2 DISCS! PLAYABLE CHEATS CD PLUS DVD VIDEO

CUBE

NO. 30

THE UK'S BEST SELLING UNOFFICIAL GAMECUBE MAGAZINE

ISSUE 30

- THE LEGEND OF ZELDA: 4 SWORDS+
- KILLER 7
- FINAL FANTASY: CC

TWO FREE DISCS

4-PAGE IN-DEPTH ALL NEW SCREENS!

THE LEGEND OF ZELDA 4 SWORDS+

REVEALED

IT'S LINK TO THE POWER OF FOUR!

LETS YOU PLAY JAP I-NINJA ON YOUR PAL GC

14 MASSIVE GAMECUBE REVIEWS

WORLD EXCLUSIVE

KILLER 7

A BLOODY MASTERPIECE

FINAL FANTASY CRYSTAL CHRONICLES

The ultimate Japanese fantasy finally becomes European reality... goodbye life!

REVIEWED

METAL GEAR SOLID THE TWIN SNAKES

Get ya best stealth trousers on for the return of Solid Snake. Is that slithering, we hear?

REVIEWED

ALSO FEATURED

SPAWN
KIRBY AIR RIDE
POKÉMON CHANNEL
PANDORA TOMORROW

FULL DETAILS PAGE 6

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ISSUE 30

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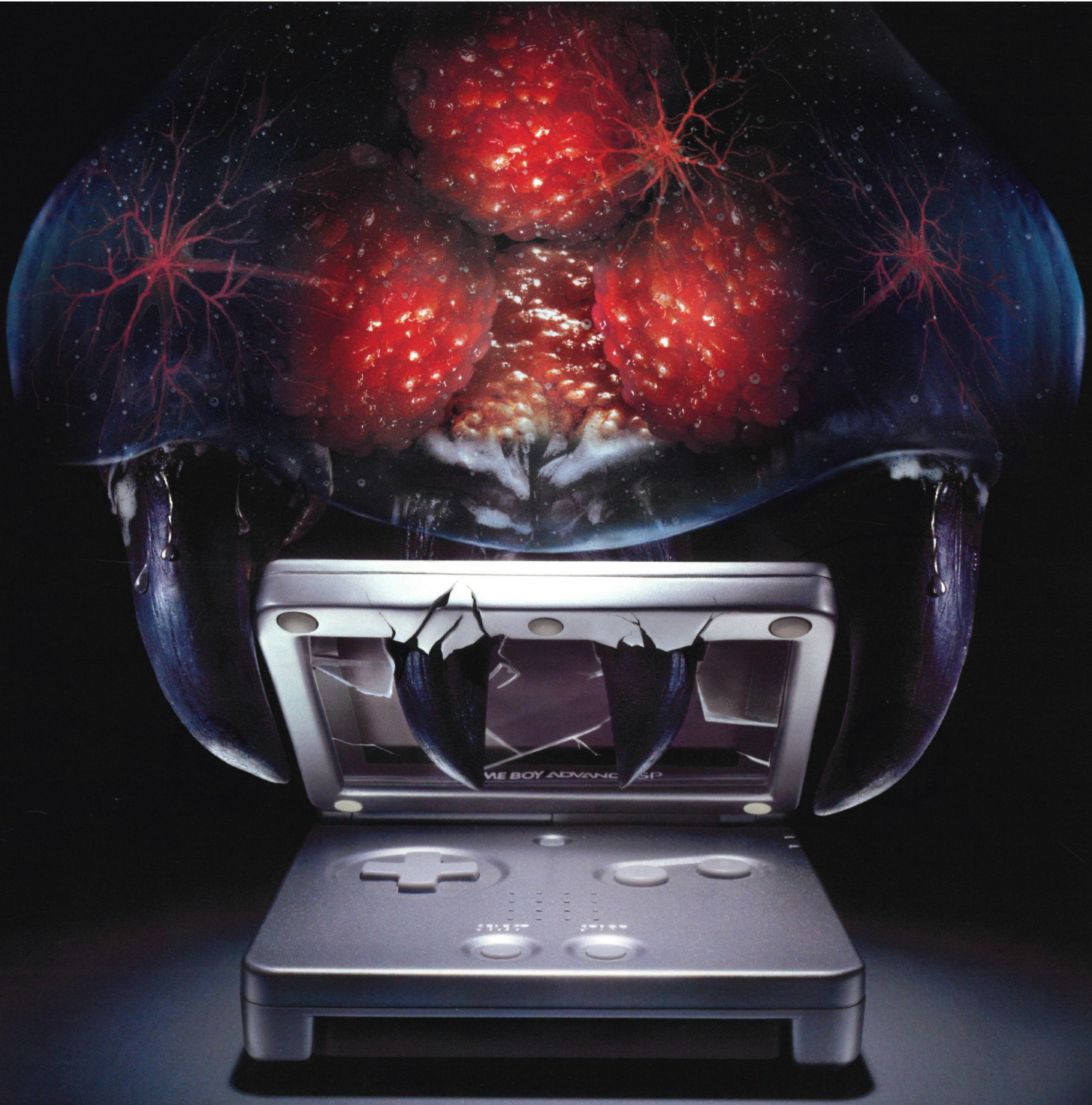
HIGHBURY



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WELCOME



LOOKING BACK OVER

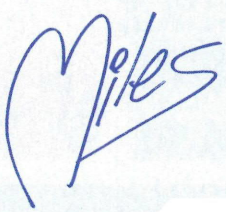
previous welcome pages I think I might be coming off a bit schizo. One month I'm all happy-clappy, the next bemoaning Nintendo's apparent lack of interest in Europe, half-baked ideas or dearth of quality third party software support, with one or two obvious exceptions. Is it me? Believe me, I've done some soul-searching, and I really don't think it is. It's just that the pendulum seems to swing one way and then the other with disturbing regularity these days.

Out of nowhere this month we have 14 reviews crammed into this issue, we've got the exclusive lowdown on *Killer 7* and more word on *Pandora Tomorrow* and *Harvest Moon*. The most significant developments however have come from Nintendo itself. *Four Swords* was originally revealed at E3 last year along with *Tetra's Trackers* as one of the cornerstones of Nintendo's chronically misjudged connectivity mantra. Enough column inches have been dedicated to what we thought of that over the past months in CUBE, so I won't dwell on it here, but the emergence of *Four Swords +* suggests that perhaps Nintendo isn't quite the remote and self-absorbed monolith, oblivious of the world around it that it sometimes appears. Could it be that word seeped into the Kyoto HQ, oozed its way upstairs and puddled up on Commandant Miyamoto's desk until he couldn't ignore it any longer, maybe because he had nowhere left to put his coffee cup? Whatever the reason, instead of some ill-advised, connectivity-reliant effort that will fall flat on its face in the west we've got a whole new *Zelda* RPG, albeit going back to the 2D formula of old to tide you over nicely until *Wind Waker 2*. *Tetra's* (now *Navi*) *Trackers* and *Shadow Battle* emphasise that the connectivity angle hasn't been abandoned, but is as it always should have been – a cool extra feature not offered by either of the other console formats.

Main reviews this month are obviously *Final Fantasy: Crystal Chronicles* which will attract as many new players to the series as it will alienate some existing fans. The switch from heavily story-driven RPG to a more action-based style is more accessible and the graphics are a luscious treat for the eye. Equally controversial is *The Twin Snakes*. Great game? Without doubt. Did we expect more from the update? Yes. This isn't a makeover on the same scale as *Resident Evil*, but if you missed it first time round it's still one of the finest and most well-constructed action games there is.

Enough of me. Go read.

Miles Guttery
Editor



AT A GLANCE

Carmen Sandiego	66
Custom Robo	10
Dream Mix TV World Fighters	86
Final Fantasy: Crystals Chronicles	52
Goblin Commander	64
Harvest Moon: It's A Wonderful Life	34
I-Ninja	82
Killer 7	44
Kirby Air Ride	78
Max Payne	116
Mega Man Anniversary Collection	38
Metal Gear Solid: The Twin Snakes	58
Metroid: Zero Mission	117
Pitfall: The Lost Expedition	80
Pokémon Channel	62
Pool Paradise	36
Puyo Pop Fever	72
Resident Evil Code: Veronica X	76
Sabre Wulf	116
Spawn: Armageddon	68
Splinter Cell: Pandora Tomorrow	08
Tak And The Power Of Juju	56
Urban Freestyle Soccer	74
Zelda: Four Swords +	40

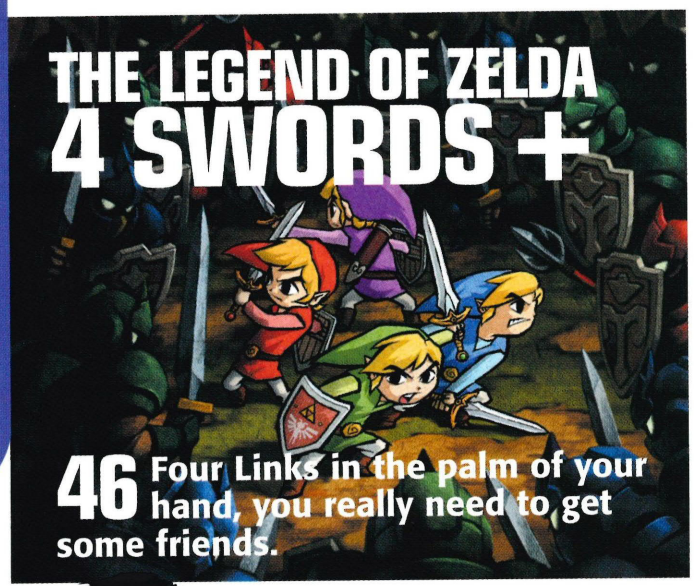
CUBE

ISSUE THIRTY

ON THE DISC
PAGES 6 & 7

CONTENTS

CUBE – Knowledge is power. We've got it, you want it. Come touch the rainbow!



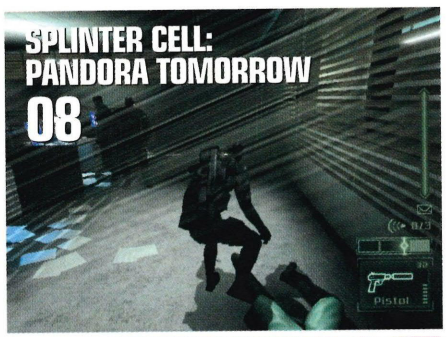
THE LEGEND OF ZELDA 4 SWORDS +

46 Four Links in the palm of your hand, you really need to get some friends.



KILLER 7

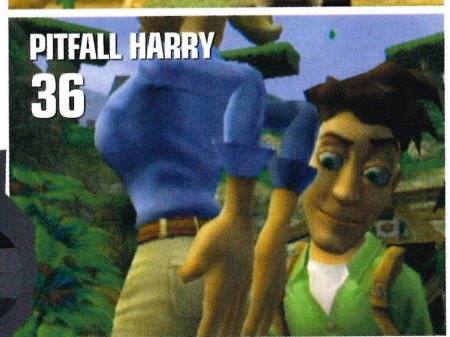
40 A severe case of split personalities, guns, zombies and blood. Love that Capcom.



SPLINTER CELL: PANDORA TOMORROW 08



HARVEST MOON 34



PITFALL HARRY 36



POKÉMON CHANNEL 64

UP FRONT

Funny we could have sworn we saw Sam Fisher round here, seems to have disappeared now, sneaky git.

Splinter Cell: Pandora Tomorrow . . .08
Custom Robo 10

GCN

Scavenging around the world of Nintendo, searching and stealing all the latest news for you to gorge your brain on. Read and learn . . .12

PREVIEWS

We so sow the seed, nature grows the seed, then we eat the seed. Then, right, we sow the seed, nature...

Harvest Moon 34
Pool Paradise 36
Mega Man Anniversary Collection . .38

IN-DEPTH

We get just a bit closer to *Killer 7*, and get splattered with blood, that stuff never comes out.

Zelda: Four Swords + ...40
Killer 7 44

REVIEWS

Just like buses - you wait long enough and 14 of them turn up at once, typical.

Final Fantasy: Crystal Chronicles . . .52
Tak And The Power Of Juju 56

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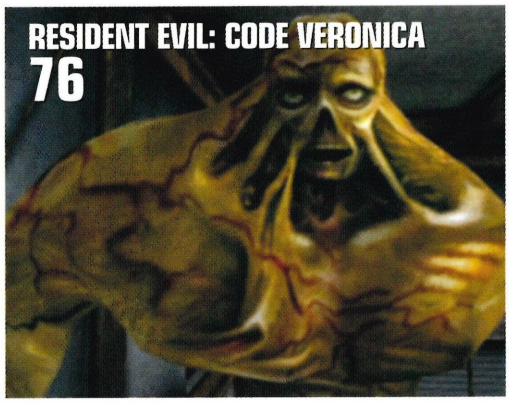




REVIEWS (CNTD)

Metal Gear Solid: The Twin Snakes .58
Pokémon Channel 62
Goblin Commander 64
Carmen Sandiego 66
Spawn: Armageddon 68
Puyo Pop Fever 72
Urban Freestyle Soccer 74
Resident Evil: Code Veronica X 76
Kirby Air Ride 78
Pitfall: The Lost Expidition 80
I-Ninja 82
Dream Mix TV World Fighters 86

NETWORK CUBE

Want to get your point of view across? Feel you need a right to reply? Get in here then!

Viewpoint 94
Forum Frenzy 96
Reader Reviews 97
Beat The World 98
Cheating Monkeys 100
Action Replay 102
Guide: Sonic Hereos 106
Guide: Kirby Air Ride 110
Directory 118
Horizon 122
Back Issues 126
Subscriptions 128
Back Page 130

ADVANCE

Games that fit into the palm of a baby's hand, yet contain more fun per square inch that most discs.

Max Payne 2 116
Metroid: Zero Mission 116
Sabre Wulf 117

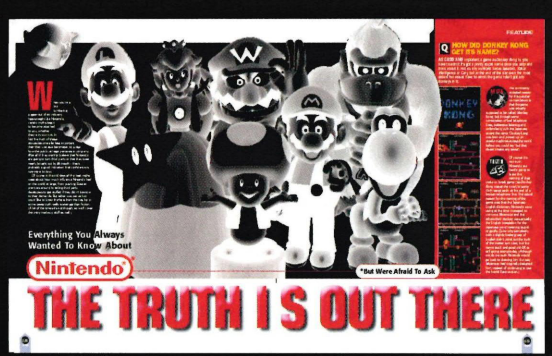


FINAL FANTASY CRYSTAL CHRONICLES

Oh that's what you're supposed to do. This time round we can understand it and it turns out to be...

THE TRUTH IS OUT THERE

28 Urban legends, Japanese whispers, old wive's tales, we get the bottom of them all, well apart from the old wives obviously. Nintendo myths exploded!





POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

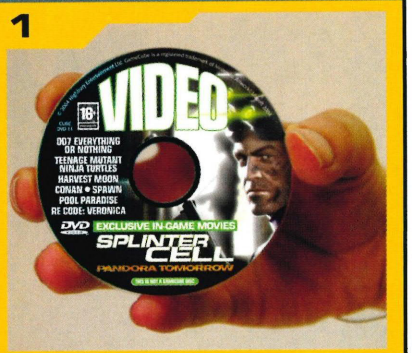
Here we go again! Scoop no 1: this month's FreeLoader is for *I-Ninja*, a fantastic game that will never be released over here. Scoop no 2: cheats for Xmas 2004's most popular games. Scoop no 3: never-before-seen footage of the potentially massive *Splinter Cell: Pandora Tomorrow*. Enough said.

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

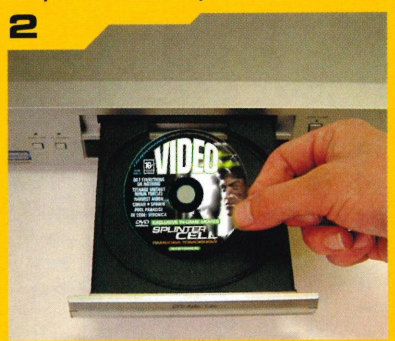
SLAP IN AND PRESS PLAY

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

WE'VE GONE SUPER STEALTHY!

We're a bit excited about the fact that we have *Pandora Tomorrow* on the disc this month. It really is very special, and you can see it in action. On top of that you can also nab a first look at the English-language version of *Harvest Moon*, the previously unheard of *Carmen*, and some great cartoon *Turtles* footage.

- PANDORA TOMORROW
- 007 EVERYTHING OR NOTHING
- HARVEST MOON
- CARMEN
- CONAN
- SPAWN
- RE CODE: VERONICA
- PITFALL HARRY
- GOBLIN COMMANDER



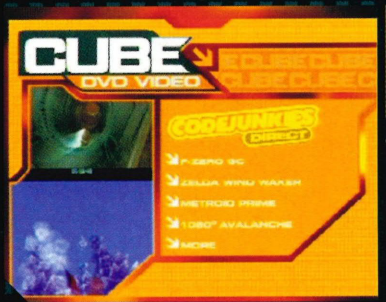
Yeah, like you'd be able to sneak up on Sam Fisher like that. Plain silly that is.

Fancy some exclusive new footage of *Pandora Tomorrow*? Lucky that...

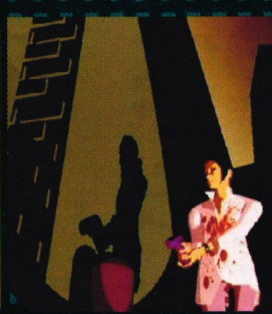


DVD MENU OPTIONS

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.



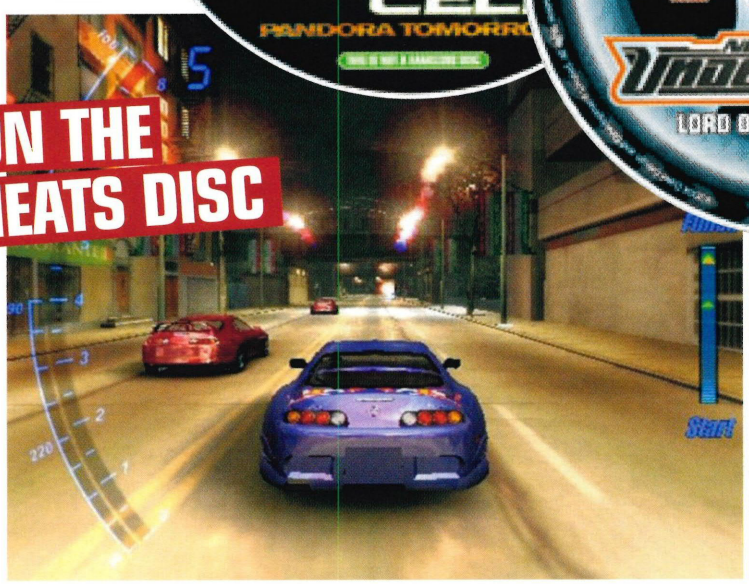
JUST LIKE THE MOVIES
Choose from a whole load of movies.



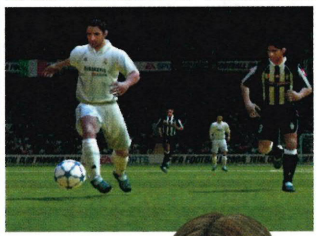
CODE JUNKIES DIRECT
There's a new girl in town.



ON THE CHEATS DISC







WARNING!

Using these cheats may permanently damage your game save files. CUBE advises you to remove your Memory Card before using the Cheats Disc. CUBE takes no responsibility for corrupted save files.

- **LOTR: RETURN OF THE KING (PAL)**
  - INFINITE HEALTH
  - INFINITE SECONDARY WEAPON
  - ALL LEVELS/CHARACTERS OPEN
- **NEED FOR SPEED UNDERGROUND (PAL)**
  - INFINITE MONEY
  - INFINITE NOS USAGE
- **FIFA 2004 (PAL)**
  - AWAY TEAM SCORES 99
  - HOME TEAM SCORES 99
- **I-NINJA (US)**
  - FREELOADER
  - INFINITE HEALTH
  - INFINITE LIVES

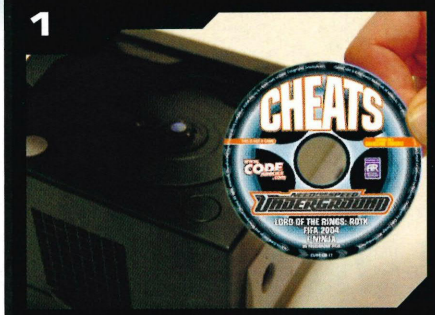


USING THE CHEATS

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 *I-Ninja* on your PAL GameCube.

1



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

2



...then follow the simple prompts.

NEXT MONTH

Games, games, games, that's what the GameCube is all about, and we have to struggle every month to decide what gets on the VIDEO Disc. Check out what you'll be watching on your TV next month, below...

THE GAMES...

- ZELDA: FOUR SWORDS
- I-NINJA
- STARCRAFT GHOST
- NARUTO 2
- KILLER 7
- RESIDENT EVIL 4
- WRESTLEMANIA XX
- HARRY POTTER POA



FREELOADER!

THINGS CAN ONLY GET BETTER

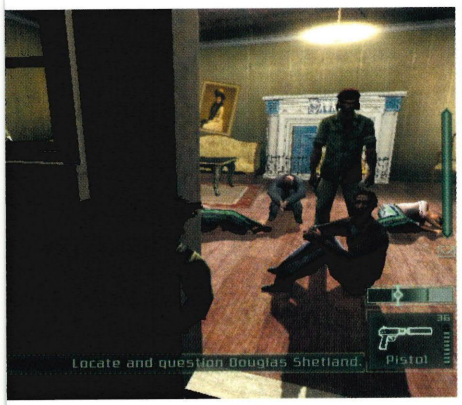


As always, the CHEATS disc also contains a cut-down FreeLoader function that will enable you to play an import title of our choice on your PAL GameCube. This month:

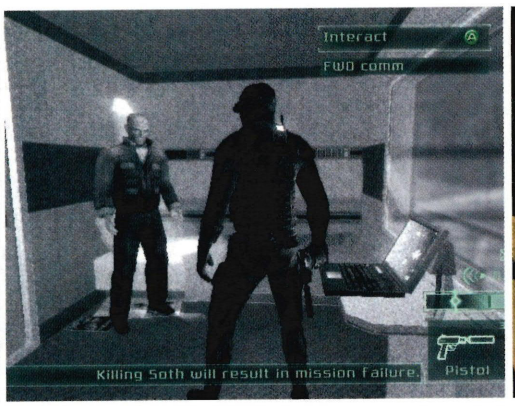
NAME: I-NINJA
REVIEWED: ISSUE 30
SCORE: 7.5

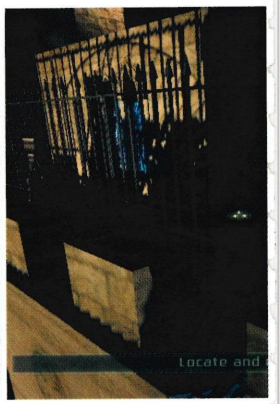
I-Ninja is not being released for the GameCube over here. Why? Dunno. But we do know it's a fine piece of fun and challenging gaming. Import it, play it, sit about with a stupid grin for the rest of the day. Or buy a PS2.

UP FRONT









SPLINTER CELL: PAN

CUBE

INFORMATION

SPLINTER CELL: PT	
PUBLISHER:	UBISOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	STEALTH ADVENTURE
PLAYERS:	1

WHAT'S NEW

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

● **FISHER KING:** Exclusive hands on playtest with Ubisoft's stealth-'em-up.

AUTUMN '04	TBA	AUTUMN '04

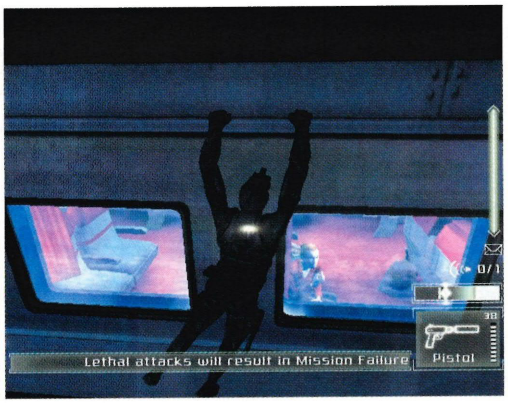


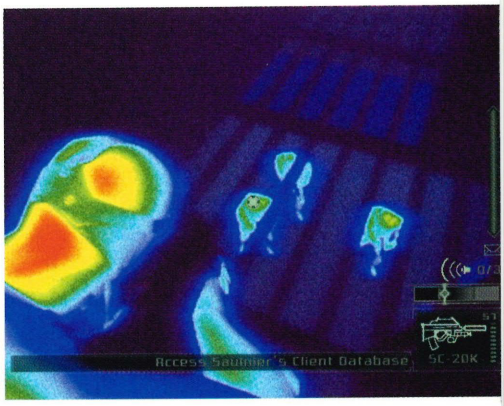


Defying physics, this is definitely hotter in the shade...

"THE TRAIN LEVEL IS A HUGE 'WOW' MOMENT IN THE GAME"







DORA TOMORROW

IF YOU HAVE any fears of this being a stop-over rather than a full-blown sequel extinguish them now. This is a proper follow-up and the improvements are so many that the original game engine is borderline unrecognisable in *Pandora Tomorrow*. The core values are still there but the visual and gameplay changes are going to shock many.

The first thing that you notice of course is the step up (like an entire staircase of steps) in the visual department. The use of light is far more subtle than it used to be. For example whenever you interact with a door, curtain or whatever you don't get the hard-edged shadows that were commonplace in the previous game. This is demonstrated beautifully in one mission that takes place over the course of a full day, forcing you to adapt your tactics as you go. It lets the developer to show off a little too.

Another feature you notice early on is that the missions themselves are a lot more open now. Restrictions are still in place but the environments feel spacious enough for you to ignore the fact. Bigger levels also mean more ways to get past each area, so if one technique isn't working frustration doesn't run as high. The whole stealth concept is inherently frustrating but it has been minimised well.

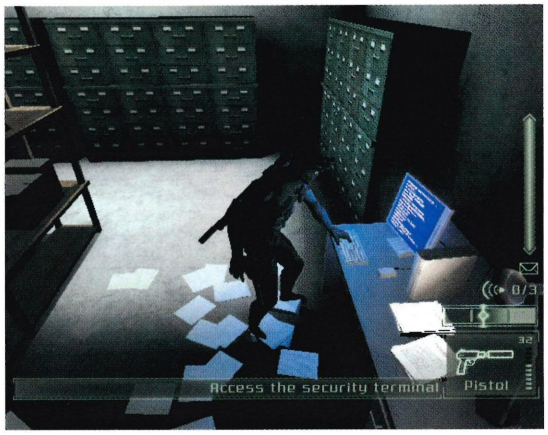
Smoother controls and the new selection of moves at your disposal also help with this. Most of the new actions are additions to old moves and thankfully don't ask too much of the pad. For example you now have the half split jump that allows you to shift weight to boost up to higher platforms and the ability to hang down from pipes by your legs with your pistol out, after which you can perform a completely unnecessary back flip down to the floor.

Those two new moves are mainly for show but the changes to the wall hugging come in very useful. Now when you've got your back to a wall peeking around a corner you can select objects to throw into the next area as a distraction or perform the 'swat roll' to a wall on the other side of the opening. Both very handy for getting past some of the trickier sections. Once you start playing the game you'll wonder how you managed to get by without them.

Best of all, despite the new additions, *Pandora Tomorrow* remains very natural to play. Leaving you to concentrate on the tense action, of which there is plenty. We almost don't want to spoil this one for you but the train level is a huge 'wow' moment in the game. Imagine Fisher hanging off the side of a speeding train whilst another train goes past. An obvious gimmick, but damn, it looks cool.

And this appears to be the theme of the game – absolute cool. Suffice to say it's a good job that EA didn't opt for all out stealth in *Everything Or Nothing* because *Splinter Cell* looks to have that particular niche sewn up for a very long time. CUBE





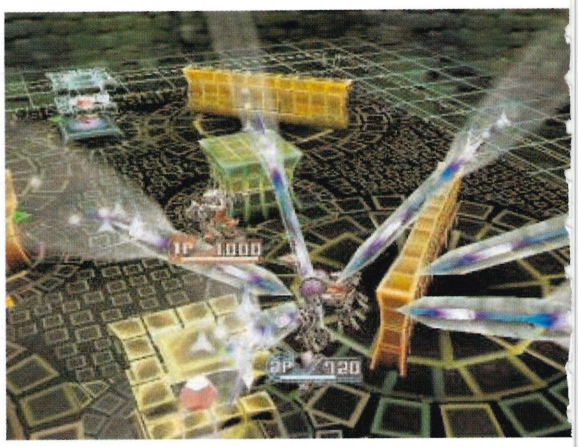
Doesn't that look gorgeous? The Montreal team have excelled themselves this time.

The temptation of free internet access is too much even for Sam Fisher...

Lightsabers?! Right, that's it sold to us then.







Scrap (metal) it out!

CUBE

INFORMATION

CUSTOM ROBO

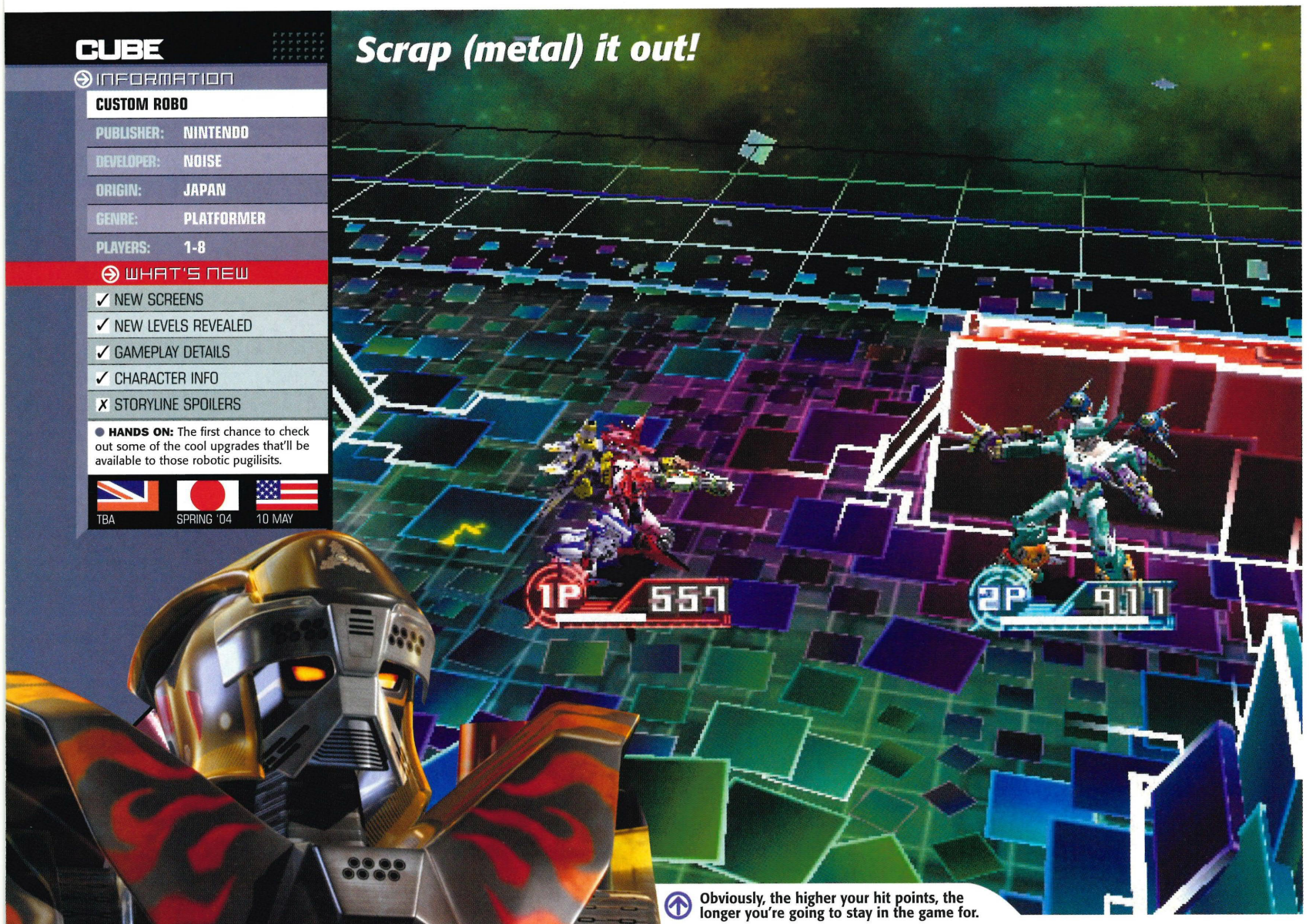
PUBLISHER:	NINTENDO
DEVELOPER:	NOISE
ORIGIN:	JAPAN
GENRE:	PLATFORMER
PLAYERS:	1-8

WHAT'S NEW

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

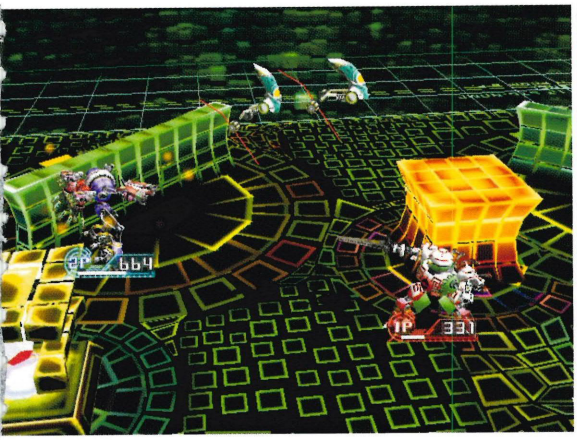
● **HANDS ON:** The first chance to check out some of the cool upgrades that'll be available to those robotic pugilisits.

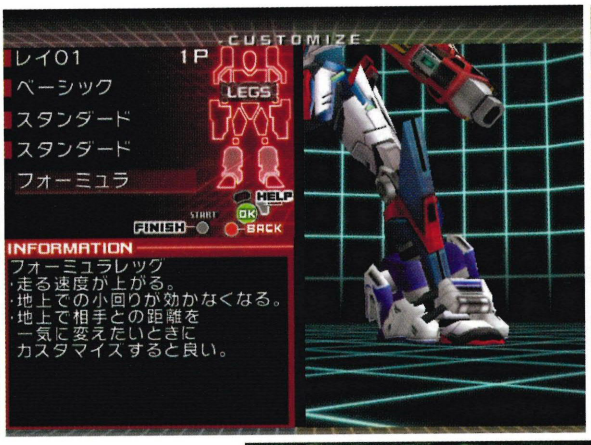
TBA	SPRING '04	10 MAY

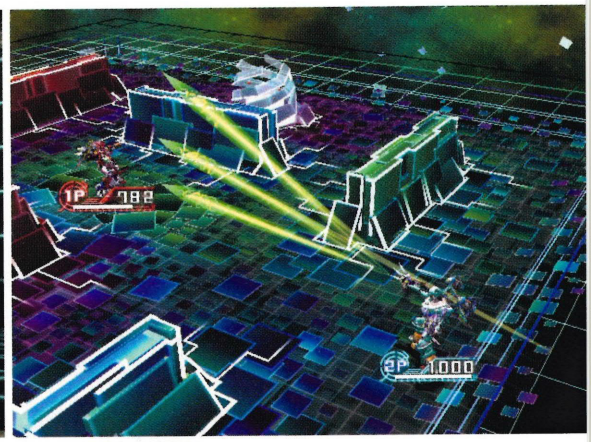


Obviously, the higher your hit points, the longer you're going to stay in the game for.

"BUILD A ROBOT FROM HUNDREDS OF SPARE PARTS AND PIT IT AGAINST VARIOUS MECHANICAL OPPONENTS"







NINTENDO HAS A habit of seemingly stretching out the wait for new titles by teasing us with trickles of screenshots, and this time it's *Custom Robo*'s turn.

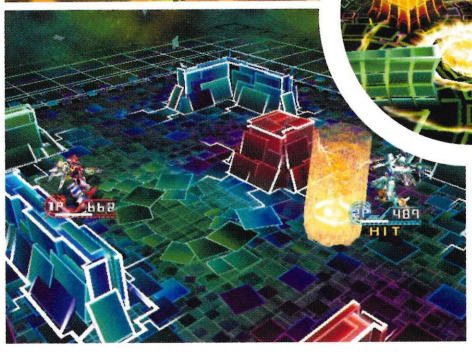
We've covered this game in the past, so you'll already know that the idea is a solid one – build up a robot from hundreds of spare parts and pit it against various mechanical opponents in special 'Holosseums' (which look and sound natty) until one of you is a smoking hunk of wrecked metal.

Although the main focus of the game should be the fighting, the truth is that upgrading and robot customisation is becoming the biggest draw for many people. The collecting and hoarding mentality connects with a lot of people, and gradually beefing your robot up not only reflects on your abilities as a fighter (since you earn parts by defeating enemies), but will also help you form a bond with your robot. After all, you've got the little fellow this far – you don't want to see him succumb to the weak fist of some pretender to the throne! There is also the small matter of the combat being extremely simple – tilting the control stick manoeuvres your metal chum around the Hollosseum, the A button will allow you to leap into the air (twice, obviously), B will fire your primary weapon, R chucks out explosives and L will send your robot charging outwards. Within seconds you'll be racing around the area like some chubby ballerina with glowy bits, but will such a straightforward approach keep you entertained for long? Here's hoping that Nintendo has had the good sense to add a little more depth to the proceedings, but then, the target audience will probably appreciate the customisation options more than anything else.

We've already seen a whole load of shots captured from the FMV cut-scenes and introduction, but these new shots show how the game itself will look. Colourful, glossy, crisp, and more importantly (which you can't see from the shots), running at 60 frames per second. However, as you all know, graphics can only make so much of a game. We'll be getting hold of the Japanese version soon enough, so we'll be able to paint the whole picture for you next issue. CUBE



It's like fighting it out in the Matrix. Uh-huh.





CUSTOM ROBO

GCN GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

PERIPHER-FULL

Nintendo release some crazy news about add-ons for the GameCube. Plus a bit more DS excitement.

PAGES 12-13

GORED LORD!

Scare the pants off yourself with shots of *Resident Evil 4*, there's other stuff here too, *Samurai Jack*, *FF:CC*, but they pale in comparison.

PAGES 14-15

CATWOMAN

EA reveals *Catwoman* but refuse to deny that *Burnout 3* will not appear on GC. Not exactly a fair trade off is it. Grumble grumble.

PAGE 16

VANISHING POINT

Where did crap games come from? Where do they go? These questions answered along with the meaning of life!

PAGE 18

RELEASE DATES!

Try to plan your life around these dates, they're very important. But not as important as what we've been playing this month.

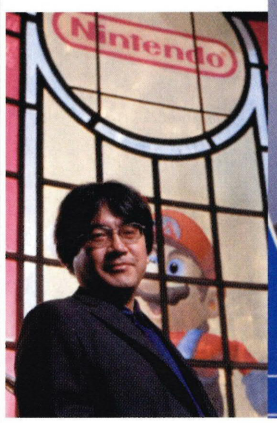
PAGES 20-21

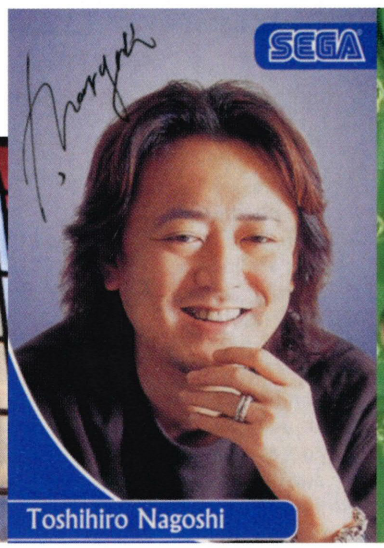
WORLD NEWS!

It's the map of the world as Nintendo knows it. All the latest global news and the US and Jap charts. It's edutainment-tastic.

PAGES 22-23

Current NCL president Iwata-san has been quiet while ex-president Yamauchi-san booms his message.







Games like *Too Human* may showcase the new peripherals.

SUPER H

Nintendo's attempts to save the world with N5, DS and GameCube 1.5

IT'S BEEN ALL systems go in the world of Nintendo this month, and most of it is thanks to a speculative report from Japan's Nikkei News. It recently reported that Nintendo was planning to extend the life of the GameCube by way of exciting new peripherals. This tactic would be used instead of launching the GameCube 2, a machine that if launched at all, wouldn't appear for two or three years yet. Naturally the news spread like wildfire and within hours the entire gaming world was predicting that Nintendo was 'doing a SEGA' and getting out of the hardware business. The very same day Nintendo issued a press release, the most important part being:

"We are staying in the hardware business. We are working on a next-generation console and plan to launch it at the same time as our competitors. Nintendo has several hardware strategies for the future underway. In addition to the ongoing development of the next console, we are also considering accessories for the GameCube."

Nintendo also confirmed **CUBE**'s prediction (Issue 29 feature) that the GameCube's successor would not be unveiled until E3 '05, with the machine likely to hit Japan in early 2006. What is far more interesting about this story though, is the GameCube peripheral part. NCL president Satoru Iwata has mentioned a GameCube peripheral several times over the past few months, but we're still mystified as to what it is. Nintendo really believes that it will extend the life of the machine, so it must be something significant. A hardware upgrade along the lines of the N64 Expansion Pack perhaps? Some are even talking about VR Headsets, but that's very unlikely.

Whatever it is, this is the piece of the puzzle



"WE CAN RE-ENERGISE THE GLOBAL MARKET AND LIFT JAPAN OUT OF DEPRESSION – THAT IS NINTENDO'S MISSION"

Hiroshi Yamauchi, ex-NCL President

EROES!

that we've been looking for. Before this news it was hard to understand how GameCube was going to survive for another two years at retail. We also couldn't understand why Retro Studios was looking for people to work on the opening sections of *Metroid Prime 2*. It all makes a bit more sense now though. The big projects are obviously being adapted to work with this new peripheral. *Mario 128*, *Wind Waker 2*, *Metroid Prime 2*, and possibly even *Geist*, *Too Human* and *Pilotwings*. Just imagine if the former three titles turned up at E3 fully compatible with the new peripheral. Now that really would be a show-stopper.

It wasn't just the GameCube and GameCube 2 that stole the headlines this month. The little machine that just may well do it, the Nintendo DS, has also been staring in its own stories. Even ex-NCL president (and now senior Nintendo advisor) Hiroshi Yamauchi had his say, and as always his words were well worth listening to. He claimed that he thought up the idea for the dual-screen system as long as 18 months ago, and he feels that "if we can increase the scope of the industry, we can re-energise the global market and lift Japan out of depression – that is Nintendo's mission." Wow. Yamauchi-san the super hero. There's definitely a **CUBE** back-page image in there somewhere! He then went on to say that "if the DS succeeds, we will rise to heaven, but if it fails we will sink to hell." A little melodramatic perhaps, but the much-respected industry figure was merely trying to emphasis how important this piece of hardware is, and how much money and effort the company will be throwing behind it.

If industry support is anything to go by, the DS is already well on its way to making it. 93% of the Japanese developers interviewed in Famitsu magazine said they had high hopes for it, with Amusement Vision's Nagoshi-san (*Super Monkey Ball*, *F-Zero GX*) giving the best quote: "The first time I saw it I thought '??' Then, after reading the specs, that turned into '!!'" We like the sound of that. There's a lot to digest and think about there. If anything a whole new world of gaming possibilities awaits us. If only every month was anywhere near this thought-provoking...

CUBE

JAP'S EYE

WHAT DOES THE DEVELOPMENT COMMUNITY THINK OF THE DS?

Japan's Famitsu magazine recently spoke to a whole bunch of Japanese developers concerning the Nintendo DS. Here are just some of the things that were said:

- Having two separately functioning screens suits the time perfectly.
- The roots of gaming are returning and it looks like they will put up a good fight.
- It should allow the birth of a whole host of new ideas and play experiences.
- We've been waiting for this! We'll be sure to try out something new with this.
- It has become a constant point of discussion when we creators meet for drinks.
- I think the hardware will be very good at creating intense feelings.
- It looks like we can make new things that have been impossible until now.
- In a gaming industry that is feeling more and more penned in, this should create a few openings.

Western publishers have also been confirming that they are working on DS titles. EA has shown interest in the platform, while THQ has moved some of its teams from GBA development to DS development. As E3 fast approaches, you can expect many other publishers to announce their support as well.

In the meantime, just imagine the possibilities...



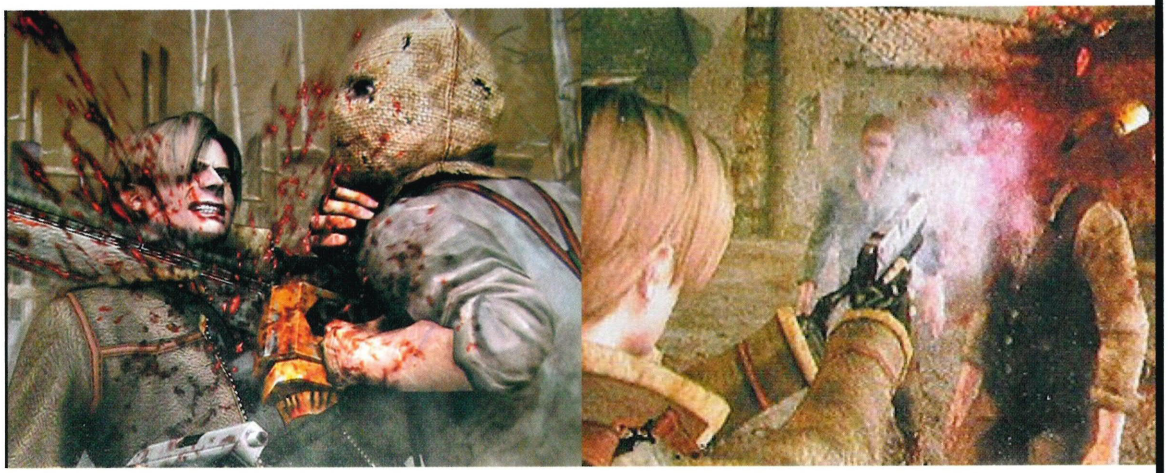
SOUND BYTE

"WHETHER WE CAN TURN THESE NEW IDEAS INTO REALITY IS THE KEY FOR THE INDUSTRY"
Okada-san, Atlus

The Japanese gaming community seems to be very positive about the Nintendo DS

ALL CHANGE!

Resident Evil series is re-invented



Jesus Christ! If only we could swear properly in this mag then we'd be able to better descibe our reactions to these screens.

CAPCOM SHOCKED THE world this month by revealing a completely new direction for the latest title in the Resident Evil series. Forget everything you have seen on the GameCube exclusive game thus far: the team at Production Studio 4 has rewritten the storyline and has practically reinvented a genre that was fast approaching a brick wall in terms of innovation.

The two main pointers from our *Resident Evil 4* feature still remain: you are still searching for Sherry and your main enemies are no longer zombies. The adventure now takes place in South America, and the enemies that we've seen are in fact crazed redneck villagers. Despite their insanity they are perfectly capable of working together and hatching plans, and in one section Leon listens in to one of their conversations. The game can be played in first-person and third-person depending on what you're doing, and Leon can now aim above and below. He can even jump into vehicles, and in one sequence he takes on a 40-foot tall monster in a boat!

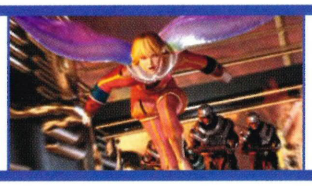
There is so much more to tell, but sadly we are tied down by strict non-disclosure agreements at the moment and can't utter another word. Soon though, we will bring you the first ever footage courtesy of our Video Disc.

CUBE

Baten Kaitos...

Namco has cited *Baten Kaitos* as one of the reasons for its success in the marketplace. It also announced that it will endeavour to translate the game for US and PAL territories by the end of this year. Good news all round we'd say.

... English translation confirmed



Global GBA sales...

8.1 MILLION

... during 2003

"IT REALLY CAN'T BE COMPARED TO ANY OTHER GAME"
Kobayashi-san, Capcom

Full story page 44

SAMURAI JACK

Slash yourself silly

The *Samuri Jack* cartoon is one of the most stylish we've ever seen. Eat that, bleedin' SpongeBob.



SEGA HAS announced that it is currently working on a game based on Cartoon Network's *Samurai Jack* license. Going by the name of *Samurai Jack: The Shadow of Aku*, the game will apparently be ready for release in March... erm, that'll be right about now then. Didn't see that one coming did you?

As far as we can see, the game is a simple platform adventure that sees Jack slashing his way through areas filled with enemies. From the screens we've seen he can wield an ordinary samurai blade, a flaming samurai blade and a bow, though we're sure he'll have many more weapons at his disposal. *Samurai Jack* has yet to be picked up by anyone in Europe yet, but we're sure SEGA will end up publishing it themselves, either that or EA will do it with some of it's poket change.

CUBE

SLIP-O-METER

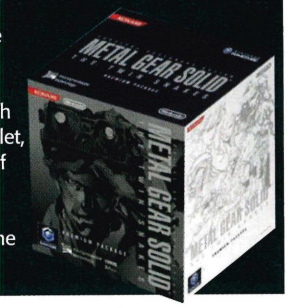
The games that dodged their release dates and those that got away

PIKMIN 2	ANIMAL CROSSING 2	BURNOUT 3
		
		
AUTUMN '04	SLIPPED	ON ICE

(OVER THE) COUNTER CULTURE...

IMPORT GAMERS CAN now buy the limited edition *Twin Snakes* GameCube pack from all good importers. The pack contains a silver GameCube complete with Foxhound logo, a 44-page exclusive booklet, a copy of *TTS* and a GameCube version of the original Famicon *Metal Gear* game.

When questioned, Konami said that it was still considering whether to release the pack outside Japan. So that's a 'no', then.



GC unit sales increase...

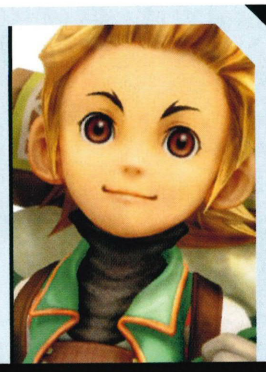
40%

... compared to 2002





IN THE CUBE WITH...

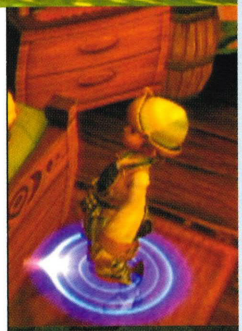


AKITOSHI KAWAZU

POSITION: PRODUCER
COMPANY: GAMES DESIGNER'S STUDIO









We were so looking forward to this after the import version, find out why on page 52.

Hopefully there will be more GC *FF* action soon. But there's always *FF X-2* on the PS2 to suffice 'til then.

CUBE: How have you found it working with the GameCube hardware? Could you achieve everything you wanted?

AK: I was able to realise that the difference in the hardware development philosophy largely affects the game development on the hardware. I have never been able to create a single game that has realised everything I had wanted it to be and *Final Fantasy: Crystal Chronicles* was no exception.

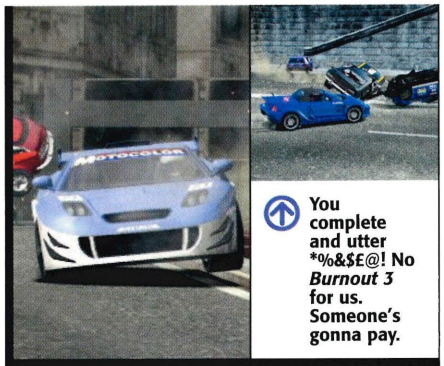
CUBE: In many ways *Crystal Chronicles* is similar to *Secret Of Mana* (*Seiken Densetsu 2*). Were you inspired by this game?

AK: Speaking about the influence, the experience of playing with *Secret Of Mana* might have affected the design on the command input system of *FF:CC*, but I can think of nothing else.

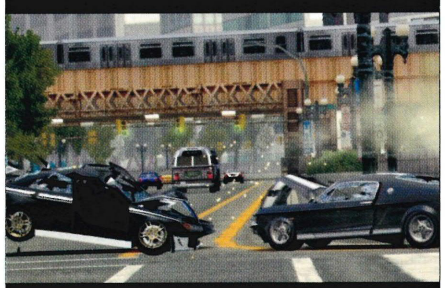
CUBE: Would you like to work on a GameCube sequel to this game? If so, what new elements would you like to include?

AK: The fact that players use GBA as the controllers is the outstanding feature of this game. At the same time, however, asking a player to prepare a GBA and the link cable could potentially limit the number of players who can experience this brand new *Final Fantasy* game. It would be nice if the interface to solve this issue could be introduced.

