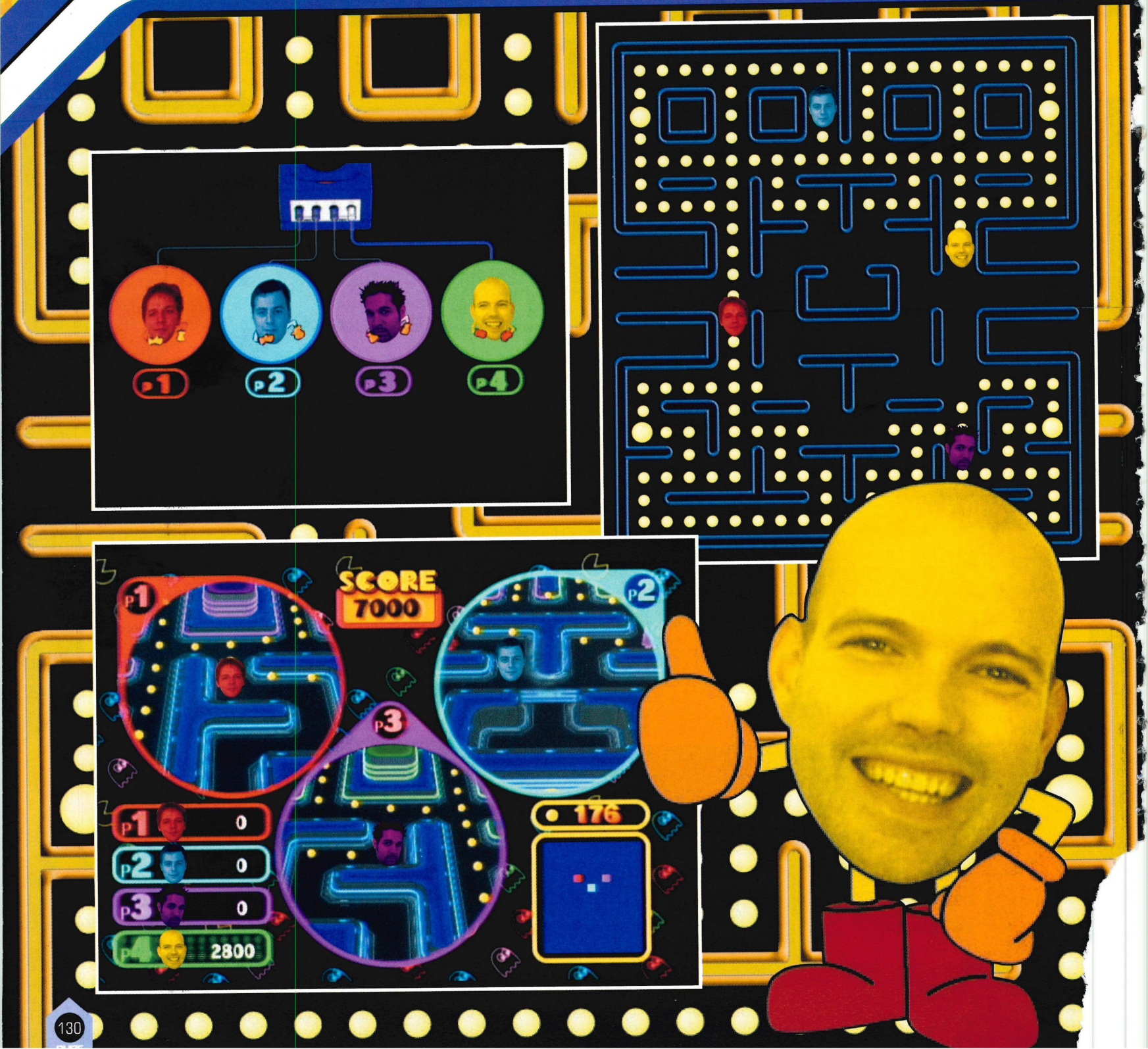
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Enter the Matrix
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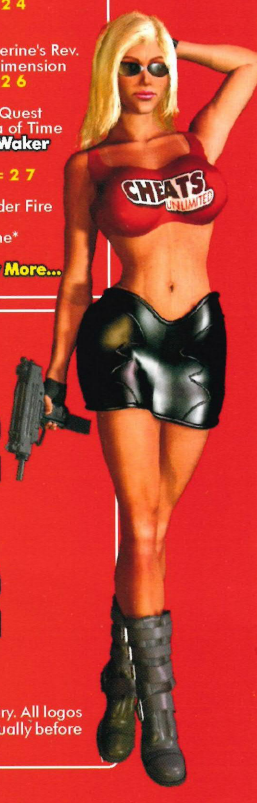
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