CUBE COMMENT: There is one very interesting aspect of this interview that probably sums up the way all developers feel. Any games designer worth their salt would be excited by the possibilities that the GC-GBA link-up provides, but it would be so much better if it was part of the base hardware. Nintendo obviously realizes this, and people like Kawazu-san would have brought it up in many conversations. Could it be that the GameCube's successor has an alternative screen as standard? We think it's highly possible. This is, maybe, why the development community is embracing the Nintendo DS. Bring it on.



You complete and utter *%&$£@! No *Burnout 3* for us. Someone's gonna pay.



GAMECUBE GETS BURNT

Nintendo shunned by EA and you lose

SINCE WE EXCLUSIVELY revealed the existence of *Burnout 3* last issue, rumours have started circulating to the effect that the game will not in fact be coming to the GameCube. PS2 and Xbox versions will be out in September, but EA themselves have refused to comment on suggestions that the GC version has been canned, which doesn't bode too well. If true, this news is not only a smack in the face for fans of the series who happen to own a GameCube, but also a bit of a shock considering the previous two games' performance.

Both *Burnout* and *Burnout 2* arrived on the GameCube. Both were technically superior to the PS2 versions and both sold well. If it was a mammoth task to bring the third instalment to the GameCube it would be more understandable, but it isn't. Even if Criterion didn't plan on developing a GC version, we would expect EA to get a team to do a conversion. After all, all EA's major titles are multiplatform.

It's still possible that the game will turn up eventually. Both the previous games were several months behind the PS2 versions, but we're not holding our breath and will be as disappointed as you if it doesn't happen.

CAT'S IN THE EA CRADLE



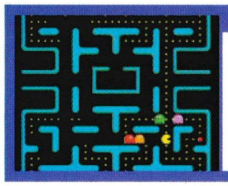
Where there's a whip there's a way...

ELECTRONIC ARTS CONTINUED it's mission to sign up every single license in the entire world this month with the revelation that The World's Biggest Third Party Games Publisher ™ are working on a game to tie-in with possible summer pop-corn movie hit *Catwoman*. Halle Berry stars as the slinky feline crime-fighter, although how she's going to be taken seriously as a tough girl after that painfully embarrassing blubbing episode at the Oscars is anyone's guess. It's a safe bet there won't be an Oscar nominations for *Catwoman*, but the game is actually coming along quite nicely. It's being developed in close tandem with the movie, similar to *Enter The Matrix*. The developers are spending a lot of time on the movie set so we should get a good flavour of the silver screen experience. We've seen a few sequences up and running and as you would probably expect it's a third-person action adventure taking in various scenes from the film. Cut scenes are all done in-engine for the sake of continuity and EA are currently in negotiation with Halle Berry about voicing her character in the game. If she can stop crying for five minutes that is, poor luv.

Anyway, the action looks pretty funky. Catwoman walks around with a sexy swagger but she can also bound and climb in a spookily mog-like fashion. Her principle weapons are a whip and a feline sixth sense which basically means if she looks around for long enough, items that can be manipulated develop a glowing aura. When it comes to a dust up Catwoman has a 'unique 360°' fighting style based on the Brazilian martial art capoeira. When bad guys are coming from all sides, pushing the ⊖-stick will launch a kick or punch in the appropriate direction irrespective of which way she's facing.

Don't expect the deepest gaming experience, but with a tightly attired female lead (who spends a lot of time squatting on all fours... lummy!) and the usual EA polish it could be quite funky. Just one question: what the hell is that Mickey Mouse hat all about?!

CUBE



Pac Man Vs...

After denying that the PAL version of *R: Racing Evolution* would ship with *Pac Man Vs*, EA has now confirmed that the little yellow puck will come packed in with Namco's accomplished racer. Though there is no set date as yet, the game is scheduled to hit shelves sometime in April.

... confirmed for Europe.

Pokémon Leaf Green and Fire Red...

500,000

... sales for launch day in Japan.


"It's Zelda for grown-ups" – 9/10
– IGN
"An absorbing and incredibly rich experience. Highly recommended" – 86%
– NGC
"it's a game you absolutely have to own"
– Cube
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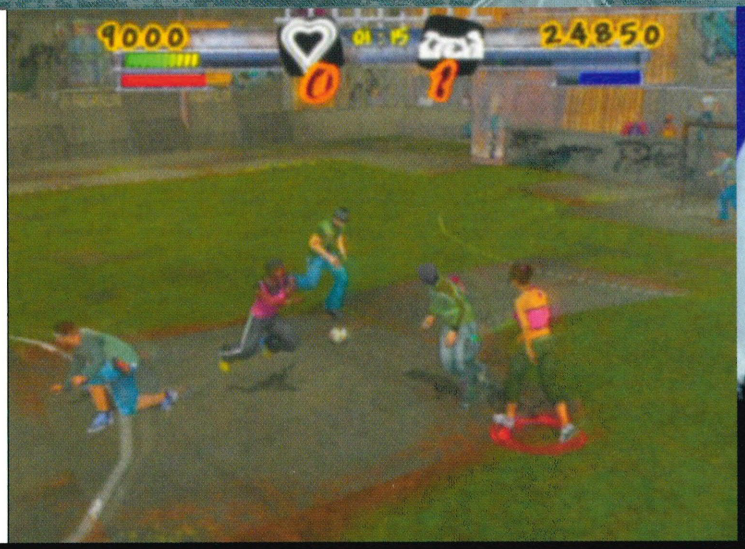
PAL Nintendo

VANISHING POINT

If you seek truth you may not find it, but sometimes it turns up where you least expect



This month Acclaim have burdened us with *Urban Freestyle Soccer*. Why?





Universal Studios sucked the biggest lemons you've ever seen. Ooh, the bitter taste!

LIFE, THE UNIVERSE AND EVERYFINK

THROUGHOUT TIME PEOPLE have been divided into two distinct groups: those who get on with life, and those who question it. The latter are generally regarded as the wise ones. They ask all sorts of questions, the main one being 'why?' A small question with an answer so large it's never been fully established, let alone committed to print. We tried asking Jeeves, the self-styled repository of truth and wisdom, and he answered with another question, namely 'Why are cow by-products still being fed to cows?' Having spent the amount of time it takes to drink a cup of tea and consume a Biscuit Boost mulling over the cosmic subtext of such an unexpected response, the only remotely satisfactory conclusion we came to was that Jeeves is a knob.

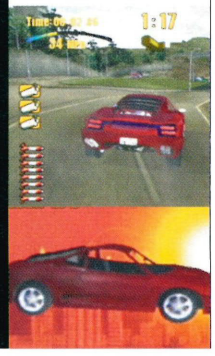
So the internet failed us. Again. We typed 'naked ladies' into Google and came up with over thee million links, all of which, or at least all the ones we looked at, were indeed packed with exactly that. After a bit of a lie down, the thought occurred that the internet, so-called fountain of all knowledge, was to be of no help in establishing the meaning of anything more spiritually edifying than the definition of a 'dirty sanchez'. Do not look this up.

Why (there it is again), you may ask, were we so inspired to seek answers that have eluded the wisest of the wise since a light flicked on in the mind of Primal Man, causing him to question what it would feel like to hit himself over the head with a stick instead of using it to beat animals to death in his role as hunter-gatherer. The result was, of course, a sore head and a valuable lesson learned, admirably demonstrating the value of looking-beyond your pre-programmed instincts to eat, sleep and procreate. Had this particular chap existed 45,000 years later and worked for a nu-media company he would have been congratulated for 'thinking outside the box'.

Cosmic conundrums continue to cause chronic quizzical chin-stroking within the ranks of serial academics. Unfazed by the fact the answers have escaped Aristotle and every deep thinker since, they ask the same basic questions, although the contexts may have changed. Why are we here? What is the meaning of life? Why do certain games exist? The first two can be laid to rest right here. Because our parents became friends, and because this is where we were going. The third isn't so straightforward. As far as the hoi-polloi is concerned, the shelves of game retailers are stocked with many games, and for us philosophical pontificators, this presents a perplexing dilemma. Where do they all come from? Who makes them? Who buys them? You've got your big franchises, your niche products and your 'if you like this sort of thing you'll like this' offerings, but what about the genuine crud? There's an awful lot of it. These days even for the most modest of games you're looking at a year long development cycle and a team a couple of dozen strong. Think of some of the naff games you've played over the last few years. How, at no point during development did someone not notice that it was crap? In the 8-bit days when you could pick up a budget title for a couple of quid games were an impulse purchase and if it turned out to be a load of arse it didn't really matter. £40 on the other hand is a significant chunk of wedge in anyone's book. Magazines exist to warn people about dodgy games. Surely no-one goes out and buys a game on spec without knowing anything about it, yet even games that get roundly panned by the specialist press (that's us, dummy) get bought. They must do, otherwise they wouldn't get made. So who buys them? What possesses them to do so? Oh, and where did the universe come from?

CUBE

***Wreckless: The Yakuza Missions*... Feckless bag of shite more like!**



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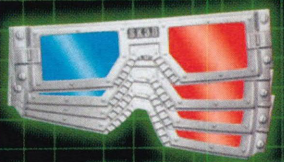

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The 3D version of Spy Kids 3 is only available on DVD. VHS contains 2D version of the film only.

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15 MARCH 04

UK RELEASE LIST

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

Final Fantasy: Crystal Chronicles	RPG	Nintendo	12 March 2004	★★★★★
Harvest Moon: A Wonderful Life	RPG	Ubisoft	19 March 2004	★★★★★
R: Racing Evolution	Racing	EA	26 March 2004	★★★★
Metal Gear Solid: The Twin Snakes	Action	Konami	26 March 2004	★★★★★
Tak And The Power Of Juju	Platform	THQ	12 March 2004	★★★★
Mission: Impossible Operation Surma	Action	Atari	2 April 2004	★★
Pokémon Channel	Nintendo	Puzzle	2 April 2004	★★★
Serious Sam: The Second Encounter	Shooter	Take 2	16 April 2004	★★
World Championship Pool	Sports	Jaleco	April 2004	★★★
FX Racing	Racing	Leader	Spring 2004	★★★
Pool Paradise	Sports	Ignition	Spring 2004	★★★
Splinter Cell: Pandora Tomorrow	Action	Ubisoft	Spring 2004	★★★★
Teenage Mutant Ninja Turtles	Beat-'em-up	Konami	Spring 2004	★★★
Pokémon Colosseum	RPG	Nintendo	19 May 2004	★★★
Shrek 2	Platform	Activision	25 June 2004	★★
Spider-Man: The Movie 2	Action	Activision	7 July 2004	★★★
Mario Tennis	Sports	Nintendo	Summer 2004	★★★★
Paper Mario	RPG	Nintendo	Summer 2004	★★★★
StarFox 2	Action	Nintendo	Summer 2004	★★★★
Mario Golf: Toadstool Tour	Sports	Nintendo	Summer 2004	★★★★★
Nintendo Puzzle Collection	Puzzle	Nintendo	Summer 2004	★★★
Medabots: Infinity	Action	Natsume	Summer 2004	★★★
Phantasy SO Episode III: C.A.R.D. Revolution	RPG	Sega	Summer 2004	★★★
Pikmin 2	Puzzle	Nintendo	Summer 2004	★★★★
Spy Vs Spy	Puzzle	TDK	Summer 2004	★★★
Terminator 3: Redemption	Shooter	Atari	Summer 2004	★★
Call Of Duty: Finest Hour	Action	Activision	2004	★★★

IMPORTANT DATES...

Tekken Tag Tournament on the GameCube?! Well what's the point in that then? Regarded as the worst in the series and it's going to be well fiddly using the GC controller. Lets hope it stays as a rumour.

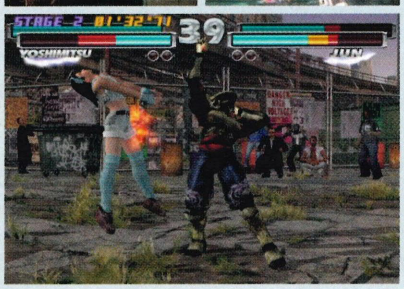
JAP RELEASE DATES

Custom Robo	NOISE	Out!
Biohazard 4	Capcom	Nov 30 '04
Tekken Tag Tourn	Namco	RUMOUR

US RELEASE DATES

Pokémon Col	Genius Son.	22 Mar '04
Zelda: Four Swords +	Nintendo	31 May '04
Splinter Cell: PT	Ubisoft	11 May '04





SOUND BYTE

"IF WE ARE UNSUCCESSFUL WITH THE NINTENDO DS, WE MAY NOT GO BANKRUPT, BUT WE WILL BE CRUSHED"

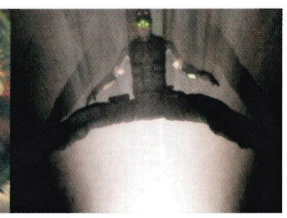
Nintendo advisor and former president Hiroshi Yamauchi bricks it.


TEENAGE MUTANT NINJA TURTLES


POKÉMON CHANNEL

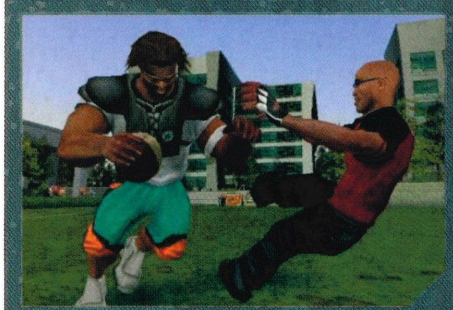

FX RACING


POKÉMON COLOSSEUM


SPLINTER CELL: PT

CUBE MOST PLAYED

The games we take home at the end of the day



NFL STREET

Miles remodelled his players on the **CUBE** team. He's the quarterback, obviously, Chandra and Tim are wide receivers and Gary was turned into a big, fat blocker. He tried to make Steph into a cheerleader, he got slapped.



SONIC HEROES

As this is number one, Gary loaded the 'game' back up just to check. Pleased to report he wasn't wrong in his review, it is gash. Then we played Frisbee with the disc until Gary tried to catch it in his mouth. Almost choked on it.



PUYO POP FEVER

We invented a new rule. The 'dead arm' rule brings violence to an otherwise cutesy game and adds even more tension when your screen is full and you don't have the strength to place your Puyo. Don't try this at home. Okay?

GAMECUBE CHARTS

WEEK ENDING 9 FEBRUARY 2004

Aww, *Mario Kart* finally drops a few places to make way for the utterly dire *Sonic Heroes*. The people who bought this 'game' have hopefully now found out hpw shoddy it is. But there's no denying the retro quality of the *Sonic Mega Collection*, reminds you of your school days – old-skool days that is! And the *Simpsons* is still doing remarkably well, which is frankly bizarre.

UK CHART

ChartTrack

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POS	LAST	TITLE	PUBLISHER	SCORE
1	NEW	SONIC HEROES	SEGA	7.0
2	10	SONIC MEGA COLLECTION	SEGA	8.0
3	2	SIMPSONS: HIT & RUN	VU GAMES	7.4
4	1	MARIO KART: DOUBLE DASH!!	NINTENDO	9.4
5	5	MARIO PARTY 5	NINTENDO	7.0
6	6	SONIC ADVENTURE 2: BATTLE	SEGA	7.6
7	NEW	CONFLICT DESERT STORM 2	SCI	8.5
8	3	SUPER MARIO SUNSHINE	NINTENDO	9.4
9	4	LOTR: RETURN OF THE KING	EA	5.8
10	NEW	SUPER SMASH BROTHERS MELEE	NINTENDO	8.3



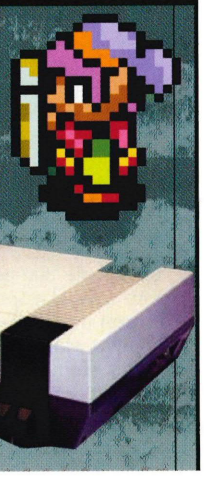
SONIC HEROES SONIC MEGA COLLECTION

A LINK TO THE PAST

DURING THIS MONTH BACK IN 1984

Nintendo asks Atari to sell the Famicom

NINTENDO OF JAPAN seriously considered selling the Famicom in America and approached Atari to sell Famicoms under the Atari label. Atari's Jack Tramiel, in a move to rival that of the guy how didn't sign the Beatles because 'rock and roll would never last', rejected the offer as it wasn't in line with his plan to remake Atari into a computer company. Nintendo eventually released the Famicom as the Nintendo Entertainment System (NES) in 1985 and quickly dominated the home videogame market. Not quite the same these days is it?



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WORLD OF NINT

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

EA sign Marvel deal (US)

Anyone still holding out hopes that *Marvel vs Capcom 3* might still one day be a reality had better get out the Kleenex: EA have just signed a deal with Marvel to create their own series of fighting games. The Marvel line-up is fairly straightforward, although it won't apparently include The Hulk or The Punisher (because they're signed up to different companies via movie deals).

Their EA foes though will apparently be a bunch of "newly developed EA characters". Since Marvel are making a comic book out of these self same characters we'd assume they're going to be of the cape and tights variety, but at the moment that's just speculation. One can only hope we'll be spared any concepts as unpleasant as Captain EA, defender of truth, justice and yearly updates.

Prince Of Persia: The Sands Of Time (FRA)

Thanks to idiot PS2 owners the superb *Sands Of Time* did not make quite the impact on the Christmas sales charts as it deserved. With the rest of Ubisoft's excellent line-up bombing even worse at retail, fears were high that the prince might not be getting another outing.

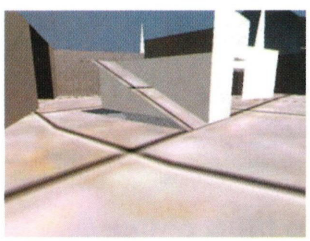
Thankfully though Ubisoft have confirmed that there will be another *Prince Of Persia* game for this generation of consoles. With the GameCube version of *Sands Of Time* just out we'd hope this will include Nintendo's baby and indeed the fact that the GameCube version came out at the same time as the PS2 in America means hope can remain legitimately high.

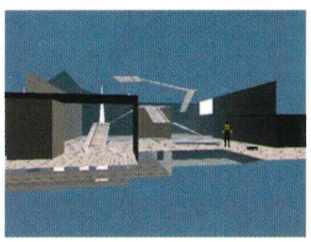
New GoldenEye level found (US)

GoldenEye hasn't been troubling the news pages of the world for half a decade now, but now all of a sudden we've got two stories on it at the same time (they even broke on the same day!). We're not sure what this means in terms of the universal interconnectedness of all things, but it's all very welcome just the same.

This little gem of a story relates specifically to the original N64 version of the game, in which a group of preposterously dedicated fans (we really wouldn't like to think how long they've been working on this) have finally unlocked the fabled "Citadel" level. Long assumed to be in the game somewhere, thanks to a reference in the game's internal memory, Rare long ago confirmed that the level did exist, as a semi-complete multiplayer test, but that it didn't make it into the final retail version.

Now though fans have unlocked the level using a series of Gameshark codes, the details of which you can find by popping along to the following website: http://goldeneye.detstar.com/citadelfound/index.asp.





GBA Sierra Emulator (US)



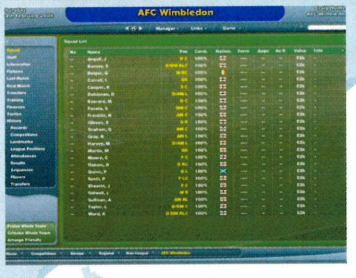
Although they've pretty much stopped making them now, LucasArts' graphic adventures on the PC and Amiga used to be ace. Games like *Secret Of Monkey Island* and *Sam & Max Hit The Road* were ball-bouncingly funny and meant for the first time you could actually laugh with a game and not at it.

Before LucasArts came along though the people that actually invented the graphic adventure concept were Sierra with titles like *Space Quest*, *King's Quest* and *Leisure Suit Larry*. To be honest though these were crap and they certainly weren't funny, but they were popular with Americans and Germans and one of these selfsame fellows has got an emulator up and running on the GBA. It's a bit of a palaver to get it working but if you fancy a go the details can be found at this website: http://www.bripro.com/gbagi/index.php.

ENDO

SEGA signs Sports Interactive (UK)





On the face of it a hardcore PC strategy game with no moving graphics sounds only slightly more appealing than a romantic night in with Anne Robinson. The fact that such an appalling sounding game could be the best selling PC title ever in the UK sounds like definitive proof that all PC gamers are in fact 'losers'.

Except that the game in question is *Championship Manager* – the greatest football management game ever made – which makes we console users the ones that should be wandering around with an 'L' on our forehead. All this could be about to change though as SEGA have just announced a five year deal with the game's developer Sports Interactive, who have left Eidos and the *Champ Manager* brand to start anew with *Football Manager 2005*.

There's no console version due with this first iteration of the franchise but it was unsubtly hinted that this will change next year. There were even hints that any subsequent versions of Smilebit's *Virtua Striker* series would have full access to Football Manager's statistics database – a prospect that should have Konami's *Pro Evolution* team getting very worried indeed (Yeah, right – Miles).

New Worms due this year (UK)

Fans of invertebrate-based combat will be pleased to hear that Team 17 are planning to announce their latest *Worms* title any day now. Considering that previous games in the series, including the most recent *Worms 3D*, have not really deviated far from the 1995 original it's something of a surprise to hear that this new game will not be a turn-based strategy game.

Quite what this implies we're not sure but the obvious guesses are a first person shooter or some kind of third person arcade adventure. As long as it's not *Worms Kart* though, we don't really mind.



SEGA on top form for Nintendo DS

Despite pretty much every other company having to wait for their DS development kits, SEGA has revealed that it's been in possession of such hardware since last year. On a slightly unrelated note, SEGA also mentioned that it is now ready to create software for Sony's up-coming portable PSP. It's good news to hear that such a well-established company will be supporting Nintendo's 'third pillar', and even more satisfying to hear that with their support of the PSP, they're serious about portables, and won't be releasing mere token efforts.

GAMECUBE CHARTS

WEEK ENDING 13 FEBRUARY 2004

After a stonking Christmas all around the world things have slowed down a bit for Nintendo in Japan, with hardware sales in particular well down on last month. FF:CC has done pretty wel in the US though.

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	007: EVERYTHING OR NOTHING	EA
2	6	LEGEND OF ZELDA: TWW	NINTENDO
3	7	GOTCHA FORCE	CAPCOM
4	NE	1080°: AVALANCHE	NINTENDO
5	1	MARIO KART: DD!!	NINTENDO
6	RE	ANIMAL CROSSING	NINTENDO
7	5	NARUTO: GNT! 2	TOMY
8	4	POKÉMON COL.	THE POKÉMON CO.
9	NE	THE SIMS: BUSTIN' OUT	EA
10	RE	LOTR: RETURN OF THE KING	EA

US CHART

POS	LAST	TITLE	PUBLISHER
1	NE	FINAL FANTASY: CC	NINTENDO
2	1	MARIO KART: DD!!	NINTENDO
3	4	ANIMAL CROSSING	NINTENDO
4	N	SONIC HEROES	SEGA
5	3	SUPER SMASH BROS M.	NINTENDO
6	RE	LUIGI'S MANSION	NINTENDO
7	7	LEGEND OF ZELDA: TWW	NINTENDO
8	6	SUPER MARIO SUNSHINE	NINTENDO
9	10	LOTR: RETURN OF THE KING	EA
10	4	MARIO PARTY 5	NINTENDO

007: EON



FINAL FANTASY: CC



UNCLE SAM BACKS GC



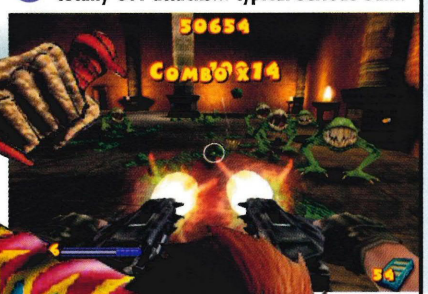
The sniper rifle is tame compared to the game's other weapons.

You cannot be serious!?

UK DEVELOPER CLIMAX has just announced a brand new FPS based on the *Serious Sam* franchise. *Serious Sam: Next Encounter* will be one of the very few FPS titles to hit the GameCube this year, so you'd better pay attention to what they have to say.



The bosses are huge, ugly and have totally OTT attacks... typical *Serious Sam*.





IN THE CUBE WITH...



NAME: MATT COOPER
POSITION: PRODUCER, CLIMAX

CUBE: Can you give us a brief outline of the game?
MC: *Serious Sam: Next Encounter* is a brand new instalment in the *Sam* story created especially for consoles. In *Next Encounter* Sam is up against an evil midget clone created by his archenemy Mental (who fans will remember from the first two *Serious Sam* games). Cloned from a combination of Mental and Sam's DNA, this new adversary, who we call 'Mini Sam' (hmmm, sounds familiar), hijacks a time portal and starts laying waste to key periods of Earth's history. As Sam, the player has to chase down this vertically challenged evildoer and kick his ass! Seriously, he's got it coming to him.

During this new adventure, Sam has to battle through Ancient Rome, China and then into Atlantis ready for the finale. Some of my favourites enemies are the Killermari Riders (crazed squids on motorbikes), Devil Stallions, an upgraded Mark II Kamikaze Warrior and Zombie Monkeys. Of course you'll see all your favourites too, such as the Kleers and Werebulls. Sam is well equipped to take on theses guys with his enhanced arsenal and selection of vehicles. He might be out-manned but he's never out-gunned.

CUBE: How long has it been in development?
MC: *Next Encounter* has been in development for two and a half years now. It's taken this long because all of the forty two levels are original and we've created over thirty new enemies along with all new vehicles. There is a seriously huge amount of gameplay in this title.

CUBE: What kinds of weapons can we expect to see? Anything outrageous?
MC: We have the new Desert Hawk pistols, which really pack a punch. Double Uzi's, one in each hand for all the John Woo fans. If you like laser death, try the world's most powerful beam weapon, the Syrian Power gun. The biggest additions are the different ammo types. If you want a riot, you've got to try hooking some of the weapons up with their special ammo. The rocket launcher has heat-seeking rockets and sonic rockets. The flamethrower has freeze and laughing gas added. For the minigun we added homing tracer bullets. Spray these babies out and they'll swarm after the bad guys and make mincemeat of them. One of the extra ammo types for the grenade launcher lets you lay spider-mines. Drop these little beauties on the ground and if an enemy comes close the mine will give chase on its tiny mechanical legs!

CUBE: What element are you most proud of, or alternatively, what's the main selling point of the game?
MC: The boss battles are awesome and challenging. I reckon our bosses have more arms, more heads and more weapons than any other game out there! But my favourite element has got to be the new vehicles. It's hilarious riding around in the combine harvester and mowing down hordes of enemies or jumping into the Jeep and getting huge air before skidding into a pile of zombie soldiers. Giving Sam a vehicle steps up the carnage an extra notch. This will be the most frantic, hilarious, out-and-out action feast the GameCube has seen yet!

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



It's a game of two halves



It looks like the US and PAL versions of *Pikmin 2* have slipped again...

Q3+4 LOOKING GOOD



NINTENDO OF AMERICA has released a long list of new launch dates for the next eight months, and we have to say that the second half of the year is looking very rosy indeed. Here's the list in full:

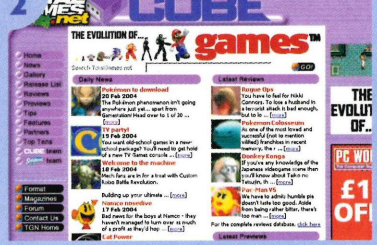
WARIO WARE	5 APRIL
CUSTOM ROBO	10 MAY
ZELDA: FOUR SWORDS +	11 MAY
STARFOX 2	15 JUNE
TALES OF SYMPHONIA	13 JULY
KILLER 7	15 OCTOBER
RESIDENT EVIL 4	15 NOVEMBER
SUPER MONKEY BALL 3	TBA

THOUGH THESE ARE US dates, you can expect most of these titles to ship in Europe some time this year. Notable exceptions are *Killer 7*, *Resident Evil 4* and *Super Monkey Ball 3*. Speaking of the spherical simians, this is the first time that we have seen official confirmation of the game's existence. It has long been rumoured, but never confirmed, until now. No doubt the game will be shown at E3.

Pikmin 2 has disappeared off NOA's list, and could be because Miyamoto-san is far too busy working on *Mario* and *Zelda* to even think about the little people. The fact that these three games don't appear on the list does not mean that they won't turn up this year: it just means that Nintendo is undecided at the moment. We've also learned that *Wario Ware* will be released as a budget title. We were always worried about how the game would sell at £40, but at £20 its future is secured. What a nice way to end the news section.

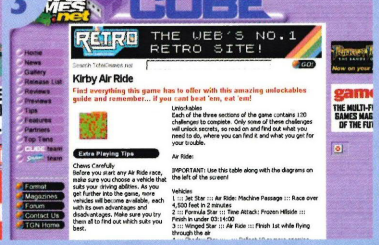
CUBE

2 CUBE



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

3 CUBE



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...



SOME MONTHS YOU have to wonder whether Nintendo will even make it to next year, but then you get months like this when the company's outlook couldn't be brighter. The entire Japanese gaming community is upbeat about the DS, Nintendo promises to make it work, and hell, NCL ex-president Yamauchi-san even comes out of the woodwork to have his say.

Then NOA comes to the party and gives us a load of dates for the coming year, just in case we had forgotten how many great games were in development. It manages to impress us without even mentioning *Mario*, *Zelda*, *Metroid* or *Pikmin*. Then Capcom decides to let us in on one of the best-kept secrets of the year care of *Resident Evil 4*. Words can't describe how good this game looks, and it's exclusive to the GameCube.

Can we really want for much more? Well, you're going to get much more. In just two months Nintendo will take part in the most pivotal E3 of its lifetime, and it knows that it has to impress. The big guns are currently being stripped and cleaned in preparation. We wouldn't want to be representing any other console. Bosh!



CUBE COMPETITION WIN! WIN! WIN!

COMPETITION TIME

CRYSTAL CLEAR

GameCube, *Crystal Chronicles* and link-cable up for grabs!

AS FAR AS we know (though it's likely that someone in the fashion industry made it up) the colour white symbolizes purity. Are we all in agreement over that? Cool. Seeing as most of us gamers are red-blooded psychopaths that go off on killing rampages whenever we can, *Final Fantasy: Crystal Chronicles* is the perfect antidote for a crazed gaming audience. We may not be able to give you the elixir of life that is Myrrh, but we can give you the cleansing white packaging of the game and the limited edition card casing of the console pack. That's enough, surely? Okay, okay, you can have a GBA SP as well. Dammit, we were so going to have those for ourselves...

EVIL MISTS OF DOOM...

The winner gets a limited edition *Final Fantasy: Crystal Chronicles* hardware pack and a GBA SP. Three runners up get a copy of the game and a link-cable. And the big question is:

Q. WHAT IS THE NAME OF THE EVIL MIST THAT INTOXICATES THE WORLD OF CRYSTAL CHRONICLES? IS IT:

A. RED-HOT MAGMA
B. MIASMA
C. VIAGRA





Can't you just feel the purity pulsing through your veins already? Oh yeah...

Limited edition *Crystal Chronicles* pack sir? You'd better believe it sonny!

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When you're a big lumbering juggernaut of an industry heavyweight like Nintendo, certain myths begin to become attached to you, whether they're true or not. In fact the truth of these stories becomes far less important than their use as a barometer to judge how the public at large perceives a company. After all if they want to believe that Nintendo are going to turn third party or that they were nearly bought out by Microsoft – that's probably a good indication that confidence is running a bit low.

Of course in the old days all the best myths were about how much influence Nintendo had on the world at large, from pushing Russian premiers around to telling third party developers to get stuffed if they didn't kowtow to their demands. But either way we reckon you'd like to know the facts from the lies, for in some cases truth really is stranger than fiction. A lot of the times it's not though, so we'll cover the crazy made-up stuff as well.

Everything You Always Wanted To Know About

Nintendo®*

THE TRUTH I



*But Were Afraid To Ask

Q HOW DID DONKEY KONG GET HIS NAME?

AS GOOD AND important a game as *Donkey Kong* is, you have to admit it's got a pretty stupid name once you stop and think about it. Not as silly as World Series Baseball, Police Intelligence or Gary, but at the end of the day even the most ardent fan would have to admit the game hasn't got any donkeys in it.











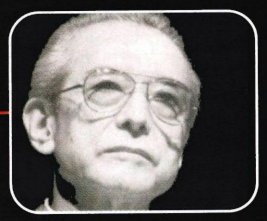
The commonly accepted reason for this peculiar nomenclature is that the game was actually supposed to be called *Monkey Kong*, but through some combination of bad telephone lines, inattentive listening and unfamiliarity with the Japanese accent the name *Donkey Kong* was born and printed up on arcade machines across the world before you could say "but that doesn't make any sense".



Of course it's not true! Nintendo are hardly going to leave the naming of their make or break game (as *Donkey Kong* was at the time) to some cloth-eared gajin at the end of a broken telephone line. The actual reason for the naming of the game was that the Japanese-English dictionary Nintendo were using at the time managed to convince Miyamoto and the others that 'donkey' was actually the English translation for the Japanese word meaning stupid or goofy. Quite why somebody with a slightly better grasp of English didn't point out the truth of the matter isn't clear, but the name stuck and good old *DK* is still going strong today (although we do we wish Nintendo would go back to drawing him the way Miyamoto had originally designed him, instead of continuing to use the horrid Rare version).

S OUT THERE

HIROSHI YAMAUCHI
THE MAN, THE LEGEND



YOU'LL NOTICE THAT a huge number of the myths that have grown up around Nintendo involve its barking mad genius of a president Hiroshi Yamauchi. Yamauchi was the guy that started Nintendo in the games business and he lead the company through thick and thin right up to his retirement last year. Outspoken doesn't begin to describe him, although very, very outspoken does come close. Yamauchi didn't mind speaking his mind and was quite happy to diss rivals, third-parties and his own employees in equal measure. He wasn't shy about doing it to people's faces either, as his famous business style would usually end up with him screaming at people from across the boardroom until he got his way – which he usually did.

Q WHY IS SUPER MARIO BROS 2 SO CRAP?

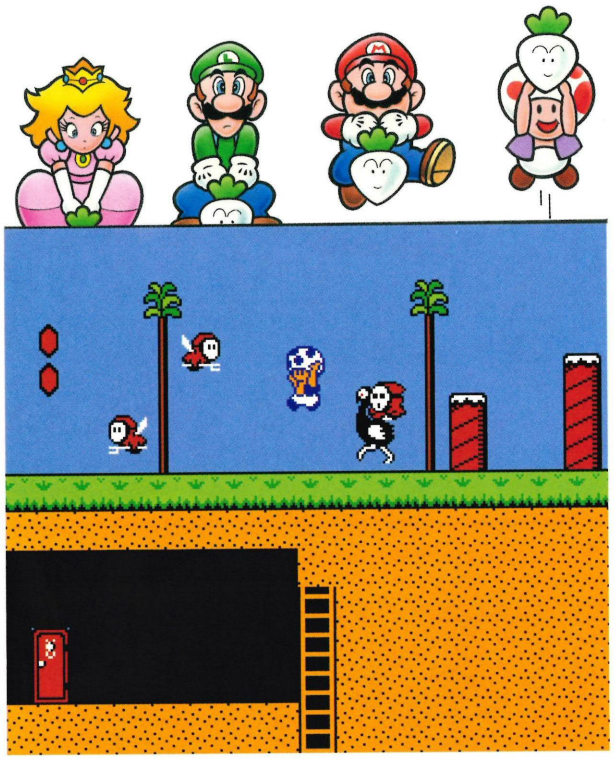
IF YOU'VE PLAYED *Super Mario Bros 2* (aka *Super Mario Advance*) you will have noticed a number of unusual things about it, compared to all the other *Mario* games: it's a flip screen adventure, you can't kill baddies by jumping on their heads and erm... it's rubbish. So what went wrong?



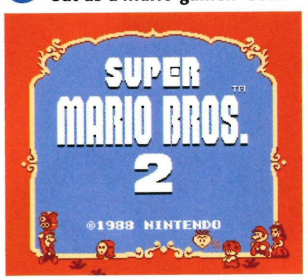
The rumour around the campfire (ie geek newsgroups) is that *Super Mario Bros 2* wasn't actually a Nintendo game at all. In an apparent attempt to prove that Miyamoto can never do any wrong it was asserted that the man-god had actually had no part in the game's creation and that it had in fact started life as a completely different game, before having Mario and the gang shoe-horned into it at the last minute, to make a quick buck.



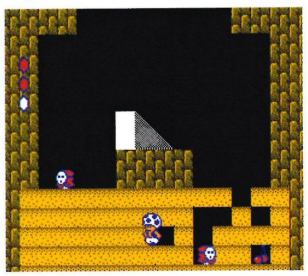
The basic gist of this rumour is true. What we in the west know as *Super Mario Bros 2* is actually a slightly altered version of the Japanese only game *Yume Kouba: Doki Doki Panic*. What's not so widely realised though is that the reason it was *Mario*-fied for the west (it was only later released in Japan as *Super Mario USA*) is because western gamers are stupid and weak: the Japanese version of *Super Mario Bros 2* was actually completely different and simply an insanely difficult version of the first game with new levels. This true sequel was thought much too difficult for an American audience and has only ever seen the light of day in the west as the *Lost Levels* game from SNES compendium *Super Mario All-Stars*. And boy is it tough. Luckily though, on the *Super Mario All-Stars* cartridge, unlike the other *Mario Bros* game, you can save after every level rather than after every world. Phew.



So this didn't actually start out as a *Mario* game!? Geez.



Nintendo nearly started World War 3 with this one...



Q IS NINTENDO GOING THIRD-PARTY?

EVER SINCE THE Nintendo 64 failed to beat out the PlayStation, people have become convinced that Nintendo is doomed to become a third-party developer like SEGA. Is it really inevitable? Will you be playing *Super Mario 128* on an Xbox?



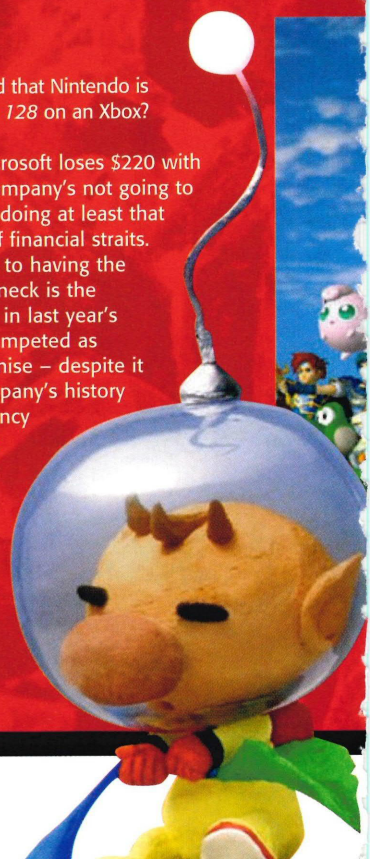
The theory that Nintendo will be forced to go third party got a real shot in the arm last year when the GameCube's less than stellar Christmas line-up failed to trouble cash tills around the world. This caused mammals all around the globe to put two and two together and assume that because the Xbox and PS2 were doing better, and because they were both made by much bigger companies, poor old Nintendo were, to quote Private Frazer from *Dad's Army*, doomed.



This is one of the most perplexing myths because of its exasperating ability to fly full in the face of all known facts. The only reason Nintendo would be forced to give up the hardware business is if they stopped making money, but they're not. They might not be making quite as much as they'd like but they turn a profit on every GameCube sold and make an absolute mint on software. Microsoft, on the other hand, lost $750 million in 2002 and it had planned to lose another $1.1 billion last year (and that estimate was before it tanked at retail this Christmas). Microsoft loses $220 with every console it sells. Clearly the company's not going to go bust, but Nintendo needs to be doing at least that badly before it gets into any kind of financial straits.

In fact the closest it's ever come to having the bank manager breathing down its neck is the small loss of $26.5 million it made in last year's half-year results. Again this was trumpeted as absolute proof of its imminent demise – despite it being the first ever loss in the company's history and that being largely due to currency fluctuations. Its full-year profits are expected to be $588 million this year. That's a third of a billion pounds. You'd be surprised how many big name companies don't even make a profit some years and here Nintendo is, raking in enough money to buy ten David Beckhams and a football team for him to play in. It'll be fine.





Q DID MICROSOFT TRY TO BUY NINTENDO?

MICROSOFT BUYING NINTENDO: the ultimate fantasy of Xbox fanboys everywhere and still imagined by many that should know better, as a likely fate for Nintendo if its next console doesn't go well. But did Bill Gates really try to buy out Yamauchi back in 1999?



It's a pretty simple one this: back when the Xbox was still at the design stage Microsoft's initial approach to dominating the industry was supposed to be simply buying every company in sight that could possibly compete with them. Top of the list was SEGA and when they said no (or Microsoft got a look at their bank balance) Nintendo were next on the hit list. Since this myth is largely propagated by Nintendo haters the reason for the deal not going through is less clearly drawn, with vague talk about Microsoft deciding they weren't worth the asking price.



Surprisingly this is all true, so far as it goes. As detailed in the book *Opening the Xbox: Inside Microsoft's Plan to Unleash an Entertainment Revolution* Microsoft did indeed chair a number of meetings with Nintendo about their possible purchase. There was really only surprised curiosity from Nintendo's side though, with Yamauchi, predictably, being dead set against the idea. As current president Minoru Arakawa puts it, "We didn't need the money. I thought it was a joke." And to be honest if someone like the ne'er-do-well SEGA (that ended up getting bought by a pachinko manufacturer) turns you down that should be proof enough that money can't buy you love.



Nintendo manages to innovate and yet still make money. It's safe to say that it knows what it's doing, don't you think?

Super Smash Bros Melee made Nintendo a ridiculous amount of money. With successes like these under it's belt, Nintendo is here to stay.



Big and mean, just like Microsoft... apparently.

Q DID RARE JUMP SHIP OR WERE THEY PUSHED?

THE RUMOURS OF Microsoft buying Rare had been running for a good year or so before it actually happened in September 2002. The announcement came at one of the GameCube's lowest ever points and even ardent Nintendo fans began to wonder if things were going SEGA-shaped...



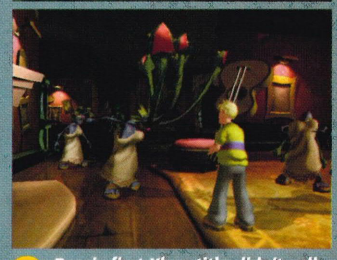
There were a few preposterously large figures floated around for how much Microsoft paid for Rare, of which £300 million is one of the most popular, but whatever the true amount is, it was a lot. Which is ironic really because "a lot" is exactly the number of copies of *Grabbed By The Ghoulies* that Rare didn't sell over Christmas. But whether they were worth it or not, the central myth that has grown up around the whole shebang is that Microsoft simply waded in, wallets blazing, to snatch up Rare from under Nintendo's noses. It was even suggested at the time that Bill Gates was going to buy the rights to *Donkey Kong* and *Star Fox* – as if there was nothing that Nintendo could do about it.



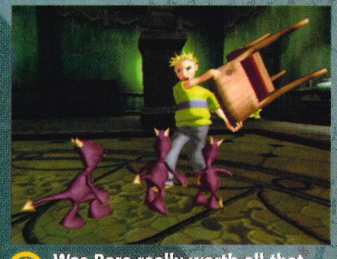
Although there is much that is still unclear about the exact whys and wherefores of the deal the simple fact remains that companies, no matter how rich they are, can't just go around buying up stuff if the original owner doesn't want to sell. Nintendo owned a controlling stake in Rare and if they didn't want to give them up nobody could've stopped them (unless Microsoft bought out Nintendo too, hehe...).

The simple truth is that Nintendo looked at the ridiculous sum Microsoft were offering, they looked at the tat Rare were working on at the time, they took into account the fact that most of the *GoldenEye* team had long since left for pastures new, and they made the same decision every owner of some grotty coffee table does when they're suddenly told on the *Antiques Roadshow* that it's worth a mint: they took the money and ran.





Rare's first Xbox title didn't sell too well. Told you so...



Was Rare really worth all that money Mr Gates? Erm... no.



Q WAS THERE EVER A TWO-PLAYER VERSION OF SUPER MARIO 64?

THE NINTENDO 64 was the only Nintendo console so far not to feature at least two proper *Super Mario* platform games. There was much talk of a sequel at the time but the most enduring myth is of a two-player version of the original game featuring Luigi. Could such a thing really exist?



According to legend work began on a '*Super Mario 64 2*' almost immediately after the first one was finished. Apart from all the obvious business of making the graphics even better though the main new gameplay feature was supposed to be a split-screen two-player mode with Luigi and the chance to ride Yoshi. Furthermore it was rumoured that Nintendo actually got a version of the original *Super Mario 64* up and running in split-screen mode, as a successful technology test. When it became obvious that the game wasn't going to be released the story was altered slightly to insist that the half-completed project would become the basis for the first *Super Mario* game for the GameCube.



The reason *Super Mario 64* was so good was because Miyamoto spent almost all his time on it, with little distraction (unlike the way he carries on today). As soon as *Super Mario 64* was finished its graphics engine was reused and upgraded for *Ocarina Of Time* and so that's also where all Miyamoto's attention went. It's not impossible that once the *Super Mario 64* engine had been upgraded that somebody did get a split screen version of the game running as a test, sparking the above rumours, but work was never officially begun on a sequel. Now that *Super Mario Sunshine* has been and gone it's even easier to quash the rumour, since it obviously has no two-player mode or sign that one was ever contemplated.



Mario could have had Luigi with him on his travels.



Just imagine two-player *Mario 64*! Woo-hoo!





Q WAS ATARI REALLY GIVEN THE CHANCE TO IMPORT THE NES TO USA?

SURELY THIS CAN'T be true? Atari making a stupid business decision? Never!



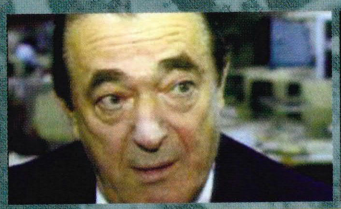
Everyone's heard the story about Atari making more *ET* carts than there were consoles to play them, and then burying them all in the desert when they didn't sell, but there are other even worse, stories attached to the one time king of the games industry. According to rumour Nintendo approached Atari to see if they'd distribute the NES outside of Japan for them. After intense negotiations a deal was verbally agreed upon, only to be scuppered at the last minute by Atari getting funny about the small print and then deciding that actually Nintendo and its machine were rubbish and they'd get along fine with the Atari 7800.

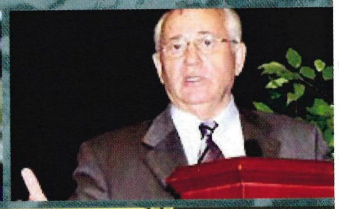


In actual fact the truth of this matter is that Atari weren't being stupid at all, far from it. If anything it was Nintendo who were being a bit silly, as they were offering up world-wide rights and exclusive software support – they were in essence offering to become second party developers on their own console. They were asking for a huge royalty percentage sure enough, but in all other respects they were gifting the whole video games industry to Atari. The thing is though that at the time Atari's financial fiddle wasn't quite as fit as they were making out and they couldn't afford the deal anyway. They were just trying to string Nintendo along in negotiations – keeping them from signing a deal with anyone else or breaking out on their own, while they tried to make a go of the Atari 7800 without any competition in the way. They failed. You can bet Yamauchi wasn't too happy about it when he found out though.

NINTENDO HATE EUROPE?

OF COURSE THE most prevalent Nintendo myth in our part of the world is that Nintendo hate Europe. In fact it's taken as read that they do, after years of being sidelined and made to wait months and years for new hardware and software releases. Of course Nintendo don't actually hate us (that implies they actually care) but of all the countries in the world the UK is probably the big N's least favourite since even in the salad days of the NES and SNES we never bought their wares with the same fervour as the rest of the world. This is largely due to the fact that by the time Nintendo actually bothered to release the NES in this country it was in the middle of the 16-bit, Amiga and Atari ST wars and the hearts and minds of a generation had already been won. Nintendo never really seem to have forgiven us for that and we, and they, are still reaping the consequences.





Robert Maxwell. Healthy looking chap, eh? He's dead now.



In all it's glory. Proof that sometimes the simple ideas are best.



Q DID NINTENDO REALLY PROMISE NEVER TO WORK WITH SQUARE AGAIN?

WE'VE ALREADY ESTABLISHED that Nintendo's ex-boss is a bit of a loose cannon, the sort of lone ranger maverick who knows what he likes and likes what he bloody well knows. But just how nasty did he get with the head of Square when they decided to support the PlayStation with *Final Fantasy VII*?

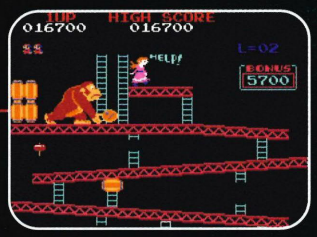
MYTH

Back in the old days Square and Nintendo were like two peas in a particularly tightly packed pod. They both made each other pots of cash and Square had no intention of developing for anybody else (they certainly never did for SEGA). But when Sony began touting for developers, for its new PlayStation console, it all went horribly wrong. Square signed up to develop for the new console, ostensibly so they could take advantage of the new high capacity CD format. Nintendo and (yep, it's him again) Yamauchi were absolutely furious and there were rumours of riotous slanging matches between executives that ended with Nintendo's promise never to work with the company again.

TRUTH

Unfortunately the truth on this one will likely never been known. Especially since both companies are now talking and don't want to admit how nasty things got. They did get nasty though, that much we know. The most credited theory is that Square's original intention had been to develop for both the PlayStation and N64 – tailoring different titles to each machine's strengths. Yamauchi though, it is said, was having none of it and told Square it was his way or the highway. Square choose the latter and Yamauchi gave them a verbal kick out the door to get them on their way. Rumours of actual fisticuffs are probably pushing things a bit far (Yamauchi might have a tongue sharper than a particularly pointy pair of Mr Spock ears, but he was pushing seventy even back then) but the use of harsh language was probably in full effect.

DONKEY KONG: THE LEGACY



To be honest we could've written a whole mag on the various myths and stories associated with the original *Donkey Kong* arcade game. There's the one about it originally being a *Popeye* game, until a balls up with obtaining the license (just think; if that had happened Mario would've never been created!). Then there's the one about Universal trying to sue Nintendo out of existence because the name was too similar to King Kong, until Nintendo proved that they didn't actually own the rights to King Kong at all (also true). Of course the most important legend is that this was the game that gave Miyamoto his first job, in fact he created practically every aspect of the game – from the cabinet artwork to the music. If he hadn't been given that chance, if Nintendo's previous arcade games hadn't tanked, then it's safe to say that Nintendo would never have become the success they are today and the games industry would've been left in the extremely unsafe hands of Atari.

Q DID ROBERT MAXWELL REALLY ASK MIKHAIL GORBACHEV TO GIVE HIM THE TETRIS LICENSE?

ONE OF THE most peculiar urban legends surrounding the classically eighties style wheeler dealing that accompanied the appearance of *Tetris* in the West, this is one of those 'facts' that Nintendo fans love to reel out from the company's glory days – without every providing much proof that it actually happened.

MYTH

Since *Tetris* was invented in Russia (by Alexey Pajitnov who is now working for Microsoft and only now making any money from it, but we're sure you all watched that BBC4 documentry) when it was still a communist state and the concept of selling it to capitalist pig-dogs across the world didn't go down to well with a lot of comrades. Not only that but the actual process of selling copyrights was poorly understood, leading to three companies squabbling over slightly different sets of rights: Tengen, Mirrorsoft and Nintendo. Mirrorsoft was owned by (allegedly - legal ed) tubby newspaper tycoon Robert Maxwell and it's said that so intense was the battle for *Tetris* that on one of his meetings with Premier Mikhail Gorbachev he tried to get him to block the sale of the rights to Nintendo and give them all to him.

TRUTH

Nobody's arguing about what Gorby's response was in all this - a resounding, "I've got better things to worry about than that, damn it". But did it actually happen? As detailed in the book *Game Over* by David Sheff, we find that the whole story is essentially true. After throwing his, considerable, weight around with some pals from the Kremlin, Maxwell did meet with Gorby and ask him to intervene. He was even told that he should, "no longer worry about the Japanese company". This, evidently, was a lie for once it had been made clear to Gorbachev that the Nintendo deal involved a lot more moolah he stuck with the boys from Kyoto.



Donkey Kong as he is today, 20 years on and still a hottie. Hubba!

HARVEST MOON:

Reap what you sow

CUBE INFORMATION

HARVEST MOON: AWL	
PUBLISHER:	UBISOFT
DEVELOPER:	NATSUME
ORIGIN:	JAPAN
GENRE:	STRATEGY/ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

APR '04 | OUT NOW | MARCH '04

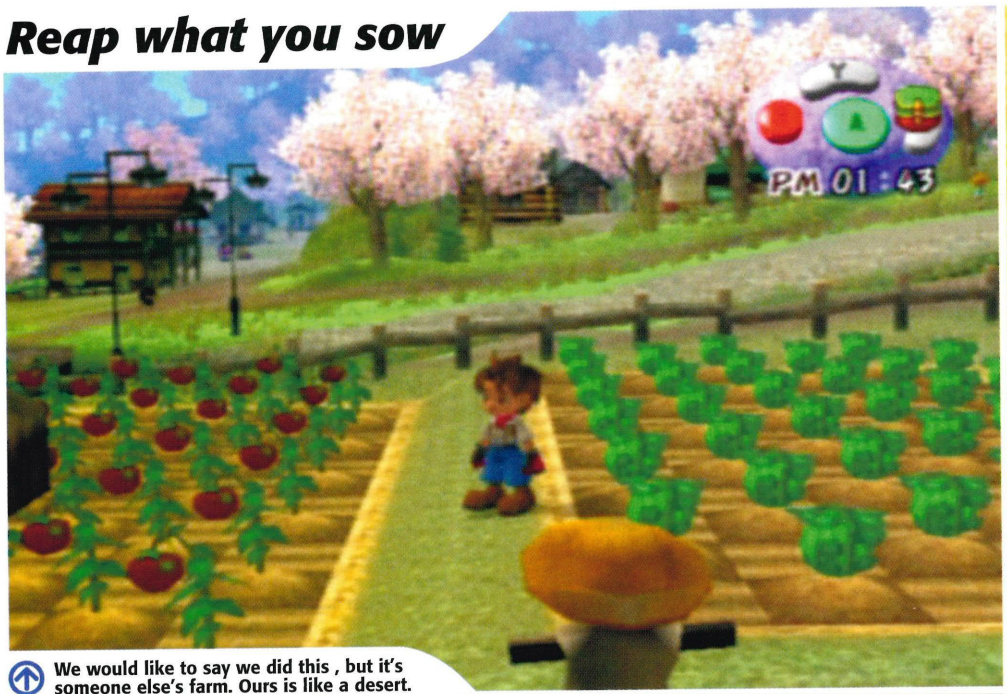
A BIT OF PREVIOUS

SPLINTER CELL
GAMECUBE

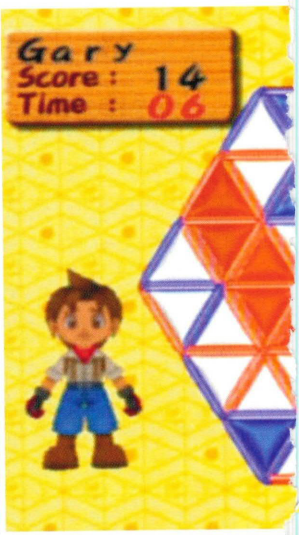
XIII
GAMECUBE

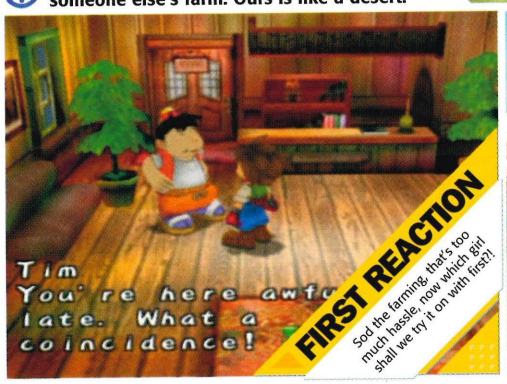
BEYOND GOOD AND EVIL
GAMECUBE



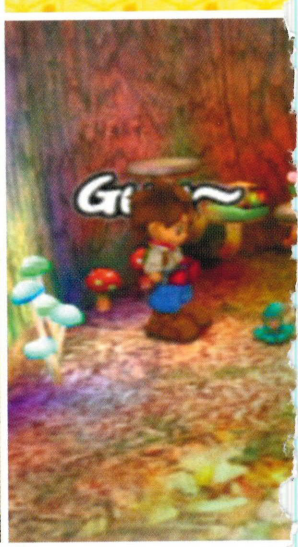


We would like to say we did this , but it's someone else's farm. Ours is like a desert.









It's hard work tipping cows all day...

SOME GAMES ARE action-packed and some aren't. Many are big and loud with lots of shooty bits, this one consists of lots of walking around, talking to people, and being incredibly lazy – we can't get enough of it. *Harvest Moon* is the most laid-back game in years. Like its older console brothers (the series has been around since the SNES days), the idea of *Harvest Moon* is to live a prosperous 30-year life. You start off with a tiny farm, but by getting up at 5am every day and looking after your crops and livestock, it'll grow in size and profit margins until you're finally earning a comfortable living.

As ever, what makes *Harvest Moon* so enjoyable is the progressive complexity. Everything starts off simple enough – watering your crops every day, cuddling your cow, feeding the dog and flirting with the town girls isn't in the slightest bit taxing. But as you spend more time in Forget-Me-Not-Valley your initial aloofness will become a frantic dash to complete as many tasks as possible in the suddenly short days. Opening your own stand to sell items and selling off higher quality and larger amounts of produce will begin to net money, and in a departure from the previous games, you'll be able to spend this cash on better tools that'll get your jobs done in half the time.

In between making money the easy way you'll have to take care of your livestock. These vulnerable creatures are your most important resource, for not only do they produce food but they'll also give birth/lay eggs. Of course, unlike *The Sims* you can't just

THE COMPANY LINE

"A VARIETY OF FRUITS AND VEGETABLES ADDED TO INCREASE THE QUALITY OF THE GAME."

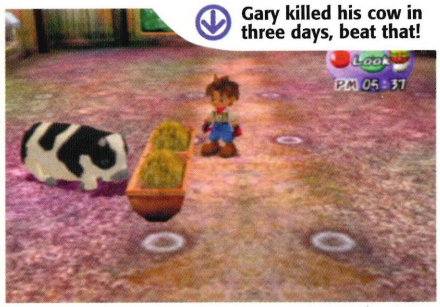
UBISOFT PRESS RELEASE

CUBE BACHATOHA

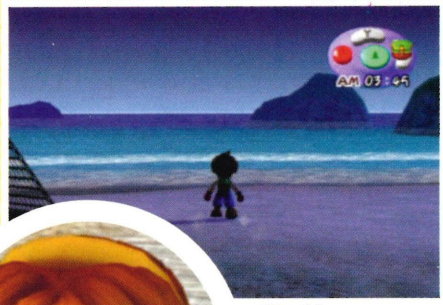
Wonder if that would work for *Urban Freestyle Soccer* – ugh!

A WONDERFUL LIFE





Gary killed his cow in three days, beat that!

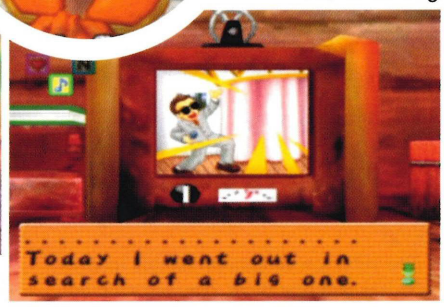




There are all sorts of odd beings here. Shame you can't kick these munchkins.



If it goes wrong – your cow dies, you can't get off (or on) with any of the ladies – you can just end it all. Goodbye cruel world. Glug!



stick a male and a female in a barn and leave them to it. When it comes to the delicate dance of animal love there's a lot to think about. You need to make sure that your cow has been milked for 40 days before it comes into contact with a bull and that your chickens have a rooster for fertilizing eggs handy. Sheep need feeding twice a day and require lots of sunshine. There's also the small issue of making sure that you only plant seeds in a season suitable for that particular crop. Like nature itself, keeping things under control is one huge balancing act and if you let something slip even for one day, the resulting disaster will cumulate into a spiral of chaos. Then there's the small matter of finding a wife and rearing a child...

We've spent a lot of time with a near-complete version of *Harvest Moon*, and it really is shaping up into one of those games you're just going to want to play and play. It looks cute and plays in the kind of relaxed manner you rarely come across in this age of frantic action games. In fact, the only dodgy thing so far is the horrendous music. *Harvest Moon: A Wonderful Life* – and should be a wonderful game.

CUBE

FULL LINKAGE

CONNECT TWO

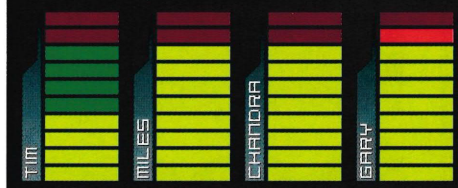
Not unusually, if you own the GBA title *Harvest Moon: Friends Of Mineral Town*, you'll be able to connect the two games together in order to swap data. There are six different levels of connectivity, depending on how advanced your *Wonderful Life* save file is. When connected, you'll be able to hear rumours of Mineral town from townspeople, Van and Ruby will travel between the two locations, where Van will sell records and Ruby will sell recipes, Van will appear in Mineral Town on Wednesdays and sell items such as record players and ore, Ruby will appear on Saturdays and you'll be able to see character profiles. Are we selling it to you yet. Hmmm... doubt it.



'WHEN IT COMES TO THE DELICATE DANCE OF ANIMAL LOVE THERE'S A LOT TO THINK ABOUT"

CUBE EXPECTATIONS

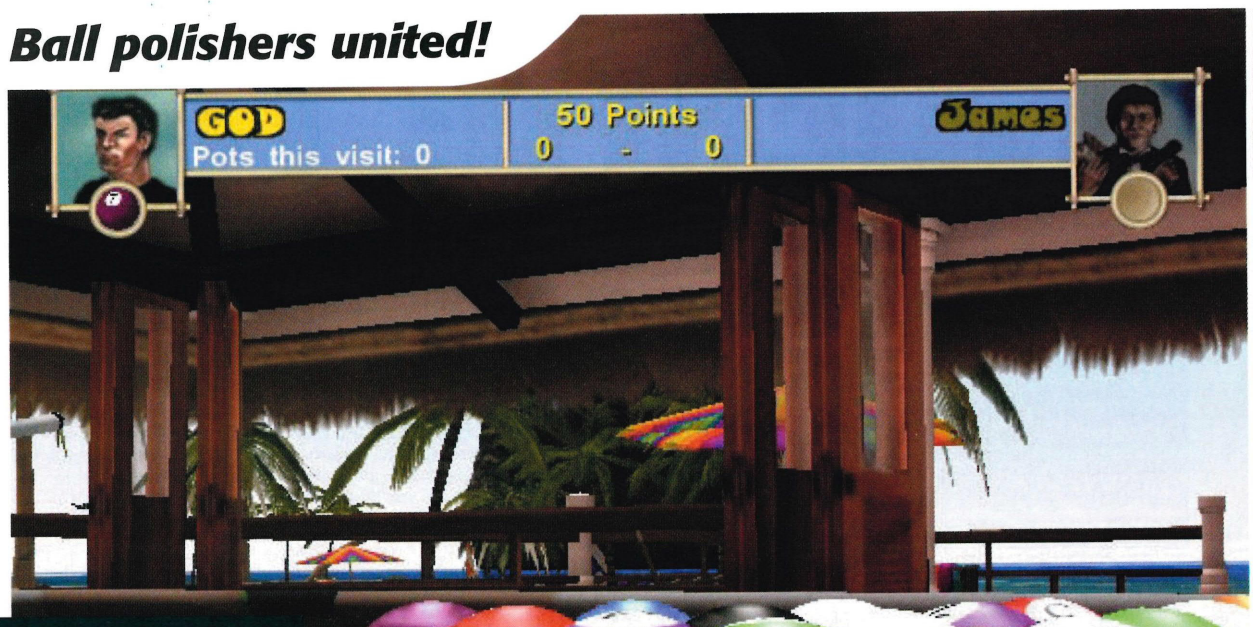
FARMING AND DATING SIM... ALL IN ONE!

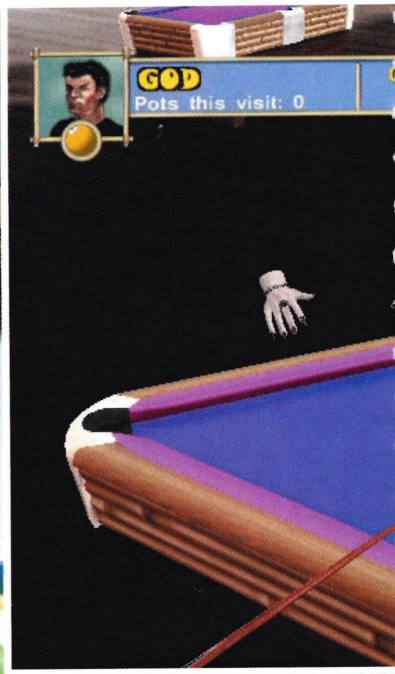


- ⊕ Try it on with digital girls
- ⊕ Soooooo pretty
- ⊕ You can milk cows
- ⊖ Might be a little slow-paced for some

■ There hasn't been a bad *Harvest Moon* game so far, and *A Wonderful Life* isn't out to buck that particular trend. Comparisons to *Animal Crossing* are inevitable, but *Harvest Moon* looks much nicer and actually have a point to it – something that, for all its popularity, *Animal Crossing* didn't.

Ball polishers united!



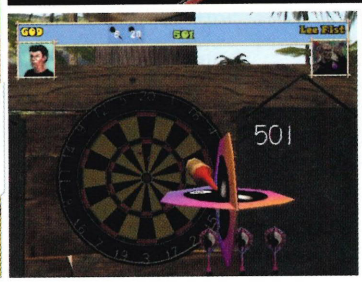


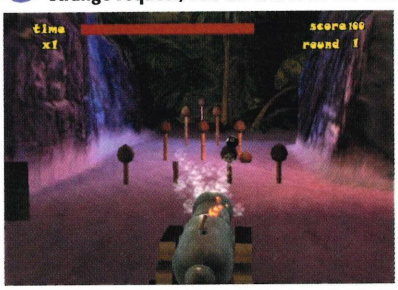


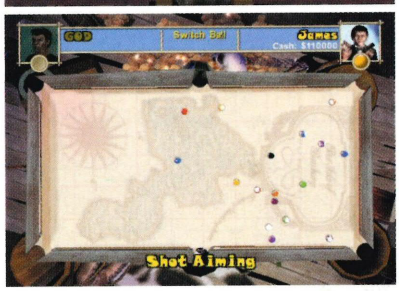
FIRST REACTION

Seems to press all the right buttons, and there's nothing else like it on the GameCube.

Gentlemen... nominate your balls! A strange request, but we like it all the same.







CUBE INFORMATION

POOL PARADISE	
PUBLISHER:	IGNITION ENT.
DEVELOPER:	AWESOME STUDIOS
ORIGIN:	UK
GENRE:	SPORT
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

APR '04	TBA	APR '04

A BIT OF PREVIOUS

IK PLUS
GBA

JIMMY WHITE'S SNOOKER
GAMECUBE

SUPER DROPZONE
SNES



THE COMPANY LINE

"SO REALISTIC YOU DON'T NEED TO BUY A REAL POOL TABLE ANY MORE, OR GO TO ANY PARADISE ISLANDS!"

AWESOME PRESS RELEASE

CUBE BACKATCHA

Quality – that's two of our lifetime desires ticked off the list then

The GameCube's first pool title finally arrives

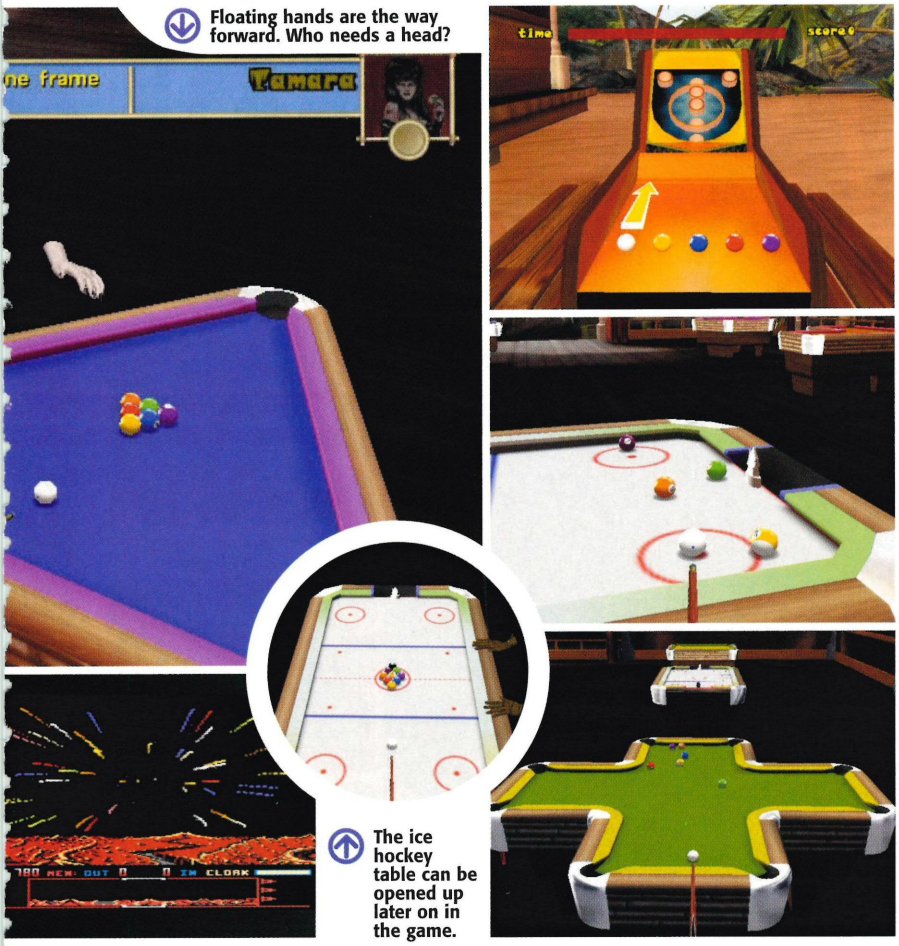
POOL. YOU KNOW, that game you think you're really good at after a few pints? Yeah, that's the one. That game that even your girlfriend has beaten you at.

The videogame version of this load of balls has thus far been conspicuous by its absence on the GameCube. Well, there was Monkey Pool, which was fantastic, but there hasn't been a dedicated title yet. Why is that? Well, naturally it's because GameCubes are owned by babies who don't play pool because they can't reach the coin slot. Seriously though, there are many GameCube owners who have been crying out for a dedicated pool game, and who better to provide it than the company responsible for the mighty *Jimmy White's* series? Erm... no one, that's who.

Pool Paradise attempts to fit everything imaginable into one game, and while the base gameplay is extremely accurate and true to life, the structure of the game and general layout is quite arcadey. Head honcho Archer MacLean is obviously hoping that this approach will attract a far wider audience than your average 'silent room with a bloke polishing balls' game would. From what we've seen he could well be onto something here.

The underlying storyline to *Pool Paradise* is that you have been washed up on a desert island with no money

POOL PARADISE



Floating hands are the way forward. Who needs a head?

The ice hockey table can be opened up later on in the game.

and an empty stomach. It just so happens that the island is notorious for its gambling ring and mainly revolves around the game of pool. So, your only way of getting your hands on some cold, hard cash is to get good at pool, fast. The only problem is, in order to win money you first have to front the money. It's lucky then that the island has its very own loan shark (and it quite literally is a shark). The aim of the game is to work your way up the ladder, gradually earning more and more money.

There are 30 computer opponents in the game with different characteristics, animations and playing styles. This in itself is impressive, but nothing compares to the vast amount of gameplay options on offer. Firstly there are the game modes: Practice, Career and Trickshot (there are more secret modes but we'll talk about those later). In each of these modes you then come to the second option: what rules do you want to play by? There are 11 rule types in total: 6 Ball, UK 8 Ball, 9 Ball, 15 Ball, 14:1 Rotation, Killer, Bowlliards and Switchball amongst others. Yet more options follow, with the table being your final choice. The tables come in all manner of shapes and sizes, ranging from the standard variety, to cross-shaped set-ups, to ice-hockey tables complete with slippery physics!

The result of all your gambling is that you become very rich, but where's the fun in that? After you've paid your debts off you can always visit the island shop. This is the place where most of the island's secrets can be unlocked at enormous detriment to your wallet size. Super Monkey Ball fans will be overjoyed to hear that there are plenty of mini games to open up such as Darts, Coconut Shy and Skeepool. There's even a full arcade conversion of Dropzone in there.

Is there really anything more that the team could have put in there? Probably not. For all its qualities though, this is still a pool game. A great pool game granted, but still a pool game. As such its appeal will be limited to a certain audience, but us Brits are all supposed to love snooker, pool and darts right? Right. CUBE

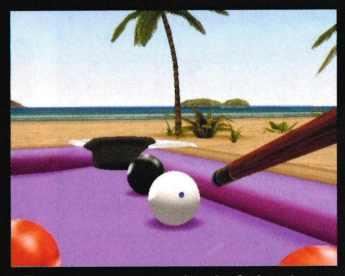
"A FULL ARCADE CONVERSION OF DROPZONE IS JUST ONE OF THE EXTRAS"

THE STATE OF PLAY

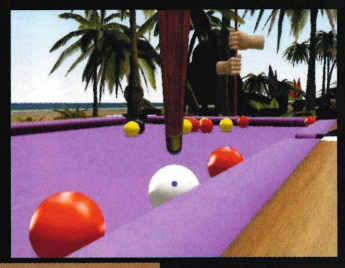
I REALLY WANNA SEE THOSE FINGERS...

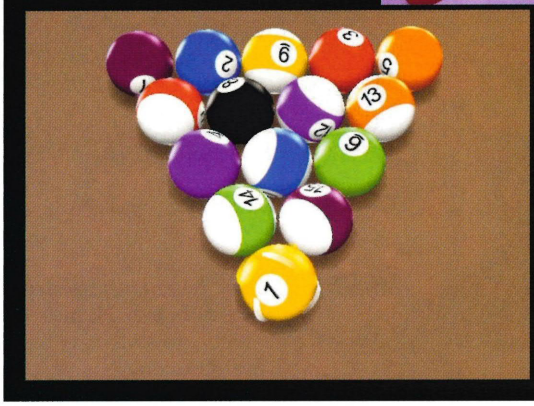
It's all very well having a box packed full of mini games and cool extras, but at the end of the day this is a pool game and it has to play well. Thankfully the core gameplay of *Pool Paradise* is its strongest asset. The physics engine allows you to do anything that you can do in real life. Swerves, cannon shots, jumps, complex trickshots... it's all in there.

The pad configuration also works very well. The main analogue stick moves the position of the cue (left, right, up, down), the C-Stick moves the camera around the table (with the ball as the axis), and the D-pad allows you to select the area on the ball that you want to hit. You can zoom in and out of the action, choose various camera angles and clear the screen of all stats. The shot is taken by tapping B, then swinging the analogue stick back, then forwards (the severity and extent of these movements dictating how hard your shot is).



Practically any kind of shot is possible in *Pool Paradise*.



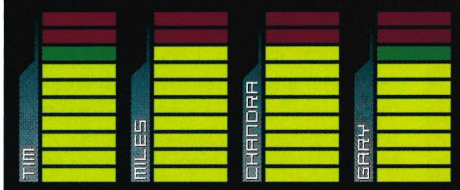


Damn all those fiddly cushion shots! Us amateurs always have problems with them.

The physics of ball movement is a joy to behold, if you like moving balls, that is.

CUBE EXPECTATIONS

POOL SIM WITH GREAT ARCADE ELEMENTS



- Fantastic physics engine
- Plenty to unlock
- Zero loading times
- It's still just pool

■ *Pool Paradise* will appeal to two groups of people: those who love their snooker and pool, and those who love the mini game elements of *Super Monkey Ball*. We have no doubts this will be the finest example of videogame pool on the market, and the arcade edge gives it that all-important fun factor. Rack 'em up!

Full metal jacket

MEGA MAN ANNIVERSARY COLLECTION

CUBE INFORMATION

MEGA MAN ANNIVERSARY COLLECTION	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

Q1 '04 (UK) Q2 '04 (JAPAN) Q2 '04 (US)

A BIT OF PREVIOUS

P.N.03
GAMECUBE

VIEWTIFUL JOE
GAMECUBE

RESIDENT EVIL ZERO
GAMECUBE

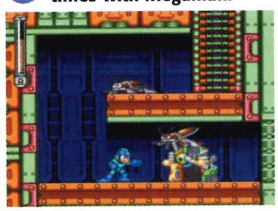




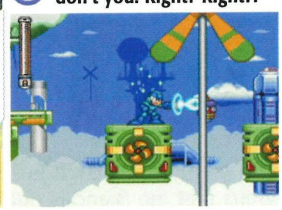
FIRST REACTION
A huge collection of decent platform games it may be, but won't you get a bit bored?



We've had a lava good times with Megaman.



Y'know you can't duck, don't you. Right? Right?!



The blue-steel soldier gets his own box-set!

THERE ARE VERY few franchises that successfully make it past the three-game barrier, but Capcom's bionic boy (sorry, we meant man) has done that and then some. Having starred in platform games on the NES, SNES, GBA, PSone, PS2 and GameCube, Mega Man is now jumping and blasting into his 15th birthday. To celebrate, and to pay tribute to creator Inafune-san's years of work, Capcom is releasing the definitive collection. *Mega Man Anniversary Collection* will contain ten games: *Mega Man 1 – 8* as well as two arcade-only takes on the franchise. The disc will also offer a series history feature and extensive interviews with the people behind the games. Those that dig deeper may even be able to unlock hidden artwork, remixed music tracks and original TV commercials.

The game conversions themselves look to be spot on, with the older games being presented exactly as they used to be, even down to the tinny soundtracks. For fans of Mega Man, and traditional platform games in general, this is a must have. The new *Mega Man* games may not live up to their older brothers' near-perfect gameplay, but the NES and SNES titles were groundbreaking in their time and still present a decent challenge. There are a lot of *Mega Man* fans in Japan and the US, so the fact that few other people will buy the game is neither here nor there. What is significant though, is that little boy blue isn't anywhere near as popular over here, so the likelihood of Capcom Europe releasing the game is minimal.

We'll be sure to bring you a review of the US version in the next couple of months, just to keep all you importers happy. CUBE

THE COMPANY LINE

"CHALLENGE YOURSELF WITH SOME OF THE MOST EXTREME MEGA MAN TITLES EVER"
CAPCOM PRESS RELEASE

CUBE EXPECTATIONS

A LOAD OF PLATFORMS



⊕ The ultimate collection
⊖ Niche audience title

■ You probably know already whether you're going to buy this. You already know that the games are good, so it's just a case of whether you're in the mood for old-skool scrolling platforming, and if you want to pay full price for it.

CUBE BACKATCHA

They're not joking: just ask Gary...

www.kott-game.com

"The new action hit from the creators of Enclave!"

Knights of the Temple

Infernal Crusade



Cinematic 3rd Person Camera!



4 Supernatural devine powers!



Experience medieval swordplay!

PC Zone, 14/01/2004
"Not since 2001's Severance have we enjoyed a truly outstanding dose of crunching sword on bone action."

Xbox Gamer, 01/01/2004
"... plays well and is surprisingly addictive."

P2 Magazine, 10/01/2004
"Graphically Knights of the Temple impresses..."

Within Temptation
- The Music Of Your Game -



www.within-temptation.com

Europe. 12th century A.D. The Dark Ages.
It is an age of suffering and salvation...

- Use the full range of chivalric arms including sword, mace, axe and shield!
- Switch to 1st person perspective and eliminate your enemies silently and safely in the archery attack mode!
- Enjoy animation-driven physics and realistic combat with 160 hyper-realistic moves and fluent animations!
- Develop your very own hero with the innovative and unique dynamic skill system!
- Listen to an epic original soundtrack with 18 different songs!
- Challenge your friends in the 2-Player "Head-to-Head" arena combat mode!*
- Download the "Survival Mode" and defeat as many enemies as possible to enter your name in the Xbox Live Online Ranking List!**

*Sony PlayStation2 only **Microsoft Xbox Live only



OUT IN MARCH

Xbox Live PlayStation.2 Nintendo GameCube PC CD ROM TDK

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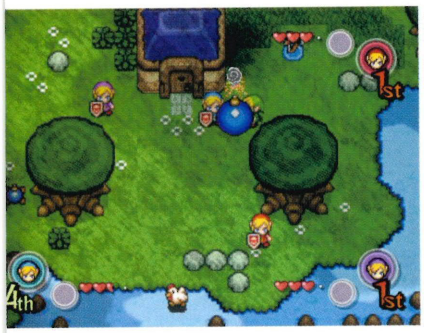
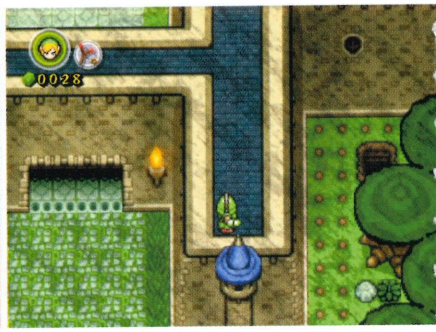








CUBE

INFORMATION

ZELDA: THE FOUR SWORDS +	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	ACTION RPG
PLAYERS:	1-4

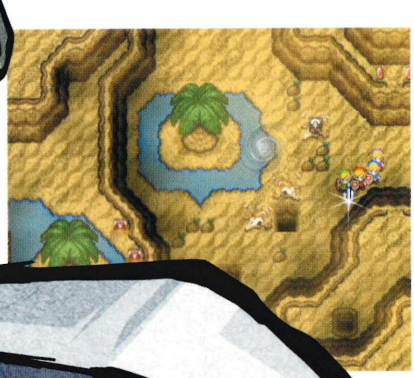
PERCENTAGE COMPLETE

00 25 50 75 100

Q3 '04	18 MAR '04	11 MAY '04

Four guys to one girl? That's not very Nintendo...

LEGEND OF ZELDA THE FOUR

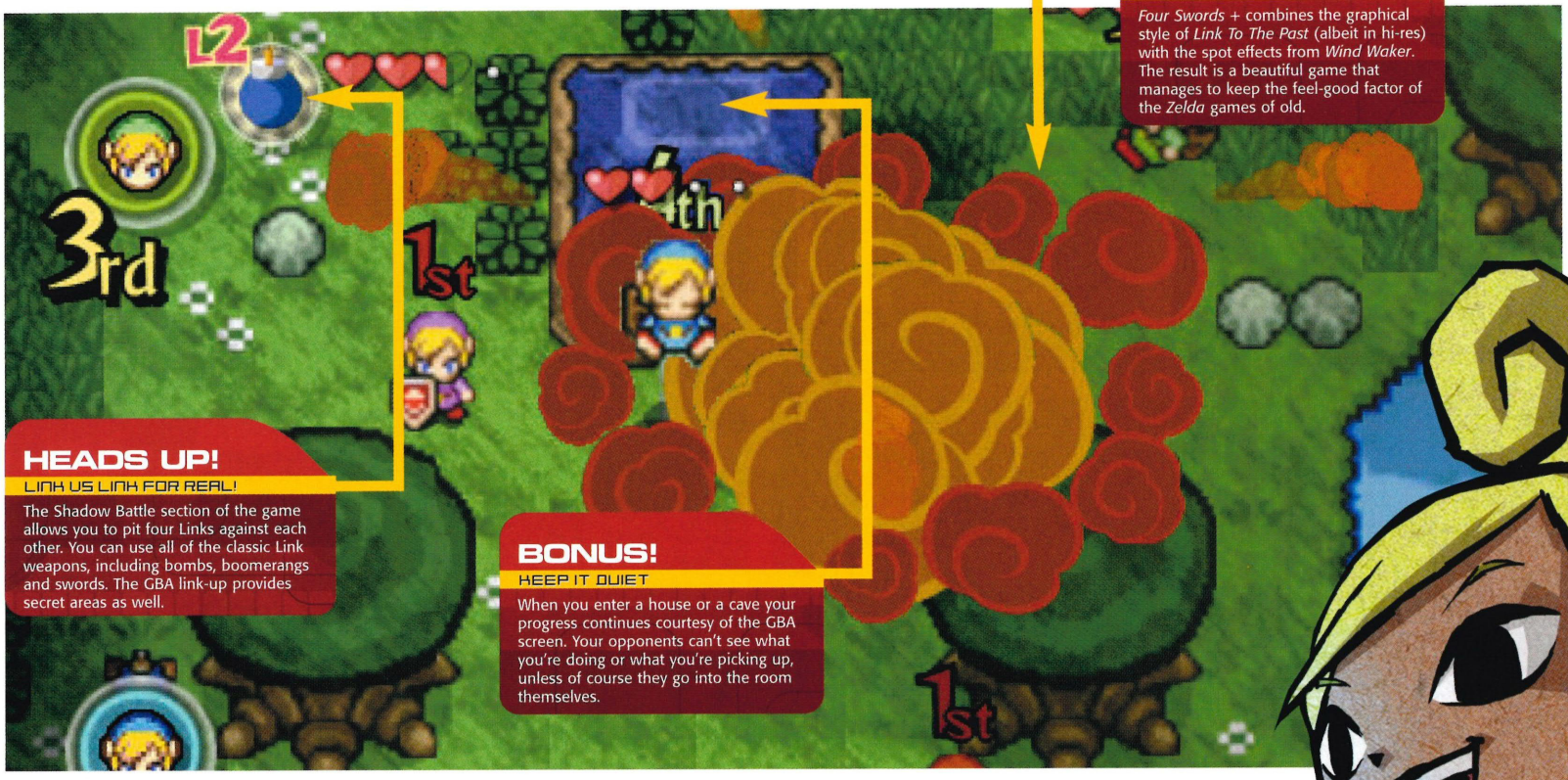


WHAT'S A PRINCESS to do, eh? She waits over a year for one hero to come along, and then four turn up at once. There was a time, back when *Zelda: Four Swords* was announced, that we were less than happy at Nintendo's latest offering. "Connectivity", they cried. "SNES graphics, you morons!" we screamed. You may also recall our first opinions of *Tetra's Trackers*. "Connectivity!" they cried. "This is no more than a bonus game... stuff your connectivity!" we screamed. Our cries echoed around the valleys of the world and by pure chance were somehow channeled into one ear drum-bursting message that not even Miyamoto-san himself could possible ignore. Thus, Nintendo heeded our cries and changed its plans. Presenting the all-new *Legend of Zelda: Four Swords +*.

It's no surprise that Nintendo has come through at the last minute, and the all-new offering has something in it for everyone. Instead of being offered as separate titles, Nintendo has now

"THERE WAS NO WAY NINTENDO COULD IGNORE THE OUTCRY AFTER THE E3 VERSIONS OF TETRA'S TRACKERS AND FOUR SWORDS"





STYLISH!
BRING THE HOUSE DOWN

Four Swords + combines the graphical style of *Link To The Past* (albeit in hi-res) with the spot effects from *Wind Waker*. The result is a beautiful game that manages to keep the feel-good factor of the *Zelda* games of old.

HEADS UP!
LINK US LINK FOR REAL!

The Shadow Battle section of the game allows you to pit four Links against each other. You can use all of the classic Link weapons, including bombs, boomerangs and swords. The GBA link-up provides secret areas as well.

BONUS!
KEEP IT QUIET

When you enter a house or a cave your progress continues courtesy of the GBA screen. Your opponents can't see what you're doing or what you're picking up, unless of course they go into the room themselves.

SWORDS +

crammed three games onto one disc. These games come in the form of *Hyrule Adventure*, *Shadow Battle* and *Navi Trackers*, and without any further ado, here's an explanation of each ...

● **Hyrule Adventure**

Anyone who has played *Four Swords* on the GBA will know roughly what to expect from this one. This is the game that we originally previewed as *Four Swords*. Each player takes control of one of the four Link characters. The four players are ultimately competing against each other to score as many points as possible, but along the way they will be forced to work together in order to solve the many puzzles the game has to offer. For example, in order to open a doorway all four characters may have to go into a room and simultaneously pull four switches. With the door open it's a free-for-all – the first character to get through the door will get the prizes on the other side. Some puzzles will only require two people to solve them, so you'll end up swapping loyalties all the time depending on who your closest points rival is.

Despite being very similar to the GBA version in terms of gameplay, the adventure itself is totally different. Nintendo is remaining typically cagey about all the locations, but so far we have seen examples of the Dark World, the Lost Woods and Mount Doom. The biggest change to the game since E3 last year is the overall graphical style. The GameCube version was always

PREVIOUS
FROM THE MAKERS OF...
SUPER MARIO SUNSHINE



■ More of a *Mario 64 II* than the completely new game we were expecting, but that's not a bad thing.

TOTALGAMES.NET RATING: 9.4

ROOM WITH A VIEW

THE SECRET SIGHTS OF HYRULE

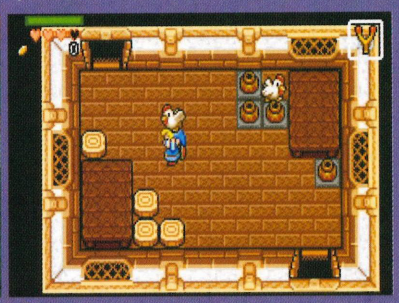
Being a game that has been designed with connectivity in mind, you will have to have at least one GBA to get the most out of *Four Swords +*. Here's the definitive guide to what the GBA link-up will offer you for each of the three games:

HYRULE ADVENTURE

This is the only game that you can play without a GBA. In single-player you don't need the GBA because areas like houses, passages and caves are presented in a screen-in-screen style. Once you have two or more human players though, you have to have a GBA for every person, otherwise there is no way to present the secret area data. Each area has many alternative routes, and any bonuses that you pick up in these places will not show up on the general screen. Thus, you can lull your opponents into a false sense of security and make them think you have a certain number of Force points when in fact you have far more.



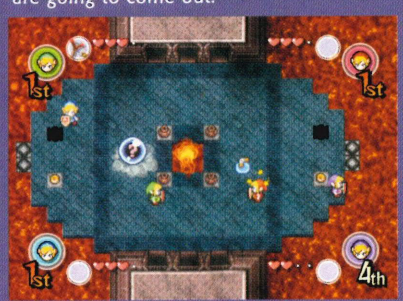
What happens when you decide to pop into one of the houses?



Simple: the sction continues on your GBA screen, away from those evil eyes.

SHADOW BATTLE

Because *Shadow Battle* is a versus game, you have to have at least two people playing, and therefore have to have a GBA plugged in. As with *Hyrule Adventure* the GBA screen allows you to follow the action once you enter secret areas. The only difference is that your opponents can't follow you into these areas until you come out. While you're in there they will have no idea what weapons you are picking up, or where you are going to come out.



There are loads of power-ups here, but that means everyone is armed.



Your best bet is to jump into the secret rooms and stock up on ammo.

NAVI TRACKERS

Out of the three games, this one is the most link-up focused. The idea of the game is that your opponents can't see how you are solving the many puzzles in the village, and also can't see what stamps you have collected. As soon as you solve a puzzle it will reset, therefore stopping your opponents from cheating. You therefore have to have a GBA in order to play it.











All four players will have to work together to put out this fire. There must be a switch somewhere...









CONTINUED intended to be a hi-res *Link To The Past* with *Wind Waker*-style effects, but the graphics have come a long way in the past eight months. The Lost Woods have a gorgeous mist effect running through them, while explosions in general are just like those found in *Wind Waker*. The extra processing power also allows for dozens of enemies to be running around on screen at once. It sounds like a strange combination of styles, and it doesn't come over as it should in screens, but seeing the game in motion is something else entirely.

● **Shadow Battle**

This previously unheard of game is the

"ALL THREE GAMES HAVE BEEN DESIGNED FROM THE GROUND UP WITH CONNECTIVITY IN MIND, AND IT ACTUALLY WORKS REALLY WELL"





Those of you who have played the GBA *Four Swords* will recognise the map instantly.

versus section of *Four Swords*. Take four Links, stick them in an area with enemies and power-ups, and let them battle it out until there's only one man standing. It sounds simple, but it seems like the perfect formula for hours of fun to us. There's none of the teaming up gameplay found in *Hyrule Adventure*: just frantic multiplayer *Zelda* goodness. Pretty much all the standard weapons are on offer, such as boomerangs, bombs, arrows, fire rods, mallets, catapults, pots and feathers.

● Navi Trackers

Why the name change? Erm, we don't know to be honest. Tetra is still the host of the game so it's a bit of a mystery. It might have something to do with the recently announced sexiest Nintendo character Q1 scoresheet where Navi pipped Tetra to the number four position (behind Samus, Daisy and Toadette naturally), but we doubt it. Anyway…

Most of the gameplay takes place on the GBA screen, where you run around Hyrule finding stamps. Tetra turns up on the TV screen and gives you clues, while a big map with character locations appears next to her. We're still unsure about this one and at the moment it's not generating nearly as much interest as *Shadow Battle* and *Hyrule Adventure*. We'll just have to wait and see what happens with it.

We've gone into a lot more detail on the connectivity features for each game in another section of this In-Depth. Rather than just being an afterthought all three games have been designed from the ground up with this in mind, and it actually works really well.

We won't lie to you: *Navi Trackers* is unlikely to get much attention, but the other two games have all the hallmarks of pure Nintendo genius. It's going to be a tough call as to which mode gets the most action, but we will definitely be hooking up all four GBAs when the Jap version falls through the letterbox in a few days time. We're so excited we can hardly sit still!

DANGER! DANGER!

THERE'S MORE THAN LINK TO WORRY ABOUT

There are many other dangers in the game to worry about, and these come in the form of enemies and the elements. Here are a few examples for you:



As well as dodging the other Link attacks, you have to watch out for diving birds…



… but once you've lured it down you can enter the cave and whack it over the head.



By some small miracle Link has managed to grab hold of Epona. What moves could a horse have?



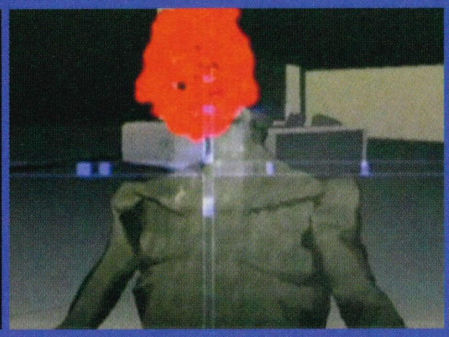
It doesn't matter, because you can use these bombs to put a stop to his hi-jinx jaunt.

CUBE SAYS...

FIRST IMPRESSION

■ *Legend of Zelda: The Four Swords* + has come on in leaps and bounds since our underwhelming experience with last year's E3 build, and it's now a title that we would happily spend money on. Sadly there is still no word of a PAL release, but with the US version hitting in May, we get the feeling that Link and co will be crossing the ocean in September.
Check back with us next issue for the exclusive Japanese review!






CUBE INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

TBA Q4 '04 Q4 '04





KILLER 7

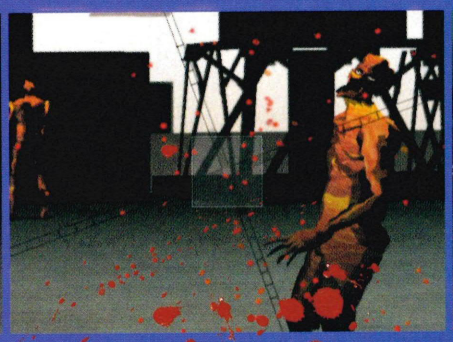
WILL WE EVER know exactly what type of game *Killer 7* is? We had the same problem with Viewtiful Joe and *P.N.03*, and producer Kobayashi-san is intent on keeping the world mystified until the very last. Saying that, we did manage to have a chat with him this month as well as get our hands on some World Exclusive new screenshots and information. We can now reveal that *Killer 7* is more of an interactive detective thriller than anything else, yet for some reason Capcom is still intent on calling it a 'hard-boiled action-adventure.'

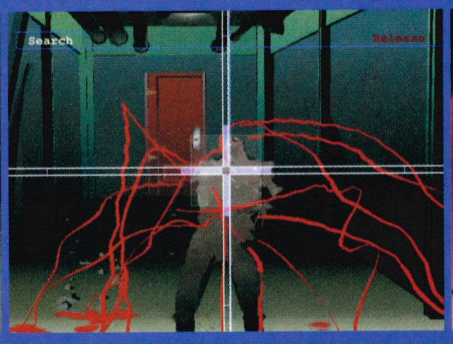
The basic storyline goes like this: global terrorism is at an all-time high, and the problem is such that the entire world has banded together to try and put a stop to it. The four powers of the world form anti-terrorist organisations to bring order and security to mankind. Part of this plan sees all air transportation stopped and all network stations closed for a period of two years. The man behind the world's problems is a crazed genius (aren't they all?) by the name of Kun Lan. He is responsible for a viral disaster known as Heaven Smile and merely has to look at

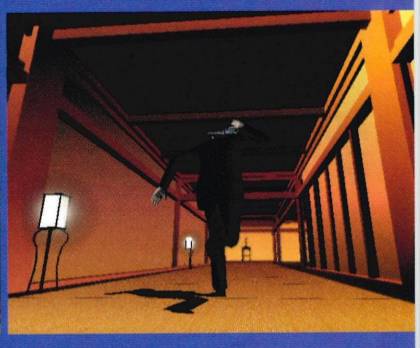
"YOU CAN USE THE INFORMATION YOU GATHER TO DECIDE WHERE YOU GO TO NEXT. IN THAT RESPECT KILLER 7 HAS ELEMENTS OF SHENMUE IN IT"

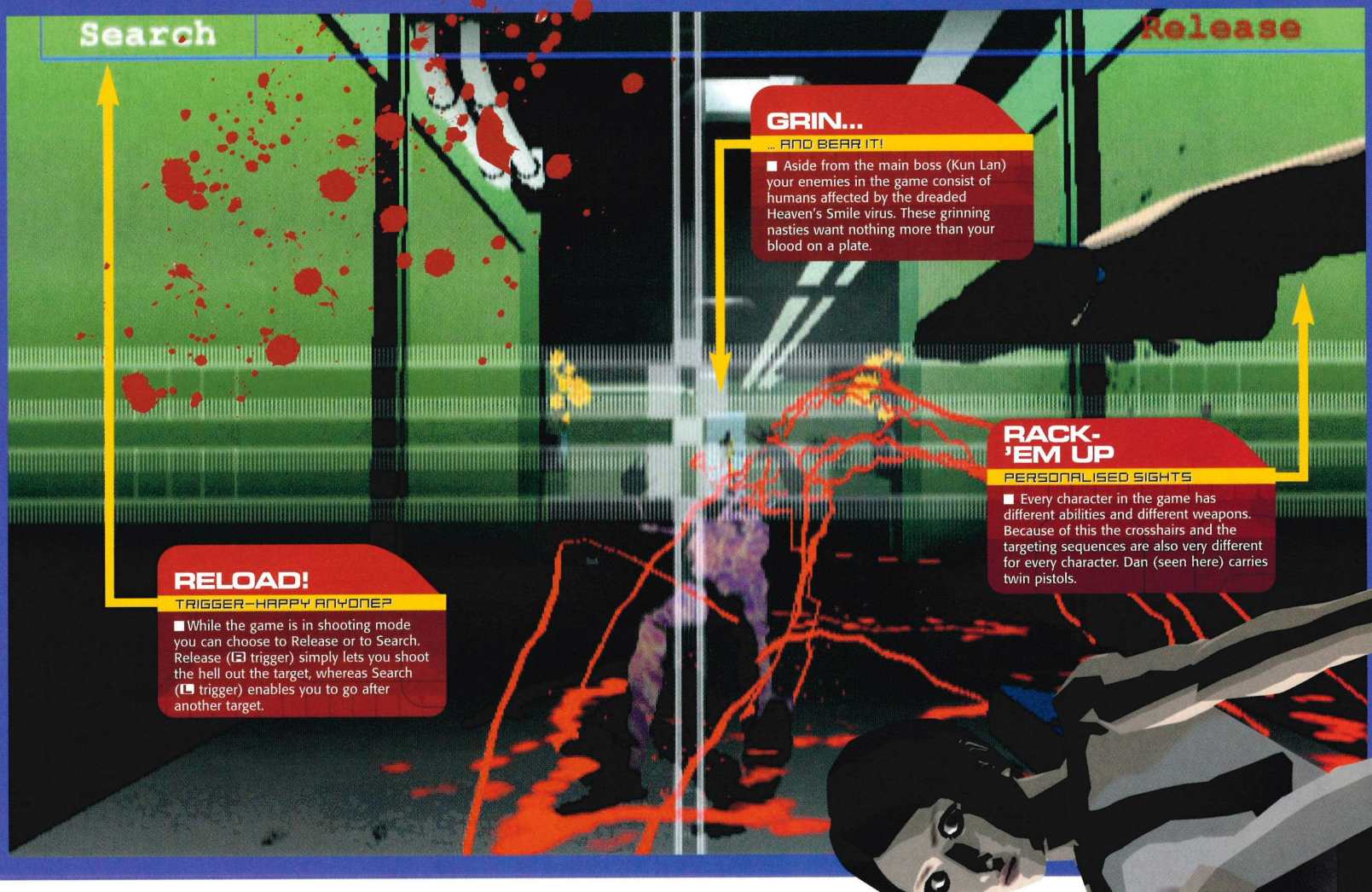












GRIN...

... AND BEAR IT!

■ Aside from the main boss (Kun Lan) your enemies in the game consist of humans affected by the dreaded Heaven's Smile virus. These grinning nasties want nothing more than your blood on a plate.

RACK-'EM UP

PERSONALISED SIGHTS

■ Every character in the game has different abilities and different weapons. Because of this the crosshairs and the targeting sequences are also very different for every character. Dan (seen here) carries twin pistols.

RELOAD!

TRIGGER-HAPPY ANYONE?

■ While the game is in shooting mode you can choose to Release or to Search. Release (R trigger) simply lets you shoot the hell out the target, whereas Search (L trigger) enables you to go after another target.

someone to turn them into a grinning, deluded, paranoid and violent lunatic.

The game's main hero is called Harman Smith. He's the old guy that you may have seen on our Video Discs. He has been hired by one of the world's four powers to eradicate Kun Lan and his Heaven Smile. Harman is referred to by those in the know as 'God Killer.' This is mainly because he is able to assume the consciousness of seven different people. With all their abilities at his disposal there is no enemy whose weakness he can't overcome... but Kun Lan will be his toughest adversary yet.

Having now seen actual gameplay footage we can tell you more about how the game plays. The main gameplay consists of shooting and moving. Other than that you get to choose where you want to go next, who you are going to control and how you are going to overcome certain sections of the game. There is a lot of character interaction, which comes from quizzing people for clues, picking up transmissions from pirate radio stations, and tapping into people's thoughts. As far as we can tell these sections come in the form of cut-scenes.

PREVIOUS

FROM THE MAKERS OF...

P.N.03

■ A stylish and addictive (if a little short) arcade shooter. Ideal for those of you who like games like Ikaruga and R-Type.



TOTALGAMES.NET RATING: 8.2

MAGNIFICENT 7

A KILLER CLAN AT YOUR DISPOSAL

While Capcom is still keeping its mouth shut tighter than a sleeping clam, it has released the final details on all the characters. Here they are then:



NAME: HARMAN SMITH
AGE: 60
BRIEF: The main character. He is an old Jewish man that can hardly walk, yet he is the world's most feared assassin.
Harman is in control of the seven personalities whether they like it or not…
WEAPON: Anti-tank rifle



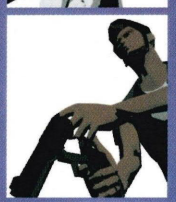
NAME: GARCIAN SMITH
AGE: 33
BRIEF: He is a man with clairvoyance, and his skill allows him to see through traps. He is the leader of all of the other personalities because of his superior decision making skills. He has the power to see through enemies' weak spots.
WEAPON: Handgun with a silencer



NAME: DAN SMITH
AGE: 33
BRIEF: He's a man who has the power to change bullet trajectories with his mind. An evil man that, if he ever had the opportunity, would kill Harman. He's a trained killer, and has one hidden power that not even Harman knows about.
WEAPON: Modified Colt Python



NAME: MASK DE SMITH
AGE: 38
BRIEF: A masked man whose right arm is covered by a special armour. His disguise has two purposes. One is to cover his horrible skin burns and the other is to keep his identity a secret. His body is strong against fire but equally weak against water.
WEAPON: Twin Grenade Launchers



NAME: COYOTE SMITH
AGE: 28
BRIEF: He has the power to move through physical matter. He is always in conflict with the other members, especially with Dan. He is also very unfriendly and very violent, and he knows the 'bad streets' all too well.
WEAPON: Modified Enfield



NAME: KEVIN SMITH
AGE: 30
BRIEF: A very pale-looking man who can only live in the shadows. Any exposure to light will kill him. Like an infrared camera he has perfect vision even in total darkness. The way he travels is by hiding in people's shadows. Has nothing to do with Silent Bob.
WEAPON: Throwing knives



NAME: KAEDE SMITH
AGE: 20
BRIEF: The only female personality of the bunch. Sadly she doesn't realize that she is a part of Harman's multiple personalities and ignores the existence of Harman. She is a deceiving girl who is in love with both Coyote and Dan.
WEAPON: An AMT Hardballer



NAME: CON SMITH
AGE: 14
BRIEF: A child blessed with exceptional hearing. He uses his amazing ability to hear the heartbeat of the enemy and ascertain where they are. He can confuse enemies with his speed. He also swears revenge against Dan, to kill Coyote.
WEAPON OF CHOICE: Twin Full Automatic

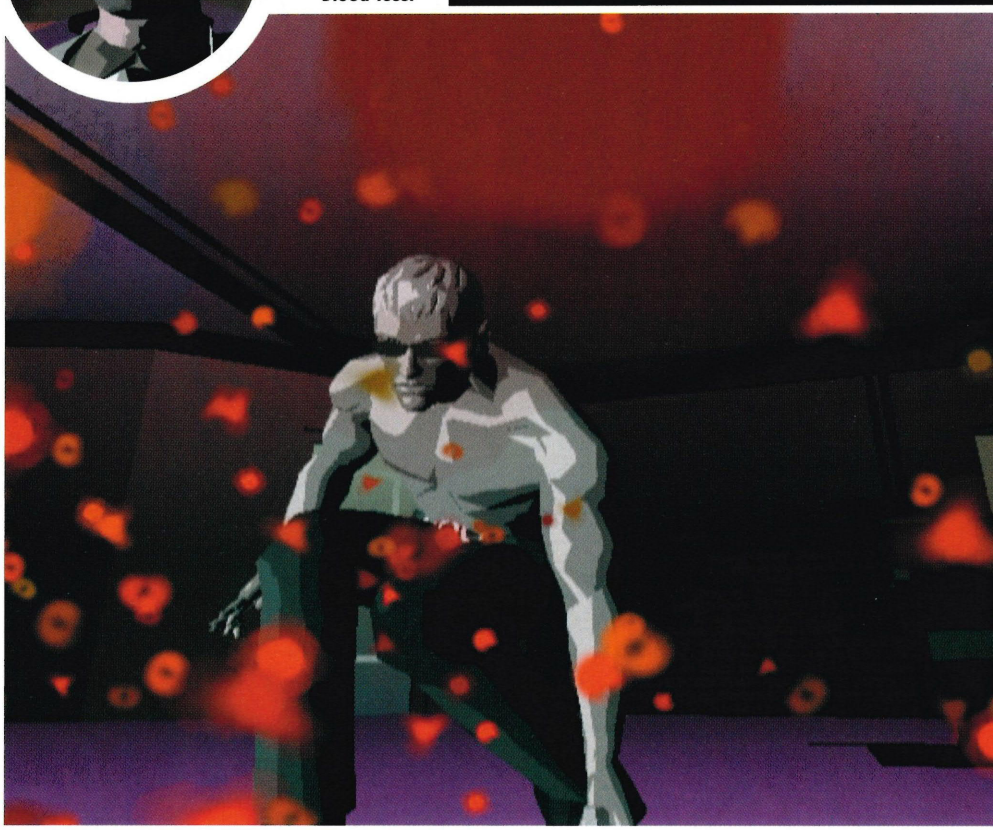


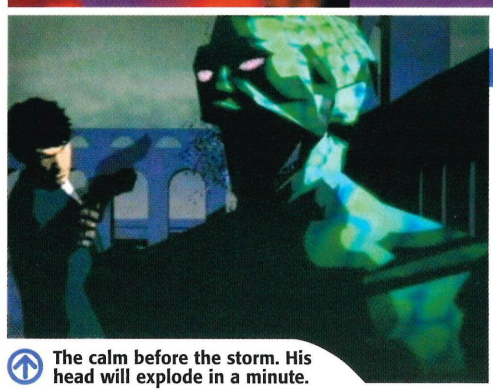


Get on Kevin Smith's wrong side and you may suffer from severe blood-loss.



Grasshopper has used garish colours to goood effect.





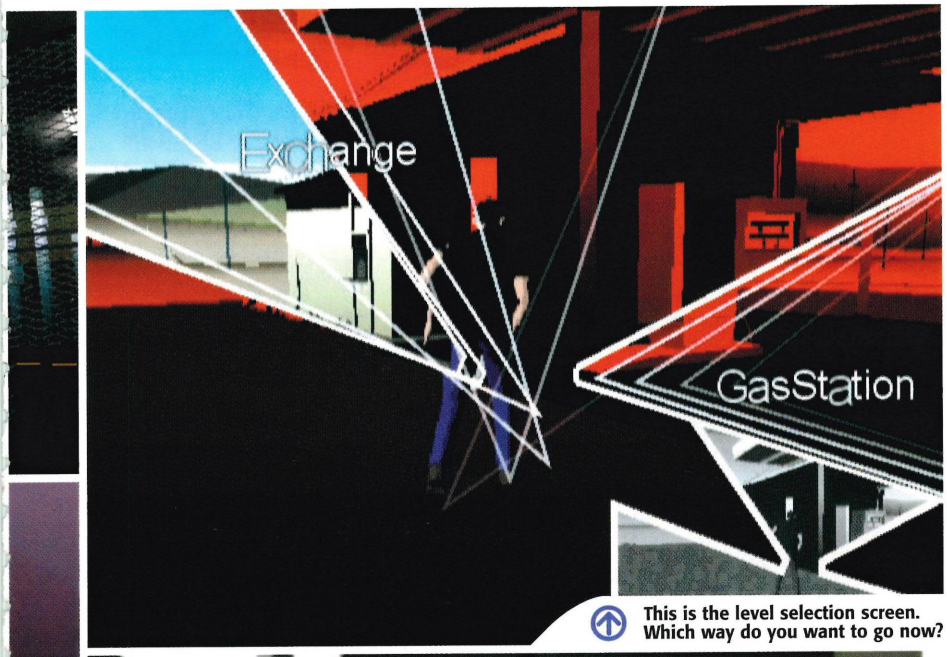
The calm before the storm. His head will explode in a minute.

CONTINUED

You don't have any control over when and where they happen, but you can use the information you gather to decide where to go next. In that respect *Killer 7* has elements of *Shenmue* in it.

As we've already said, the main gameplay consists of the shooting sections. The Heaven Smile creatures appear to have some sort of cloaking device, so you can't see them very well at first. You can just about see them when they move though, in a Predator kind of way. When you first enter

"SOME ENEMIES WILL SWIPE AT YOU, SOME FALL TO THE GROUND AND CRAWL AT YOU... YOU NEED TO PRIORITISE WHICH PARTS TO SHOOT OFF"



This is the level selection screen. Which way do you want to go now?



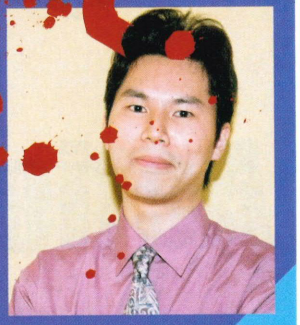
an active area you can move around and use the L trigger to search for enemies. It only takes one shot to bring the creatures screaming back into regular vision mode, and at that point you can lay into them with the R trigger. There are many different types of enemy, and you can immediately identify the enemy type by their skin colour. Of course, you can't see what colour they are when they're camouflaged, but this is where the search aspect comes in. If you search for the enemy your crosshairs will perform a scan of anything they find.

An ID report will then come up at the bottom of the screen telling you what enemy you are targeting. That way you can target the right body parts. Some enemies will swipe at you, some will lunge at you, and some fall to the ground and crawl at you, so you need to prioritise which body parts to shoot off. It's no good just going for the headshots. It might be fun, and very bloody, but the rest of the body will still come for you.

Aside from these pieces of information we know nothing more, but even that is ten times more than we knew before. When pressed for more information Kobayashi would only say "please wait for us to release more information on the game." Ta matey... information flows like a river out of that place!

We're expecting Capcom to completely blow the lid on both its Production Studio 4 titles (*Killer 7* and *Biohazard 4*) at this year's E3. Before then though we'll have a brand new, unmissable trailer. Be sure to check next issue's Video Disc for that one. CUBE

IN THE CUBE WITH...



NAME: HIROYUKI KOBAYASHI
POSITION: PRODUCER, CAPCOM

CUBE: What exactly is the gameplay style of *Killer 7*? Is it just first-person shooting?
HK: No, it's both first-person shooting and third-person shooting.

CUBE: The different character abilities are very interesting. Can you tell us how they will be used? For instance, how will Con's hearing be used, and how will Dan's telekinesis be used?
HK: Con's ability you mentioned is probably the preliminary setting. Try to make good use of each of the characters' abilities and battle with different styles to conquer the map.

CUBE: Will you have to progress through the story to trigger Harman's different personalities, or can you select them all from the start?
HK: No, every character's personality has been set from the beginning.

CUBE: Is there only one character that can ultimately kill Kun Lan, or is it up to the player?
HK: No, there are no such specific restrictions.

CUBE: We have seen some pictures of a character next to a car. Are there any driving sections in the game?
HK: No, players will not be able to drive vehicles during the game.

CUBE: Kevin doesn't seem to have any abilities. What part will he play in the game?
HK: Unlike the game's other characters that use guns, Kevin is the only character in the game that uses a knife. There will be other weapons but we can't reveal that information now.

CUBE: What other games would you compare *Killer 7* to? What sort of people do you think will like playing *Killer 7*?
HK: I believe that *Killer 7* is totally unique so it really can't be compared to any other game.

CUBE: Will the game be presented in levels, chapters, or is it all one story?
HK: It's all encompassing, an omnibus if you will.

CUBE: How many hours would you say the game will last? For example, will the game last longer than something like *P.N.03* or *Resident Evil*?
HK: I would think it would take just over ten hours to complete.

CUBE: You have been involved with many different types of games over the past few years. Are there any styles of game that you would like to develop once *Killer 7* is finished?
HK: I've already begun some preliminary work on a new project, but sadly I can't talk about it.

CUBE: We've played the *Killer 7* Flash game that is on the Japanese website. Would you like to develop something like this for the GBA or the new Nintendo DS?
HK: I'm honoured that you've played the game on the website, but unfortunately we're not planning to produce it for either GBA or DS.

CUBE: You have been working on GameCube titles for some time now. Will *Killer 7* be your last GameCube title, or are you involved in the *Resident Evil 4* project?
HK: I am working on *RE4* so I guess that right now you can say that it will not be my last GC project. After that, I'm not sure.

CUBE SAYS...

FIRST IMPRESSION

■ Okay, so now we know a little more about the fourth of the Capcom 5, but we still don't know enough to make any sort of judgment on it. With the game put back until the autumn though, it's still very early days, and it looks like we'll have to wait until E3 to learn any more. CUBE

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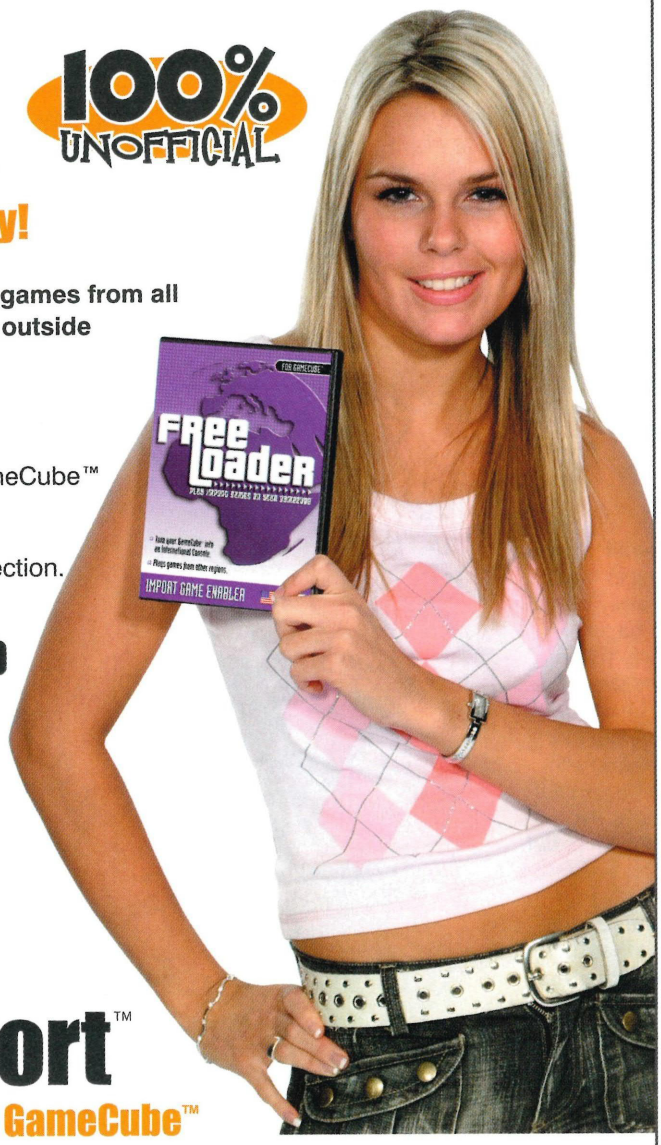

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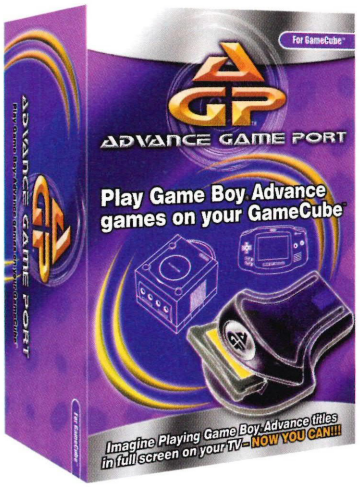

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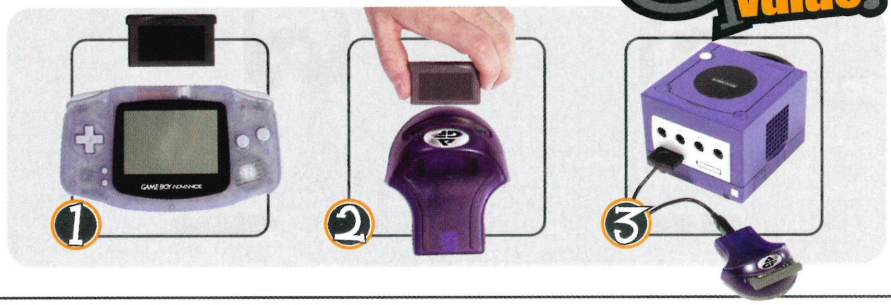

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REVIEWS

JUST A BIT LONGER

EVERY MONTH WE wonder what we're going to be putting in this section next issue, and every month a whole load of games magic themselves into existence. This is no exception, though the sheer volume of reviews may be a little bit misleading. Sure there are lots of them, but only a few are worth your attention. *Final Fantasy*, *Metal Gear*, *I-Ninja*, *Tak* and *Puyo Pop Fever* are the cream of the crop, but five games are enough for one month surely?

A few titles have slipped just out of reach of this issue, but that's a good thing really. Spreading out the goodness means that we get *Harvest Moon*, *Mario Golf* and *Turtles* next month. We're still dreading the June-September period though. There STILL aren't many games coming out in any territory for that period... perhaps Nintendo is planning on sending everyone on holiday?

Cool: that's that sorted then. Get as much done as you can over the next three months. We're all going on a Nintendo summer holiday!

CHANDRA NAIR





FINAL FANTASY CRYSTAL CHRONICLES

European gamers finally get to see what all the fuss is about. It might not bear any resemblance to other *Final Fantasy* titles, but it's a marvellous action RPG that screams out for four players.

52

CUBISTS

You can tell a lot about people by the kind of crisps they like. It's like reading tea leaves, only crunchier.

MILES GUTTERY



EDITOR, CUBE

TOP CRISP: Tomato Snaps. Honourable mentions to pickled onion Monster Munch and worcester sauce French Fries but tomato Snaps are just awesome. Unfortunately also the most elusive of all crisps, hunted down to the point of near extincton for their tangy goodness.

CHANDRA NAIR



DEPUTY EDITOR, CUBE

TOP CRISP: Chilli Sensations. ... or to give them their full name: Sweet Thai Chilli Walkers Sensations. Pint of the smooth stuff (that'll be Caffreys to you and me) and a packet of these beeeauties is the ideal start to my Friday night Holy Trilogy. And that my friends, is another story...

GARY ADAMS



STAFF WRITER, CUBE

TOP CRISP: Walkers Ready Salted.
Dull, salty, always picked last and they'll go with anything. Just like me. If it's a Saturday morning, and there aren't any Cornflakes in the house maybe I'll spice things up by eating some Cheese and Onion . But I always end up regretting it.

TIM EMPEY



SUB EDITOR, CUBE

TOP CRISP: Hunky Dorys Hot Crisps.
And you can't bleedin' get them over here. Purely an Irish thing, but the ultimate in hot crisps, it says so on the bag. A close runner up are the Perri Jalepeno Pepper crisps. Much, much spicier than Gary's mum.

WILL JOHNSTON



CONTRIBUTOR, CUBE

TOP CRISP: There are no crisps that can wash away the fact that I'm stuck working on PLAY every month. I want to work for CUBE, come on guys, give me a job, pretty please. Don't send me back to t'dark place. Only women bleed... why can't you love me for who I am... (snip – Ed).

STEPHANIE PEAT



SENIOR DESIGNER, CUBE

TOP CRISP: Doritos Cool Original. Friendchips. Aaah. Steph gawps at American sitcoms and thinks life really is like that, dozy mare. She's also wheat intolerant which kind of limits her options, although why anyone wouldn't tolerate wheat, we just don't know.

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58 We've gone on about this for long enough now: is there really anything more to say apart from "buy it now"? No. But still, here's four pages more.

TAK AND THE POWER OF JUJU
56 We were full of praise after playing last month's preview code, and the finished article matches up to our expectations. What a great little game.

POKÉMON CHANNEL
62 Line up! Line up! *Pokémon* fans ahoy – this is everything you've ever dreamed of and more. The rest of you can sit there and pull strange faces.

GOBLIN COMMANDER
64 The GameCube's first RPG. Build and army of goblins and let them run amok, sounds like a lot of fun.

CARMEN
66 Sometimes you have to judge a game under a slightly different set of rules and this is one of those times. Designed for the little 'uns innit?

SPAWN
68 Erm... we don't understand. The creators of *Soul Calibur*, *R: Racing* and *Baten Kaitos* bring us this pap. Todd McFarlane will weep when he sees it...

PUYO POP FEVER
72 You should always leave room in your life for a bit of puzzling. It may look rubbish, but we haven't been able to drag Gary and Tim from its evil grasp all month.

URBAN FREESTYLE SOCCER
74 We'd almost forgotten about this one due to the lengthly delay. Nothing much has changed since the preview code, ie it still isn't as good as *SEGA Soccer Slam*.

RESIDENT EVIL CODE: VERONICA X
76 While Capcom admittedly took the pee a bit with *RE2* and *3*, *CODE: Veronica* is far more bearable, and well worth a look if you didn't get it first time around.

KIRBY AIR RIDE
78 You'll either love it or hate it. It's certainly different, that's for sure. The game that launched LAN in Japan finally swallows the UK whole.

I-NINJA
82 Disappointed that such a wicked little game isn't ever coming to our shores? Don't be, because the FreeLoader for the game is on this month's Cheats disc.

DREAM MIX TV WORLD FIGHTERS
86 Did you like *Super Smash Bros*? If you did, you absolutely must look at this review. Everyone else can make a cup of tea... and maybe have a Hob Nob or two.

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...



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?



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.



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.



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.



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!

SING IT LOUD

Even the opening sequence and theme tune have been re-recorded in English.



CUBE STAR GAME



EYE-EYE

FAMILIAR?

Final Fantasy fans will recognise many of the enemies from the game. Evil Eyes, Tonberries, Marlboros… they're all in there, albeit in easier to kill forms. This game needs to be harder.

Fantasy Fourplay

FINAL FANTASY CRYSTAL CHRO

READY?: At the start of every dungeon you're given the opportunity to prepare your command slots and general set-up. Take it – you'll need it.



CUBE

INFORMATION

FINAL FANTASY: CC	
PUBLISHER:	NINTENDO
DEVELOPER:	GAMES DES. STUDIO
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	22 BLOCKS

STATS

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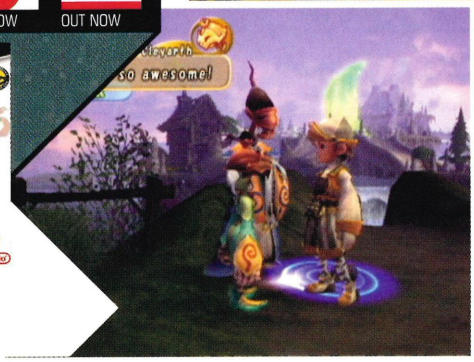
That tree will grow as the years go by, and may even bear fruit.





Final Fantasy comes home in a magnificently magical new adventure

SO IT'S FINALLY here then. Six months isn't bad going for an RPG conversion, especially considering that most *Final Fantasy* games take near enough an entire year to appear in the west. There's a simple reason for that though, and that's because *Crystal Chronicles* isn't nearly as in-depth as other *Final Fantasy* titles. Regular readers will have already seen Issue 24's six-page import review of the game. We understood roughly what was going on – enough to complete the game – but we weren't too sure about what relevance the many cut-scenes had and whether there was any more depth to the magic system than met the eye. Well, now we know...

Crystal Chronicles tells the story of a young adventurer who sets out on a quest to save their village. The world is filled with Miasma, a toxic mist that monsters thrive on. Villages around the globe are protected by huge crystals that keep the Miasma at bay, but every year the crystals have to be recharged with Myrrh. This life-giving liquid has to be extracted from Myrrh trees, and surprise-surprise, these trees are guarded by monsters. The game basically sees you clearing out an area before taking on the boss and collecting a drop of Myrrh. Each tree yields one drop, and you need three drops to recharge your village's crystal. So hang on... that means you complete your quest by clearing out three areas, right? Well, no, because the game is set out in years. In your second year you have to set out again, but because you have already drained the nearby trees of their power, you need to travel further a-field. In the meantime the cleared areas become a gathering ground for more powerful enemies due to the inactive Myrrh trees. It takes a few years for the trees to become active again, at which point you can revisit them. The more powerful enemies yield more impressive items, so it's worth coming back.

Whenever you are on the field you need to be holding the Crystal Cage. This protects you from the Miasma by surrounding the holder with a limited area of clean air. Your friendly Moogle, Mog, can carry it for you,

SPELL FUSION

MIX 'N' MATCH!

The magic system lies somewhere between *Secret Of Mana* and *Final Fantasy*. On the field you can pick up magical orbs. These are either found in chests or stolen from enemies. Having an orb in your possession allows you to cast that spell an infinite number of times. By combining the basic orb types (fire, blizzard, thunder, cure, life), you can create different effects. For example, fusing two Fire orbs will allow you to cast Fira (a level 2 fire spell). Combining Fire with Life creates Holy, combining Fire, Blizzard and Cure creates Slow, and so the list continues... or rather, it doesn't. There aren't actually that many spells that you can cast, but the main problem is that you can't really tell how much effect they are having. Some effects are obvious (a Cactuar will be stunned by Thunder), but because there are no Hit Points in the game you never have any idea of which spells inflict the most damage.



Blizzard x 3 gives you a lovely bit of Blizzaga action. Just what you need.



The more powerful spells can only be created through Spell Fusion.



NICLES

"NOW THAT WE UNDERSTAND WHAT'S GOING ON WE'RE A LITTLE BIT DISAPPOINTED"

SMITHY KNOWS BEST

RED-HOT POKERS ALL ROUND!

Whichever character you chose you will start off the game with a weapon. In order to upgrade your weapon you will first need to find the relevant scrolls, which tell the blacksmith how to make them. Scrolls are generally found in treasure chests. The blacksmith will then tell you what items you need in order to make the weapon. The items are more difficult to hunt down, and can normally only be found by defeating certain enemies.

Upgrading your weapons and armour is not the only way to make your character stronger though. Throughout your adventure you'll pick up artefacts on the field. After defeating a boss you're given the option to keep one of these artefacts. Some upgrade your Strength, some increase your Defence or your Magic, and others may grant you one extra Health Heart.



Some blacksmiths are only capable of forging armour, which means travelling to another village if you're looking for a new sword.

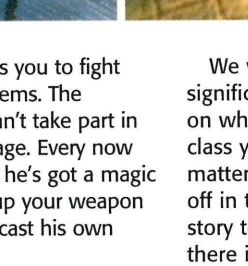
Ignore what they say. Apparently they're all 'the best backsmith in town'. The only thing they have in common is that they all rip you off.













The tonberries are slow but they can pack a punch.

CONTINUED

which enables you to fight and pick up items. The downside to this is that Mog can't take part in fights when he's carrying the cage. Every now and then Mog will tell you that he's got a magic attack saved up. If you power-up your weapon or cast a magic spell, Mog will cast his own spell as part of your attack.

The combat system is really rather simple. There are a number of command slots, which are shown on screen by way of small circles. Two of these are taken up by Attack and Defend, but the others need to have commands assigned to them. For example, you can assign magic spells or healing items. In the case of the Attack command, you simply tap the A button to slash with your weapon. Short combos are possible with well-timed taps of the button. By holding down the button for a second you can unleash a power-up attack. Depending on the weapon you are using, this will result in different attacks.

All this we already knew though. We knew from the import version how the combat system worked. We knew from the import version that the game was ridiculously pretty (possibly one of the most impressively textured games on the machine), and that it had a musical score to die for. What we didn't know was how deep the game was, and this is where the English-language version is slightly disappointing.

As you travel between the different areas in the game you get treated to short cut-scenes. Some consist of you bumping into people and having a chat, while others may see you getting mugged by thieves. We would have preferred it if the team had added an extra level of gameplay into these sections. Perhaps there could have been puzzles to overcome, mysteries to solve, or side-quests to take part in.

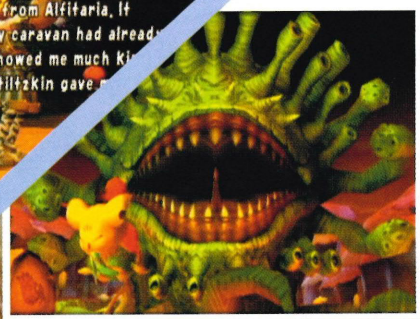
We were also hoping that there would be significant differences in the game depending on which character you chose or what job class you made your family. Unfortunately, no matter which character you choose you start off in the same village and have the same story to go through. As far as job class goes there is no major difference between being an alchemist or being a blacksmith. You can send items back to your family every now and then, but this should have been turned into a side-quest. How about having a number of items that you can only get by sending the right items to your family? No? Oh, alright then...

In all honesty though, we're in danger of getting a little bit over-critical here. The fact that *Crystal Chronicles* doesn't deliver the things that a die-hard *Final Fantasy* fan would want doesn't make it a bad game. It's almost false advertising. If you ignore the words *Final Fantasy* and instead pretend that this is a continuation of the *Secret Of Mana* series, you won't be anywhere near as disappointed. It's a multiplayer action RPG with gorgeous textures that is based on the existence of Mana trees. When you come at it from that angle it's a fantastic little game. It takes the classic SNES formula, updates the graphics and the tunes, gives it a new storyline, and adds GBA connectivity. For those of you who like the general premise of fantasy RPGs but get bogged down in the stats and magic systems, this is for you. *Crystal Chronicles* is a stunningly beautiful adventure game that might seem a little bit too shallow for the hardcore Final Fantasy audience. However, if you open your mind and appreciate it on its own terms you are gonna love it. A gorgeous and magical experience.

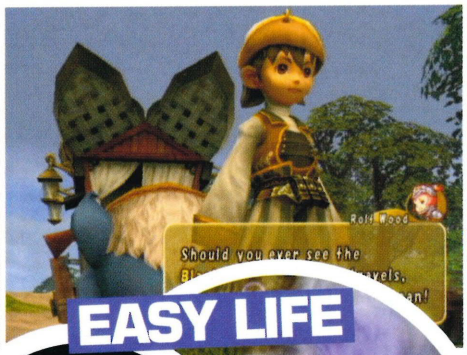
CHANDRA

PARTY ON!: Once you've collected enough Myrrh to protect the village for a year, you can return home and have a bit of a knees-up.











As you can see, the graphics are really quite lush, creating a colourful and vibrant world.

EASY LIFE

GUESS WHAT?
All of the boss fights take place in an arena of some sort. Though they are initially impressive, none of them are very hard to beat. Just keep hacking away.



This creature is the mighty Frost Gigas' wife. Don't make her angry...

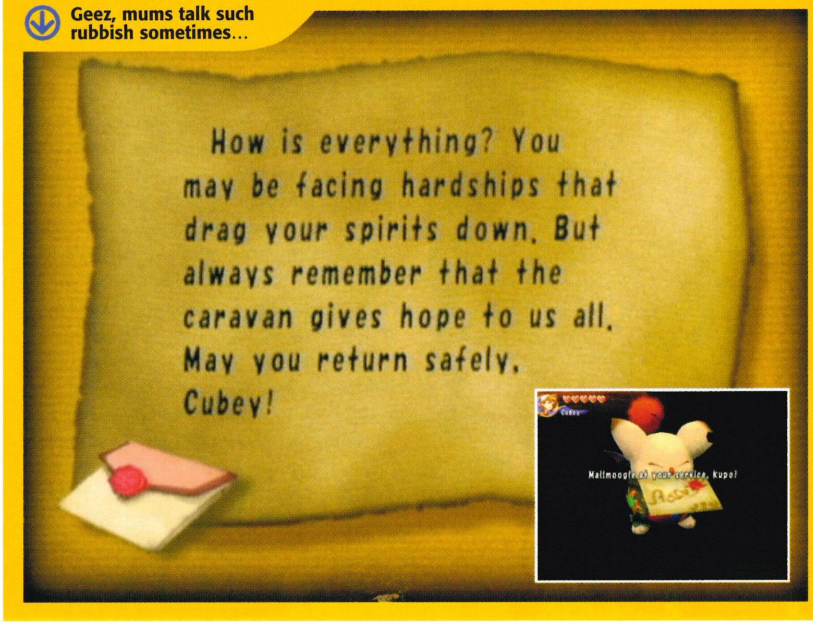
KEEP IN TOUCH

YOU JUST CAN'T GET AWAY FROM IT

At the end of every section a Moogle named Artemecion delivers your post. The letters are always from a member of your family, and nearly always consist of them moaning about how much they miss you or how they're really worried about you. Geez, it makes us sick. Anyway... if you write them nice letters and send them items, their faces will stay happy and they might (if you're lucky) send you some items in return.

For example, you can send them seeds to enable them to grow crops. In later years these crops will be harvested and will boost your inventory at the start of levels when you would otherwise be cleared out of health items.

Geez, mums talk such rubbish sometimes...



CUBE VERDICT

FINAL FANTASY: CC

BEAUTIFUL BUT SHALLOW ACTION RPG

VISUALS
Some of the most detailed landscapes you'll ever see.

AUDIO
Some fantastic tunes take you to another world.

GAMEPLAY
Straightforward, but addictive. More challenges would have been nice.

LIFESPAN
Nowhere near the length of a *Final Fantasy* title, but 12-15 hours is okay.

ORIGINALITY
It's pretty much the *Secret Of Mana* formula redone.

2ND OPINION

ADAMANTOISE! "It not the same. It's just so different from the previous *FF* games. It's weird and there's very little speech."

TIM

FINAL SCORE

9.0

A GORGEOUS RPG THAT MAY BE A LITTLE SHALLOW FOR SOME

ALTERNATIVE

Groundbreaking action RPG from the genius mind of Shigeru Miyamoto.



WIND WAKER

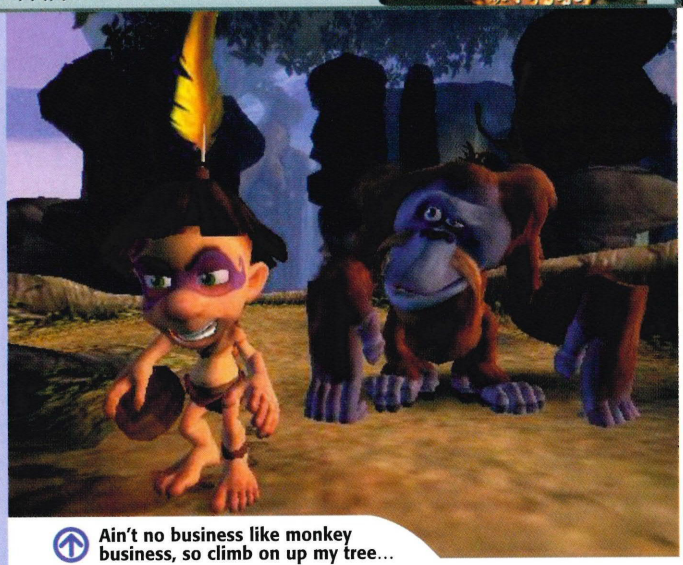
Reviewed: Issue 19 **CUBE Rating:** 9.5

"IF YOU LIKE THE GENERAL PREMISE OF FANTASY RPGS BUT GET BOGGED DOWN BY THE STATS, THIS IS FOR YOU"

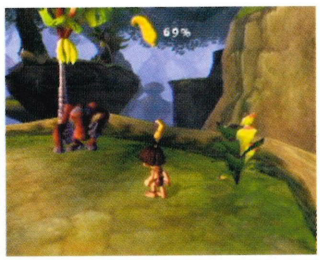
ONE WISE MAN

This crazy old dude begins the game by talking to you through the television.





Ain't no business like monkey business, so climb on up my tree...





This little lady is always around to help you.



Tak that and party TAK AND THE POWER OF JUJU

CUBE

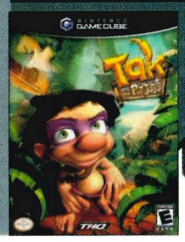
INFORMATION

TAK AND THE POWER OF JUJU	
PUBLISHER:	THQ
DEVELOPER:	AVALANCHE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	6 BLOCKS

STATS

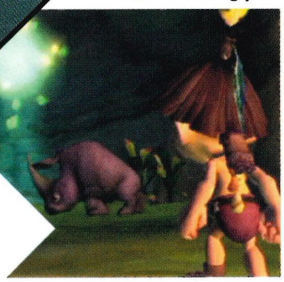
- A WHOLE NEW HERO
- WITH FORTHCOMING CARTOON
- CHANCE TO PLAY AS A CHICKEN
- EXCELLENT VOICE ACTING

OUT NOW | TBA | OUT NOW





Use the ropes to get to seemingly unreachable areas.





CRAZY DUDE!

WILD WILD LIFE

Throughout the adventure, our intrepid hero meets all kind of weird and wonderful creatures. What exactly is that thing? Not sure what that is, but it's damn ugly!



All that Juju, but no Izzy stradlin – what's up with that?

THE GAMECUBE has certainly had its fair share of cartoon style adventures, many of them based around existing television shows. *Tak And The Power Of Juju* strays from the formula by being the first game to be created in tandem with Nickelodeon rather than an afterthought when the show is a success. What this means is that the combined minds of Avalanche and Nickelodeon have created a magical world which whilst strangely familiar is also full of humorous and interesting characters – this is not a *Jimmy Neutron* style collect-'em-up, it's a game that genuinely meshes many genres together to create a fun and exciting tale.

When the game begins we discover that our boneheaded hero Tak is not actually supposed to be the saviour of his world at all. What has happened is that the magical stones of the village have been stolen by Tlaloc after he was passed over when it came to selecting the new village elder. Luckily wise old Jibolba was prepared for this and has

MONKEY MAGIC: If we were in charge of developing the world's videogames, we'd make damn sure that every one included monkeys. Tak is brimming with the little fellas!



This sheep really does not look very happy – get your hands off me you damn dirty ape!

been training a mighty warrior (Lok) to save the day. What Jibolba was not ready for is the fact that many of the village's inhabitants have suddenly been turned into sheep – including Lok. And thus Tak is reluctantly thrust into the spotlight.

When the game begins, the action revolves mostly around traditional item collection as Jibolba sends Tak out to do his bidding. All of this is just to get you used to the game and its easy-to-use control system and soon whole worlds open up to be explored by Tak and his ever magical Juju.

Many of the innovative touches in the game revolve around the animals that inhabit the various levels. One of the funniest points about *Tak And The Power Of Juju* is how monkeys can be used to cause reactions and push the story forward. For example, there are high areas that seem unreachable, but you can get the orang-utans to use the banana trees as catapults and soon Tak is being flung to through the air. Clever. It is this sort of humorous logic that raises *Tak* above the pack – the developers discovered early on that there was no logic in sticking a catapult in the jungle, and thus the tree system was born. The game is populated by a huge cast of different creatures, each with their own strengths to get you through. Rhinos may look ferocious but this is exactly what you need when you want to destruct barriers. It's not all-out action though. Sheep can be used to shield Tak as he sneaks around undetected. We're not sure of the hygienic implications of a small boy literally wearing a sheep but we're prepared to let it slide.

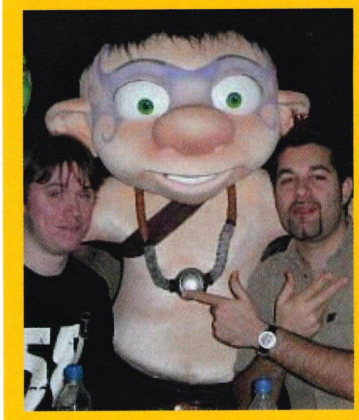
Another genre that *Tak* tackles head-on is extreme sports. Stop, come back, it's okay – unlike many games of this type that shoehorn a skate section in wherever the developers feel like, *Tak* includes a level called Powder Canyon where he takes to his snowboard for some speedy snow action and the same care has been taken in these sections as in the main game. The physics are fine too and you might find yourself having just as much fun here as when you're avoiding those damn monkeys.

More comedy arrives in the form of the Juju gods who Tak must visit in order to gain more information. There are plenty of jokes here where the humour takes on a dark edge that may go over the head of younger players, but more mature gamers should appreciate. Again, this is the Nickelodeon influence coming through.

The main problem that *Tak And The Power Of Juju* has is persuading you that it is not a game aimed merely at a young audience and that there is plenty of challenge here whatever your age. Of course, many people had the same reservations about *The Wind Waker* and they soon had to eat their words when they got to grips with Link and friends and those same people might want to get a spoon ready for after they've played *Tak*. This is a tough, entertaining romp and you can be sure that we'll be seeing plenty more of the little fella both on TV and consoles in the future. Definitely one to *Tak* to heart. Sorry.

KENDALL

"YOU CAN'T HELP BUT FEEL THAT EVERYTHING IS A LITTLE, WELL, STERILE"



CUBE AND THE POWER OF JUJU

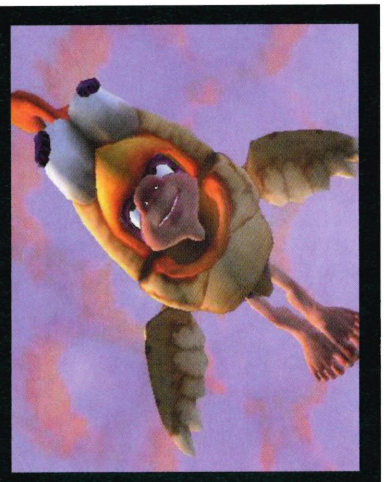
WELCOME TO THE JUNGLE

Of course, the only way that we could fully understand the mighty power of Tak and his Juju was to travel up to The Rainforest Café in London and meet the little blighter. As you can see, the power of Juju made Chandra throw an even more ridiculous rock star pose than normal whereas Kendall just smiled as if meeting an eight foot tall cartoon character was an every day occurrence...

TAKE IT EASY, CHICKEN

HEY YOU, UP IN THE SKY...

One of the more imaginative touches in *Tak* is the opportunity to take to the skies in a chicken suit. No really. Once you receive this handy outfit, Tak can soar over the environments dropping egg bombs on any enemies that have previously caused him trouble. In fact there is a definite love of chickens in the *Tak* world with Chicken Island being a huge level full of fowl puzzles. That's puzzles involving fowl, not... oh, forget it.



Did anyone order a small boy dressed as a chicken?

CUBE VERDICT

TAK

FUN AND INVOLVING ADVENTURE THRILLS

VISUALS
Tak looks great, the Nickelodeon seal of quality is all over it!

AUDIO
Again, here the game excels with genuinely funny characters.

GAMEPLAY
One minute you're under a sheep, next you're dressed as a chicken.

LIFESPAN
This is a massive adventure so you wont be finished in a hurry...

ORIGINALITY
We've seen some of the ideas before, but there's enough to please.

2ND OPINION

VOODOO! "Ha ha! A decent paltform adventure, who'd of thunk it? So much better than that SpongeBob nonsense last month."

TIM

ALTERNATIVE

Another original adventuring hero is unleashed with similarly comedic results.



SPHINX

Reviewed: Issue 29 **CUBE Rating:** 8.7

FINAL SCORE

8.6

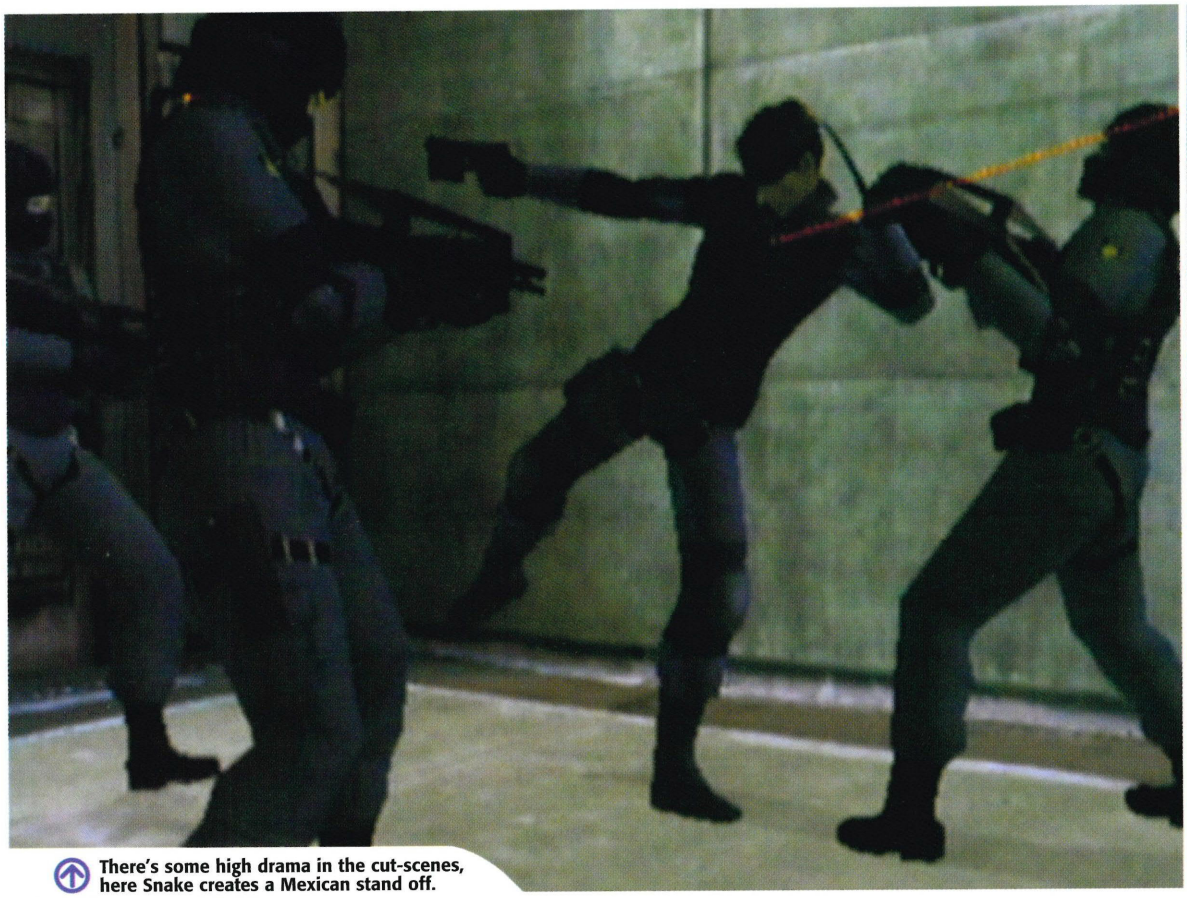
UNDERNEATH THE CHILDISH EXTERIOR IS A CHALLENGING ADVENTURE



FREEZE SUCKA!
As in *MGS2*, Snake can hold up the guards and steal their dog-tags.



I'm on a sneaking mission... again!



There's some high drama in the cut-scenes, here Snake creates a Mexican stand off.





CUBE

INFORMATION

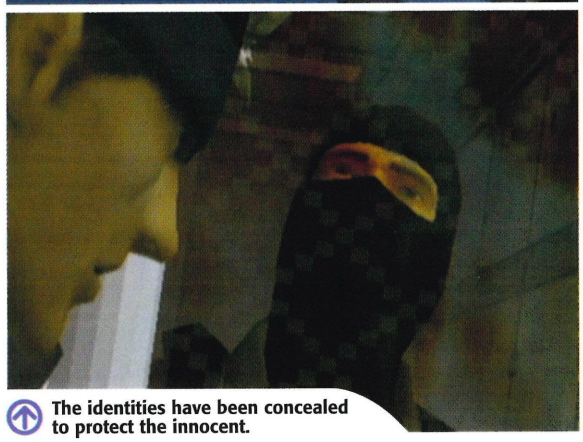
METAL GEAR SOLID: TTS	
PUBLISHER:	KONAMI
DEVELOPER:	SILICON KNIGHTS
PRICE:	£39.99
ORIGIN:	JAP
PLAYERS:	1
MEMORY:	3 BLOCKS

STATS

- SIX-YEARS-OLD
- BUT WITH NEW BITS
- SPANKING NEW GRAPHICS
- BEST GAME STORY EVER

MAR '04	OUT NOW	OUT NOW





The identities have been concealed to protect the innocent.

METAL GE THE TWIN

It's been years since Snake appeared from under a box on the PSone. Can he still cut it?

REMAKES! What's the gaming world coming too? And remakes of old PSone games! What's the GameCube coming too? It's not just a total remake, no, there are extra bits. Yeah, well that's what George Lucas said about the *Star Wars* special editions and they turned out to be 'super' didn't they.

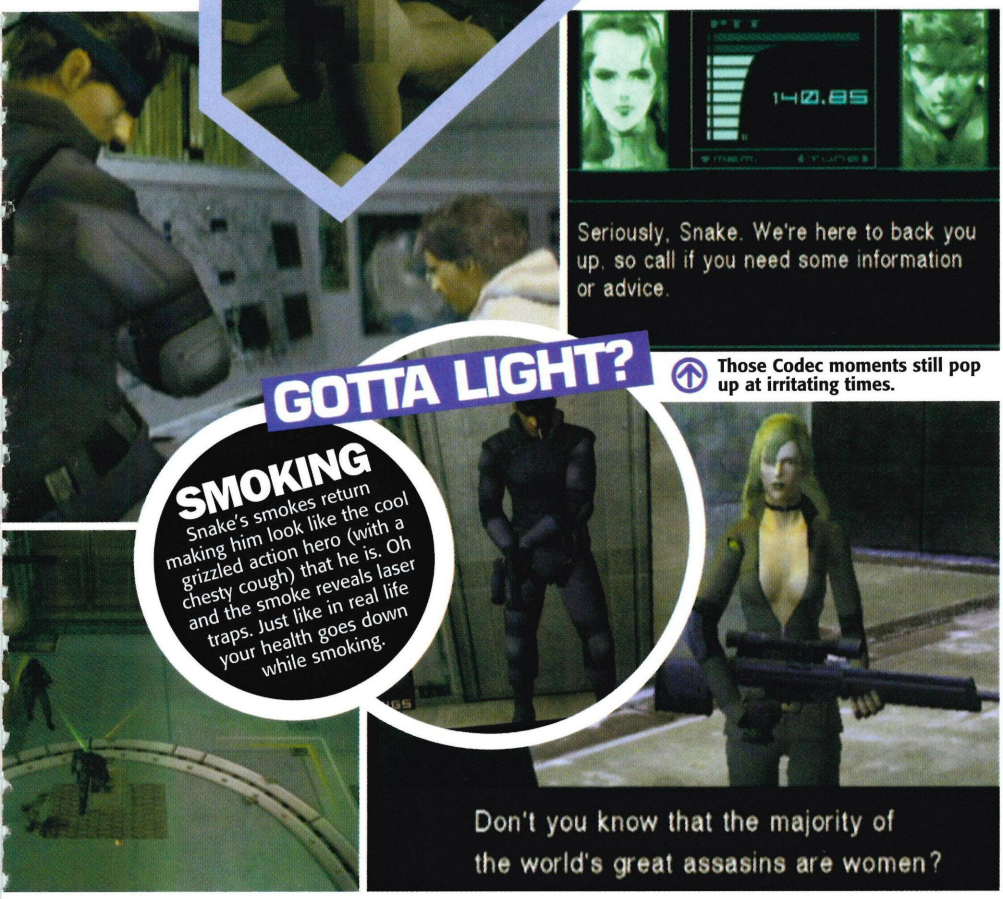
Why was it made? Sorry, remade? Speculative answers vary from Nintendo really wanting *Metal Gear* on the GC, Konami reckoning on a big cash bonus and Silicon Knights wanting to stretch their GameCube-ness (see *Eternal Darkness* and... no, that's all). There was some mention of aliens, but that was discredited in an early In-Depth.

So it is just a capitalist expedition in relieving you of your cash. But only the harshest of communists like Trotsky and Gary will say it's a waste.

Back in 1998 our sister mag PLAY (PS2 news, previews and reviews, priced £3.99, available from all good newsagents) gave *Metal Gear Solid* on the PSone 97%. Now, although they are all cheese-eating monkeys, they do know their games. But 97%! That's just 3% off being the perfect game. Wonder what it got marked down for? Probably the fiddly controls when you're crawling.

What's it like playing a game that's basically six-years-old? Pretty confusing actually, kind of like giving Judy Finnigan a makeover – looks a

BROWN EYE: There he is in all his pixelated ass-crack glory, the guard that Meryl leaves cold and exposed after breaking out of her cell.



GOTTA LIGHT?

SMOKING
Snake's smokes return making him look like the cool grizzled action hero (with a chesty cough) that he is. Oh and the smoke reveals laser traps. Just like in real life your health goes down while smoking.

Those Codec moments still pop up at irritating times.

AR SOLID SNAKES

bit nicer but still plays the same, just with a bit more experience. Snake can now shoot in first-person mode, jump out from corners shooting and flip over railings. Ha! We'd like to see Judy Finnigan doing that! Actually, on second thought, no we wouldn't.

But the most obvious change is the graphics. We dug out a copy of the original, sneaked up to the PLAY desks, hid in a box and after knocking them out with a stun grenade, nicked one of their PlayStations, then loaded up the game. Oh… my… God! It looks rubbish! Jaws dropped, rose-tinted specs were cleaned, then discarded. Bloody nostalgia.

The Twin Snakes however looks… nice. Looks about the same as *MGS2* to be honest, which isn't a bad thing really, just not the huge graphical overhaul it could have been. The edges are less jaggy and there are some good water/snow/raven poo on-the-camera effects.

But this is *Metal Gear Solid:* Revisited. It is essentially the same game: same gameplay, same playability, same story. If you're only six-years-old: in 2005 the island of Shadow Moses, a secret nuclear warhead facility, is invaded during a training exercise, involving ArmsTech and DARPA, by members of Fox-Hound an elite team of next generation special forces. They state that if their demands are not met they will launch a nuclear weapon within 24 hours. Solid Snake is then called upon to sort it all out by

"ONLY THE HARSHEST OF COMMUNISTS LIKE TROTSKY AND GARY WILL SAY IT'S A WASTE"

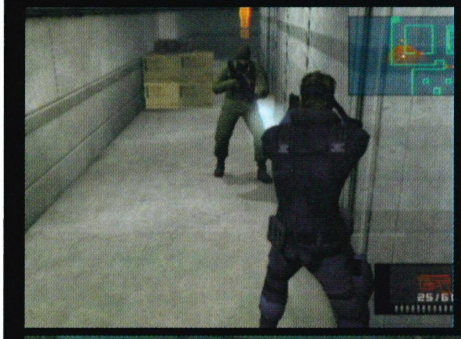
NOTHING EVER CHANGES BUT THE SHOES

AND THE CUT-SCENES AND THE...

The good bits out of *Sons Of Liberty* have been stolen (probably in a really sneaky way) and transfused to *The Twin Snakes*. These include a proper first-person mode where you can shoot and everything, the ability to jump out from behind corners with your gun drawn, the lockers for hiding yourself or dead guards in and hanging off ledges that were never designed to be hung from thus rendering the action useless. Best of all though – dog tags! Hold up the guards, make them wet themselves and steal their dog tags. This adds a puzzle element to the different rooms as you try to work out how to get each guard's dog tag. Unfortunately there's no coolant spray to bring the guards round quicker if you've knocked a couple out to get another's tag with less hassle. Collect enough of them and you'll unlock all sorts of good stuff including boss battles.

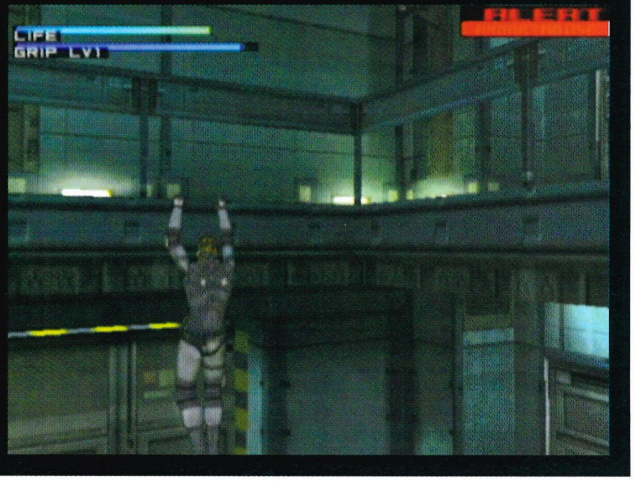
You can now shoot in first person mode as well as look around.





Popping out from the corners is cool. It's even better if you do it right.

And you can hang off ledges! But it's pointless! Oh well, never mind.



YOUR FIRST AND ONLY WARNING: SPOILERS!

MGS HAS ALWAYS BEEN ABOUT THE 'WEE BITS'

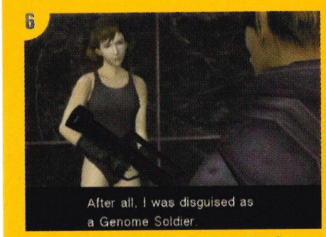

1 There's the GameCube. Take the opportunity to shoot it. Lots.


2 And there's the GameCube screen, you should shoot that too.


3 Use these books to distract guards, heck they're only human.


4 Blow them apart! Actually shoot Mario and your health goes up!


5 Your first opportunity to perv over Meryl as she does some exercises.



6 Then perv for a bit longer in the girls toilets, if you're fast enough.


7 Laugh at the bladder control of Otacon, maybe he has a gallstone.


8 Look! At posters of *Eternal Darkness*, um, that's great.



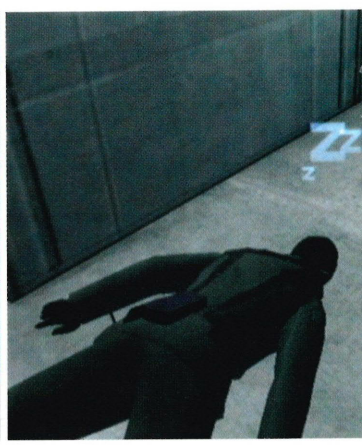
9 More toilet humour from the guard with the dodgy tummy.

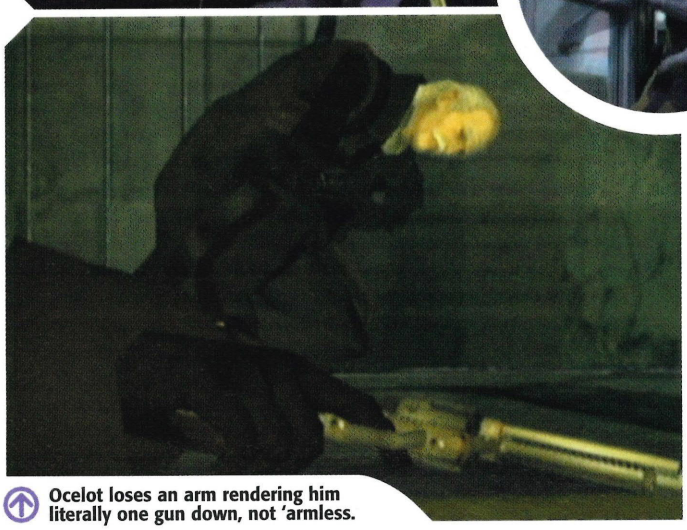


10 Aww poor Meryl all coy because you're looking at her baps.


You'd be worried too with Snake's Socom pointed at your eye.






Ocelot loses an arm rendering him literally one gun down, not 'armless.

CONTINUED sneaking about and surviving all sorts of plot twists and unexpected events.

Now while some people have already derided it because it's six-years-old, it is still a great game. Once you re-familiarise yourself with the controls, stop unintentionally hugging walls and start winning in the lottery that is crawling you'll be sneaking about, avoiding detection, hiding in lockers, strapping C4 to the backs of Genome soldiers and laughing quietly as you press the detonator button. There is still a huge thrill when you get one over on the guards. There is still a huge amount of tension when you're looking out of the gap in a locker and the clean-up squad enters the room and spies the trail of your blood leading to the locker. What are you going to do? Close your eyes and hope they go away? Might be a better idea to ready a stun grenade and see if you can buy some time to find a better hiding place.

Another derisory comment was made: "The AI is crap." Not the most elegant prose you have to agree, but the only answer we could think of at the time was a rather pathetic: "No it's not." Having had time to formulate a proper, intelligent response the answer is now: "No it's not, mate." (Slightly more threatening don't you think?)

The AI is slightly better/harder than the original. The guards are not just limited to the 'cone of sight' on the radar, they can tell something is going on even if you are at the other end of a room and in their line of sight (step into the cone and obviously you're detected immediately).

STARRY EYED: Hit the guards enough and you'll knock them out. Then the comedy stars start spinning. They disappear when the guard begins to come round.

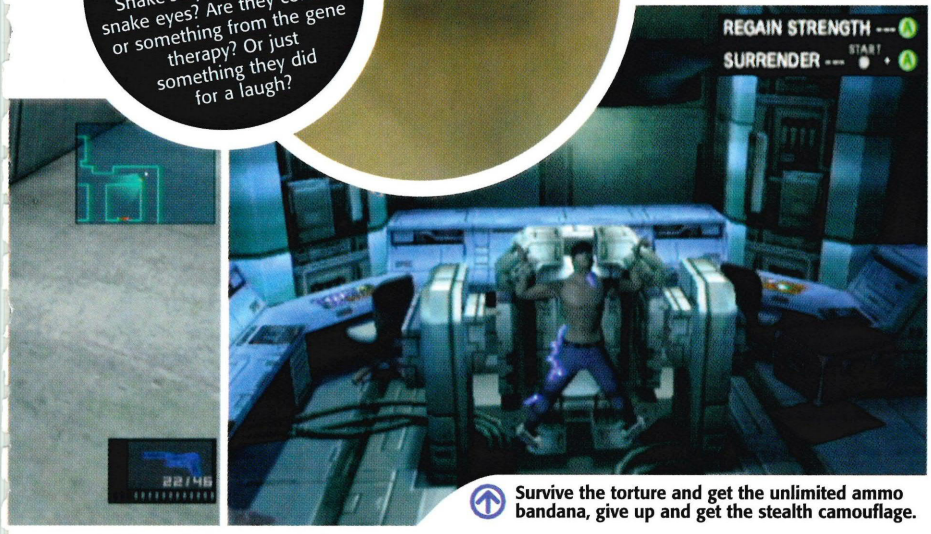


It wasn't me. Snake's alibi fails to stand up in court.

FREAK

SNAKE EYES

Look closer, closer. See Snake's eyes? See Snake's snake eyes? Are they contacts or something from the gene therapy? Or just something they did for a laugh?



Survive the torture and get the unlimited ammo bandana, give up and get the stealth camouflage.

HYPERKINETIC ACROBATIC ACTION

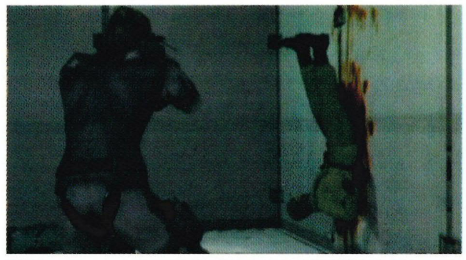
SOME OF THE BEST BITS ARE THE CUT-SCENES

Ryuhei Kitamura is a genius. He's the director of mad-Jap slashy, gory fight films such as the immense *Versus*, the soon-to-be-released-over-here *Azumi* and the forthcoming new Toho *Godzilla* flick. He also directed the all-new *TTS* cut-scenes.

You will be gob-smacked as Snake and Grey Fox duel it out matching blow for blow, you'll almost weep at the coolness as Snake disarms three guards before the tables are turned in yet another astounding scene.

Hopefully you haven't spoiled any of these by downloading them from the internet because what we have here is, for the first time ever, cut-scenes that you want to see again and again, they're that good. Though if you are on your fourth or fifth replay, and don't want to see them again, they can be skipped. The Codec is still a bit of a pain, popping up just as you're about to choke a guard, kind of like the phone ringing when you're in the bath.







"THE CLOSE UP OF MARIO AND YOSHI IN A CERTAIN CUT-SCENE REALLY DOES LOOK STUPID"

They also seem to have had ear upgrades, so if you run on any of the 'loud' surfaces they come to check out the noise.

The only time when the AI is questionable is when you run and hide in another room, they see you go in there, but by the time they've caught up you're already in a box or locker. Most of the time they do check out your box but sometimes they 'forget' and leave. Crap Genome soldiers with no short-term memory – maybe Snake's fags aren't the only things being smoked here.

For those of you that have played it before there is one more thing that will keep you playing – the dog tags. Collecting them all in all the difficulty levels will take several plays, several days if you don't sleep. Collect enough dog tags and you'll unlock extra features from the main menu.

And now comes the big question: is it worth 40 quid? For newbies it certainly is. *Metal Gear Solid: The Twin Snakes* is one of the most involving games ever – innovator (back then) of the stealth genre and has an incredibly immersing storyline that has yet to be bettered. If you have played the original then there is enough new stuff to warrant you buying it again. The additions of the Nintendo stuff especially the close up of Mario and Yoshi in a certain cut-scene and the laughing pictures in the Psycho Mantis boss battle really do look stupid and detract slightly from the story. But you're brought back into it when Snake occasionally nods to the camera, ie you. You soon get over it and back into the best sneaky, stealthy, neck-snapping action that only a man with a great double entendre for a name can offer.

TIM

CUBE VERDICT

METAL GEAR SOLID: TTS

EXCELLENT MIX OF STEALTH AND ACTION

VISUALS
Great. Clean, clear, well animated, looks better than the PSone original.

AUDIO
Snaaaaaake! Gets a bit irritating and the neck-snap effect is wet.

GAMEPLAY
Slightly expanded, sneaky fun. Where's Snake? Oh he's in that box.

LIFESPAN
Depends on what you want to unlock by collecting the dog tags.

ORIGINALITY
Zero, zip, nil, nadda, zilch, nothing, nowt, nought, no.

ALTERNATIVE

Bond goes on a sneaking mission himself but gets to drive about and save more ladies.



007 EVERYTHING OR NOTHING

Reviewed: Issue 29 **CUBE Rating:** 8.2

2ND OPINION

SLINKY! "Despite a fresh new look and improvements aplenty, I can't help but notice that games have come a long way in the last six years..."

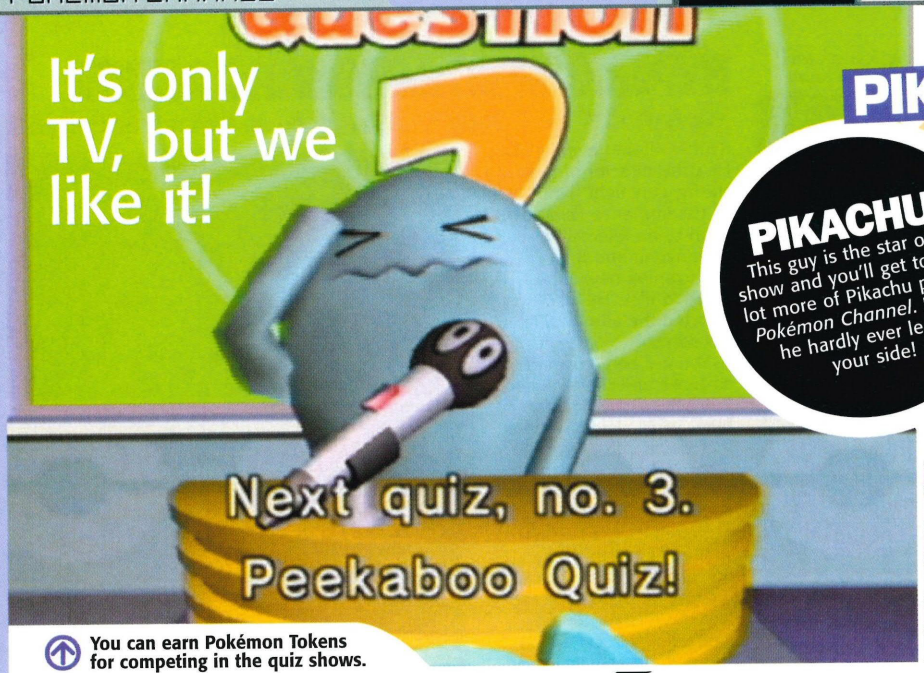
GARY

FINAL SCORE

8.9

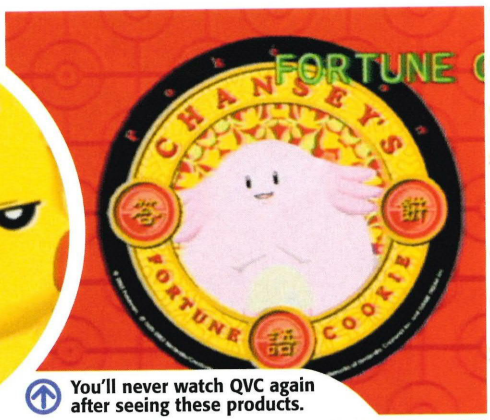
SNAKING ABOUT IS STILL GOOD FUN AFTER ALL THIS TIME



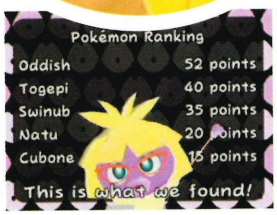


You can earn Pokémon Tokens for competing in the quiz shows.

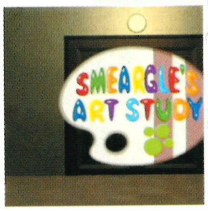




You'll never watch QVC again after seeing these products.







POKÉMON CH

CUBE

INFORMATION

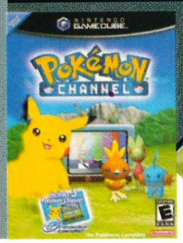
POKÉMON CHANNEL

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	8 BLOCKS

STATS

- LOTS OF MINIGAMES
- CARTOONS, QUIZ SHOWS
- FRIENDLY POKÉMON
- PIKACHU IN ABUNDANCE

APRIL '04	OUT NOW	OUT NOW









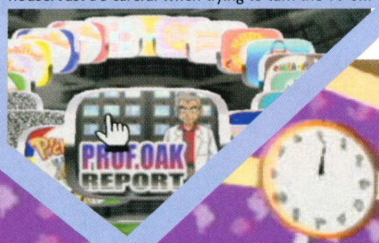
Put your feet up and get ready to be entertained, *Pokémon* Style!

The *Pokémon* phenomenon just seems to keep on growing and once again Nintendo have surprised us with a new and interesting idea to keep the cutesy little creatures in our hearts and heads. *Pokémon Channel* is a novel twist on the N64 game *Hey You, Pikachu*, which basically involved a lot of shouting at the TV in order to get Pikachu to follow you around. This time around, Pikachu appears at your back door when he notices a new TV has been delivered and then proceeds to sit next to you while you watch. After a short while he begins to become more friendly and soon becomes a faithful little pet that behaves very much like a small child: he laughs, smiles, and gets extremely excitable to the point where he tries to mount your brand new TV set. In fact Pikachu seems to like the TV a little too much and will also get into confrontation with you should you decide to turn it off when a programme he is watching hasn't quite finished. This can be rather irritating, but then making friends with Pikachu is a major part of the game as he acts as your interpreter when you do manage to turn off the set and wander outside to explore.

There are loads of other areas to explore aside from your bedroom and with Pikachu at your side you can take a stroll in the backyard and plant flowers in the garden or you can run over to the nearby field and have a game of catch or try to hit Pikachu on the head with the ball. Of course the world is much bigger than your house and local area and just outside the front door you can catch a bus to other areas of interest like Mt Snowfall or the Viridian Forest.

In all these places you will bump into many other Pokémon in their natural habitat and each will ask you questions which you can only understand using your little yellow buddy. This is very much like a little Pokémon Quiz and tokens are awarded for answering the questions correctly. Of course the main event in the game is the TV and there are just loads of Channels for you to surf looking for fun. There is a News Channel, Weather Channel, Cartoon Channel, Relaxation Channel, plus Quiz and Puzzle Channels to keep you alert. There's an awful lot to watch and soon enough you'll have learnt loads about *Pokémon* and grabbed plenty of tokens, which will be burning a hole in your pocket. Again Nintendo doesn't disappoint and in keeping with the *Pokémon* theme there are just loads of goodies on offer through Squirtle's

PASS THE BUTTONS: There are loads of channels to watch and luckily you have the only remote in the house. Just be careful when trying to turn the TV off!



All your purchases from the shopping channel are delivered next day and placed in your room!

ANNEL

shopping channel. There are cards, posters and cuddly toys plus a range of wallpapers and other furnishings to decorate your room with. You can even get your hands on a Pokémon Mini and plenty of games to go with it.

Pokémon is here to stay and *Channel* is a great way to relax and be entertained Nintendo style. All your favourite characters are here along with a game that is simple to play and incredibly easy to love. Pikachu is so cute and friendly you could almost kiss him (yikes, steady on – Ed), although throwing a ball at his head is equally as entertaining when the little critter keeps turning the TV back on. With all the action being based around the set you might think you can see everything in a few hours, but Nintendo have also come up with a cunning plan to keep you switching it back on. The game uses the real time clock on your GameCube and new stations and areas unlock over a number of days and weeks. Your goods ordered from the shopping channel take at least a day to arrive and so you keep coming back for more. As thrills go *Pokémon Channel* will not set the globe alight with fantastic visuals, surround sound or massive 3D worlds, but what it has in abundance is good natured fun with your friendly neighbourhood Pikachu and chums. An absolute must for all *Pokémon* fans!

RUSS

YOUR VERY OWN POKEMON MINI

FABLED JAPANESE TECHNOLOGY ON TV

Pokémon Mini was a superb idea although hardly anyone has been able to get their hands on them. Roughly the size of a Tamagotchi, the Pokémon Minis act very much like a tiny Game Boy with plug in cartridges for playing little *Pokémon* based games. Luckily for those that have missed out, you get to play with your very own Pokémon Mini on the big screen thanks to its inclusion in *Pokémon Channel*. And your teacher won't be able to confiscate it!



Play lots of mini games on the Tamagotchi style Pokémon Mini.Squint at the fun!







WHY DON'T YOU...

TURN OFF THE TV AND GO AND DO SOMETHING LESS BORING INSTEAD...

Although the channel hopping is the main part of the game, *Pokémon Channel* also encourages you to get out and about and interact with the Pokémon in their natural habitats. You can explore the nearby fields or the garden or even jump on a bus to go to the Viridian Forest or Mt Snowfall. There are new things to do in these places including watching a concert with Jigglypuff or exploring the nearby ruins. Each area has more quizzes in the form of multiple choice questions and once again more tokens can be grabbed to spend on Pokémon gear for your room, fan-poké-tastic!

These buses are never late and won't charge you either!



CUBE VERDICT

POKÉMON CHANNEL

PUZZLES, QUIZZES AND LOTS OF POKEMON

VISUALS
All the Pokémon look great in three dimensions.

AUDIO
Pika, pika, beep, tweet, wobbuffet, squirtle, squirtle, squirtle... chu!

GAMEPLAY
Mini games and quizzes plus plenty of *Pokémon* entertainment.

LIFESPAN
The real time game engine keeps you coming back.

ORIGINALITY
Fun idea and stuffed to the brim with *Pokémon* madness.

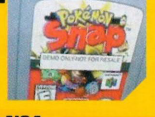
2ND OPINION

JIGGLY! "They are kinda cute aren't they? And playing games with furry balls of death makes a change from making them fight."

TIM

ALTERNATIVE

Play snap with your Pokémon then wonder why no one likes you in real life.

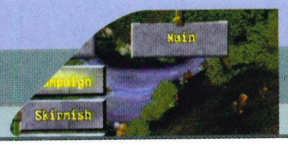


POKÉMON SNAP N64
Reviewed: N/A CUBE Rating: N/A

FINAL SCORE

8.0

NOVELTY GAME WITH PIKACHU AND FRIENDS THAT WILL BE ADORED BY ALL



WATCH ME

Numerous cut-scenes display *GC*'s constantly evolving story, it's fascinating.



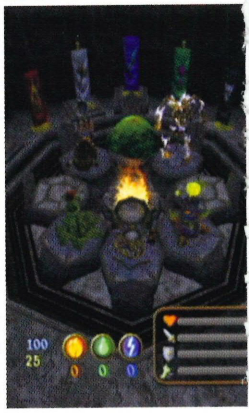




Look at the size of that nappy! Don't wanna have to change that.







War is ugly

GOBLIN COMMAN

If you thought those Pikmin were weird, check this lot out!

UNLEASH THE HORDE

CUBE

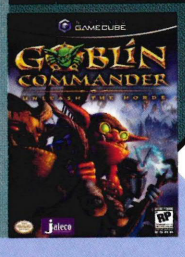
INFORMATION

GOBLIN COMMANDER	
PUBLISHER:	JALECO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	1 BLOCK

STATS

- VARIOUS GOBLIN FACTIONS
- USE SOULS AND GOLD
- TWO-PLAYER BATTLES
- EXTREMELY LIMITED OPTIONS

OUT NOW | OUT NOW | OUT NOW





GOBLINS EH? Sure, they may be spindly, green, ugly little humanoids, but they've provided some pretty good entertainment over the years. From stealing babies in The Labyrinth, to appearing in the likes of *Ghost 'N Goblins,* they've always been hovering just outside of the limelight, waiting for that starring role.

Now the waiting is over and thanks to the Millar Brothers (creators of the excellent *Warcraft* franchise), those little green beasts have finally received their very own game…

Things are not going at all well in the land of Ogriss, the human wizard Fraziel created five goblin races to help construct a huge machine that would eventually provide them all with power beyond their wildest dreams. Unfortunately, Fraziel has disappeared and you must now use the various goblin factions to the best of their abilities in order to find the errant wizard. Unsurprisingly the five factions all have their own strengths and weaknesses – Stonekrushers for example is your bog standard clan, whilst the Plaguespitters are handy with poisons – and all need to be used successfully in order to achieve your goal.

Normally, the biggest downside to translating Real-Time Strategy games to consoles is that they're hampered by unwieldy controls. Fortunately, the Millar Brothers are masters of the genre and have delivered an interface that is both extremely straightforward and easy to use. Thanks to a very useful tutorial, you'll soon find yourself zipping backwards and forwards throughout the well-constructed levels and easily dealing with the games initial obstacles. Unfortunately, the intuitive control system does mean that *Goblin Commander* has had to make a fair few sacrifices and it's these compromises that seriously damage the gameplay.

One of the most important parts of an RTS is controlling your resources, whilst managing a potentially limitless (dependant on the resources of course) army of men. No doubt in order to endear itself to the GameCube generation, the Millar Brothers have drastically reduced the amount of options available and have made *Goblin Commander* as arcadey as possible. You initially start off with a group of ten goblins, hardly an impressive army by any means. Nevertheless, a few clicks of the various face buttons and you'll soon be getting them to engage foes, mine rocks for money and discover new locations. The majority of the game is controlled via an in-game cursor, simply click on the desired location and your goblins will march off and do your bidding.

Should you want to involve yourself further, you can take control of a single goblin and send him off on a different task. In most RTSs, you'd be able to split up your group further, in order to

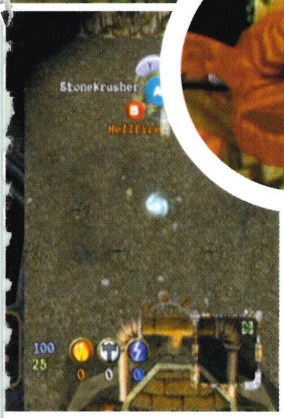
POWER UP: You'll find plenty of Runes to aid you in your quest for supremacy. These range from healing your troops to raining down fire and destruction.



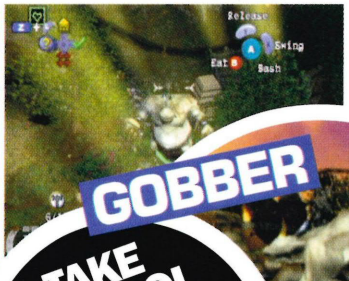


You can destroy some items in the background.









DER

GOBBER

TAKE CONTROL
It's fun taking charge of a giant Titan and simply laying waste to all around you. Each clan has its own behemoth, our favourite being the Hellfire's giant Warpigpult.

complete tasks that much more quickly. Unfortunately, this just isn't possible in *Goblin Commander* and you'll soon be cursing whenever your lone goblin gets overpowered and killed. Another point to consider is that this drastically reduces the amount of ways you can complete a level, it's impossible to break your group of ten up and send them off in different directions in order to cover more ground. Of course, later levels do enable you to take control of more clans (all neatly assigned to their own individual face buttons) but even when you're controlling 40 goblins, you'll still find yourself restricted.

Another annoying aspect of the game is that the AI is hardly cutting edge, in fact, it couldn't cut butter. Once your goblins are engaged in battle, they won't stop for love nor money. This is incredibly annoying when a more powerful enemy attacks them and you'll often lose your entire squad. Luckily, goblins are not your only source of power and you'll also be able to take control of huge Titans and several types of siege craft. The actual Titans are rather fun to control and you can bash your way through opposing troops with ease. Should its energy get low, you can even regain health by snacking on rival (or friendly) goblins. There's also a variety of Runes on offer that grant you various spells, but ultimately, *Goblin Commander* is a victim of its own simplistic gameplay.

The simplicity is carried through to the game's visuals too. Rather than looking like a cutting edge GameCube title, *Goblin Commander* has all the style and finesse of a PlayStation game. Characters look extremely rough and there's a fair amount of slowdown throughout. Add to this a low polygon count and some dull texturing and you end up with an ugly mess of a game. Thank goodness the amusing spot effects add some humour and that it's all backed up by a fairly decent (though utterly generic) score.

If you're a fan of the genre, by all means check *Goblin Commander* out, but the end experience won't leave you feeling entirely satisfied. Shame, cos with a few tweaks it could have been great.

DARRAN

"THE ARTIFICIAL INTELLIGENCE IS HARDLY CUTTING EDGE"

BUY, BUY, BUY

LET'S BUILD A BETTER ARMY

You're not going to get anywhere in *Goblin Commander* unless you realise the importance of strengthening your armies. Only starting off with ten men (well, Goblins) is a bit of a pain, but careful selection can achieve success.

Your best bet is to provide your group with melee and missile capabilities, Pit Boss can provide some needed muscle, but ultimately you'll want to get yourself a Titan as soon as possible. Each type of creature requires a certain amount of soul points before you can eventually purchase it, and this in itself requires some careful planning. Later levels get quite tricky, so you'll need to manage your resources as shrewdly as possible.

Once your team is ready to work, it's a simple job to upgrade their weapons and armour in order to make them that little bit more powerful. Be wary though as your opponent will be doing exactly the same thing.

Biuld your army and send them off to be killed.



CUBE VERDICT

GOBLIN COMMANDER

ENJOYABLE ENOUGH BUT LACKING A LOT

VISUALS
Muddy textures and dull characterisation seriously let it down.

AUDIO
Rousing tunes are aided by some superb spot effects.

GAMEPLAY
Straightforward enough, but too simple for it's own good.

LIFESPAN
There's a lot of game here and the skirmishes add further longevity.

ORIGINALITY
Nothing else like it for the GC, although some will hate it.

ALTERNATIVE
A much better alternative, sheer Nintendo magic, much prettier than those uglies too.



PIKMIN
Reviewed: Issue 7 CUBE Rating: 9.0

2ND OPINION

CINDERELLA! "The small number of guys under your control makes things see that much more intimate, but who wants to be intimate with a goblin?"

TIM

FINAL SCORE

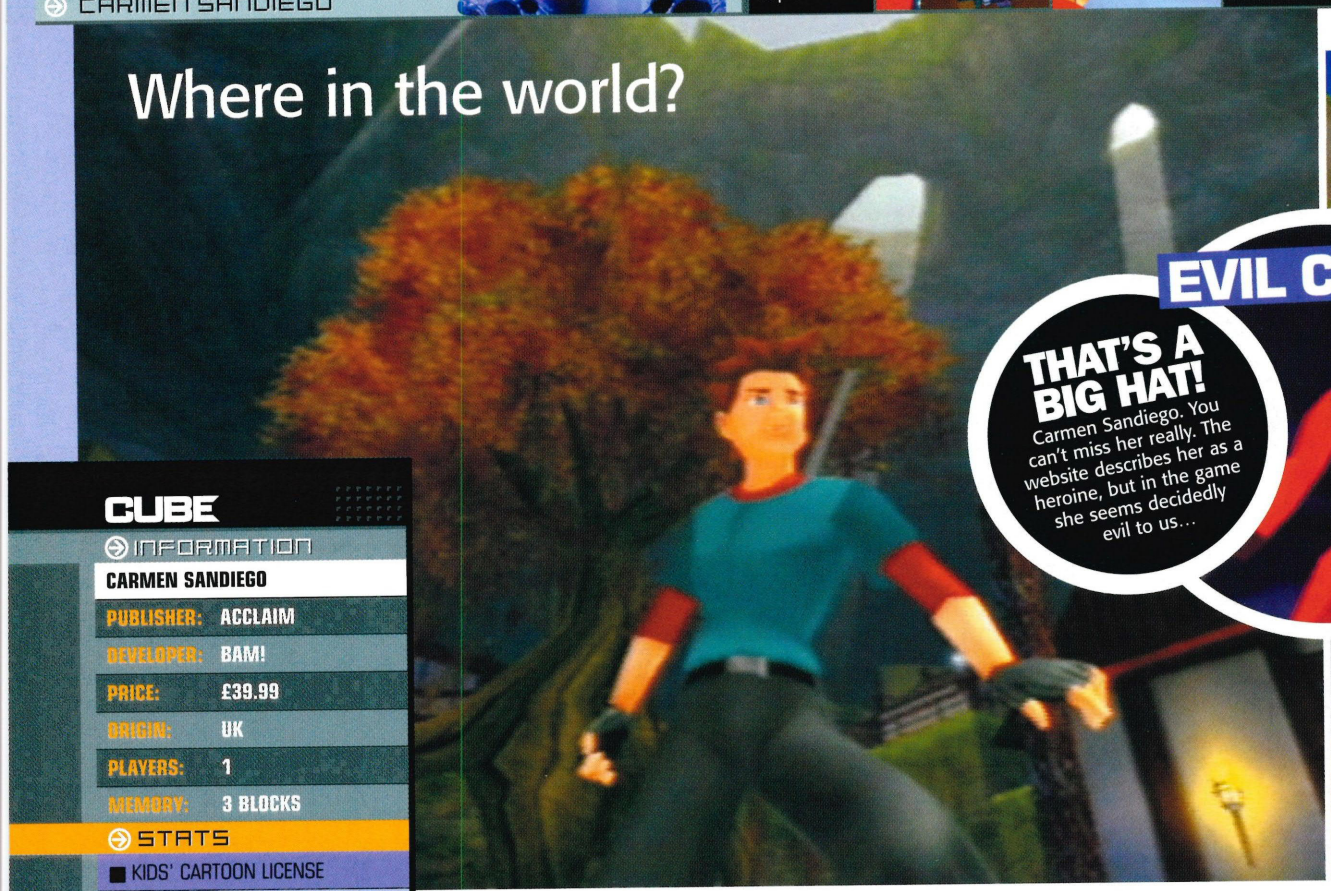
6.2

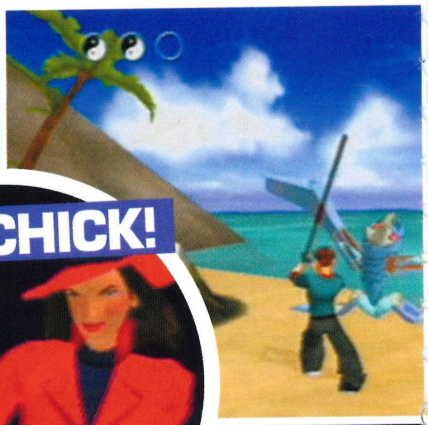
A DECENT ADDITION TO THE GENRE, BUT A SEQUEL IS GOING TO HAVE TO TRY MUCH HARDER

TOON TIME
The cut scenes take the form of cartoon strips.



Where in the world?





EVIL CHICK!

THAT'S A BIG HAT!
Carmen Sandiego. You can't miss her really. The website describes her as a heroine, but in the game she seems decidedly evil to us...



CUBE

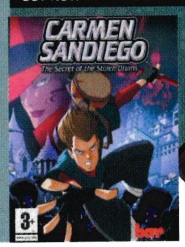
INFORMATION

CARMEN SANDIEGO	
PUBLISHER:	ACCLAIM
DEVELOPER:	BAM!
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1
MEMORY:	3 BLOCKS

STATS

- KIDS' CARTOON LICENSE
- VERY SIMPLE GAMEPLAY
- EDUCATIONAL CUT-SCENES
- CLASSIC GOOD VS EVIL

OUT NOW	TBA	OUT NOW



GameCube in 'edutainment' shocker... the end is nigh!

Use the stick on your back to whack enemies and solve puzzles – that's the entertainment part...

YOU HAVE TO wonder whether developers do their homework sometimes. Despite the many surveys that conclude to the contrary, some people in the videogames industry still maintain that the GameCube market is the mainstay of three to eight-year-olds. Fine. Ignore the fact that research places the average age of a GameCube owner at 23. You go ahead and release a game aimed squarely at the under nines, but don't blame us when it doesn't sell more than ten copies. And so we come to the subject of our review: *Carmen Sandiego*.

Who? Yeah, exactly. It turns out that Miss Sandiego is a major character in the edutainment business, having spawned cartoons, magazines, games, puzzles and the like over the past 20 years. Combining exciting detective adventures with sneaky little maths, geography and English lessons, the *Carmen* legacy is every parent's perfect childminder.

We should really aim this review at parents with young kids. So if you're a parent with a young kid, read on...

Carmen sees you assuming the role of a young upstart detective who is keen to prove to his superior that he's up for the job. To do this he's decided to go after the legendary Carmen Sandiego and her V.I.L.E. gang. This pursuit requires him to chase clues though various levels in an attempt to catch up with the 'dammit, she's always one step ahead' enemy. Our young detective can run, jump, climb, shimmy, walk tightropes... in fact pretty much everything that any adventure game character can do. His weapon comes courtesy of a long staff, with which he can whack his opponents into submission. All of these moves are easy to pull off: attacks are merely a case of tapping one button, jump is allocated to another button, and moves such as climbing and grabbing are automatic.

CARMEN SA

EDUCATION, INNIT?: At the end of every level some random bloke (he lives in your pocket or something) pops up and tells you all about your next location. Nice.



... and there's the education part, see? Hey, come back!

There are puzzles in the game, and while they get more complicated as you progress, they're never too taxing. For example, in order to shut down forcefields you need to find all the codes used in the lock sequence. These codes are found by defeating Carmen's robots. Simple, see? Even a three-year-old could solve the puzzle without meaning to. Other puzzles are based around hitting switches to lower bridges in a *Tomb Raider* style. *Tomb Raider*: see, that got your attention. *Carmen Sandiego*... it's *Tomb Raider* for kids. Anyway...

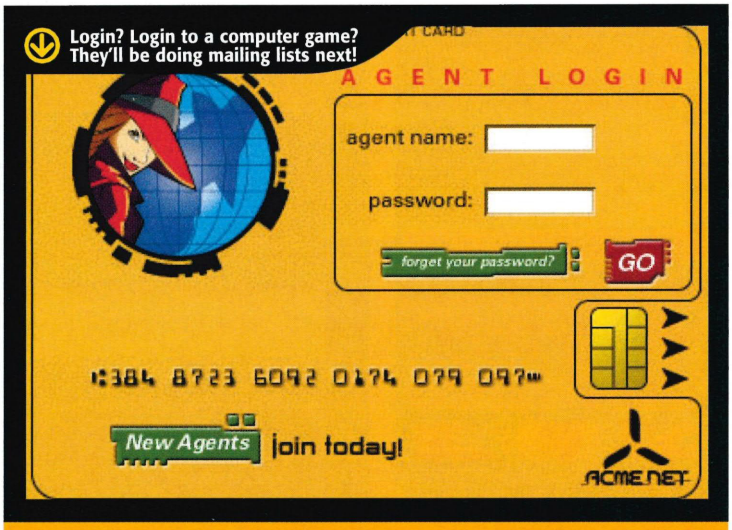
Pay attention – here comes the science! At the end of every level you're treated to cartoon cut-scenes where you collate the clues you've found (normally in the form of GPS data) and figure out where the scarlet pimpern-elle is heading next. Before you leave for the next location your kids will learn all about said part of the world. Things like temperature, culture... well, a bit of general geography basically. Sneaky huh? Bet you didn't see that one coming. It's all very educational, which makes fighting against giant blue fish with legs all the more strange. "Mummy, will daddy have to kill blue fish wiff legs when we go on hodilay?" Quite. What worries us though is that, along with the geography, youngsters are being taught that games consoles are only capable of producing N64-quality graphics, and that music is limited to these unimaginative compositions. Think of the children!

But seriously, if you're after a decent platform adventure game for a gamer between the ages of three and nine, *Carmen* is perfect. Straightforward gameplay, varied graphics, a memorable villain and a slice of science will satisfy anyone in that age group. Just in case you've skipped to the end of the review, do not buy this if you are old enough to realise the graphics are very average. There's no excuse for the dull graphics sound and visuals, but do kids of that age really know the difference anyway? That's an entire scientific paper in itself, and we ain't no scientists.

CHANDRA

NDIEGO

"THERE'S NO EXCUSE FOR THE AVERAGE GRAPHICS AND SOUND"



SAND CAR WHAT?

WHO THE HELL IS CARMEN SANDIEGO!?

Those of you who are 'down with the kids' will know the answer to that question, but most people won't. In keeping with the theme of the game, and the original dream of the creators, here's a little bit of educational material for you.

Carmen Sandiego was created in 1983 by Brøderbund Software. To inspire kids to learn geography (translation: they wanted to make some money and figured this could tap into the wallets of a few parents, allegedly of course), the creators developed a game called *Where in the World is Carmen Sandiego?*

The *Carmen Sandiego* franchise has spiralled out of control, and has inspired three award-winning television shows, books, magazines, games, and puzzles, with a combined viewing audience of over ten million viewers each week. Lesson over.

CUBE VERDICT

CARMEN SANDIEGO

EDUTAINMENT FOR THE YOUNGER AUDIENCE

VISUALS
True to the license, but very basic. Looks like an N64 game in hi-res.

AUDIO
Again, the sound does the job, but is hardly stimulating.

GAMEPLAY
Considering the target audience, the gameplay is well balanced.

LIFESPAN
It wouldn't last your average person very long.

ORIGINALITY
Elements from every adventure ever, as well as geography lessons.

ALTERNATIVE

Aimed at a similar audience, with similar run, whack gameplay.



CRASH BANDICOOT

Reviewed: Issue 13 CUBE Rating: 56

2ND OPINION

THE LADY! "... in red is teaching me, cheek to cheek. There's nobody here, it's just her and me. And I'm bored."

TIM

FINAL SCORE

6·0

THE PERFECT ADVENTURE FOR THE YOUNGER PLAYER, BUT NOT FOR ANYONE ELSE.

THIS LOOKS GOOD

The intro sequence is a stylish and dark affair, which offers false hope that the game might actually be something special.



CUBE

INFORMATION

SPAWN ARMAGEDDON	
PUBLISHER:	EA/NAMCO
DEVELOPER:	POINT OF VIEW
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	2 BLOCKS

STATS

- FIVE HELL POWERS
- EIGHT RANGED WEAPONS
- 28 ENEMY TYPES
- 25 MISSIONS

MARCH '04 | TBA | OUT NOW



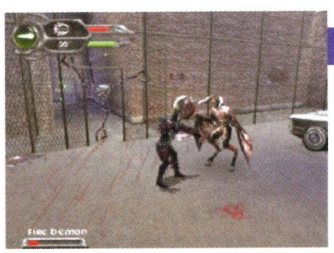
A hellish game arrives...

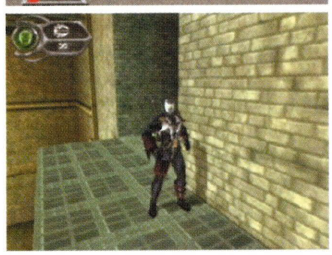


"YET ANOTHER LICENCE SQUANDERED ON A GAME WHICH IS UNORIGINAL, AND DESTINED FOR THE BARGAIN BINS"

SPAWN ARM

When is a hero not a hero? When he's a turgid rip-off of *Devil May Cry*





AH...COMIC- book superheroes! Were there ever individuals more suited to appearing in a videogame? With their colourful costumes, special abilities and knack of getting roped into complicated plots conjured up by egomaniacal super-villains, they're just begging to be transferred to the console genre, right? Right. And yet in the past, almost without exception, games involving well-known – and indeed, beloved – superheroes have turned out to be at best average and more often than not, sub-standard crap.

Why is this? Some say it's because the licence usually costs so much to buy that the company producing the game isn't left with a lot of cash for actually developing it. Others point to interference from the licensee, resulting in a whole mess of rules and stipulations involving what can and can't be done with the character. Many suggest it's because the companies always opt for a run-of-the-mill platform adventure. Which seems like as good a point as any to introduce the latest in a long line of superheroes, Spawn, who's starring in a – you guessed it – platform adventure.

For those of you not familiar with Spawn, he's more an antihero than a superhero, being as he is an ex-covert ops specialist, betrayed and murdered by his mentor and commander and – as a result of killing rather a lot of people in the course of his, admittedly patriotic career, but then, post-death discovering that the end doesn't actually justify the means after all – ending up in Hell, complete with fire, brimstone and eternal pain. Luckily for our deceased black ops chap though ('luck' being a fairly subjective term in this case – him having ended up in Hell and all) the big boss of Hell sees a lot of potential in his latest resident, and offers him the chance to escape the fire and brimstone gig for a bit, if he'll agree to become the general of Hell's armies and lead the legions against the forces of Heaven. To cut a long story short – Spawn betrays Hell, sides with Heaven and uses his newly-acquired powers to battle the forces of evil, wherever they may be. And in this case, they be in New York.

The game begins with Spawn sunning himself on a rooftop, musing rather depressingly about his whole sorry fate – getting murdered, going to Hell, coming back from Hell, not being able to get back with his girlfriend... your usual everyday problems – only

FLY SPAWN AIRWAYS: Although he can't actually fly, Spawn can glide thanks to his cape which sprouts from his costume on command. Handy for getting across gaps.



NO ENTRY

OPEN... SAYS ME!

To ensure that you have to fight the bad guys, rather than just running right by them, the level is divided into sections by various different barriers. Kill the enemies, the barrier comes down, you can move on.

Anyone for a little groin-chain action? No size issues here, clearly.

A mutant bulldozer attempts to put Spawn out of his misery.

AGEDDON

to have his introspection interrupted by a strange explosion of energy right in the heart of the city, which spreads out, engulfing all that it touches and conveniently removing all of the normal occupants of the city so that the development team doesn't have to go to the trouble of putting them in the game. Cue Spawn heading off to investigate the source of the explosion and set the world (or at least New York) to rights.

The first level is basically training, as you're introduced to Spawn's various abilities and taught the basics of combat (which we can pretty-much cover in the following sentence: 'repeatedly tap the attack button 'till enemy dies'). Spawn is also a fairly athletic fellow, particularly when you consider that he's officially dead. He can jump and flip and chop things with his axe, all in all the guy's a regular action hero. In addition to the more mortal talents, Spawn also possesses a variety of Hell-enhanced powers too, including limited flight (well, okay... gliding) ability, a bunch of mystical attacks powered by something called 'Necroplasm' (read: green goo) and he's also equipped with a couple of snake-like chains which explode from his... well, hips apparently, and can take out enemies at a distance.

The storyline for the game has been written by the guys behind the comics and movies, so fans of the game will recognise many of Spawn's familiar friends and foes, along with a few new ones, and in fact, this is one of the definite plus points of the game. Spawn, and the various adversaries he must face, have all been very carefully created – there is an attention to detail here that should be applauded. Spawn looks like his comic-book self, and some of the creatures he comes up against in the game are actually quite disturbing. Admittedly, some of the enemies are a tad-uninspired and others even a little comical, but that's the way it goes.

Similarly, many of the level designs are beautifully-conceived, with warped and bloodied environments in keeping with the Hell-spawned theme of the game. However, some of them aren't. Some of them in fact, are just your standard, fairly empty, street or warehouse such as you'd find in any run-of-the-mill platformer, and this is one of the (many) things which let the game down. The fact that the environment you start in is fairly dull – a slightly battered city street – doesn't help, nor does the fact that the levels feature invisible walls in many places, something which detracts from any

POINTS MAKE POWER

PICK YOURSELF UP WITH NECROPLASM

Dead enemies release something called Necroplasm. This green stuff is used to fuel Spawn's hell powers, of which he has five: Necroplasm Balls home in on a locked-on enemy and explode, Necroplasm Beam is a fairly self-explanatory energy blast which packs a hefty punch, Necroshield is a shield (duh!) and also has the secondary function of helping you to find and uncover hidden doorways behind which lurk bonus stuff, Hell Speed is basically Matrix-style bullet-time – all the enemies go into slow motion, allowing Spawn to amble around and whack them at his leisure, and finally there's Demonic Fury, a special attack which 'summons up hell's fury' and causes an enemy to be attacked 'by nightmarish horrors, manifestations of Spawn's pure anger' – or by a few green, swirly lights. They're actually quite pretty, if you take the time to admire them... which you won't.



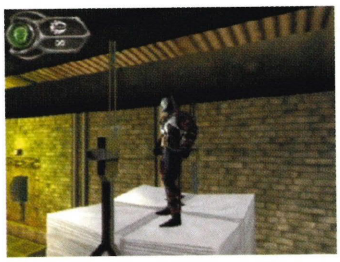


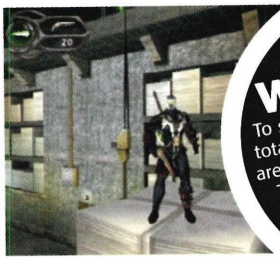
The necroplasm ball is a ball of necroplasmic energy.

Summon the demonic powers of hell to tickle your adversary to death.









SIGN POSTS

WHICH WAY NOW?

To stop you getting lost in the totally linear levels these icons are scattered along your route. Touch them, and they turn from green to red, so you know you've been past them.



Despite having the power of Hell on his side, Spawn can't break spider-webs.

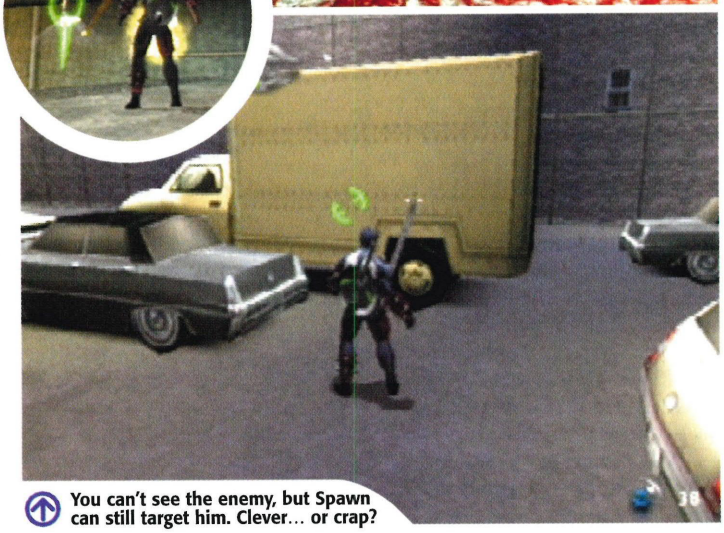
THE EVIL OF CRATES...

THEY'RE A BANE AND CURSE

The biggest threat you face in the game comes not from the huge bosses, nor from the legions of Hell-spawned atrocities who attack you in wave after wave, nor even from boredom (well okay, so maybe the latter is more of a threat than the former two). No, the real thorn in your side in this game is the humble packing crate. And ledge. And rooftop. And wall. Basically, to break up the 'non-stop action' of some of the levels, the developer has kindly included a fair amount of 3D platform-to-platform jumping too. No problem at all, were it not for the fact that the camera seems determined to never let you see exactly where it is you're jumping to, and Spawn takes to the pixel-perfect platform hopping like a duck to brain surgery. This level in particular involves jumping around a warehouse, occasionally blasting enemies. The enemies prove no problem at all, what is a problem is jumping around on the unbelievably badly-animated moving crates suspended from the ceiling, and working out where all the cunningly concealed switches were. Cunningly concealed in this case meaning 'just out of shot of the camera, no matter how much you twist and turn it'.







You can't see the enemy, but Spawn can still target him. Clever... or crap?

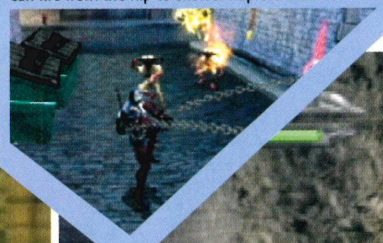
CONTINUED

sense of freedom you might have had. The levels themselves are very linear, and yet you are still given a system of beacons to prevent you getting lost – chance would be a fine thing! The only thing stopping you from running right through each level in barely a few minutes, is the fact that each level is divided into sections, delineated by a variety of different barriers which are only removed once you've defeated all the enemies that appear in that area.

The pattern to the gameplay quickly becomes apparent – you walk into an area, various enemies appear, you defeat them, more appear, defeat them... and so on, until you've taken care of all the waves of bad guys and the barrier comes down allowing you to move to the next area. Where various enemies appear, you defeat them, more appear, etc. This pretty-much describes the majority of the gameplay. The tedium... sorry, the format, is only broken by the boss levels (huge boss appears – shoot him repeatedly while dodging, he dies, end of level) and by the occasional spell of 'puzzle-solving'. There are quotation marks around that statement because this is puzzle-solving in what must be its most basic form of all. Everything revolves around switches – door needs to be opened: find a switch. Platform needs to be moved: find a switch. The only real challenge to overcome in the more platform-themed levels is the one posed by a restrictive, slightly temperamental camera. Distances are often difficult to judge too. Or you might find that the switch you need to activate simply can't be seen because the camera won't move up or down far enough (better make that 'switch you need to hack to bits', because despite Spawn having many skills, apparently pushing buttons isn't one of them, instead he has to whack anything he finds with his axe until it explodes).

This might sound like a small niggle, but when you're stuck in a warehouse with no enemies and no apparent way to reach the exit, and have to resort to jumping up and down while twisting the camera about in an effort to spot that elusive switch... well, it takes away a lot of the fun of the game. What we'd often say in this situation is that to really enjoy this game you'd have to be an avid fan of everything *Spawn*. However, we just so happen to know some avid *Spawn* fans, and even they were bored of the whole thing before they were more than halfway through the game. Although it's worth pointing out that they were impressed by many of the enemies. *Spawn: Armageddon* is going to go down in gaming history as yet another licence squandered on a game which is unoriginal, uninspiring, and destined for the bargain bins.

ROY



THAT'S A BIG ONE!: Spawn's pockets, unusually, contain about 50 feet of animated chain, which he can fire from the hip to skewer hapless enemies.

Spawn loses his head... quite literally.

HACK, SLASH, HACK... REPEAT

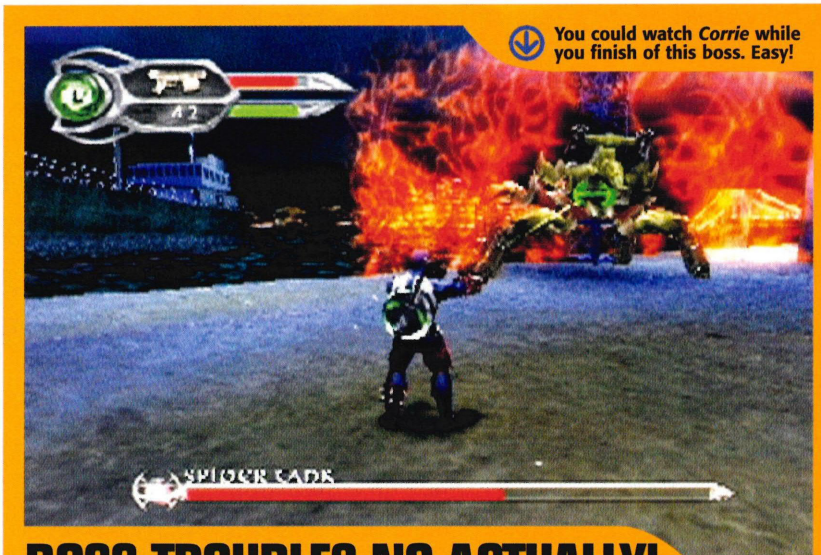
WHO ON EARTH THOUGHT THIS WOULD BE FUN?

Anyone familiar with the *Spawn* graphic novels or cartoons will know that Spawn's a pretty handy fighter, what with his previous life of covert operations and combat combined with his Hell-enhanced powers. So surely it would make sense to have a complex combat system involving all sorts of different combos which players could master in their quest to defeat the armies of Hell, right? Right. Which is why it's so annoying that combat in this game is basically a case of hammering the hit and/or shoot button. No skill is required, except perhaps the odd dodge to move out of the way of the enemies from time to time, and sometimes the requirement to actually time your tap of the 'hit' button (taxing or what?) when up against an enemy who blocks you. Otherwise you can more-or-less just hammer the joypad buttons and defeat everything on screen – no skill required.



Stitch this you skinny muddy-funster!





You could watch *Corrie* while you finish of this boss. Easy!

BOSS TROUBLE? NO ACTUALLY!

HE AIN'T HEAVY, HE'S NO BOTHER

Usually in this kind of title, if the gameplay itself isn't that challenging, then at least the bosses are – this being the only thing that stops you hammering all the way through the whole game in less than a day and then heading off back to the shop to demand your money back. While the bosses in *Spawn: Armageddon* look very nice – all warped by hell and everything – they offer something along the lines of 'bugger-all' challenge. In almost all cases, it's simply a case of locking onto them and then skipping sideways while repeatedly tapping the fire button in order to avoid all their attacks and waste them in next to no time. The only boss even remotely dangerous is Cy-Gor the giant Cyborg Gorilla, but you can easily make short work of even him. Either buy loads of ammo before you begin his stage and blast him repeatedly, or avoid his attacks, wait until he picks up a rock, shoot him so he drops it on his head, then when he falls forward activate Hell Speed so that he remains on the deck for... ooh, ages, during which time you can stroll in and whack him with your axe until he decides to call it a day.

"THE ONLY CHALLENGE TO OVERCOME IS THE ONE POSED BY A RESTRICTIVE AND TEMPERMENTAL CAMERA"

CUBE VERDICT

SPAWN ARMAGEDDON

AESTHETICALLY PLEASING, BUT LACKING ANY DEPTH

VISUALS
A mixed bag – enemies and some levels look good, some levels bad.

AUDIO
Suitably demonic noises play throughout, but nothing astounding.

GAMEPLAY
Hack, slash, shoot, jump... repeat to fade.

LIFESPAN
Even hardened Spawn fans will tire after the first ten or so levels.

ORIGINALITY
Like just about every superhero licence ever – so not very.

ALTERNATIVE

Another comicbook adventure that's not great, but certainly better than this



SPIDER-MAN: THE MOVIE

Reviewed: Issue 7 **CUBE Rating:** 6.0

2ND OPINION

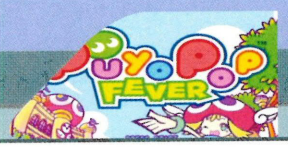
FROG! "Spawn (geddit?) is actually one of the funniest games ever. Not for good reasons obviously, but just wait 'til you see his crotch chains in action."

TIM

FINAL SCORE

5·3

IF THE GAMEPLAY HAD MATCHED THE VISUALS, IT WOULD'VE BEEN A GOOD GAME



IT'S THE BEANS

Do well enough to activate Fever mode and you can wallop your opponent with a huge chain.



Once you pop you can't stop

CUBE

INFORMATION

PUYO POP FEVER	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
PRICE:	£19.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	4 BLOCKS

STATS

- COMBO BASED PUZZLER
- TWO STORY MODES
- NEW FEVER MODE
- 14 PLAYABLE CHARACTERS

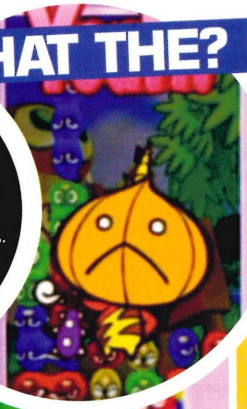
OUT NOW	MARCH '04	TBA



KNOW YOUR ONION

Meet Onion Pixy, a talking vegetable that shouts "Onion" during his matches. It's moments like these that make you rub your eyes.

WHAT THE?













PUYO POP FE





Scary looking beans fit for their right to explode, just flick 'em and see…

THERE ARE some things in life that you just can't explain, instances where logic shrugs its shoulders and heads for the hills. *Puyo Pop Fever* is that rare beast of a game that defied logic and momentarily left **CUBE** silently mouthing the penultimate letter of the alphabet. Nothing in the upside-down world of *Puyo Pop* makes sense but when games are this enjoyable, making sense doesn't count for much anyway.

Like all great puzzle games, *Puyo Pop Fever* is deceptively simple but turns out to be surprisingly addictive. Coloured blobs rain down in your half of the screen that you have to line up into groups of four. Do this and the grouped blobs disappear, handing you a generous sum of points while sending an empty, colourless blob to your opponent's section of the screen. This blocks up any of his or her potential groups, no doubt incurring angry fist-shaking from the computer, at least if it could do that sort of thing (there's an idea for GameCube 2). Then again, your rival can inflict the same treatment on you so all is fair in love and war. And, erm, puzzle games.

Ah, but if it was that simple. You'll soon discover the chain combos, which drown your opponent in colourless blobs. The bigger the chain, the more havoc you can wreak on your opponent's combos. Huge blobs also come into play, quadruple the normal size and about four times as annoying. Swamping your opponent with these is hugely satisfying so you'll frantically work your brain figuring out how to set up an ambitious chain combo. The problem is when you spend too long trying to set up your sky-scraping move, your opponent will beat you to it and a deluge of colourless blobs will ruin your perfectly crafted plans. The loser is the player who runs out of room. You become so paranoid that while one eye keeps track of what you're doing, the other strains chameleon-like to watch your opponent's moves.

It's a puzzle idea that's been recycled time and time again so a fresh dose of



CHAIN REACTION: To defeat the tougher enemies, you need to master chain combos. Rack up a five chain combo or more and you're doing well.



They're crazy and they're kooky and altogether ooky, the *Mean Bean* family!

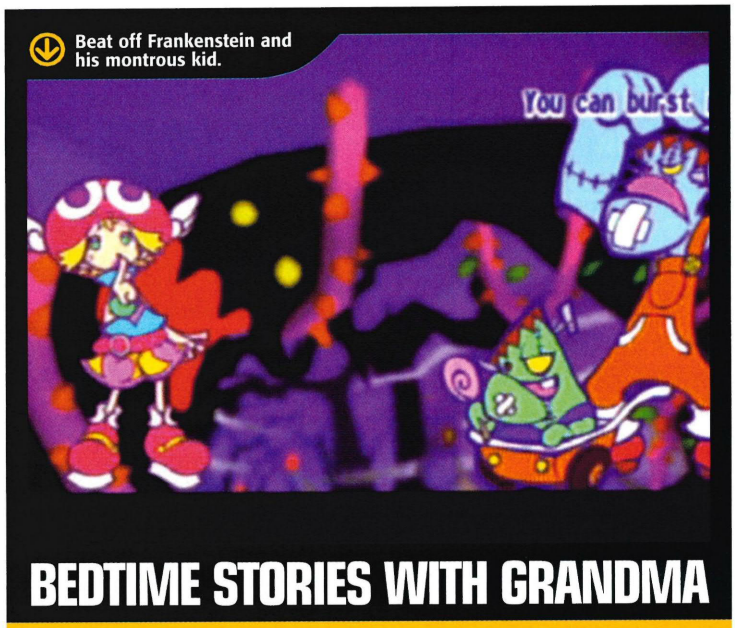
IF I COULD TURN BACK TIME

CUE SWIRLY MISTS OF TIME FOR PUYO'S INSPIRATION

The concept behind *Puyo Pop Fever* is so achingly simple, you'll probably wonder why no-one has come up with the idea before. This is where we step in and tell you that it has been done previously, stroking our chins in a world wisely way before wondering why we're still no good at it over a decade later. Released back in 1993, *Dr Robotnik's Mean Bean Machine* saw Sonic's moustachioed nemesis take centre stage in his own game for the first time. Again, coloured beans had to be lined up to form combos, which resulted in empty, useless beans being dropped in your opponent's half of the screen. No Fever mode but still great fun. It's also worth noting that both games love their wacky characters – who didn't love *Mean Bean Machine*'s metal monkey with a dodgy temperament?



Oh la-ti-da! Proper ladies never lose their composure or have purple hair.



Beat off Frankenstein and his montrous kid.

BEDTIME STORIES WITH GRANDMA

WELCOME TO THE WORLDS OF THE UTTERLY INSANE

It's difficult to think of a logical storyline that can explain why two people would want to fight via a coloured bean challenge. We tried to come up with one but our heads hurt after a few minutes of thinking so we went back to playing games and eating sandwiches all day. Even Sonic Team weren't up to the task, as they throw in the towel early in the story by revealing each character to be a *Puyo Pop* fan or player. They make up for this by concentrating on angry frogs, stuttering schoolgirls and nerdy magicians. In the first story mode, Amitie sets off to find a missing cane by facing off against *Puyo Pop* players, which leads to the bizarre climax – a battle against an axe-wielding shadow cat.

"ONCE YOU'RE IN ITS SANITY-CHALLENGED GRIP, PULLING AWAY ISN'T EASY"

VER

originality has been introduced thanks to Fever mode. You'll know when you're in Fever mode because of the subtle clues such as the play area flashing disco colours and huge chain combo blobs suddenly taking over the screen. This is the cue for you to set off as many as possible before the timer runs out and the game returns to normal. When used properly, Fever mode can effectively strike the deathblow to your opponent but yet again, the same treatment can be heaped onto you. This gives you even more reason to fry your brain and it can get surprisingly tense when you and your opponent are moments away from the last chain combo required to activate Fever mode.

Despite the frenzied pace, this is tremendous fun because it overflows with vibrant personality and once you're caught in its sanity-challenged grip, pulling away isn't easy. During the matches you'll see the characters show up to celebrate or show their disappointment with a bizarre one-liner such as Dongurigaeru, the frog who rolls along the screen before bouncing away when he hits you with a combo.

To extend the lifespan, there are several extra modes to wade through that centre on racking up high scores rather than pitting you against tough AI. The pick of the bunch asks you to eliminate the blobs in a set number of moves – brain twistingly difficult and a neat change of pace. The problem is that there aren't enough modes to entertain outside of the main game.

After initial scepticism, *Puyo Pop Fever* turns out to be a pleasant surprise. It's a game that focuses on having fun and the fact that it stretches your grey matter at the same time is an added bonus. For £20 you're getting a fantastic puzzle game, guaranteed laughs and a talking onion. What more could you want from life?

RYAN

CUBE VERDICT

PUYO POP FEVER

PERFECTLY PRICED BLAST FUN

VISUALS
Despite the simplicity this is bright, buoyant and vibrant.

AUDIO
Quirky one-liners and bouncy music compliment each other.

GAMEPLAY
Easy to get the hang of and surprisingly addictive.

LIFESPAN
Extra modes and multiplayer extend short lifespan.

ORIGINALITY
Fever mode spices up a recycled puzzle idea.

ALTERNATIVE

Aging idea and flawed execution leaves this floundering like a dying fish.

TETRIS WORLDS



Reviewed: Issue 11 CUBE Rating: 4.7

2ND OPINION

POP-PICKERS! *"Mean Bean Machine* was cracking and even ten years on the formula has lost none of it's appeal. Pure class and one of the most underrated games ever."

MILES

FINAL SCORE

7·8

BRILLIANT PRICE FOR A SHORT-LIVED BUT ENJOYABLE SLICE OF PUZZLING FUN

MAD SKILLS
If you want to see real skills in action, check out the movies on the disc.



A game for all seasons

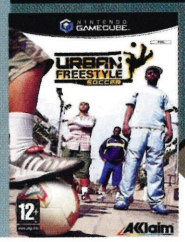
Bringing kicks and tricks to the concrete jungle

CUBE
INFORMATION
URBAN FREESTYLE SOCCER

PUBLISHER:	ACCLAIM
DEVELOPER:	SILICON DREAMS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	10 BLOCKS

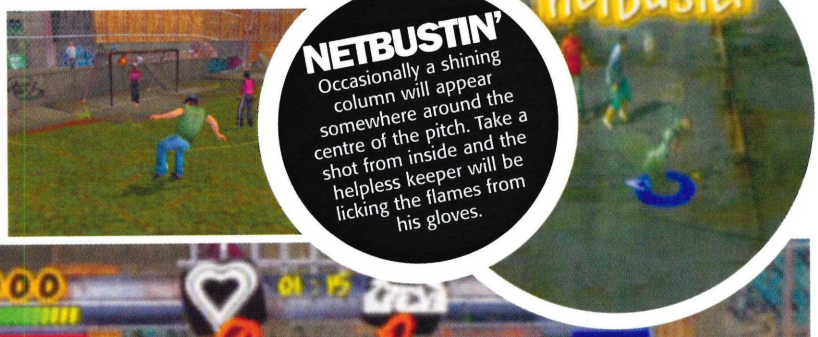
STATS
- REAL STREET FOOTBALL
- THAT'S FOOTBALL NOT SOCCER
- OUTLANDISH SKILLZ
- FUNKY SOUNDTRACK

OUT NOW	TBA	OUT NOW



EAT MY GOAL!

NETBUSTIN'
Occasionally a shining column will appear somewhere around the centre of the pitch. Take a shot from inside and the helpless keeper will be licking the flames from his gloves.





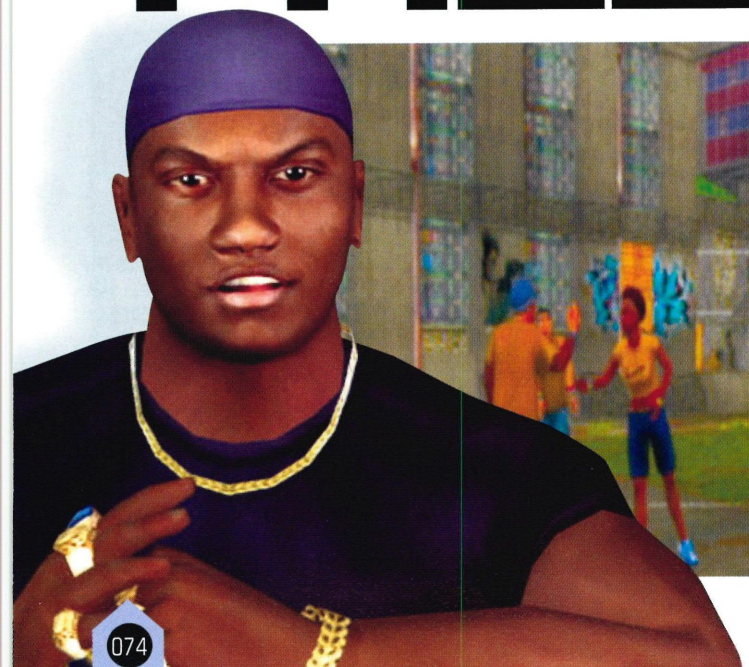
URBAN FREESTYLE S

SOCCER? DAMN those Yanks. Damn them all to hell. We should bring out a UK street baseball game and call it *Urban Freestyle Rounders*. That'll learn 'em.

Just how much of *Urban Freestyle Soccer* comes from that side of the pond is questionable. Acclaim called in UK Developers Silicon Dreams to take jumpers for goalposts and make it cool for kids and most of the characters have outlandish 'mockney' accents that desperately clutch at the mean streets of London. So why, dear God why, keep the name *Soccer*? When was the last time you saw an American film that showed kids kicking a ball around the streets? Well, one that didn't look like a battered reject from the 1970 World Cup anyway.

At least the *Urban* bit will make sense to the traditional British 'football' fan. There are no lush green fields on display here, with rough, tough concrete neighbourhoods instead providing the pitches and backdrops for the action.

The games are four-a-side with ten gangs or teams to choose from, each with their own particular strengths, characters and, strangest of all, their own soundtrack (we wish there was a soundtrack for CUBE, that'd be sweet). The differences





The Hardcore Honeys in all their chav scum glory.

in ability are minimal, so you can base your selection on whether you'd rather hear Feeder or Queens Of The Stone Age. The token gesture for the lay-deez is found in the feisty 'Hardcore Honeys' who kick along to a bit of TLC. However, when the first whistle blows you can forget about this being the beautiful game.

Bricked up arenas coated with the obligatory graffiti aren't exactly the theatres of dreams but they do at least add an extra dimension to the game. Not only can you use the walls as a fifth player for some slick moves but there are also a few objects littering the pitches, including oil drums and tyres that can become part of the action as well. Dribble around them if you like but this game has plenty of opportunities for random violence and throwing these items at your opponents is one of the funnier ones.

With this being urban and all that, the mouth is a key weapon as well and the games are played in the midst of some tasty verbal bravado and sledging as those dubious mockney accents come into their own. Talking the talk is one thing but you've got your work cut out to carry this vocal showboating onto the pitch as the *Freestyle* part of the title comes into effect. Why do a simple pass when you can do a somersault with the ball between your feet instead? It may leave you confused in terms of how that helped you in the match but watching your score tick over in the top corner of the screen is supposedly reward enough. The trouble is, it isn't.

The controls are simple enough on paper but trying to keep your thumbs and players in sync is where the real challenge lies. Even with only four players per side, the screen soon becomes cluttered and keeping tabs on which player you are controlling is a good test of hand/eye co-ordination. Some ragged scrolling doesn't help out much either and the quick switch between attacking and defensive controls can cause many a 'what the hell?' as the disappointing gameplay slides into a frustrating collection of inconsistencies.

There are some nice touches thrown into the mixer though. As well as blending together some decent tricks and combos there are a couple of other special moves including a virtually unstoppable 'Netbuster' shot. It's all still rather underwhelming though – *Tony Hawk's* looks crap on a football pitch and it's hard to really care about getting a couple of put-downs in when you're drawing 1-1.

Sadly, a decent soundtrack and a few nice animations don't turn an average idea into a good game. The *Urban* bit of the name fits, and the *Freestyle* has its moments but the *Soccer*, the goddamned *Soccer*, doesn't have much of a place at all. If you want the tricks buy *Tony Hawk's* and if you want to play something that has a semblance of recognisable football skill you'd be well advised to leave this game on the bench.

IAN

THE OLD ONE-TWO: A double tap of the pass button will play a nice little one-two with the closest player to leave the opposition chasing shadows.



Help! Help! I've fallen and I can't get up!

SHOWBOATING

MOVES TO MAKE SMALL CHILDREN CRY

This isn't really a football game, it's more of freestyle BMX extravaganza... erm, just without the bikes. Scoring a goal is almost secondary to looking good and you can try out some silky skills that make ITV's The Premiership title sequence look like Peter Kay's John Smiths advert.

Simple touches such as backheels will earn you a few points but many more can be gained by chucking the odd somersault or rolling the ball across your shoulders. And in this game points make prizes. So, ignore the casual through ball and comfortable finish from the edge of the area – that's just plain dull. With over 100 tricks and combos on offer you should be looking for sexy football, not total football.

"DECENT SOUNDS AND ANIMATIONS DON'T TURN AN AVERAGE IDEA INTO A GOOD GAME"

OCCER

ON THE BALL

SEE HOW IT SHOULD BE DONE



Have a gander at the skills in the opening video, then feel jealous.

One of the game's extra features is a collection of football videos showing the kind of action that inspired the game. Only the main movie is worth watching but there are some superb skills and a fair amount of testosterone running around the pitch.

Some of the moves are repeated in a couple of shorter videos but where the game struggles to maintain any 'street' realism, seeing the kind of tricks you can pull off offers some motivation to pick up the pad and try them out yourself. They don't look anywhere near as impressive but at least you'll be able to mouth off to your mates that you can do it. Sort of.

CUBE VERDICT

URBAN FREESTYLE SOCCER

TWO HALVES THAT DON'T MATCH

VISUALS
Some decent animations but otherwise a pretty bland spectacle.

AUDIO
The vocals are repetitive but a strong soundtrack holds it together.

GAMEPLAY
A busy screen and inconsistent controls leave little room for skill.

LIFESPAN
A lot of repetition with no decent real long-term challenges.

ORIGINALITY
A weak attempt at expanding the football genre.

ALTERNATIVE

This is FOOTBALL. Not SOCCER. And so much better for it. Damn Yankees and their crap rock.



FIFA 2004

Reviewed: Issue 26 TGN Score: 8.9

2ND OPINION

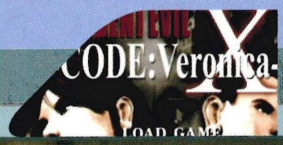
BALLS! "Novelty football games eh? Remember there was *Red Card* before this, that was a lot of fun wasn't it? No. Exactly."

TIM

FINAL SCORE

3·6

A MESSY FREESTYLIN' JAMBOREE COUPLED WITH A POOR FOOTBALL GAME

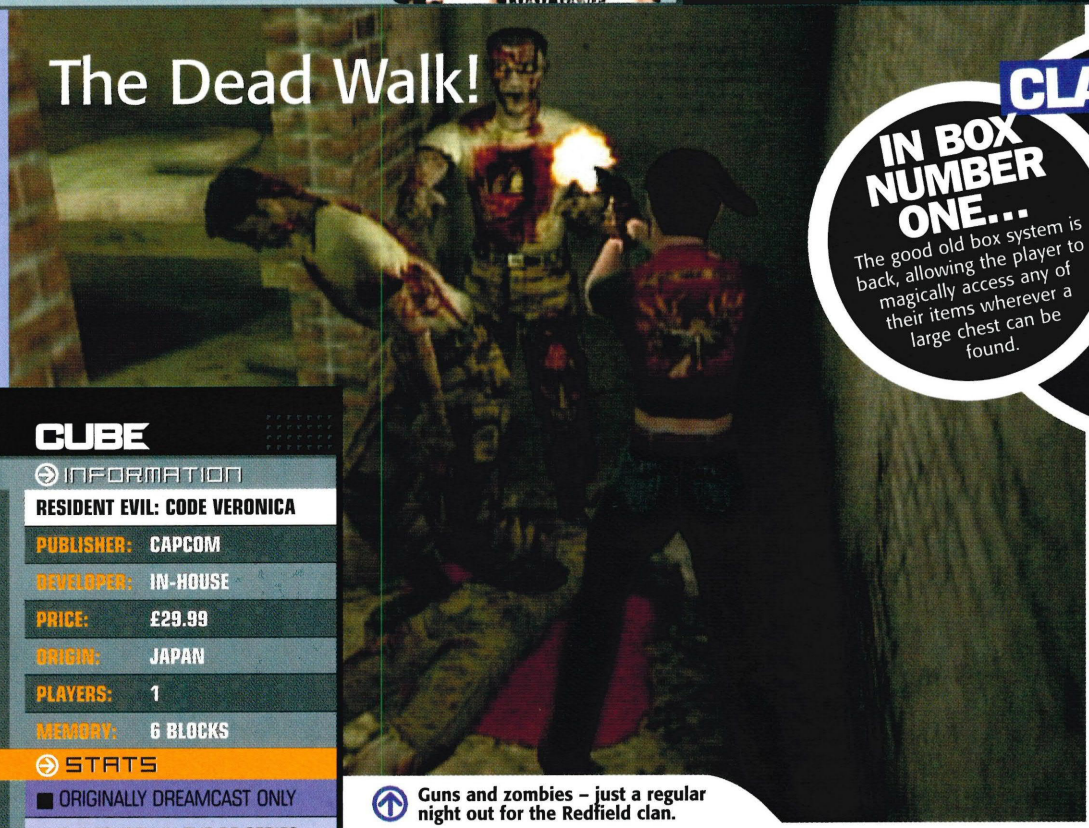


AWW NO...

What's worse than being stuck on a prison island? Being stuck with zombies.



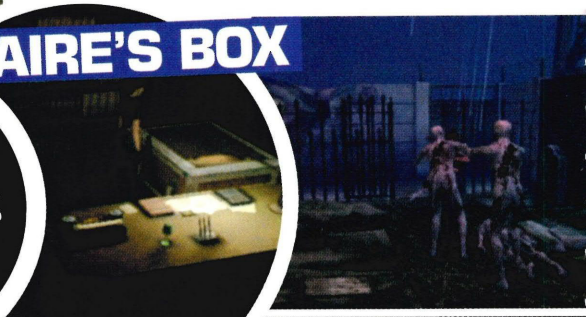
The Dead Walk!



CLAIRE'S BOX

IN BOX NUMBER ONE...

The good old box system is back, allowing the player to magically access any of their items wherever a large chest can be found.





CUBE

INFORMATION

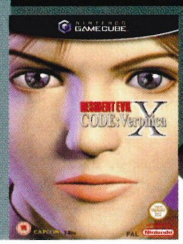
RESIDENT EVIL: CODE VERONICA	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	6 BLOCKS

STATS

- ORIGINALLY DREAMCAST ONLY
- THE FOURTH IN THE RE SERIES
- SPAWNED A SURVIVOR TITLE
- THREE PLAYABLE CHARACTERS



OUT NOW OUT NOW OUT NOW



Guns and zombies – just a regular night out for the Redfield clan.

Making up the series, or yet another classic survival horror?

Bad dog! They're fast and ferocious but you know that anyway.

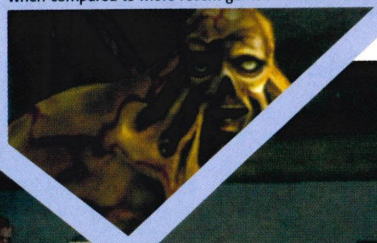
BOO! SCARE YOU? No? Well, unfortunately neither will *Resident Evil: Code Veronica*. Let's face it, the series has been around a while, and the lucky GameCube now has every one of the games, *Gun Survivor* (thankfully) excluded. However, this time around it feels like the latest instalment has been delivered for the sake of tidiness, the insistence that Nintendo gamers have the complete package. Many will scoff at *Code Veronica*, seeing it as nothing but padding for the Capcom line-up – and guess what – they'd be right. This game shows its age in the same way *Resident Evil 2* and *3* did several months ago, so if you've already played through either the Dreamcast or PS2 game, stop reading now.

It's difficult to know how to respond to *Code Veronica*, as its release is a double-edged sword. On the one hand, the game should be viewed in its own right, as an individual couple of discs a gamer would consider parting with hard earned/won/stolen/given cash for, but on the other the game is part of the *Resident Evil* universe that, in many ways, relies on the enjoyment of previous titles. It's a tricky one to call, but one certainty is that *Code Veronica* is for fans of the series only. Don't pick up this game on the shelf and expect to be blown away, as the conversion itself is incredibly lazy, mirroring the version that appeared on the PS2 a while back. The game's developers may argue that tweaks here and there have been made, but to someone who battled through the Dreamcast original when it was considered the cutting edge of gaming, they just aren't noticeable.

Anyone playing catch-up by buying the *RE* series on the Cube will be pleased to know that Chris Redfield's sister is now in on the action, along with an annoying love interest named Steve, as well as the big man himself, all of whom are playable characters.

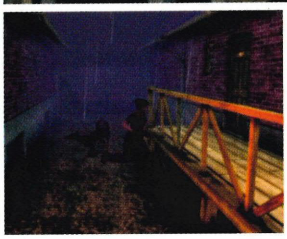
RESIDENT EVIL CODE: VERONIC

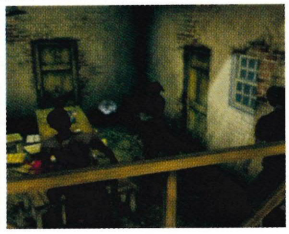
CREATURE FEATURE: There are some truly disgusting creatures in *CV*, but sadly they seem a little outdated when compared to more recent game's adversaries.



Claire's not scared by the ambling zombie, she just looks bored.

Poor Steve, he must of had to deal with all sorts of nastiness while banged up.







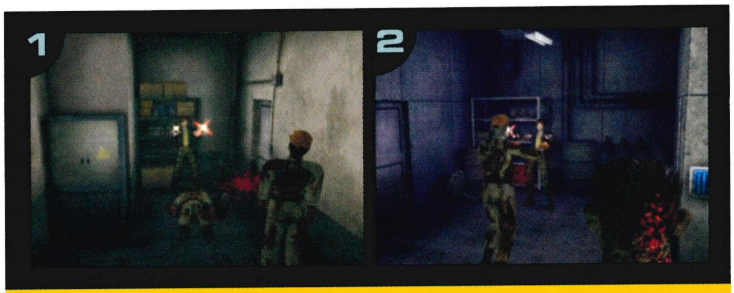
The game's opening sequence, which puts almost every other more recent game to absolute shame, sees Clare being captured in an attempt to find her brother at Umbrella's Paris facility. She is duly, yet spectacularly, captured, and shipped off to a remote Island which is conveniently remote enough to house one mad toff, hordes of the undead, and plenty of scientists for them to chew on. It's a clichéd story that twists and turns the old fashioned *Resident Evil* way that has long since ceased to be particularly scary. When *Code Veronica* appeared on the Dreamcast the game teetered between chilling and camp, narrowly favouring the former. However, a straight port of that game looks a little tired, just a touch too predictable, and those scare moments just aren't what they used to be. Whereas the *Resident Evil* remake incorporated massive improvements, making it scary as hell, a true GC essential, the subsequent titles to hit the console have seemed like the gaming equivalent of a little boy in a white sheet mumbling something about trick or treat.

If you are willing to immerse yourself within the game then the rewards are there for the taking. The re-emergence of a major character, the disturbing look at intense insanity, and some mind-bending puzzles are all waiting to be discovered. *Code Veronica* is one of the better *Resident Evil* titles, and although removed from Racoon City and a little off centre from the main plot, it still contains plenty of "Oh... my... god..." moments. Even though the graphics don't stun, they manage to serve their own creepy purpose. The sound is less acceptable, as there just isn't enough quality or conviction to make the background noise cause the player to jump out of his or her skin. The moans of the zombies are almost calming in comparison to *Remake*'s blood-choked throaty growls.

Sadly, the decreased scare factor makes the game's backtracking much more of a chore, as you endlessly trawl back and forth to find items that open doors to other items. When the game is over, there are hidden extras such as Battle mode and Survival, but by then you'll probably be tired of the *Resident Evil* classics, and ready to sink your teeth into an entirely new game. Playing as different characters adds a little variation, but an up-to-date GameCube-specific title seems a far more appealing prospect. Hurry up Capcom, *Resident Evil 4 is* needed soon.

ANDY

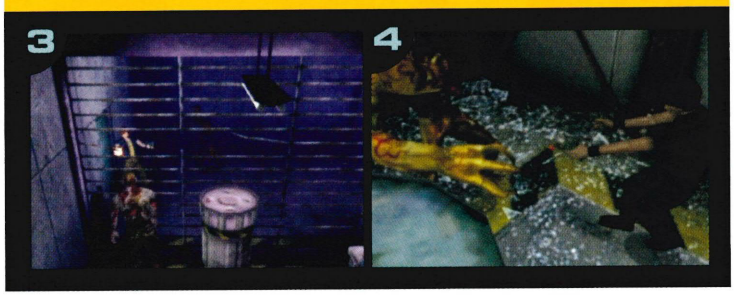
AX



TRIGGER HAPPY STEVE-Y

SUDDENLY THERE'S A BIT OF ACTION

The ability to play as different characters can add variety to some games, but seem pointless in others. *Resident Evil: Code Veronica* borders on the pointless side, as the characters don't seem to have their own particular pros and cons. It does add a certain variety to the plot, allowing *Code Veronica* (like all other *RE* games) to unfold from two separate view points, but in terms of gameplay there's little difference. Steve's section is quite amusing, as it allows the player to let rip with a couple of uzis, offering light relief from all the scrimping and saving of ammo the rest of the game demands. Make the most of this short, yet sweet, section.



"MANY WILL SCOFF, SEEING IT AS NOTHING BUT PADDING FOR THE CAPCOM LINE-UP"

CUBE VERDICT

RE: CODE VERONICA X

NOT HALF THE GAME IT USED TO BE.

VISUALS Outdated and sketchy, it would've benefited from a *Remake* makeover.

AUDIO The sound effects lack substance, and the music is one big cliché.

GAMEPLAY It's a *Resident Evil* game, so you know what to expect.

LIFESPAN A lengthy title with some fiendish puzzles: you wont finish it in a hurry.

ORIGINALITY Only in the plot twists, as the gameplay has been done before.

ALTERNATIVE

The first glimpse of what the GameCube could do with the series, and still the best.



RESIDENT EVIL

Reviewed: Issue 10 CUBE Rating: 9.0

2ND OPINION

NOT SCARY! "After the fantastic opening sequence things go down hill rapidly. You'd let your six-year-old cousin play this."

TIM

FINAL SCORE

7.1

THE BEST STRAIGHT PORT OF RESIDENT EVIL TO DATE, BUT THAT ISN'T SAYING TOO MUCH

WINGING IT

Eat the right power-up and you'll be able to ride the wind, becoming much faster and manoeuvrable.



CUBE

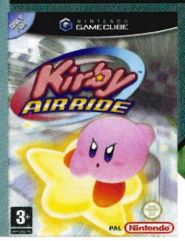
INFORMATION

KIRBY AIR RIDE	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£49.99
ORIGIN:	JAPAN
PLAYERS:	1-4 LAN
MEMORY:	4 BLOCKS

STATS

- HUNDREDS OF UNLOCKABLES
- CHOOSE YOUR KIRBY COLOUR!
- THREE MODES OF PLAY
- LAN ENABLED

OUT NOW | OUT NOW | OUT NOW

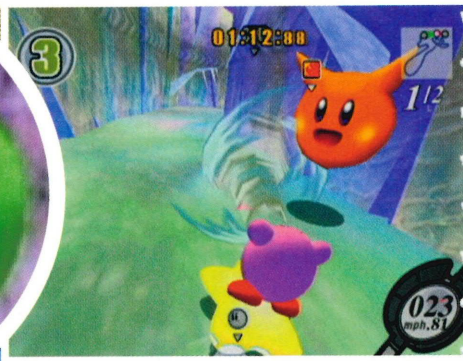


Riding the airwaves

PICK ME!

COLOUR BLIND

You know, you're not limited to just a white Kirby – you can choose green, red, blue… even pink! Great.



Even lava can't hurt our simple-featured chum. He's a star!





"IT'S EXTREMELY EASY TO PICK UP, AND FOR THE PATIENT, THERE'S LOTS TO DO"

KIRBY AIR

Kirby and pals take it to the racetrack…



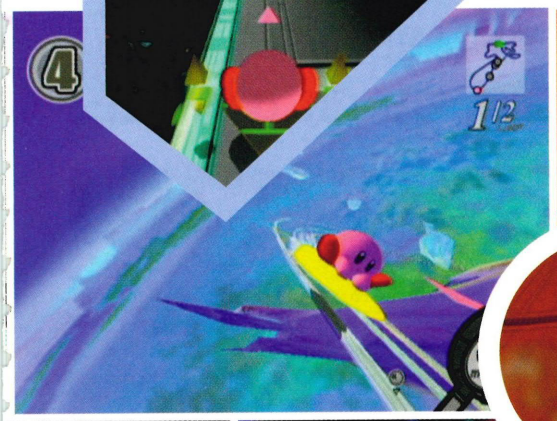
THESE DAYS Nintendo is all about keeping games simple in order, apparently, to attract new audiences. Now, we've got no problems with this, but it is possible to take things too far, as *Kirby Air Ride* shows quite spectacularly. The gimmick with this game is that all you need to play is one button and the control stick. Yep, you read that correctly. All of *Kirby*'s functions: acceleration, turning, sucking up enemies, using your acquired abilities and braking are handled with the context-sensitive A button. Although *Kirby Air Ride* subscribes itself to ultra-simple gameplay, there's certainly no lack of things to do when racing. You'll have to tuck in on the corners and release the button at the right moment to take advantage of a speed boost, make sure you activate any speed arrows you fly across, navigate your way through handy shortcuts, and most importantly, manage *Kirby*'s power-ups.

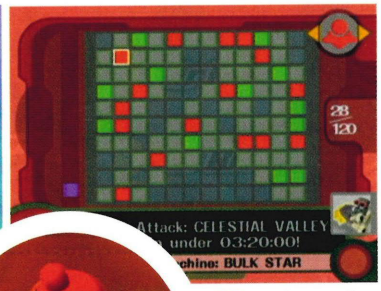
If you're familiar with how past *Kirby* games work, then you'll know that the big-gobbed blob has the ability to suck up enemies and use their abilities. If a sword-wielding nasty is ingested into the flying marshmallow's copious stomach, then Kirby will start swinging steel around, if a bird meets a grisly death then feathers will pop out of Kirby's sallow skin and he'll fly about with all the grace of a falling tractor. Although cut down for *Kirby Air Ride*, this unique feature has been integrated smoothly into the racing genre, and more often than not a cool new power-up will be your key to victory, giving the initially simple game mechanic a smidgen of depth. As you race around the various tracks you'll see big icons floating above distant objects – these indicate suck-able nasties and you'd do well to catch-up with the vulnerably slow-movers.

You'll also have to take each vehicle's attributes into account if you want to succeed. Obviously the faster ones will have slow acceleration and iffy handling, but you'll also have access to some rather 'oddball' ones too, such as the big hovercraft that needs refuelling with the A button to achieve top speed and the golden star that can't actually turn, so to go around corners you need to stop completely and spin it on its axis. The good thing about this vehicle though, is the fact that it takes under a second to hit top speed.

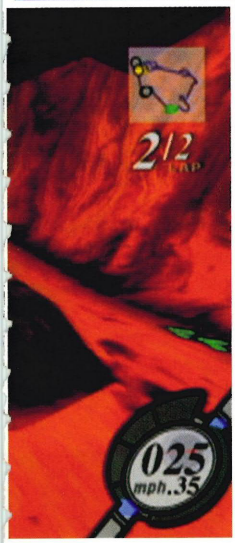
Even with the single button control and power-ups, the most unusual element of *Kirby Air Ride* is the overall

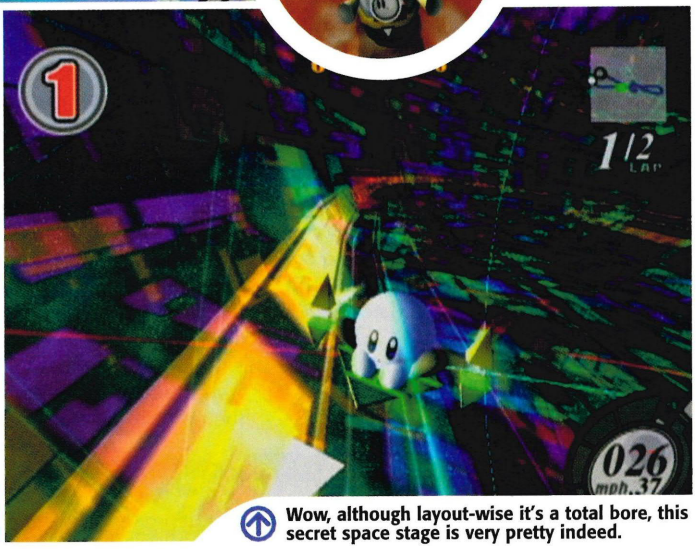
CITY SKIPPING: Instead of spending five minutes in the City, you can jump straight into the mini-games. Useful, eh? No? Oh...





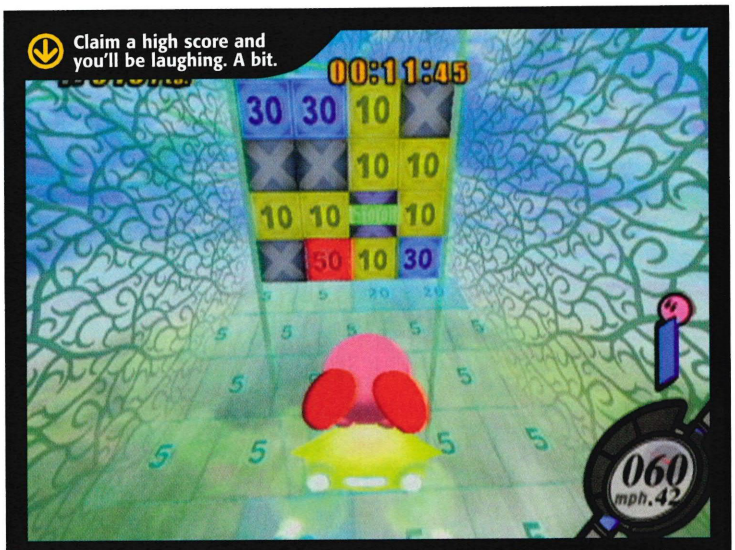
Each one of these squares represents a bonus or secret that can be unlocked.





Wow, although layout-wise it's a total bore, this secret space stage is very pretty indeed.

Claim a high score and you'll be laughing. A bit.



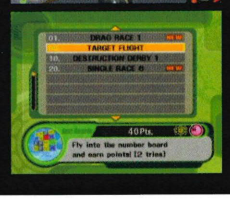
THE BIG SMOKE

IN A CITY OF THE FUTURE

Screenshots from the 3D races may adorn the box and this review, but the truth is that it only makes up one third of the actual game. As well as the 3D racing, you've also got a rather cool top-down racing mode and a confusing City mode. The overhead racing speaks for itself, but the city mode is rather more complicated. In this, you get five minutes to race around a city looking for power-ups that will increase the stats of your chosen vehicle. Afterwards, you enter a randomly selected mini-game and compete with the other Kirbys for a high score. It sounds interesting in theory, but the truth is that without knowing which mini-game you'll be competing in, you have no idea which power-ups you should look for. It renders the whole mode rather pointless.

Kirby goes punk. He'll probably be working for a bank when he's 26 though, so don't worry.





RIDE

structure of the game. Instead of competing in different cups and leagues, you simply start racing around a course, attempting to meet certain conditions to unlock new gear. These conditions may be as simple as finishing in first place with a certain vehicle, to slightly more obscure, such as finishing with the last two digits of your time pairing up. Its also interesting in that you may not know what you're unlocking. You see, once you've opened one secret, the square that visualises it lights up and the ones surrounding it become grey, which allows you to see what conditions will open these up. Of course, if you accidentally light up another square by, say, picking your nose on a certain jump, you'll find yet more secrets become available. This introduces an interesting random-ish element to the proceedings.

What *Kirby* sets out to do, it does impressively. It's extremely easy to pick up, and for the patient, there's loads to do. But the unique power-up system and *Kirby* atmosphere could have been utilised to far greater effect. When racing about using the single button to duck and dive, you'll wonder if Nintendo is trying to make a point. There's so much scope for an in-depth racing game here, but the pitiful amount of courses and one button control limits everything. Even with the other two modes this only feels like half a game. A racing-lite for children. What Duplo is to Lego. Yes, it may be very nice to play at first, but when you scratch away at the surface of *Kirby Air Ride*, you're going to hit dirt pretty soon. Don't even think about spending 40 big ones on this...

GARY

CUBE VERDICT

KIRBY AIR RIDE

SHALLOW RACER WITH A FEW REDEEMING FEATURES

VISUALS
Basic but smart. Very smooth and fitting with the *Kirby* style.

AUDIO
A mix of classic *Kirby* tunes and Alton Towers queuing music.

GAMEPLAY
Simple, and occasionally effective. A bit like toast.

LIFESPAN
The one-player mode very quickly becomes tedious.

ORIGINALITY
Tries to be original with its one button play. It fails.

ALTERNATIVE

Eye-bleeding visuals and rectum-bleeding speed. Perfect racing.



F-ZERO GX

Reviewed: Issue 23 CUBE Rating: 9.4

2ND OPINION

MALLOW! "Kirby is very much a B-list Nintendo character, and this feels wrong and worrying, A bit like fancying your mate's mum."

TIM

FINAL SCORE

7.0

THERE ARE MUCH BETTER RACING GAMES OUT THERE, BUT THIS IS PRETTY GOOD IN PARTS



MAKE IT SNAPPY

Stand on an alligator for too long and you'll end up as swamp food.



PITFALL THE LOST EXPEDITION

I always did like your quick tongue!

A re-launch of a twenty-year-old franchise. Hold us, we're scared...



PITFALL! IS one of those games that people will always remember. At first it's easy to dismiss it as just another old game, but if you take a closer look at the 1982 Atari 2600 release you'll notice that its time limited treasure hunt that incorporated both overground and underground levels, swinging vines, huge size and tough enemies were all well ahead of their time. Although scrolling levels were still some way off (first seen in *Mario Bros*), *Pitfall!* was still responsible for several gameplay innovations that are still wildly used to this day. Now, over 20 years later and only two sequels, Activision is set to 're-launch' the franchise with this 3D update, *Pitfall: The Lost Expedition*.

Incorporating the gameplay that made the original such a success into three dimensions was always going to be difficult, not to mention transferring the old feel. After all, there is a 20-year difference between the two games. This would certainly explain some of the more radical changes. Instead of roaming around a jungle looking for treasures, which give you points within a certain time limit like in the original game, in this jungle exploration you're actually playing what feels like a strange blend of *Tomb Raider* and *Crash Bandicoot*. The levels are linear affairs and can be taken at great speed once you know what you're doing, and every so often they're broken up by a more complex situations, usually incorporating some of the old elements that made the first game so memorable, such as swinging vines, collapsing floors, snapping alligators and disappearing pits. A welcome return after all these years, but the fact that the re-launching of the

CUBE

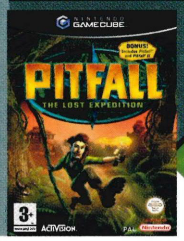
INFORMATION

PITFALL: THE LOST EXPEDITION	
PUBLISHER:	EDGE OF REALITY
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	51 BLOCKS

STATS

- DOUBLE JUMPS AHOY!
- LARGE ENVIRONMENTS
- PURCHASE NEW ATTACKS
- YOU CAN BREAKDANCE

OU TNOW | TBA | OUT NOW



The slingshot is one of your most useful toys.



LIGHTFOOT

WHAT A CREEP

Push the stick gently and Harry will creep around instead of moving with his usual gait – useful for when you come across a pack of sleeping animals.

"WE CAN'T HELP BUT FEEL THAT EVERYTHING IS A LITTLE, WELL, STERILE"

franchise has lead to such differences to the core mechanic of the game, replacing the feeling of exploration and a race against time with an all-too-common platform formula with linear pathways, *Zelda*-style item pickups and a feeling of being led by the hand which is very off-putting. We've seen so many examples of this sort of game this console generation and it would be nice to see something at least a little different.

Despite these grumblings though, *Pitfall* doesn't do anything wrong. The gameplay mechanics, while stale, are solid enough, and if you're new to this type of game then you'll get a lot of enjoyment from finding an item such as TNT and realising that you can use this to blow up weak walls, opening up a load of previously unreachable paths and lots of treasure. However, while running around the lush environments, swinging on vines and clambering up huge statues, everything seems a little, well, sterile. The constant pace feels as if the developers have followed a proven template. There isn't one surprise thrown at you, or any moment where you have to stop and take anything in before continuing your travels. It's all too predictable, and there's no wow factor, just the impression of a slick, well-designed game. Not a hugely detrimental issue in itself, but these days a game has to do something a bit different (not just a pretty cool hand-waving ability) or at least have a certain panache in order to stand out from the crowd.

Pitfall: The Lost Expedition is a difficult game to judge. It makes all the right noises but it's one of those games you probably won't even remember playing a year from now. Despite not being as true to the original as it would like to think, it's a well-produced platformer that will please fans and those interested in seeing the franchise develop, but it's biggest problem is that it just doesn't do anything special. It's like having a cheese sandwich when you could have had cheese and pickle for 10p more, or doing laps in the swimming pool of the best and biggest water park in the world, or going to visit Russia and staying in your hotel room all day. Or even like the quality of this review. It's just... there, and normal with it. Sitting in the corner of the pub, nodding its head and not catching anyone's eye. (NB Gary had to have a lie down after writing this review. He will be back next month when he's fully rested. Donations accepted – Miles.)

GARY

I'M THE ILLEST, FOOL: If you get bored with all the jumping and hitting, take some time out to bust out some phat moves with the ⊙-stick. Straight outta CUBE.

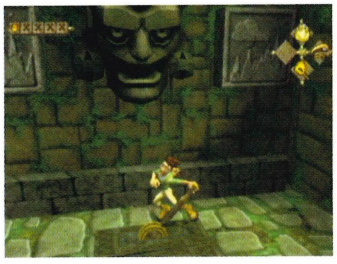


Wave the fire around and you'll be safe as houses.

WAVE GOODBYE

GOTTA HAND IT TO 'EM

Activision are really making a big deal out of their new 'direct control' system, the name given to your ability to control Harry's right hand by using the ⊙-stick, independent of his body. Obvious jokes aside, this can be quite cool in that when pulling a lever or picking something up things feel a lot more natural than they would if you were simply pressing the Ⓐ button, but it's also not half as elegant as you may think. The problem is that the hand doesn't feel as if it has any 'weight' to it. It just flaps around as if Harry's bones have turned to mush, but it's definitely something new and a little different.







Get fresh, get funky, word up. Breakdancing is making a comeback, y'know!

Look at the green grass and pretty flowers. There worse places to be, eh!





CUBE VERDICT

PITFALL

AN INOFFENSIVE PLATFORMER

VISUALS
Smooth animation and vibrant environments.

AUDIO
Big, grand crashing theme tunes and amusing sound effects.

GAMEPLAY
Basic textures and structures, but atmospheric with it.

LIFESPAN
There are 40 levels to fight through, all packed with plenty of secrets.

ORIGINALITY
Well we saw the 3D version of *Pitfall* all the way back with *Tomb Raider*...

ALTERNATIVE

Criticised over time, but we still love Mario's tropical adventure.



MARIO SUNSHINE

Reviewed: Issue 10 **CUBE Rating:** 9.5

2ND OPINION

MONKEYS! "Bit harsh there Gary, it's not that bad. I enjoyed it and the cut-scenes are funny. And there's monkeys in it. Evil monkeys"

TIM

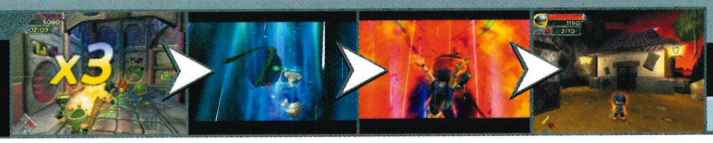
FINAL SCORE

7.8

AN ADVENTURE THAT WE'VE SEEN MANY TIMES BEFORE

NINJA FURY

Performing consecutive dodges and attacks rewards you with skill points.



The way of the fist



GLASSHOPPA

YES MASTER?

Despite accidentally killing your sensei at the beginning of the game, his spirit will still turn up at various points in the game to give you hints and extra training.



Evil ninja robots are going to test your skills... actually, they're a piece of cake.

I-NINJA

Wise man ask, can little ninja boy star in much good game?

CUBE

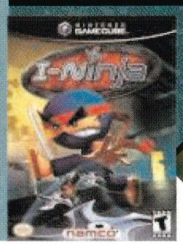
INFORMATION

I-NINJA	
PUBLISHER:	NAMCO
DEVELOPER:	ARGONAUT
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	4 BLOCKS

STATS

- PLENTY OF VARIATION
- GREAT BOSS FIGHTS
- WAX ON
- WAX OFF

OUT NOW | OUT NOW | OUT NOW



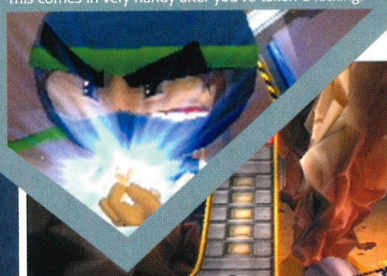
Each huge door will lead you to a new, and usually exciting area.



"LOSE YOUR RAG AND KILL YOUR OWN SENSEI"

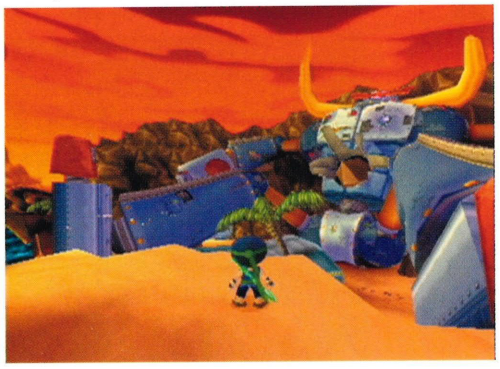
KUNG-FU, Karate, Aikido... everybody's well aware that martial arts demand respect. Simply adding a little graceful, eastern influenced self-defence to anything makes it instantly cooler (Chuck Norris notwithstanding). So maybe, just maybe, that's what saves this title from becoming the oh-so average game that it's obviously close to being. From the off, you can't help but be put off by the less than spectacular visuals and the mildly annoying 'boingy' sound effects. An amusing FMV later, where you gain your first Rage Stone, lose your rag and kill your own sensei, and you're thrown headfirst into Ninja the, er, ninja's bizarre yet strangely appealing world, and you're hooked.

It's from this point that you really start to feel a twinge of guilt for having doubted the game at all. *Ninja* is a joy to control with plenty of gadgets for you to play with (the best of which is a very handy chain that helps you roam around the levels with maximum style) and without realising it, you soon find yourself completely immersed in what you're doing, despite what you originally thought of the game's looks. It's the standard formula of visiting different levels, grabbing your prize, beaming back to the main area and heading through a different door, admittedly, but



SELF-HELP: Rather than unleashing devastating ninja attacks, Ninja can opt to use his power to heal himself. This comes in very handy after you've taken a kicking.





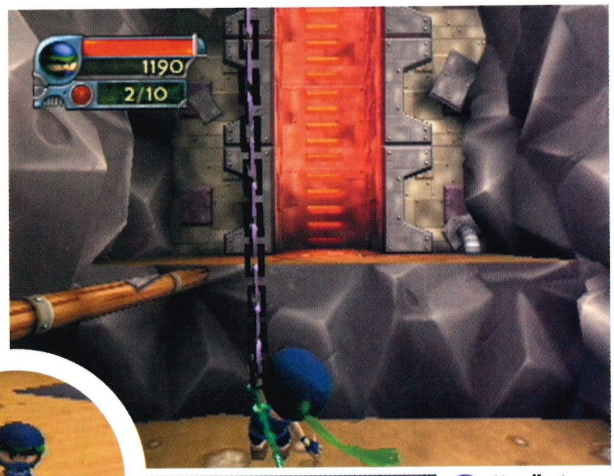
Takes a while to get used to using the chain, but when you do you'll be swingin' like a monkey!

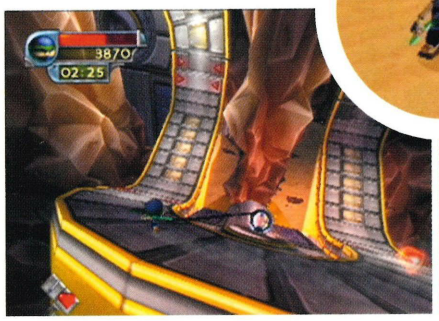
TOOLS OF THE TRADE

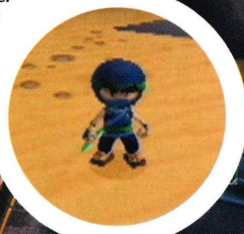
KING OF THE SWINGERS

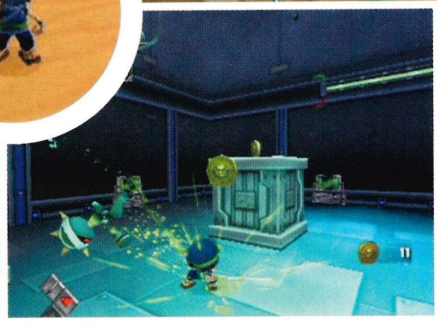
Being a ninja, our boy has a whole host of moves and nifty gadgets at his disposal. Even though his ninja sword is his preferred weapon and he can perform an impressive vertical slice move which literally leaves his enemies in pieces, he's not too shy when it comes to throwing around the odd ninja star or poison dart if being kept at a distance.

Possibly Ninja's most useful bit of kit is his trusty chain, which not only swings him across vast gaps but can also be used to slingshot him round tight corners at a moments notice. Perfect for those occasions when you're being chased along a winding metal track by a speeding fireball. C'mon... it's happened to us all.









Handiest game gadget ever! The chain helps you swing round corners.

Shame this isn't getting a release over here. Buy a PS2 then you can play it.

it's worked before and, would you believe it, it works again. It's not just this classic game style that makes the difference though, oh no.

After just a few levels of play you can't help but notice that the variety of level types is truly awesome. Within the first few sections you'll have already enjoyed some hack 'n' slash adventuring, a boxing match, a spot of turret based gunship shooting, a mid-air showdown with a bladed, staff-waving samurai and a few speed-based levels. Wow. It's almost as if a giant gaming magpie has flown around and collected up all the shiniest and best bits of some of the worlds most popular games and lumped them all together in one big ninja-based platformer of a nest.

That said, the game could, and should, have been better. A shortness of levels means you're constantly heading back to already finished areas to try and earn extra grades by re-completing stages with ten red coins or within a certain time limit. This is fun if you're very forgetful or had your eyes closed the first time round, but for most people, having to redo entire areas just to see a few new ones is fairly irritating. A lot of thought has obviously been put into how the game plays and trying to cram as much into it as possible, but when you find yourself hearing the same, tired, bongo-based jungle theme that's been looping for the last half an hour yet again, you really wish someone, somewhere had spent a little more time on the music and sound effects. It's a damn shame really, the cake's been baked very nicely, just to provide a base for slightly sloppy icing.

Predictably this also suffers from a few of the dreaded camera angle problems that so many of today's platformers do. It's not as bad as some of the recent offerings that we've had the pleasure of playing, but falling into a river and having to swim back along a vast



Kick! Punch! It's all in the mind
If you wanna test me I'm sure...



...you'll find that all the things, I'll teach ya is sure to beat ya...

METAL FIST!

ROBOT WARS

There's nothing worse than putting in the hours and sweating blood over a game just to be confronted with a drab, uninspired end of level boss that's about as intimidating as a sherbet dib-dab. Games of this sort will always have bosses, and in this area I-Ninja has done itself proud. Each boss you come across will provide a new and interesting challenge. Whether it's a gloves-off, robot boxing match at sea or a submarine showdown with a giant piranha, you're always left itching to see the next screen-filling mechanical monster.

This is never going to be easy though, as you'll have to earn your ninja grades and receive your belts if you want to compete with them. After all, a yellow belt verses a metal spider just isn't fair!



...nevertheless you'll get a lesson from teacher now. Kick! Punch!

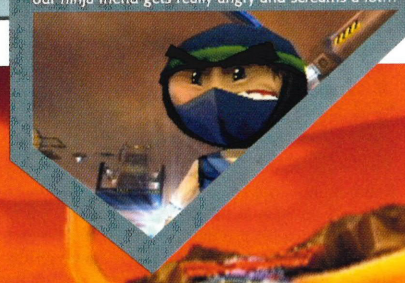


TRAIN TO WIN

BELT UP

Earning points during the levels and grabbing all the grades you can improves Ninja's abilities no end. Not only can you earn colourful new belts and bandanas, but your sword can also be upgraded. Yay!





A TALE TO TELL: After completing a level you'll be treated to some delightfully amusing FMV in which our ninja friend gets really angry and screams a lot...

By completing the stages you can collect enough parts to ressurect this huge robot.









TEST YOURSELF?

NINJA MINI-STAGES AHOY!

Between the main levels you'll have to take part in one of the game's mini-stages. Completing these can result in you getting yourself another grade towards your next belt or just reward you by dispelling a force field that's been blocking your path. These tasks vary almost as much as the game levels themselves. Some will see you having to float around collecting red coins before the time runs out, some will be a of a racing nature where mastering your chain cornering technique is essential if you want to succeed and a few have you fighting against evil metal warriors in mid-jump. Now that's true ninja style!





CONTINUED chunk of the level just to get out again just isn't on. Especially as the only reason you fell in the water in the first place was because you couldn't tell how far away the next platform was from you. A small jump really shouldn't foil a highly trained ninja who's just fought off a dozen evil robot warriors.

However, none of these things can take away the fact that *I-Ninja* is great fun and whether it's bought, rented or borrowed, this should definitely be played. Anyone who can look you in the eye and tell you that they didn't enjoy the level on Robot Beach where you paste yourself to the side of a giant robot's eyeball and are forced to manoeuvre the off-balanced orb over a series of extremely narrow paths and through various laser-themed obstacles (and you thought a monkey running inside a plastic ball was weird) is lying through their teeth. It's great, and the last thing you expect from a game like this. Just when you think you've seen everything the game has to offer, a stealth level turns up. Okay, it's no *Splinter Cell* but avoiding cameras and using your ninja abilities to dodge between the searchlights is yet another example of how much has been squeezed into it in the name of variety and playability.

To sum up, it's always sad to see a good game be slowly dragged down by visuals and sound. This could have been great but a collection of small faults drag it down somewhat. Even so it's great fun with a groovy character and well worth importing.

RICK

"WHETHER IT'S BOUGHT OR BORROWED, THIS SHOULD DEFINITELY BE PLAYED"

CUBE VERDICT

I-NINJA

VARIED PLATFORM FUN

VISUALS
Nothing particularly striking. Cute and non-offensive.

AUDIO
Does the job, but really nothing to shout about.

GAMEPLAY
Interesting and varied levels will keep you glued to the box.

LIFESPAN
100% will take a while, but kung-fu credits will be rolling in no time.

ORIGINALITY
Most of this has been seen before, but it's not without its charms.

ALTERNATIVE

Not a great effort by Sonic Team but worth a play if you really, really like Sonic.



SONIC HEROES
Reviewed: Issue 29 CUBE Rating: 6.2

2ND OPINION

DANIEL-SAN! "The fact that this isn't being released here is a crime. It's a great wee game and Futurama's Billy West does Ninja's voice. Buy it, oh, you can't."

TIM

FINAL SCORE

8·0

GOOD SOLID FUN WHILE IT LASTS, BUT HOW LONG WILL THAT BE...?


冒険
闇
水
火
DUEL MASTERS
D MAX
永
my creatures will never surrender. kaijudo.
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LEAVE ME ALONE

The more hearts you get the less likely it is someone will steal your soul.



Barbie vs Optimus Prime?







CUBE INFORMATION

DREAM MIX TV WF	
PUBLISHER:	HUDSON
DEVELOPER:	EIGHTING
PRICE:	£44.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	4 BLOCKS

STATS

- SUPER SMASH BROS CLONE
- EKONAMI VS HUDSON VS TAKARA
- 17 CHARACTERS
- 15 STAGES

TBA | OUT NOW | TBA



WHERE IS HE?

WHAT NO BONK?

It's not as if Hudson have that many famous characters so what happened to Bonk – star of Bonk's Adventure (aka BC Kid or PC Genjin)?





The two plucky presenters of the most dire show on earth.

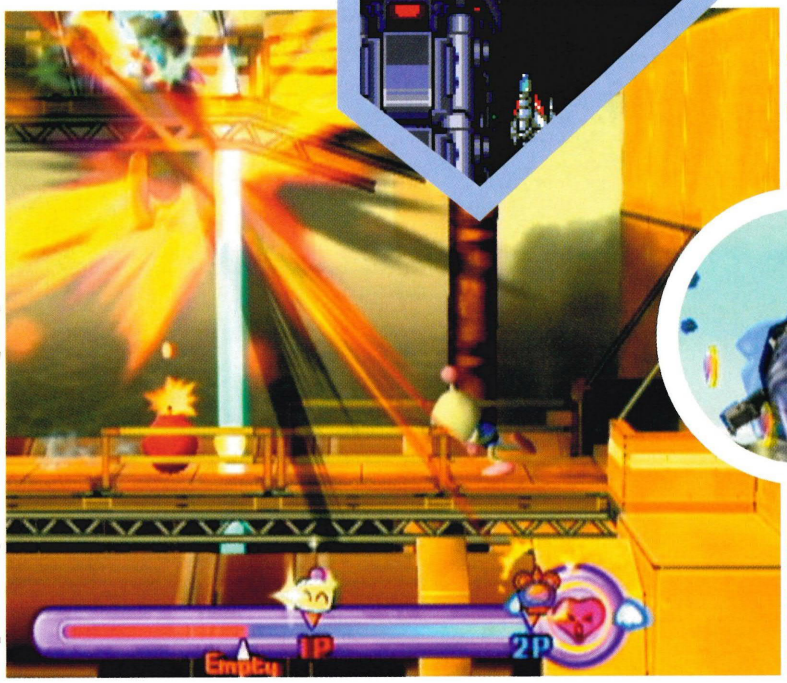
Can *Smash Bros* work without Mario and the gang?

IF YOU import this game you can do several things. You can boast to your friends that you get to play as Solid Snake on the GameCube long before *The Twin Snakes* comes out. You can show off that you've got a game with Optimus Prime and Megatron in it, and that they transform and everything. You can even brag, if you're unlucky enough to know someone that will be impressed, about all the obscure Japanese characters you can now pit against each other – as if the gaming world really has been on tenterhooks wondering about who would win out of Simon Belmont and Tyson Granger in a fight.

The one thing you absolutely shouldn't do though is let any of your mates actually play the thing. Because if you do they're going to laugh in your face, burn the game disc on the spot and spit on your dog – or if you made them play it more than once, on your head. *World Fighters* desperately wants to be *Super Smash Bros*. It's possibly the most blatant clone of a game ever, but it fails on two crucial

DREAM MIX TV WORLD F

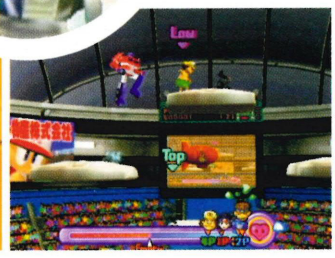
STAR SOLDIERED: Try impressing your friends with the fact that the 'floating continent' level is from Hudson's old shoot-'em-up *Star Soldier*. If you succeed, send us a postcard.







The Easter Island heads share a disadvatage with Daleks. They can't handle stairs.





We really love Transfomers, the game's only saving grace.





points. Firstly, most of the characters in the game really aren't that famous and the one or two that are look terribly out of place. Secondly, *Super Smash Bros* wasn't exactly the most complex or subtle fighter in the first place so grossly simplifying it (there are really only two moves for each character) has got to be a bad idea of Godzilla-like proportions.

For anyone that isn't getting all these *Smash Bros* references, *World Fighters* is basically a four player beat-'em-up taking place across a single screen level that zooms in and out to keep everyone in sight (in the process reducing the proportional size of your characters to that of pinheads if they all happen to run in opposite directions). There are no *Soul Calibur*-style combos here though since there are only two attack buttons – normal attack and special move. Normal attack is always just punch or kick, but the special move is unique to each character such as Bomberman's bombs, Megatron's transformation into a gun or Power Pro-Kun's baseball bat.

This lack of variety is, of course, incredibly limiting and since the animation and sound effects are so ambiguous as to whether you've actually hit anything it's all deeply unsatisfying. As if to make the whole palaver even more tedious you don't just decrease a health bar when you hit someone. Instead you cause them to emit hearts which you must then collect yourself, as if you lose too many you'll shrink and your soul will flutter off into the heavens – to be snatched away by an enemy (or reclaimed by you if you're quick about it).

World Fighters can't even redeem itself in the number of options or power-ups on offer – one very successful way that *Super Smash Bros Melee* managed to paper over its own inadequacies. There's essentially only one multiplayer mode and the power-ups are so infrequent and laughably impotent even when they do turn up, that you actually start to feel sorry for the developer's obvious lack of imagination, bless them.

Many of those who are interested in importing this will have already realised that it isn't the world's greatest game (although they'll be shocked to see the distance by which it misses out on that accolade). The main draw instead – as with *Super Smash Bros* – is the idea of pitting so many different characters against each other. Here *World Fighters* can be considered a half triumph at best. The only triple A videogames star is Solid Snake, with Bomberman and Simon Belmont being of some interest to the hardcore. The rest though are such a hopeless bunch of no marks that it's impossible to imagine that even their own creators care whether they get a cameo in the game or not. Sure, Optimus Prime and Megatron

"YOU ACTUALLY START TO FEEL SORRY FOR THE DEVELOPER'S OBVIOUS LACK OF IMAGINATION"

IGHTERS

THE TAKARA LINE-UP

IN THE RED CORNER IT'S 'GORGEOUS' GEORGE TAKARA

It might say Hasbro on the box but Takara are the guys that actually make Transformers toys. They also do Beyblade and er... some other stuff you've never heard of:



OPTIMUS PRIME (TRANSFORMERS)
Takara's poster boy in the game and one of the main reasons anybody's thinking of importing this tosh. Transforms into a truck and trailer.



KAYAMA LICCA (LICCA)
Licca-chan is basically the Japanese version of Barbie. Her special move steals hearts from everybody, which is actually really useful.



TYSON GRANGER (BEYBLADE)
Ash Ketchum lookalike and main hero from Beyblade wields, as you might expect, a beyblade (that's a spinning top to you and us).



MICROMAN (MICRONAUTS)
One of the old '70s toy lines that went on to inspire Transformers, the guy you control is tiny but he's got a jet pack and a giant robot friend called erm... Robot Man.



ASUKA (CY GIRLS)
One of the characters from Konami's forthcoming Cy Girls, but she started life as an action figure. In there to make the femal numbers, you feel.



MEGATRON (TRANSFORMERS)
The Decepticon bad boy looks just like his toy self (ie not that great) and never uses his big arm cannon. Transforms into a pistol and fires a bullet, just the one.



A quick uppercut never fails to get the old eyes watering...

Bit of a Billy-no-mates? Never mind, the computer is always there for you.





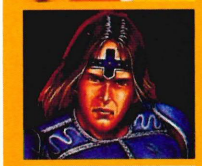
THE KONAMI LINE-UP

IN THE BLUE CORNER IT'S KING 'KONG' KONAMI

Japan's biggest third-party developer, you know 'em, you love 'em – but quite frankly how they got roped into all this nonsense is anyone's guess.



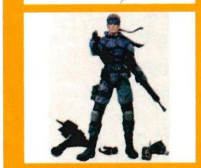
POWER PRO-KUN (POWERFUL PRO BASEBALL LIVE)
One of Konami's main mascots in Japan is totally unknown in the west because he's part of their best selling baseball series. Can you guess what his special move is?



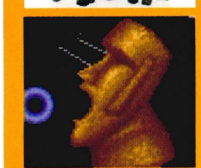
SIMON BELMONT (CASTLEVAINIA)
The original whip cracking vampire hater is one of the few non-cartoon characters in the game. He gets to use crucifix boomerangs and the theme tune to his level is top.



TWINBEE (STINGER)
Although he looks more like a walking alarm clock in this, Twinbee is actually the 'spaceship' from Konami's vertically scrolling cartoon variant of *Gradius*. He throws magic hammers.



SOLID SNAKE (METAL GEAR)
He's a (not very well) hidden character but yep, he's in there. His stage is from *MGS2* and has the right music and everything. Unfortunately his special move is a rather dull C4 bomb.



MOAI (GRADIUS)
The weird looking head statues from Easter Island. They've been in tons of Konami games, most notably *Gradius* (aka *Nemesis*). The *Gradius* arena is actually really good.

Um, hotpants, shouting and big red explosions. Just what the doctor ordered.

You're going to have to buck your ideas up. What a painful performance.





CONTINUED

are fun (although the game's poor balancing means they're much too powerful) and seeing Barbie fight a werewolf or being whipped by the guy out of *Castlevania* is funny – but not £45 funny.

The various stage backgrounds are an equally eclectic mix, but unfortunately the actual layout of the platforms upon which you fight seems to have been given no thought or planning. The imagery behind them can be quite cool though. The *Gradius* stage is particularly nice as you cavort around on the little weapon selection icons at the bottom of the arena with the little plastic toy tree-house in the background (that a thousand thirty year-olds will remember their sisters owning) is nicely surreal and the recreations of bits from *Metal Gear Solid 2* and *Castlevania* are also rather nice. Obviously it's not anywhere near enough to save the game, but it does hint at what could have been.

Naturally not all of these characters and backdrops are available for your selection

CARAVAN OF COURAGE: There is one quite good mini game. On the Adventure Island level where you have to head a stream of footballs by pressing the block button.



AAAAGH!

DEVIL DOLL

If there's one obvious ommision from this game it's Blythe. A little plastic doll from Takara that had such freaky looking eyes it got banned in America for scaring hildren.

It's all well and good jumping up, but look where he's gonna land!

Even when they're in paradise, those little tykes still kick off.

straight away, in fact only eleven are available right from the start which means you've really got to be the master of unlocking to see all the game has to offer. Unfortunately this means playing the single player mode multiple times, a task which Old Nick himself is no doubt contemplating at this very moment, as an alternative to red hot poker insertion for all eternity. Most of the time the five levels you have to battle through can be beaten in just a few minutes but the boss battle at the end is immensely frustrating. It's never hard but because of the way that the characters are balanced it takes thirty seconds with some and a good ten minutes with others. Also, you need to achieve an 'A' ranking in order to unlock the backgrounds but although those of us that can't read Japanese will have no clue as to how such a feat is to be achieved, nine times out of ten the game rewards you with one anyway – its only kindness.

There is one other single player game mode named, for no readily apparent reason, Caravan. All this amounts to though is a bunch of lame mini-games that ask you to do mundane things like collect a number of hearts in a set period of time or chase a soul around the screen. Curiously there are only eight of these mini-games though and they serve absolutely no purpose in trying to unlock secrets, so if you do avoid all sane advice and buy the game don't worry about having to play through them all in the hope that you'll unlock Bill Rizer from *Contra* or anything.

World Fighters is a terribly missed opportunity. *Super Smash Bros Melee* had plenty of flaws and niggles that could have been improved upon but Hudson have only exacerbated them and by populating the game with such an odd ball selection of characters it's only going to appeal to the most trainspottery of Japan-o-philes. It is with a heavy heart then, and God knows nobody wanted a game with both Barbie and Optimus Prime in it more than us, that we must hereby judge this game to be utter arse.

DAVID

THE HUDSON LINE-UP

IN THE YELLOW CORNER IT'S HENRY 'THE HAMMER' HUDSON

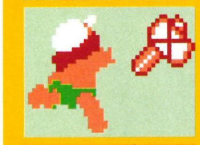
The makers of *Bomberman* and *Mario Party* seem to be the ring leaders in all this, although they've got the least interesting cast.



BOMBERMAN
He might have had more sequels than *Police Academy* but the B-Man is a genuine video game superstar. They probably weren't up all night thinking up his secret move though.



MOMOTAROU (MOMOTAROU DENSETSU)
Momotarou Densetsu means The Legend of Peach Boy, which makes him officially the least intimidating samurai ever. His special moves involve throwing a series of cute animals at you.



MASTER HIGGINS (HUDSON'S ADVENTURE ISLAND)
This guy is based on a famous games personality from Japan. Hudson later sold the game to SEGA, who made *Wonder Boy* out of it.



YUGO (BLOODY ROAR)
Oddly you can't change Yugo the werewolf back into a bloke like you can in the okay-ish beat-'em-up he hails from. You'll learn to live with the disappointment. Or maybe not.



MANJIMARU (FAR EAST OF EDEN II)
He looks like the bloke out of *Yu-Gi-Oh!*, but isn't. He's actually from a popular series of RPGs in which he gets to fight evil plants. His flaming sword is pretty cool though.



BIMBOUGAMI (MOMOTAROU DENSETSU)
This guy's name means 'God of Poverty' and is Peach Boy's main nemesis. His special move here involves throwing a dice which causes some random unpleasantness to occur.

CUBE VERDICT

DREAM MIX TV WF

BONKERS BUT BLAND BEAT-'EM-UP

VISUALS
The character models are quite nice, most of the backgrounds aren't.

AUDIO
Lame effects and only a couple of classic(ish) tunes.

GAMEPLAY
Stupidly simplistic controls and virtually no skill required.

LIFESPAN
Unlocking the extra characters is all that'll keep you coming back.

ORIGINALITY
It's *Super Smash Bros*, but with C-list celebrities and no gameplay.

ALTERNATIVE

This is the game *World Fighters* wants to be, but it isn't even close. Must try harder.



SUPER SMASH BROS MELEE
Reviewed: Issue 11 **CUBE Rating:** 8.3

2ND OPINION

ROLL OUT! "The only reason to even glance in its direction is to see Prime and Megatron transform, then you might like to go outside and get some air, it's good for you."

TIM

FINAL SCORE

3.4

A PRIME SLICE OF JAPANESE WHIMSY – IT'S JUST A PITY IT'S NOT FUN



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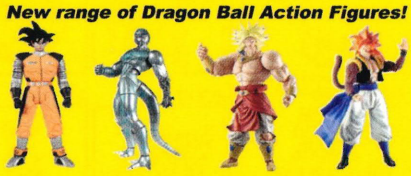
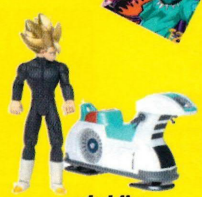




1 wheel bike



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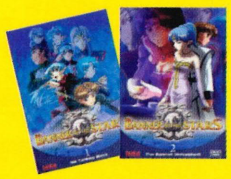

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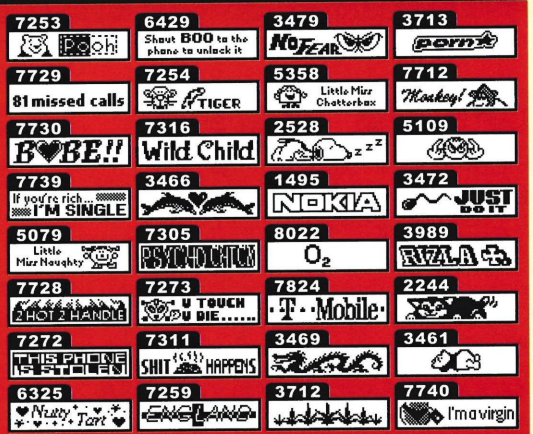

PICTURES / SCREENSAVERS



MUSIC RINGTONES

MONOPHONIC & POLYPHONIC RINGTONES - mono code first, poly code second if available

	MONO	POLY
2Pac - Changes	5156	9240
2Play - So Confused	9713	9710
50 Cent - 21 Questions	8973	8636
50 Cent - In Da Club	8133	8300
50 Cent - Pimp	9078	9386
50 Cent - W***sta	9644	9624
ACDC - Whole Lotta Rosie	3936	9572
Afroman - Because I Got High	5403	-
All American Rejects - Swing Swing	9062	-
Angel City - Love Me	9466	-
Atomic Kitten - Ladies Night	9661	9651
Avril Lavigne - Sk8er Boi	7858	8312
B2K Ft P Diddy - Bump Bump	8017	8314
Benny Benassi - Satisfaction	9017	9036
Beyonce - Baby Boy	9356	9360
Beyonce - Crazy In Love	8765	8646
Beyonce - Me Myself & I	9714	9709
Big Brovaz - Baby Boy	9197	9236
Big Brovaz - Favourite Things	8618	8648
Black Eyed Peas - Shut Up	9586	9599
Black Eyed Peas - Where Is The	9195	9246
Black Sabbath - Paranoid	4013	7169
Blazin' Squad - Flip Reverse	9488	9484
Blazin' Squad - Here 4 One	9780	9779
Blu Cantrell - Breathe	9065	9041
Blue - Guilty	9405	9379
Blue - One Love	7856	8329
Blue - U Make Me Wanna	8235	8330
Blur - Song 2	9755	9741
Boogie Pimps - Somebody To Love	9700	9697
Busta Rhymes - I Know What	8587	8650
Busted - Crashed The Wedding	9501	9514
Busted - Sleeping	9116	9190
Busted - What I Go To School	7719	-
Busted - Year 3000	8052	8337
Busted - You Said No	8590	8651
Christina Aguilera - Beautiful	7995	7901
Christina Aguilera - Dirrty	7912	7898
CKY - 96 Quite Bitter Beings	6080	7168
Coldplay - Clocks	8248	8344
Daniel Bed - If You're Not	7936	8353
Darkness - Thing Called Love	9157	9258
Darude - Sandstorm	9754	9740
Deep Purple - Smoke On The	3827	9570
Delays - Long Time Coming	9748	9735
Dido - White Flag	9196	9247
Dizzee Rascal - Fix Up Look	9134	-
Dizzee Rascal - Jus' A Rascal	9553	-
DJ Sammy - Heaven	7137	8366
DMX - X Gon' Give It To Ya	8593	8659
Dr. Dre - Forget About Dre	1179	9043
Dr. Dre - The Next Episode	3822	9055
Electric Six - Gay Bar	8724	8661
Eminem - Business	8997	8662
Eminem - Cleanin' Out	7542	7859
Eminem - Lose Yourself	8137	8101
Eminem - Superman	9642	9621
Eminem - Without Me	6604	6976
Emma - I'll Be There	9767	9760
Evanescence - Bring Me To	8605	8774
Fast Food Rockers - Fast Food	8780	8775
Fatman Scoop - Be Faithful	9404	9376
Flip & Fill - Irish Blue	9704	9694
Flip & Fill - Shooting Star	6937	-
Franz Ferdinand - Take Me Out	9712	9711
Funeral For A Friend - Escape	9781	9778
G Unit - Stunt 101	9756	9742
Gareth Gates - Spirit In Sky	8214	8393
Girls Aloud - Jump	9531	9522
Good Charlotte - Girls Boys	8606	8665
Good Charlotte - Lifestyles	8070	8400
Good Charlotte - The Anthem	8945	9194
Good Charlotte - Young & Hopeless	9425	-
Guns 'n' Roses - Sweet Child	3868	6977
Guns 'n' Roses - Sweet Child	8589	6977
Hilary Duff - So Yesterday	9408	9388
Him - Sacrament	9169	-
Him - The Funeral Of Hearts	9716	9708
Incubus - Megalomaniac	9685	9676
Jaimeson Ft - Take Control	9769	9762
Jamelia - Superstar	9222	9266
Jet - Are U Gonna Be My Girl	9717	9706
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Judas Priest - Breaking The Law	9574	9566
Justin Timberlake - Cry Me River	8067	8416
Justin Timberlake - Rock Body	8602	-
Kelis - Milkshake	9699	9696
Kelly & Ozzy - Changes	9512	9609
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Madness - One Step Beyond	3598	8927
Maroon 5 - Harder To Breathe	9747	9731
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Metallica - St Anger	8934	8929
Michael Andrews - Mad World	9657	9652
Milk Inc - Walk On Water	7685	-
Motorhead - Ace Of Spades	6332	9687
Murderdolls - White Wedding	8946	9571
Nelly - Dilemma	7952	7951
Offspring - Hit That	9686	9674
Outkast - Hey Ya	9503	9515
Pink - God Is A DJ	9768	9759
R Kelly - Ignition Remix	8210	8476
Rachel Stevens - Sweet Dreams	9218	9267
Red Hot Chili Ps - By The Way	6769	-
Red Hot Chili Ps - Can't Stop	8143	8478
Red Hot Chili Ps - Fortune Faded	9506	9577
S Club 8 - Sundown	9334	9285
Salt N Pepa - Push It	9646	9619
Samba Di Janeiro - Bellini	9753	9721
Scissor Sisters - Comfortably	9746	9724
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Scooter - Maria	9348	9736
Scooter - Weekend	8249	8504
Sean Paul - Get Busy	8262	8682
Sean Paul - Gimme The Light	7682	-
Sean Paul - I'm Still In Love	9701	9693
Sean Paul - Like Glue	9143	9185
Sex Pistols - God Save Queen	6622	8505
Shane Richie - I'm Your Man	9539	9521
Snow Patrol - Run	9766	9761
Stacie Orrico - More To Life	9409	-
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Sugababes - Too Lost In You	9662	9656
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Tupac Ft - Runnin'	9749	9739
UD Project - Summer Jam	9273	-
Ultrabeat - Feelin' Fine	9664	9649
Ultrabeat - Pretty Green Eyes	9105	9188
Van Morrison - Brown Eyed Girl	4935	8563
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Wayne Wonder - No Letting Go	8782	8700
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Friends	4632	8535
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Italian Job	5658	9260
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Mission Imposs	1421	6975
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Tigger's Song	6453	7163
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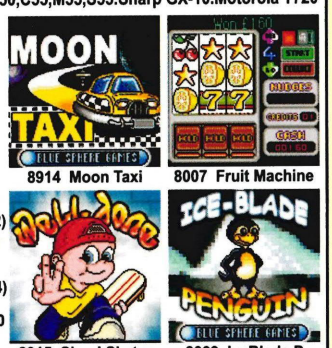
8001 Aston Golf (see #1)
8908 Big Tree (see #2)
8909 Black vs White
8002 Black Widow
8003 Chains
8004 Demon's Treasure
8005 Diamond Mine
8910 Diamond Mine 2 (see #2)
8911 Escape Master (see #2)
8006 Forge a Fortune
8007 Fruit Machine
8008 Hell's Pit
8009 IceBlade Penguin (see #2)
8912 Maze Ark
8913 Maze Ark: The Mission
8914 Moon Taxi (see #3)
8915 New Skool Skater (see #4)
8010 Pillar Dodge
#1 except 6310i #2 except T720
#3 except M55,S55,T720
#4 except all siemens,6310i



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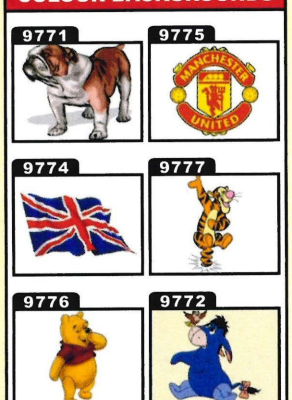

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YOUR LETTERS

VIEWPOINT

94 Blake Carrington has gone now, however, there's a load of new crazy folk ready to share their 'wisdom'.



FORUM FRENZY

96 If your opinions need airing, then you'd better learn how to drive a taxi, or get on that interweb thingy.

READER REVIEWS

97 Think you're a bit of a wordsmith? Prove it to the **CUBE** reading public by writing a review.

CHEATING MONKEYS

102 Yup, it's those monkeys again. Not content with kidnapping the receptionist, they've also been banging away at games all month.



REGULARS

BEAT THE WORLD

98 With a new look and even more games to challenge the world on, this should be the first stop for all you budding gaming gladiators. Thumb blisters finally pay off.

ADVANCE

116 We Max it up with Rockstar's poster boy, dabble in the jungle with Rare and enter the chilly caves of Samus' first ever assignment in *Metroid: Zero Mission*.

DIRECTORY

121 It's sort of like a bin of information. Every game ever reviewed in **CUBE** has been chucked in there. Luckily someone's sorted it all out alphabetically.

GUIDES



106 Can't beat the bosses? Tails' voice proving a mite too squeaky? Turn the volume knob down and flick to these pages...

110 If you're having trouble with those hundreds of unlockables, then good news – you can stop punching the pink blob out of frustration.



KIRBY'S AIR RIDE

MARIO KART Double Dash!!



114 Friends can quickly become enemies in the world of multiplayer Mario Kart. Make sure you have the edge with these hints and tips. Then be ostracised from the living room forever.

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

BEAT THE WORLD
Come on! You can do it! All new challenges and an all new look. Be the best, smell the worst.
98

CONTENTS

Viewpoint 94
Forum Frenzy 96
Reader Reviews 97
Beat The World 98
Cheating Monkeys 102
Cheating Monkeys Action Replay 104

GUIDES & SOLUTIONS
Sonic Heroes 106
Kirby's Air Ride 110
Mario Kart: Double Dash!! 114

ADVANCE
Sabre Wulf 116
Max Payne 116
Metroid: Zero Mission 117

THE REST
Directory 118
Horizon 122
Back Issues 126
Subscriptions 128
The back page 130

CUBE VIEWPOINT

ISSUE THIRTY

THESE ARE YOUR LETTERS. YOU WROTE THEM TO US AND WE HAVE PRINTED THEM. THAT'S HOW IT WORKS.

The mail sack (oo-er, that sounds a bit rude) hasn't been bulging as much as normal this month. Get ya fingers out!

RANT ON!

GET IN TOUCH

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

EMAIL

To be sure they land in the right place, aim your emails at CUBE@paragon.co.uk

LETTER

CUBE, Highbury – Paragon Ltd, St Peter's Road, Bournemouth, BH1 2JS

SMS TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.

PHONE

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

FAX

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

THE GOOD OLD DAYS

FIRSTLY, I WOULD like to point out that I'm a sea dog in the world of gaming. At the age of 28, I have lived through what I can only define as the electronic age. Seeing pocket TVs through to 'ultimate' home cinema screens, *The Labyrinth* through to *The Lord Of The Rings*, expensive bricks through to video phones, Triumph Spitfires through to the very sexy Elise etc etc... I think you get my point, and oh...yes...ZX Spectrum 48k through to GameCube.

In your last issue of **CUBE** (Issue 29) you gave a lot of concern for Ubisoft, in that the two of the best games this year might be missed by the average gamer. I add to this that it's a shame these games have such high production costs as they only deserve to be owned by dedicated gamers that can appreciate the work that has gone into making them. *POP:Sands Of Time* is now in my all time classics adventure/platform collection, along with games such as the original *Tomb Raider* on PSone and *Aladdin* on the MegaDrive. Being a collector of classics, I find nothing sadder than the demise of the SEGA Dreamcast, of which I still proudly own and use besides the GC. How the average gamer has missed highly original classics such as *Virtua Tennis 1* & 2, *F355 Challenge*, *Rez*, *NBK 2k2*, *Jet Set Radio* and *Ecco*. I can now hear all the PS2 owners shouting, "get over it man, almost all of these have been ported to the PS2 anyway".

Yes, sure enough ported over they have, well, in a fashion. The fashion being slower frame rates and longer loading times.

And why did it sink slowly into oblivion? Advertising and Sony megalomania, that's why. The PS2 sold by the thousands, and at the time had very mediocre titles. It's only until more recently that the PS2 has shown some quality titles, *Ico*, *ESPN NHL Hockey*, *Devil May Cry*. Let's not include *MGS* here as the ultimate *Metal Gear* game is coming to the GC. My wife saw *Ecco* advertised in the cinema which persuaded her to buy me a Dreamcast but that was it. Zilch. No more adverts.

...Hold the phone, EA have dominated the charts this last Christmas and *Persia* hardly sold? Well I suppose they only had double or treble full-page advertisement spreads in every magazine. I suppose also they only put adverts on the cinema as well as the TV. With the *The Fast And The Furious*, *Harry Potter* and *Lord Of The Rings* running the film charts also, it's no surprise that their titles have sold no end to the general gamer, most of which are likely to be in their early teens. Hats off to them – EA games deserve to sell as I feel a lot of their titles are greatly written and a joy to

CHILL

Is it really stressful making **CUBE** every month?

CUBE: *Yes! But we feed off adrenalin, strong sugary tea and Rich tea biscuits, sometimes Hob-nobs.*

MAZZA KART WINS OVER ANOTHER



I RECENTLY BOUGHT *Mario Kart: Double Dash!!* I have had so much fun with it but I don't know how to make blue sparks come out of the wheels. Also I can honestly say that even if you wanted to, it would take forever to make a *Worms 3D* guide.

How many **CUBE** members are there? It's just that one day I'm going to send you a Coke each. My mate took out a subscription and because he didn't get Issue 28 the day it came out he got a controller instead.

What issue did you review *Mario Kart Super Circuit* for GBA? I really want that issue but you don't have it on your back issues page anymore. Oh and Shaquille Basar had the most god-like idea with *Mario Kart: Quadruple Clash*. You'd have to, no Nintendo would have to pay him millions for that idea and they'd have to pay **CUBE** the same amount for publishing the letter.

There's one more thing. My local Game store says *MGS: TTS* is coming out in May but you say it's coming out in March. I hope it is because another four months would me agony.

STEPHEN, SWINDON

CUBE: ***We'll happily take money for printing letters. Usual address please. You can see all the CUBE team smiling out of the reviews intro page and as for Mario Kart, you need to slide into a corner then push the stick in the opposite direction to charge your boost. Takes a bit of practice, like.***

The **CUBE** SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to…

orange™ www.orange.co.uk/multimedia

LET'S TALK ABOUT TXT

We want your text!

THE DS IS GOING TO BE AWESOME BUT ARE THERE GOING TO BE ANY DECENT GAMES FOR IT?
CUBE: Well that's the key, isn't it... and nobody knows. We're sure Nintendo must have something good up its sleeve.

NO NEW NINTENDO CONSOLE TIL 2007, NOOOOOOOO
CUBE: You tired of your GameCube already!?

WHEN IS THERE GOING TO BE A DECENT FOOT GAME ON THE CUBE?
CUBE: Import Winning Eleven 7.

I OWN A PLAYSATION 2 AN XBOX AND A GAMECUBE AND I LOVE THEM ALL BUT THE GAMECUBE HAS THE BEST EXCLUSIVE TITLES BY FAR.
CUBE: We know it, you know it.

I CAN'T BELIEVE BURNOUT 3 IS NOT GONNA BE ON GC, BURNOUT 2 IS ONE OF THE BEST GAMES EVER. I THOUGHT EA LIKED NINTENDO.
CUBE: EA haven't officially canned the GC version yet, but it would be an absolute crying shame if they do so, as seems likely.

CUBE IS THE BEST GAMECUBE MAGAZINE BY FAR. DON'T GET BIG-HEADED THOUGH AND TELL STEPH THAT I LOVE HER. IF SHE LIKES MONKEYS, FOOTBALL AND GAMECUBE SHE IS PERFECT?
CUBE: Well two out of three isn't bad.

SONIC HEROES WTF IS WRONG WITH SONIC TEAM THEY USED TO BE SO COOL. ACTUALLY NOW I THINK ABOUT IT THEY HAVE ALWAYS BEEN PRETTY OVERRATED.
CUBE: Sonic would appear to have had his day.

I AM AN OUT OF WORK MONKEY. ANY JOBS GOING IN YOUR CHEATS PAGES?
CUBE: Too many monkeys around here already. That's what happens when you pay peanuts.



BUT KIDS CAN'T REACH THE TOP SHELF

Yesterday, my son, aged 13, tried to buy Issue 29 at a Co-op superstore, and felt humiliated when the till operator refused to sell the magazine to him as it was age-rated. As a concerned parent, I purchased the magazine with the intention of discovering exactly what kind of perverted material has been corrupting my poor innocent child during the past 18 months. Imagine my horror when I spotted the following disgusting images: A scantily clad female showing stockings and suspenders in the article on PSO III Card Revolution (page 42), and several pictures of females showing far too much cleavage (pages 57, 72, 75 & 130). Upon checking the text, I found it liberally sprinkled with four-letter words, such as: into, over and onto – more prepositions than Kama Sutra! Finally, can you give any advice on improving my ability to kick-ass on *Soul Calibur II*. Yours facetiously,
BOB DYKE, VIA EMAIL

CUBE: ***Nadgers, rumbled!* CUBE *is just a glorified jazz mag, it's all true. As for* SCII *– um, block well, learn moves, learn more moves, don't get hit.***

play, but if only the public could wake up. I bought a GameCube for three games at first… *Star Wars Rogue Leader II*, *Pikmin* and *Resident Evil*… and now, the classics, the truly innovative GC games ore now overtaking my PSone collection.

Persia doesn't deserve to be missed, neither does the GameCube and I only wish that the brainwashed public would wake up and smell the humus.

Nick, Woodville, Derbyshire

PS. Can you suggest to Silicon Knights to do a *Tomb Raider* one remake.

CUBE: ***All fair points, although it's a touch elitest to suggest only serious gamers should be allowed to play stuff like* Prince Of Persia *and* BG&E. *These are games that deserve to be enjoyed by everybody, and need to be if companys like Ubisoft are to recoup the large development costs. Both are sure to do a lot better on the GameCube than they did on PS2 and this might encourage developers not to sign exclusivity agreements willy nilly just because Sony ask them to. A* TR *remake would be wicked, but it's not up to Silicon Knights.***

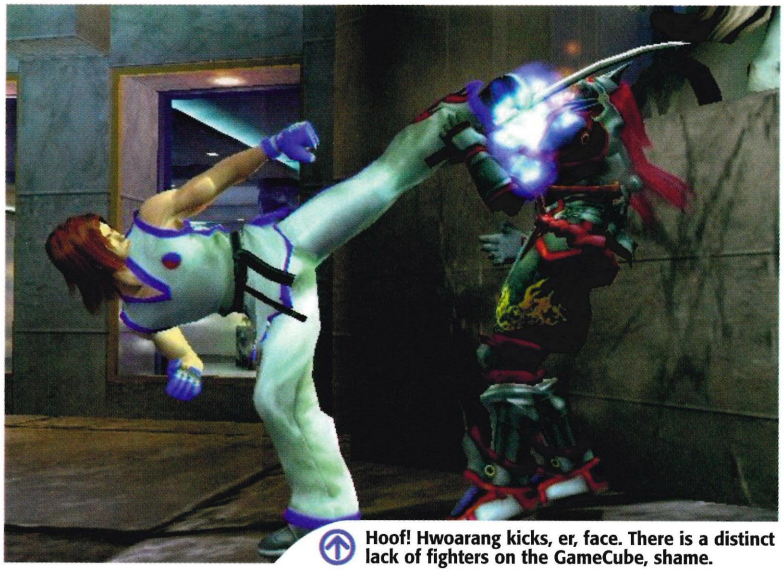
KID WINS LOTTERY

Dear Sir/Madam

I have been a fan of your magazine since it came out. I have a PS2 at home and the graphics are very good. But as there are some games which you cannot get for PS2, I went out and bought a GameCube. I currently have over 40 games and with my birthday coming up shortly, I hope to get lots more! Although there are only game you can get on Xbox I do not like it because Microsoft have completely copied Sony.

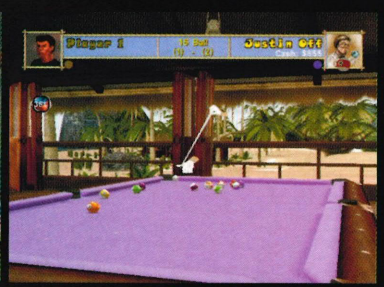
I love playing fighting, racing and shoot-'em-up games. My favourite game of all time is *Tekken 4* and when I fight my friends I always try to be Jin or Hwoarang as I have mastered all of their techniques. I am writing to ask if I could be included on your panel of game testers. I would really enjoy it and try to write the best review of the games. I would be extremely pleased if you gave me this opportunity.
JOHN SHIAKALI (AGED 12), LONDON

CUBE: ***Bloody hell! How rich are your parents? Maybe you're adopted and they're trying to compensate? Send us a Reader Review and we'll see about employing a 12-year-old.***



Hoof! Hwoarang kicks, er, face. There is a distinct lack of fighters on the GameCube, shame.





DUDE, WHERE'S MY GAMES!?

HI IT'S ME again. Thanks for your reply to the letter I sent you, after I saw my letter in your mag, it got me thinking about a few things. Why have three of the games I'm after been put back from the release dates they had. The games are *Resident Evil Code: Veronica*, *Turtles* and *Harvest Moon*. Please tell me the answer.

Pool Paradise looks great. Forget snooker, this game looks to rock when it comes out. Just wondering if you could give me any advice on how to get into the job you do as it is something I have always wanted to do since I was a kid. Thanks for your time at **CUBE** again and all the best in 2004. Keep up the good work and keep bringing out the best games.

When is E3 this year and Game Stars because I would love to go to them and this year I am trying to get my best mate to go to both of them. On the video disc will there be a long video of *Code: Veronica*?
CARL SKELDON, MANCHESTER

CUBE: ***Game slippage is like Geri Halliwell – no one likes it but it never goes away.* Pool Paradise *is pretty cool but Archer McLean has been doing those things for so long he should know what's what by now! E3 takes place over three days, 11-13 May.***

CUBE

ISSUE THIRTY

FORUM FRENZY

TOTAL GAMES .net

It's lunchtime in the office, you can either go outside or huddle over your keyboard and chat to people you'll never, ever meet.

Old-ish games *Pikmin* and *Majora's Mask* go under the microscope and rumours abound over the Nintendo DS. Things don't get more nerdy than this...

TOPIC: PIKMIN

Author: Samus_Freak
Is *Pikmin* worth the money, seeing as the price has dropped quite a bit since its first release?

Author: Imac
Pikmin's great, its worth £20 in my opinion but the timer, man that's annoying!

Author: cuboid guy
Pikmin is a great game, original and involving. It is pretty short though so is much better value now its below £20.

Author: Corinthians9:25
The timer is what makes *Pikmin* a great game – it gives it a structure. Without, it would be very short and very easy, and there would be no replay value. There would also be no desperate dashes to find that last missing *Pikmin* before the sun goes down and it gets eaten. *Pikmin* is well worth £20.

CUBE: Now Byron has gone, we merely love *Pikmin* rather than swoon over them at every opportunity. (He was obsessed.)

TOPIC: MAJORA'S MASK

Author: Apocalypsedude
I've recently got hold of the *Legend of Zelda: Collectors Edition* disk, and I'm playing through the two N64 titles... But now I've finished *Ocarina*, I've started *Majora*. And I'm so disappointed. I remember *Majora* being excellent – I bought it when it first came out, and I couldn't understand why it was getting a bit of a slating. But now, playing it directly after *OOT*, I completely understand. The storyline, the time travel and the very dark theme are all great ideas, but the actual game feels rushed... it just seems like Nintendo had a few good ideas, and then had to quickly slap a game in around it. Anyone have any thoughts?

Author: Nitric
I loved that game so much! Yeah, it was a bit smaller than *Ocarina Of Time*, but it was different enough to stay interesting.

Author: Numpty
I loved *Majora's Mask* and would rate it as highly as *Ocarina Of Time*. The only game I have played which I would describe as truly eerie. Swimming as a Zora and rolling around as a Goron was fantastic fun.

Author: The Voice Of Reason
Your completely right about the 'follow me' parts they became tedious and in the end even if you didn't want to do them you had to so as to advance. The strongest point for *MM* in my opinion was the town. There were endless possibilities to what you could do there. I spent the first week of owning that game just adventuring around there. It was also nice to see a much darker stance for a *Zelda* game as well.

Author: Zebedee
MM was a great game but a couple of things annoyed me a bit. Firstly the race where you were a Dodongo was really frustrating, took too long to do. Secondly it was hard to know what to do and where to go next. A lack of structure of storyline. BUT, I loved it all the same.

CUBE: We are of the firm belief that *Majora's Mask* is the definitive *Zelda* experience. Encompassing everything we loved about the prequels, giving it a dark twist and shoving the *Zelda* franchise into new directions... hell, we might just play it now...

TOPIC: DUALSCREEN TO BE 3D?

Author: The Baker
Apparently it will be, although it's very unlikely Nintendo will confirm this until E3.

Author: _Tricky_
Hmmm interesting... I just hope you don't have to wear funny glasses.

Author: Will Haven
TBH there is no chance of this being true, it cannot work given the details we know of the DS (ie can use both screens as one, vertical alignment). False speculation.

Author: Mariostartdom
A lot of sites have got hold of this story now, it all seems very odd to me. It came from somewhere in the USA and has darted about the internet like a thing possessed.

The thing is Nintendo gave the example of football. One screen will be the whole game the other will be zoomed in on certain parts of the action. Either Nintendo are lying to us or this news is pure rumour, and nothing more.

Author: The_Gamer
To me the whole "Dual screen" idea seems silly. I struggle to see what it would offer you that an on-screen radar or pause menu would not.

I'll reserve judgement for now on, but Nintendo will have to do something really special with it to convince me of its worth.

CUBE: Oooooh more rumours! Rumours are good. Here's a cool one: The DS will project holograms, fire lasers and make a mean toasted sandwich. Spread the word this will be the best console/kitchen appliance ever!

HONOURABLE MENTIONS

People that shouted loudest over the last four weeks

BAD DUDES ALERT!

Rebs and Numpty for taking it to the man, Corinthians 9:25 for being so damn nostalgic, Whinox for telling it like it is, resident budgies for making the best jaffle pie on the planet, Koffdrop for taking it like a man, zebedee and his book of 1001 'jokes' and lastly, MaskOhRider, for linking us to nivarna.

WHERE IT'S AT!

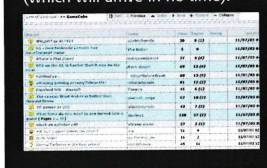
To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. getting in on the action couldn't be simpler...

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.

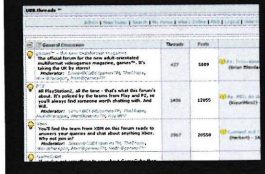
STEP TWO:

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 should know it by now: send us a 130 word review, and if it gets printed here you'll receive a JOYTECH memory card. Can't say fairer than that. PLEASE remember to include your postal address.

WIN JOYTECH MEMORY CARD

THE WORDS WHAT YOU WROTE

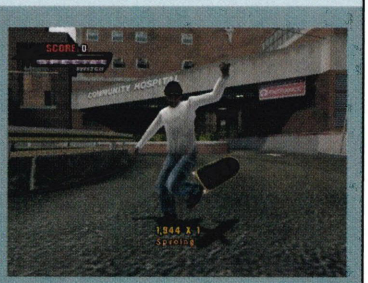
TONY HAWK'S UNDERGROUND

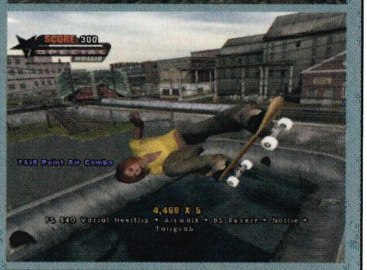
PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
ISSUE REVIEWED:	26
CUBE RATING:	9.0

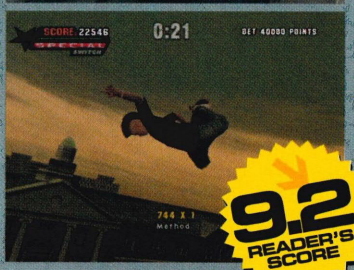
FORGET PLAYING AS a pro-skater out to unlock tapes because now with the successor to the *Tony Hawk* series you can create a skater to look like you with your own clothes and tricks. Then set out with your best mate to explore America and become a pro.

A good feature to this game is Unlockables because as you play Story mode you unlock new free skate levels and on each level there are hidden tapes that unlock short movies. This is the best skating game out but no game is without its faults and this game can get boring because the story mode is easy and if you replay the game choosing a different board, the game plays in the same way. In conclusion I would say this game is good with some things to be improved.

JASON LEGG, YEOVIL







9.2 READER'S SCORE

ETERNAL DARKNESS

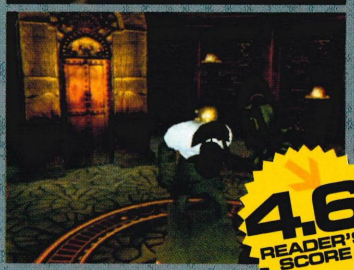
PUBLISHER:	NINTENDO
DEVELOPER:	SILICON KNIGHTS
ISSUE REVIEWED:	12
CUBE RATING:	9.3

I HAVE NEVER played *Resident Evil* or any other horror game so I was really looking forward to this to see what all the fuss was about. Unfortunately it was far from reaching my expectations. The graphics are too plain and nowhere near the quality of *Resident Evil*, the graphics on *Eternal Darkness* could have been done on the N64. The opening cut-scene is interesting and the story is surprisingly impressive but the gameplay is so boring it bores me to death. The whole game is dark and depressing, and there's no freedom like in *Mario* or *Zelda*. The sanity meter was a clever idea but Silicon Knights made a big mistake by making it go down too quickly. I thought games were supposed to be fun, not depressing.

JAMES STOCK, NORWICH







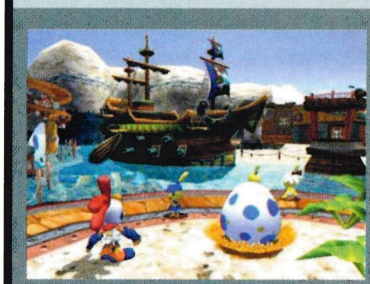
4.6 READER'S SCORE

BILLY HATCHER AND THE GIANT EGG

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

A BRAND NEW, original platformer from Sonic Team, I couldn't wait. To start off, it looks great; bright colours, catchy (though slightly annoying tunes) and what's this? An egg! Interesting – something a little different, so you have to push this egg round roll it over items and throw it at your enemies. Ok sounds good lets try it. Well the levels are fairly well designed and the gameplay is easy enough to get to grips with. Well, this is fun. Another classic platformer from the makers of *Sonic*! But wait, oh no I'm so bored I just roll this stupid egg round, half the time I can't keep hold of the thing and the rest of the time I just wish I didn't have to. This could have been so much better.

GUY HESFORD, NOTTS







7.2 READER'S SCORE

CUBE

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THE LEGEND OF ZELDA: 4 SWORDS+©NINTENDO 2004
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BEAT THE WORLD

ISSUE THIRTY

RECORD BREAKER

If something is to survive then it must evolve, striping out the weak points and focusing on existing strengths while developing others in accordance with environmental and social demands.

This applies to magazines as much as anything else you could care to mention, and so we've decided to give Beat The World a massive overhaul. Now, instead of having a small selection of tracks from certain games you can now enter far more challenges and as a result, have a far greater chance of winning, um, nothing but pride! Oh yes, feel free to write in if you want us to include any other games, we're always open to good ideas...

Those who beat last issue's scores (Scott Dabell, Nick Gallagher, Tim Rudd, Craig Fennelly and Ben La Brooy): don't worry, your prizes will still be sent out.

HERE'S THE BORING BIT:

- Unfortunately, due to the large amount of entries there won't be any prizes! Please don't send us hate mail.
- No punching, kicking or hitting below the belt. Enter as many challenges as you like and send in bribes at your lesuire.
- The usual evidence rules apply. Digital pictures really won't do, as any monkey can alter them. Apart from monkeys with no hands. But they've probably got friends who do have hands. Helper monkeys, yeah.
- And that's it. Be good.



Baby Mario can't see him, but do-ya-think-he-saurous? hahaha-ohohohoh-hehehehe-ahem. Arf.

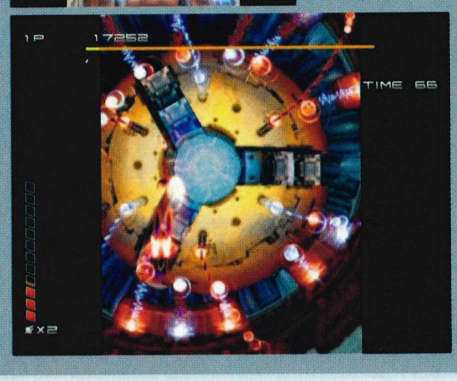
IKARUGA

Shooting up

LEVEL	SCORE	CHAIN	NAME
Challenge Mode			
Ch 1	-	-	-
Ch 2	-	-	-
Ch 3	-	-	-
Ch 4	-	-	-
Ch 5	-	-	-
Prototype Mode:			
Ch 1	-	-	-
Ch 2	-	-	-
Ch 3	-	-	-
Ch 4	-	-	-
Ch 5	-	-	-



Put your TV on it's side, your mum will thank you for giving Corrie an interesting new angle.



SUPER MARIO KART DOUBLE DASH!!

Let's see your best times. We've now opened up every course for the challenge so you have no excuses!

MUSHROOM CUP

Course	Time	Name
Luigi Circuit	–	–
Peach Beach	–	–
Baby Park	1:09:512	Craig Fennelly
Dry Dry Desert	–	–

FLOWER CUP

Course	Time	Name
Mushroom Bridge	–	–
Mario Circuit	–	–
Daisy Cruiser	–	–
Walugi Stadium	–	–

STAR CUP

Course	Time	Name
Sherbet Land	–	–
Mushroom City	–	–
Yoshi Circuit	1:52:691	Ben La Brody
DK Mountain	–	–

SPECIAL CUP

Course	Time	Name
Wario Collosseum	–	–
Dino Dino Jungle	–	–
Ben La Brody–		



Y'know we don't actually get to play games during work as much as popular myth makes out.

Sure Chandra won the Mazza Kart chamionship thing, but that was after many nights of practice.



1080° AVALANCHE

What's your fasted time in Time Trial mode?

EASY

Course	Time	Name
Ski School	–	–
Tenderfoot Pass	–	–
Frosty Shadows	–	–

HARD

Course	Time	Name
Power Threat	–	–
Tree Top Trauma	–	–
Grits N' Gravy	–	–
Trestle Trouble	–	–

EXPERT

Course	Time	Name
Revolution Cliff	–	–
Midnight City	–	–
Rotted Ridge	1'11"65	Chandra
Diesel Disaster	–	–
Sick with it	–	–

EXTREME

Course	Time	Name
Top Tree Mama	–	–
Treble Tussle	–	–
Evolution Riff	–	–
Sid's Night Midi	–	–
Dazzlin' Teaser	–	–
Wit's Thicket	–	–



Only one member of the CUBE team can ski. Can you guess which one?



TONY HAWKS UNDERGROUND

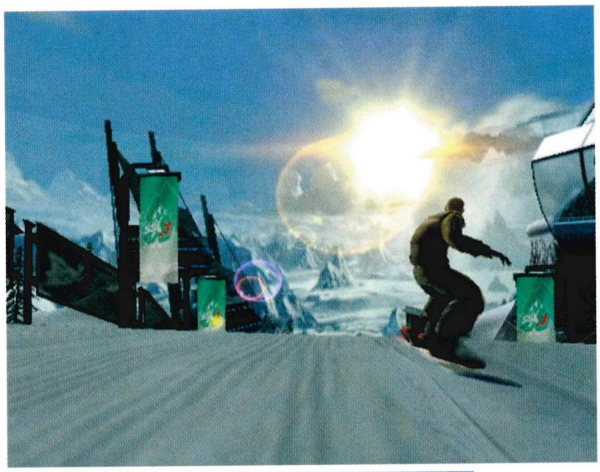
Two minutes, top score in each level.

Level	Score	Name
New Jersey	–	–
Manhattan	–	–
Tampa	–	–
San Diego	–	–
Vancouver	–	–
Hanger	–	–
School II	–	–
Venice	–	–





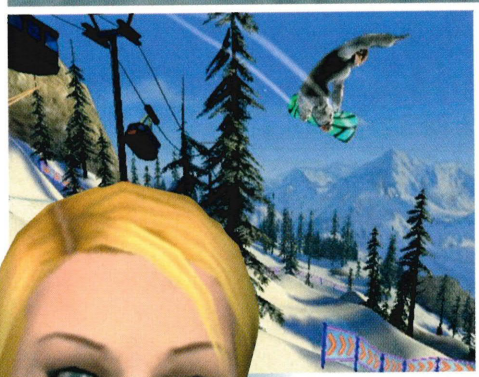
BEAT THE WORLD
RECORD BREAKER











SSX 3 **can get very annoying when you've built up your multiplyer but lose it thanks to a messed up grind.**

SOUL CALIBUR II

Fighters... ready?

CHALLENGE	NO. OF WINS	
Time Attack – Standard	–	–
Time Attack – Alternative	–	–
Time Attack – Extreme	–	–
Extra Time Attack – Standard	–	–
Extra Time Attack – Alternative	–	–
Extra Time Attack – Extreme	–	–
Survival – Standard	–	–
Extra Survival – Standard	–	–
Extra Survival – No Recovery	45	Mitchell Rafferty
Extra Survival – Sudden Death	–	–

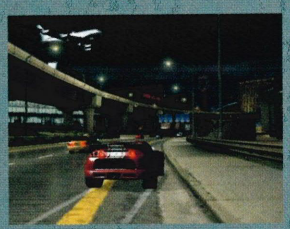




BURNOUT 2

Fastest times? Oh, go on then.

COURSE	TIME	NAME
88 Interchange	–	–
Airport Terminal 3	0.31.179	Scott Dabell
Airport Terminal 1 & 2	–	–
Big Surf Shores	–	–
Crystal Freeway	–	–
Crystal Summit Lake	–	–
Freeway Dash	–	–
Heartbreak Hills	–	–
Interstate Loop	–	–
Ocean Sprint	–	–
Palm Bay Heights	–	–
Palm Bay Marina	–	–
Sunrise Valley Downtown	–	–



Ahh our favourite car racing game. And the one we kicked XBM's asses at.



WHAT A PICTURE



You need to take a picture see, otherwise we won't believe your scores. It's a shame, but that's how the world is.

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 WORLD, CUBE MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS

SSX 3

Hit your peak with Miles.

PEAK 1 SCORES:

Course	Score	Name
R&B	355936	Miles
Crow's Nest	87036	Miles
The Junction	542131	Miles
Happiness Jam	412100	Miles
Peak 1 Jam	389998	Miles

PEAK 2 SCORES:

Course	Score	Name
Style Mile	565595	Miles
Launch Time	129495	Miles
Schizophrenia	670312	Miles
Ruthless Jam	244292	Miles
Peak 2 Jam	639091	Miles

PEAK 3 SCORES:

Course	Score	Name
Kick Doubt	345476	Miles
Much-2-Much	181505	Miles
Perpendiculous	744798	Tim
Throne Jam	244258	Miles
All Peak Jam	1288168	Miles



F-ZERO GX

Top times in each course, please.

RUBY CUP

Course	Time	Name
Mute City: Twist Road	–	–
Casino Palace: Split Oval	–	–
Sand Ocean: Surface Slide	–	–
Lightening: Loop Cross	–	–
Aeropolis: Multiplex	–	–

SAPPHIRE CUP

Course	Time	Name
Big Blue: Drift Highway	–	–
Port Town: Aero Dive	–	–
Green Plant: Mobius Ring	–	–
Port Town: Long Pipe	–	–
Mute City: Serial Gaps	–	–

EMERALD CUP

Course	Time	Name
Fire Field: Cylinder Knot	–	–
Green Plant: Intersection	–	–
Casino Palace: Dble Branches	–	–
Lightning: Half Pipe	–	–
Big Blue: Ordeal	–	–

DIAMOND CUP

Course	Time	Name
Casino Terminal: Trident	–	–
Sand Ocean: Lateral Shift	1'46"469	Nick Gallagher
Fire Field: Undulation	–	–
Aeropolis: Dragon Sl3ope	–	–
Phantom Road: Slim-Line Slits	–	–

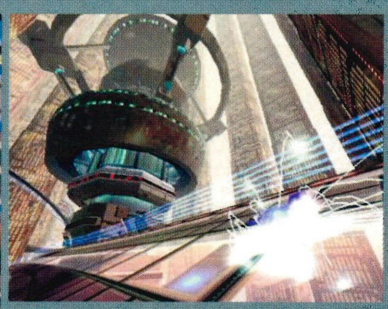
AX CUP

Course	Time	Name
Aeropolis: Screw Drive	–	–
Outer Space: Meteor Stream	–	–
Port Town: Cylinder Wave	–	–
Lightening: Thunder Road	–	–
Green Plant: Spiral	–	–

SPECIAL EXTRA TRACK

Course	Time	Name
Mute City: Sonic Oval	–	–





So like the new Beat The World? Let us know on the forum or by Viewpoint.

Normal service on these captions will resume next month.

CHEATING MONKEYS

Playing games is brilliant fun, until you get stuck that is. Never mind though, because if you're stuck then the monkeys are here with their cheats and codes...

I-NINJA

This smart little platformer will no doubt have some of you cursing due to it being tougher to crack than a particularly solid nut.

Enter these codes while paused on a 'normal' mission. (ie not when you have to collect all red coins.)

CODE	UNLOCKS...
Hold R button, A (x4) Release R button, Hold L button, A, A, Hold R button + L button, A, B, A	Big head mode
Hold R and press B, B, B, B ,release R hold L and press A, A, release L then hold R and press B, B	Complete current mission
Hold L+R and press B, B, B, A, A, B, B, B	Sword upgrade



He's a Ninja, he's a ninja, he's so good he's got picture in picture television!



SPAWN: ARMAGEDDON

If this Devil May Cry-esque hack 'n slash adventure is getting you down, then why not try entering these codes?

Type these in while the game is paused.

CODE	EFFECT
Up, Down, Left, Right, Left, Right, Left (x2)	All Weapons
Up, Down, Left, Right, Down, Left, Up, Right	Infinite Necroplasm
Up, Down, Left, Right, Left (x2), Right (x2)	Level Select
Up, Down, Left, Right, Up (x4)	Remove Blood
Up, Down, Left, Right, Up, Left, Down, Right.	Unlimited Ammo
Up, Down, Left, Right, Right, Left (x2)	Unlock all comics
Up, Down, Left, Right, Left, Right, Up, Down	Unlock encyclopaedia

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

You've got to love 'comedy' cheats in games.



1080° AVALANCHE

DON'T BE PISTE OFF, USE CHEATS!

Unfortunately overlooked, this stunning game has plenty to unlock. However, it can be quite tough. Never mind! Monkeys to the rescue!

Input these codes in 'Enter Code', which can be found in the options menu.

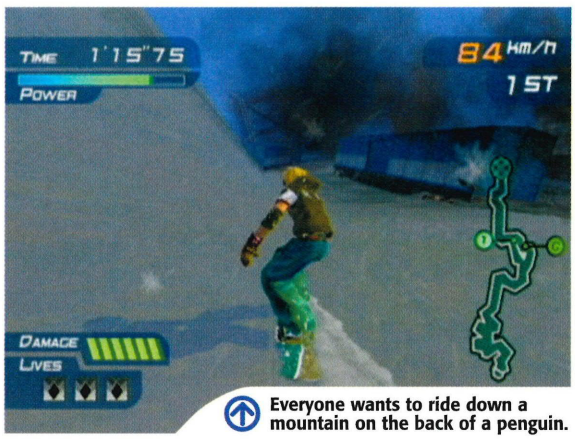
CODE	UNLOCKS...
9AWIKNY	Opens Final Challenge on Extreme Mode
EATFIKRM	Skip to Expert final challenge level
2AUNIKFS	Skip to Hard final challenge level
JAS3IKRR	Skip to Novice final challenge level

And if you want to unlock the secret characters...

CHARACTER	HOW TO UNLOCK
BONES	Beat Extreme Mode with Rob
CRYSTAL	Beat Extreme Mode with Akari
FROSTY	Beat Extreme Mode with Ricky
MIMI	Beat Extreme Mode with Tara
TITANIUM	Beat Extreme Mode with Kemen

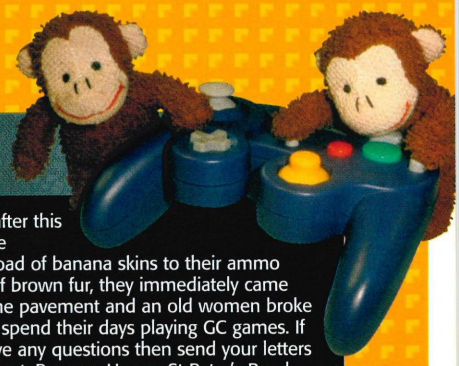
And for the extra boards...

BOARD	HOW TO UNLOCK
MR BEAKES	Collect 2 Trophies
NST 1080° AVALANCHE	Collect 18 Trophies
NES PAD	Collect 5 Trophies
POWDER PAINTER	Collect 9 Trophies
SECOND BOARD FOR EVERYONE	Collect 2 Time Trial coins
THIRD BOARD FOR EVERYONE	Collect 5 Time Trial coins
FOURTH BOARD FOR EVERYONE	Collect 9 Time Trial coins
OLD SCHOOL	Collect 4 Time Trial coins
PAINTBRUSH	Collect 7 Time Trial coins
PENGUIN	Collect 1 Time Trial coin



Everyone wants to ride down a mountain on the back of a penguin.

CHIMP'LL FIX IT



We don't know what's going to happen to those monkeys after this month's disaster. In an act of foolishness and self-destructive behaviour they decided to go and rob a bank. Strapping a load of banana skins to their ammo belts and streaming out of the **CUBE** building in a tide of brown fur, they immediately came under scrutiny from the local bobby when a skin fell onto the pavement and an old women broke her hip on the slimy yellow slippy stuff. Now in prison, they spend their days playing GC games. If you want to send us some money for their bail, or even have any questions then send your letters to Cell block 57, **CUBE** Magazine, Highbury – Entertainment, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Or drop them an email at cube@paragon.co.uk.





THE DARKNESS

Dear Cheating Monkeys,
I'm playing the fantastic *Eternal Darkness* at the moment, but I'm stuck in 1991, playing as Michael Edwards. I've just started out, and after killing a few enemies (mostly Gatekeepers), I don't know what else to do. Please help me!
LISA, DORSET

The monkeys say...
Hmm this isn't too hard once you know what to do. (But then that could be applied to anything). After dealing with the zombies, and examining the corpse to get a multitude of weapons go through the door to the South, kill the Gatekeeper and then head on down the ladder. Take the first ladder up, kill the two Gatekeepers and then take the Gold Amulet – mix this with the staff. Go back down the ladder and then carry on down the corridor to the last ladder. Go up this, push the staff into the hole and now you can control it, allowing you to burn the two buildings in the model and then the big one, which will open a secret passageway. See?

DA BOMB

Dear Cheating Monkeys,
How on earth do I get the bombs on *Zelda: Wind Waker*? This is my first *Zelda* game, so please be gentle with me...
LAURA, VIA EMAIL

The monkeys say...
Right, go back to Windfall Island when Tetra's ship is docked. Look around until you see the Bomb Shop (a lonely looking building) and to the left of this you'll notice a ledge. Make your way across it and then climb the ivy to the top of the building and crawl through the hole. Watch the scene unfold before you and keep an ear out for the password. Now go to Tetra's ship and say the password. Play that annoying swinging game again and you'll get the bombs!

THRILL OF THE HUNT

Dear Cheating Monkeys,
I can't get to Montross' ship in the Moon of the Dead level in *Star Wars: Bounty Hunter*. I'm in the sludgy area and can see it in the distance, but I always die when I try to get there.
ROGER, WOLVERHAMPTON

The monkeys say...
The answer is that you can't reach the ship from where you are. See the tall building near the massive ribcage? Head towards that instead. Once you get there, drop down the hole for some health and Mandalotian Rage and carry on through the empty crypts. Eventually you'll come to a hole in the ceiling. Fly through it, and you'll be able to enter Montross' ship. Now can someone get us out of this prison. We don't like the way the gorillas look at us...





CUBE CHEATING MONKEYS

ISSUE THIRTY

CODE JUNKIES



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

PIKMIN

Master Code
1 EK7P-AY8F-BN0AW
2 XGVV-D3U4-HDFCD

Always on 2nd day
1 UD8K-N0BQ-NUKZF
2 QCKY-4174-M5YF1

Infinite Health: The Impact Site
1 28TE-33RJ-YTYKA
2 UXFQ-XZ1K-VEWTK

Infinite Health: Forest of Hope
1 HB3P-HRRK-51723
2 WMA3-XV57-CQHWW

Infinite Health: Forest Navel
1 GGFM-J4X6-WKNPP
2 3M1A-AF2A-6WN6X

Infinite Health: The Distant Spring
1 9WGX-RK64-58673
2 RTA4-UV4B-VZAR9

Infinite Health: The Final Trail
1 7D1C-AKDX-8XNQK
2 44V8-Z5PP-0B6DY

Infinite Health for Olimar On All Levels
1 DM2X-9AB9-PUK47
2 V6D1-2XQA-ZDCBR

B-Pad Left To Freeze Day Timer
1 XE65-3C0F-K0802
2 K0C1-N10U-1PUMM
3 2FDG-ZGTF-HMV2P

B-Pad Right To Unfreeze Day Timer
1 F9YM-8VFA-YDP37
2 R1NX-7DJA-P60F2
3 AZUR-GKCX-E9BU7

All areas open
1 CVC5-XHNG-CZKX6
2 6BP1-QKUK-XKBZ1

Turn off blur
1 1FQM-X9GE-D55ZW
2 H6AR-NKXQ-1JQVD

Instant kill all bad guys
1 7HX7-7GPK-UAEQX
2 A38B-JTM5-5024D

End day for 999 red flower Pikmin
1 FK7Y-G45D-D6HHM
2 5HCU-0VHE-3UNPT
3 AFCA-K826-8TTG4

End day for 999 yellow flower Pikmin
1 2CM8-PF1H-1H70V
2 1YMD-Q08A-4XYKB
3 QQER-8PB5-7C973

End day for 999 blue flower Pikmin
1 MA9Q-CBP9-EY4X5
2 MQER-GZUX-KHGGT
3 BN15-0RV9-1X2TR

Change Red Pikmin colour to black
1 6X4G-W29D-PVHMY
2 Y0V3-WE9Q-VFJ81

Change Red Pikmin colour to white
1 DYMW-T2GV-9RB0Q
2 2RWA-WUN5-7K7F6

Change Red Pikmin colour to grey
1 DYVW-U0MY-Z0CKK
2 30TX-V28J-128GD

Change Red Pikmin colour to yellow
1 JZ02-K5JT-Y7TY9
2 ME80-03N2-ZP8X1

Change Red Pikmin colour to blue
1 GE12-M9QC-AM5Z8
2 DW25-TM3A-MZ82P

Change Red Pikmin colour to purple
1 PU5K-9FYW-KTCRC
2 9WWD-PMR4-WTZ8E

Blue Pikmin colour is random
1 MDZM-1D2W-1K246
2 5H5Z-NMQ3-528XC
3 XP9F-X144-KBT4A
4 FA7T-VYNF-ZNFKF

Change Blue Pikmin colour to pink
1 XUCK-KM1P-MQWH5
2 GMNJ-FXUT-F5DT9

Change Blue Pikmin colour to purple
1 82WK-BPZY-GTD5Y
2 RPFW-WQCN-HHEU9

Change Blue Pikmin colour to blue
1 DH5G-HB22-D7JHD
2 VV4R-RF3K-UGGF8

Change Blue Pikmin colour to yellow
1 MKEB-3VRU-TA2T2
2 DCDY-Q4QD-BTVUD

Change Blue Pikmin colour to grey
1 BHCE-E88G-H3FWU
2 HA53-UK3H-V76XN

Change Blue Pikmin colour to white
1 NRZ6-HKE4-QZP1A
2 KEC0-F8YV-W0G5P

Change Blue Pikmin colour to black
1 QCTZ-0PQ8-CZMNA
2 EN23-Z23G-WZ0WK

Yellow Pikmin colour is random
1 0TG6-VX47-BM0X2
2 MVN0-NUR5-W23EF
3 2F2B-PZAD-0CW08
4 9XTB-ZBDF-ZJWCW

Change Yellow Pikmin colour to pink
1 R3H2-YQMA-93TKU
2 GRBX-YP4X-D5HY8

Change Yellow Pikmin colour to purple
1 E0XE-GUCF-RX4P6
2 KX8U-TU0U-CR7VB

Change Yellow Pikmin colour to blue
1 AFK2-QG4X-RZQXN
2 4P4J-QB5U-EDAER

Change Yellow Pikmin colour to yellow
1 0Z0N-W99G-1XZ6Y
2 VD20-X1H9-K5UX4

Change Yellow Pikmin colour to grey
1 NBGA-UY19-ZKRGQ
2 BX3C-X6F9-79QPZ

Change Yellow Pikmin colour to white
1 NHJT-RD2E-0MEK7
2 RTBY-ECRV-K7W59

Change Yellow Pikmin colour to black
1 MC0W-TG9E-RECW6
2 EDE7-MZKC-WUC6H

Red Pikmin colour is random
1 WRRD-B7WZ-VN9BR
2 K81R-DMPT-VB31H
3 53WK-YB0W-KYPZ4
4 BCTU-5RUD-C8QEG

Change Red Pikmin colour to pink
1 TFPR-MXE0-ATJCA
2 TCRC-40DE-0YAEZ

D-pad down for map debug off
1 NDM9-M59E-PN1KD
2 HFH0-U6TF-J5Z7J
3 ZEBW-JDYY-8U7TG

D-pad up for map debug on
1 KRQR-CW53-047XR
2 M7K0-QJD4-8C3Z3
3 EWRZ-QKAA-WEUTA

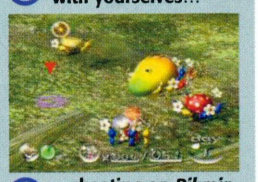
GFX Debug
1 82U8-WKYW-5H7WG
2 X91Z-9JBG-UN2CK

B-Pad Down + Z to advance day timer
1 PCQX-ANZ8-GEGEF
2 JK3K-X5KH-PDUMV
3 U117-7RV8-W6WMV

B-Pad Up + Z to reset day timer
1 4CXQ-XHTR-74Q1Z
2 X24R-Y2Q9-FRU11
3 0PM8-J2YD-VTJVP
4 GN1Z-NH1X-PZ78Y



How can you live with yourselves...



...cheating on *Pikmin* it's disgraceful.

GLADIUS

Master Code
1 R6ZK-5HYN-G96RQ
2 X73V-25BY-ZGC19

Pots Of Cash
1 ZK4N-1414-X528H
2 RTRF-MB6D-329NZ

SLOT 1 CODES
Infinite Health In Battle
1 2BUU-HAHM-J5P0D
2 FD27-T2AZ-0NUG7

Max XP
1 QUZU-BQ8T-32CYP
2 UFQZ-F2G1-MTHCQ

Job Points
1 9VKT-1N4G-G39PC
2 KK66-QJ8B-VB3GV

SLOT 2 CODES
Infinite Health In Battle
1 CY25-W827-0WMNU
2 H4CK-2MAV-XTT0T

Max XP
1 FFVU-Y457-PV9M0
2 VC95-NKDC-1V0NU

Job Points
1 M1RU-QJBN-0RUD6
2 Z3MR-EYKT-Q9GEQ

SLOT 3 CODES
Infinite Health - In Battle
1 TEY9-A3NZ-22E5N
2 MHEM-J82H-0QHRU

Max XP
1 TN3K-57BZ-CK2W1
2 A8CF-ZKK8-K7VDV

Job Points
1 UBRY-M2UM-C2WXJ
2 BAYW-YXA7-07PD6

SLOT 4 CODES
Infinite Health - In Battle
1 Q1W4-927B-DTRG2
2 4XJ8-Q3VM-W4K7F

Max XP
1 12WT-7PAA-W7ETM
2 YAUB-2NW7-5R4MU

Job Points
1 EZZA-B4D9-YJ3ZU
2 ENB8-EGQ2-YWHWN

SLOT 5 CODES
Infinite Health - In Battle
1 FBGH-GT5R-DUQDD
2 2DJR-4GT5-M3RFK

Max XP
1 W3J0-Z0CA-23UR0
2 98JP-G0TN-PU66D

Job Points
1 Y1MN-FKDJ-K1ZKY
2 DT0K-99KY-PKPH2

Debug Options:
Unlock Debug Menu
1 PAUM-3EWZ-AQVUC
2 Q574-0HQ9-GVFUY

Display FPS
1 9B7D-G8X8-MRA9Q
2 FT03-KUWC-B13Q0

Display Time
1 BWDV-6ZHF-CHUTF
2 X8CD-JQ2P-NJ8CM

Display Action States
1 YM3F-MG5U-FG7CQ
2 CVJA-4HBB-GR0QH

Display Debug Item Info
1 RFC4-8HJT-F4VC0
2 JZKY-30Q4-2E9NJ

Display Version
1 18U9-A94D-178DU
2 KBHZ-R323-18KVZ

BILLY HATCHER AND THE GIANT EGG





Master Code
1 665F-K27N-PHVY4
2 C3F7-QQUA-Y9DN3
3 V25G-V81T-9BBQ7

Infinite health
1 YHER-KNX6-A2FWN
2 QK6P-05JJ-B6R7Y

Infinite lives
1 7NKU-Q12C-T8Y5F
2 T6YZ-09BT-UF4GD

Freeze level timer
1 CTQ8-DWU8-Y7HUA
2 TM28-TX1E-CUXBC

Feed egg once for full growth
1 98NC-6Q2H-7XU7A
2 K1NR-NH5P-82PTP

Press Y to freeze mini game timer
1 PDU6-98NK-ZFPBU
2 UZK5-0K6B-2KG00
3 R2PK-M0RF-YQADX

Press to unfreeze mini game timer
1 TBTD-94P4-A4E1X
2 YEU8-RUGY-RK5D8
3 6M8N-A82B-M2EMP

Collect 1 Blue coin for 255 Blue coins
1 5EVF-H5FU-YJ08E
2 E8P8-Q28P-BBF83

Collect 1 Chick coin for all coins on level
1 NFFW-8485-A2FZN
2 3X4U-1CGT-THX8K

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1 HZDQ-QYUN-P195M
2 RG7Y-RDY8-V98FN

All eggs,levels,emblems & GBA games open - Game 2
1 EGBU-PXY5-JEY56
2 4D00-RTMY-080GG

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IF I CANT - 50 cent	112601	FORCA - nelly furtado	113586
OBVIOUS - westlife	113428	FIGURED YOU OUT - nickelback	113587
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CRY - alex parks	113447
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WHY - heartless crew	112938
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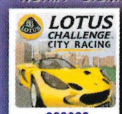

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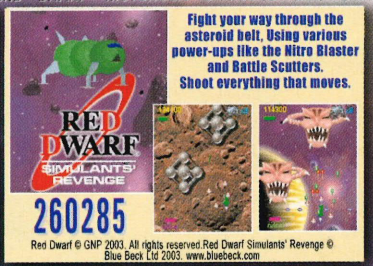

Fight your way through the asteroid belt. Using various power-ups like the Nitro Blaster and Battle Scutters. Shoot everything that moves.

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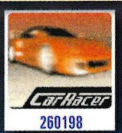

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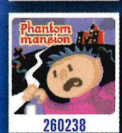

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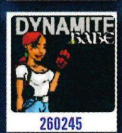

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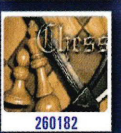
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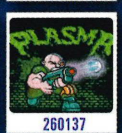

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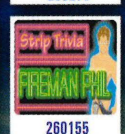

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Spider-Man must go through the city finding hostages and freeing them. Catch up with The Green Goblin and save the city!

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Sonic's back, and we've got the inside track on how to beat those pesky bosses in record time!

SONIC HEROES

BOSS GUIDE
HINTS AND TIPS

CUBE magazine and Highbury Entertainment Ltd would like to make it clear that its guide to *Sonic Heroes* is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.



INFORMATION

SONIC HEROES	
PUBLISHER:	SEGA
DEVELOPER:	SONIC TEAM
GENRE:	PLATFORM
PRICE:	£39.99
PLAYERS:	1–2

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GENERAL TIPS & TRICKS



There are a few tasty techniques you can employ to tip the odds in your favour. Pay close attention to these points and you'll be fine...

GRINDING RAILS

Whenever possible, it is a good tactic to select Flight formation when grinding rails and the like. It is quite easy to fall when changing rails, and so if you have Flight formation selected, you will at least get the chance to fly up and try to land on the rail again!



COLLECTING RINGS

If you are hit whilst you have no rings, you will die. So make sure that you grab rings at every possible opportunity. This is especially important if you find yourself up against an enemy that is likely to attack you again very quickly, as a secondary assault could finish you off!



FORMATION IS EVERYTHING

There are three different formations available (Flight, Speed and Power), and selecting the right one is vital. Certain attacks don't work against some of the enemies, so learn which attacks work best against whom, and then use this information to your advantage.



TEAM BLAST

You can use your Team Blast attack to take out anything in close proximity – ideal when you are surrounded by powerful enemies. Also, if one of your team has fallen off a ledge, this attack brings them back into the action! You can even use this to save yourself from a fall if you're quick.





UNLOCKABLES

To unlock additional levels in 2P mode, collect emblems in 1P mode (they are given for completing levels successfully, and with A grades). The following levels can be unlocked in 2P mode as a result:

20 EMBLEMS	LEVEL 2
40 EMBLEMS	LEVEL 3
60 EMBLEMS	LEVEL 4
80 EMBLEMS	LEVEL 5
100 EMBLEMS	LEVEL 6
120 EMBLEMS	LEVEL 7

There are also unlockable movies in the game. Complete all the stages with each team in order to unlock a movie of them in the CG Theater. Doing so will also unlock songs in the Audio Room.

Finally, complete the game with all four teams to view the credits, and to unlock a secret level, The Final Boss.





BOSS BATTLES

As if the levels weren't tough enough, the bosses that you'll encounter are even tougher! Luckily, we've beaten them all, so follow this advice for some easy victories!



Run after the craft, collecting as many rings as you can.



The Egg Hawk lands and you need to be ready for it!

EGG HAWK

A nice and simple battle, this one. Switch to Power formation and run along collecting the rings. When the Egg Hawk lands, get nice and close and use the B button to attack with all your might! This should take him down quickly. Focus your attack on the main body of the craft, and ignore the advice about going for the wings first. When it moves off to a new area, follow it and if it starts hovering instead of landing, switch to Speed formation and use tornado attacks.



Forget about the wings – simply go for the body.



Before long, the evil Eggman will be beaten! Dr Robot-who?

TEAM BATTLE

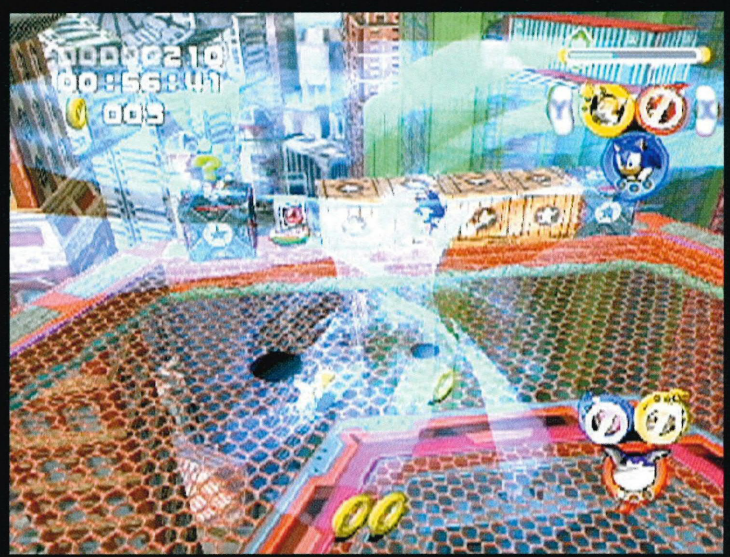
This is another very simple boss battle, with the object being to knock the other team off the platform. Make sure you have Speed formation selected, and simply continually carry out Tornado attacks. The battle will be over in a matter of seconds! Keep moving, and make sure you pick up rings immediately should you get hit, in order to make sure you don't die.



The aim is to knock the other team off.



Try to avoid gettig too close to the edge.



By repeatedly making use of Tornado attacks, this battle can be won very quicky indeed, so be sure to stick to Speed formation.

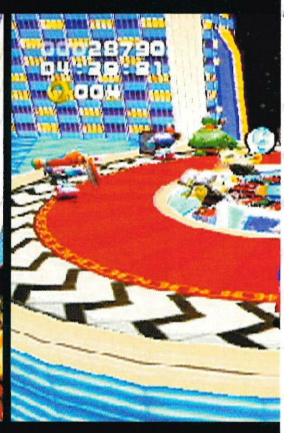
ROBOT CARNIVAL

There are 12 waves of enemies to battle here, but it's basically the same. Use Flight formation on the hovering enemies, and Speed and Power formation for the ground-based foes. Stay as far away from the enemies as possible. At first this is quite simple, as they will be on one side of the arena, but later they start appearing in the middle. When this happens, go to the edge of the ring and attack from there.

There are a few rings on the platform, but don't get them all straightaway. The odds are that you'll take a few hits during the battle, and you might be unable to recover the rings you've dropped. In this eventuality, it's good to have some other rings to go for.

Lastly, try to use Flight formation to attack the aerial enemies first, then switch to power or speed formation to take out the guys at ground level.







Attack the left wing, in order to get through the first phase of this boss.



Your next target is the large fan located at the rear of the craft.

EGG ALBATROSS

Speed is of the essence here! From the off, select Speed formation and attack the left wing of the albatross using a homing attack. It is possible to destroy the guns on the wing very quickly, in which case keep battling away until the wing itself is destroyed.

After the cut-scene do the same, but direct the homing attacks on the fan at the back of the blimp. When it's destroyed, keep using the attack until the cockpits on the main body are destroyed. This defeats Eggman and moves you to the next level!

TEAM BATTLE 2



A mixture of Flight and Power formations is the best tactic here.

This boss battle takes the form of another confrontation with a different team, but the method is the same as all four sides. Use a tornado attack, then switch to Flight formation. As you knock opponents down, switch to Power formation to finish them off. Keep moving to avoid being hit – and if you are, make sure to grab some rings immediately.



ROBOT STORM

This time there are 13 waves of enemy attacks. Start with Speed formation and homing attacks to take out the first wave. For the second, switch to Power formation – but don't attack when too near the edge. For the third wave, stick with Power formation and try to get the leader – this causes the others to explode. After that, hit the orb to reach another platform.

As soon as the next group of enemies lands, use Team Blast on them. The next wave can be dealt with using Speed or Power formation, depending on your characters' strength.

Power formation can deal with wave six, then jump into the cannon (still in Power formation) to get more rings and a shield. Jump into the cannon using Flight formation to reach the next arena.

The next wave is slightly manic, so get ready with Power formation. Keep moving and you should be fine; use a Team Blast if you have one.

For the next wave, you face a large enemy and three smaller, shielded ones. Remove the smaller enemies with Power formation, then use Flight formation to stun the larger one. Switch back to Power formation to land a couple of blows, and repeat this process until the enemy is vanquished!

Next are three large enemies; again, Team Blast is good if you have it. If not, stun all three in Flight formation, then switch to Power formation and finish them off. Hit the orb to move to the next set of boss battles.

Wave ten (yes, ten!) brings lots of flying enemies, so use Flight formation and blast them out of the sky! Next, take out the flying saucers with Flight formation, then keep moving, using Flight formation to fire at the trains circling.

Defeat the small wave of enemies, then leap into the cannon in Power formation for a shield and an extra life. Jump into it in Speed formation to reach the final area.

This last wave is very tough. However, if you've been following our advice so far, you should have a Team Blast available – so use it now to complete the level.



Use Flight formation here!

EGG EMPEROR

This is a tough battle that will take quite a while to complete. Keep moving forwards, making sure you dodge Eggman's attacks as you go. If you are hit, grab as many rings as you can – remember, if you are hit without any rings in your possession, you will die! Eventually, you will reach a platform with four missile turrets and some smaller enemies. Use Power formation to take out all the missile turrets first, then concentrate on the smaller enemies. Next up, use the Team Blast on Eggman to damage him. He will eventually flee, and the process starts all over again; just keep repeating the procedure to win.

If you can, change to Flight formation and land a few shots on Eggman during quiet moments on the centre platforms; otherwise just keep using those Team Blasts to win!



Find everything this game has to offer with this amazing unlockables guide and remember... if you cant beat 'em, eat 'em!

KIRBY AIR RIDE

FREE SAMPLE

On all three modes you'll be awarded Free Checks for completing certain challenges. These checks can be used to unlock any challenge on the grid, so you'll want to use them wisely. If you have one spare, use our grid diagrams to find an unlockable that you want and use the check on that square. That way you'll never waste a valuable Free Check.

Kirby Air Ride © 2003 Nintendo.

INFORMATION

KIRBY AIR RIDE	
PUBLISHER:	NINTENDO
DEVELOPER:	HAL LABS
GENRE:	RACING
PRICE:	£39.99
PLAYERS:	4

UNLOCKABLES

Each of the three sections of the game contains 120 challenges to complete. Only some of these challenges will unlock secrets, so read on and find out what you need to do, where you can find it and what you get for your trouble...

UNOFFICIAL GUIDE
CUBE magazine and Highbury - Entertainment Ltd would like to make it clear that its guide to *Kirby's Air Ride* is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.

AIR RIDE

VEHICLES

1	Jet Star	Air Ride: Machine Passage	Race over 4,500 feet in 2 minutes
2	Formula Star	Time Attack: Frozen Hillside	Finish in under 03:14:00
3	Winged Star	Air Ride	Finish 1st while flying through the air
4	Shadow Star	–	Defeat 10 or more enemies using quick spin
5	Wagon Star	–	Reach any goal 3 times
6	Swerve Star	Air Ride: Sky Sands	Do 2 laps in under 02:05:00
7	Wheelie Scooter	Air Ride	Start final lap in 4th place and move to 1st to win
8	Rocket Star	Free Run: Machine Passage	Do 1 lap in under 01:05:00
9	Turbo Star	Air Ride: Magma Flows	Use all 3 volcano rails and finish 1st
10	Bulk Star	Time Attack: Bulk Star	Finish in under 03:20:00
11	Wheelie Bike	–	Race all of the standard Air Ride courses
12	Slick Star	Air Ride: Checker Knights	Do 2 laps in under 03:05:00
13	Rex Wheelie	–	Defeat 100 enemies with exhaled stars

CHARACTERS

14	White Kirby	Air Ride Celestial Valley,	Do 2 laps in under 02:20:00
15	Brown Kirby	Free Run: Sky Sands	Do 1 lap in under 01:05:00
16	Purple Kirby	Air Ride: Beanstalk Park	Do 2 laps in under 02:18:00
17	Green Kirby	–	Swallow 3 or more sword knights and finish 1st
18	Meta-Knight	–	Glide for more than 30 minutes
19	King Dedede	–	Defeat over 1,000 enemies

COURSES

20	Nebular Belt	–	Race over 100 laps

SOUND TESTS

21	Fantasy Meadows	Free Run: Fantasy Meadows	Do 1 lap in under 00:21:00
22	Celestial Valley	Free Run: Celestial Valley	Do 1 lap in under 00:57:00
23	Sky Sands	Time Attack: Sky Sands	Finish in under 03:10:00
24	Frozen Hillside	Free Run: Frozen Hillside	Do 1 lap in under 00:58:00
25	Magma Flows	Air Ride: Magma Flows	Ride over 4,800 feet in 2 minutes
26	Beanstalk Park	Time Attack: Beanstalk Park	Finish in under 03:00:00 on Rocket Star
27	Machine Passage	Time Attack: Machine Passage	Finish in under 03:10:00
28	Checker Knights	Air Ride: Checker Nights	Do 2 laps in under 02:40:00
29	Nebular Belt	Free Run: Beanstalk Park	Do 1 lap in under 00:58:00 on Winged Star
30	Results Screen	–	Do a lap time with the last 2 digits the same

ALTERNATE MUSIC

31	Fantasy Meadows	Time Attack: Fantasy Meadows	Finish within 01:00:00
32	Celestial Valley	–	Ride on both sides of the bridge during a race
33	Sky Sands	Air Ride	Open the trapdoor 3 times and win the race
34	Frozen Hillside	–	Split 20 ice platforms and finish 1st
35	Magma Flows	Time Attack: Magma Flows	Finish in under 03:20:00
36	Beanstalk Park	Time Attack: Beanstalk Park	Finish in under 02:55:00
37	Machine Passage	Air Ride: Machine Passage	Fire 3 characters out of the cannon at once
38	Checker Knights	Checker Knights	Use the spin panels 7 times and finish 1st
39	Nebular Belt	–	Race over 300 laps

FREE BLOCKS

40	Free Block 1	Magma Flows	Bump into a flaming dragon
41	Free Block 2	Celestial Valley	Use the copy chance wheel on top of the tree
42	Free Block 3	–	Swallow 200 or more enemies
43	Free Block 4	–	Drop off the cliff 3 times in any race
44	Free Block 5	Air Ride: Sky Sands	Break all the coral and finish 1st

MOVIES

45	Air Ride Movie	–	Fill in 100 checklist blocks

AIR RIDE GRID

			6	40		5	12	4		32	29
					27		2	23		28	36
15	19		24				44			20	
26		22			25	10					
				41		3				35	
				42			7				33
8				13		17			9	34	18
					11				39		
43		16				30					37
14			38		21	31			1		45

CHEWS CAREFULLY

Before you start any Air Ride race, make sure you choose a vehicle that suits your driving abilities. As you get further into the game, more vehicles will become available, each with its own advantages and disadvantages. Make sure you try them all to find out which suits you best.



Use the rails to travel over danger.









TOP RIDE

CHARACTERS

1	White Kirby	Top Ride: Metal	Finish 1st 5 seconds faster than #2
2	Brown Kirby	Top Ride: Sky	Finish 1st against a Level 5 CPU player
3	Purple Kirby	–	Complete 50 multiplayer races
4	Green Kirby	–	Cross the goal 20 or more times

SOUND TESTS

5	Grass	Top Ride: Grass	Finish 1st without using any items
6	Sand	Top Ride: Sand	Finish 1st without using boost
7	Sky	Top Ride: Sky	Finish 1st and hit the isle switch 5 times or more
8	Fire	Top Ride: Fire	Finish 1st 10 times
9	Light	Top Ride: Light	Race more than 100 laps
10	Water	Top Ride: Water	Do 5 laps in under 01:02:00
11	Metal	Top Ride: Metal	Finish 1st and break 5 or more gear walls
12	Results Screen	Free Run: Light	Do 1 lap in under 00:07:50

ALTERNATIVE MUSIC

13	Grass	Top Ride: Grass	Finish 1st and hit 5 or more dash panels
14	Sand	Time Attack: Sand	Finish in under 00:29:00
15	Sky	Free Run: Sky	Do 1 lap in under 00:09:00
16	Fire	Top Ride: Fire	Finish 1st while holding the fire item
17	Light	Time Attack: Light	Finish in under 00:33:00
18	Water	Top Ride: Water	Finish 1st 5 seconds faster than #2
19	Metal	Top Ride: Metal	Finish 1st without using boost

ITEMS

20	Chickie	–	Get over 18 different types of item
21	Paint Pot	–	Collect 500 items or more
22	Lantern	–	Complete all courses without using items

EXTRA RULES

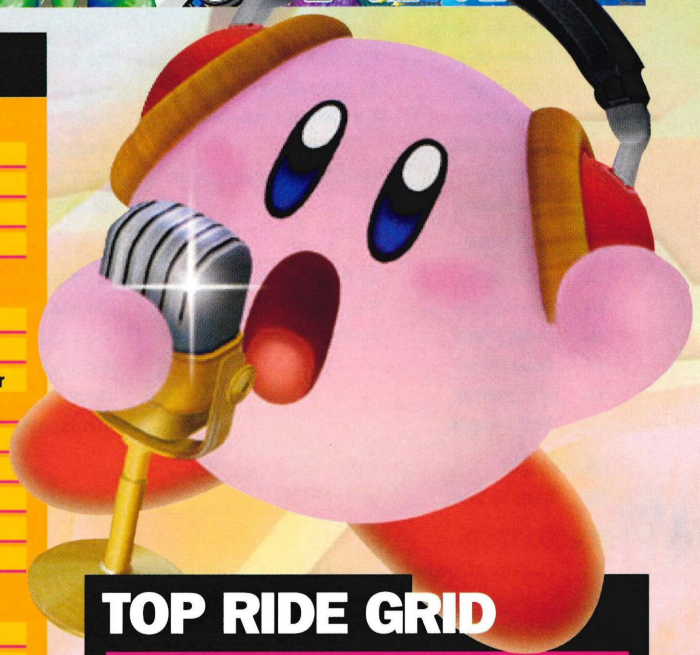
23	Attack Items	Time Attack: Water	Finish in under 00:56:00
24	Side Camera Angle	Free Run: Water	Do 1 lap in under 00:10:50
25	Diagonal Camera Angle	Top Ride	Finish 1st on all courses
26	Additional Tricks	–	Go in the waterfalls 5 times and finish 1st
27	Mystery Item Set	Top Ride	Race 1 lap without hitting a wall and finish1st

FREE BLOCKS

28	Free Block 1	Top Ride: Light	Finish 1st and grind the rail 5 times or more
29	Free Block 2	Top Ride	Finish all courses without using boost
30	Free Block 3	Top Ride: Sand	Drop into ant doom 50 times or more
31	Free Block 4	Top Ride: Fire	Cause a huge eruption 3 times or more
32	Free Block 5	Time Attack: Grass	Finish in under 00:33:00

MOVIES

33	Top Ride Movie	–	Fill in 100 checklist blocks



TOP RIDE GRID

					10		9		4		
									24		
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27									12		
	23			13	18		26				
3	20				14						
		28					29	19		17	
1				22			5		7		
30					16	11	6			25	
31						8	21	32	15		33

PICKY EATER

When in City Trial you'll have to grab as many patches as possible to give yourself the best chance possible in the random Stadium Challenge. It's a good idea to keep your vehicle as balanced as possible so you have an equal chance no matter what the challenge is.

Always keep an eye out for the Stadium Predictions that appear at the bottom of the screen. These will give you a clue as to what challenge is going to appear and you can try to boost your stats accordingly.

CITY TRIAL

CHARACTERS

1	White Kirby	City Trial	Assemble Dragoon and Hydra in same match
2	Brown Kirby	Stadium: Drag Race 2	Finish under 00:29:00 on Winged Star
3	Purple Kirby	City Trial	Break a CPU's machine 5 times or more in the city
4	Green Kirby	City Trial	Use the cannon to KO 10 opponents
5	Meta-Knight	City Trial	Break over 1,000 boxes
6	King Dedede	Stadium: Vs King Dedede	Defeat King Dedede in under 1 minute

SOUND TESTS

7	Item Bounce	City Trial	Pick up over 100 items
8	Dense Fog Today	City Trial	Break more than 500 boxes
9	The Pillar Appears	City Trial	Destroy the pillar 5 times
10	Dynablade Intro	City Trial	Do some damage to Dynablade
11	Flying Meteor	City Trial	The meteor attacks 3 times or more
12	Tac Challenge	City Trial	Collect 8 items from Tac by yourself
13	Stay In The Beacons Light	City Trial	Destroy Warp Star while on Swerve Star
14	The Stations On Fire	City Trial	Destroy Slick Star while on Formula Star
15	Air Ride Machine Intro	Free Run	Change Air Ride machine 10 times
16	Charge Tank Running Wild	Stadium: Drag Race 1	Finish in under 00:20:00
17	Drag Race	Stadium: Drag Race 4	Finish in under 00:19:00
18	What's In The Box?	Stadium: Kirby Melee 2	Defeat over 30 enemies
19	Air Glider	Stadium: Air Glider	Stay airborne longer than 30 seconds
20	Target Flight	Stadium: Target Flight	Glide for over 15 seconds
21	Kirby Melee	Stadium: Kirby Melee 2	Defeat over 40 enemies
22	City Trial	Free Run	Drive for more than 30 minutes

ALTERNATIVE MUSIC

23	City Trial	City Trial	Pick up more than 1,00 items

EXTRAS

24	Pause/Results Screen	City Trial	Pick up a total of over 500 items
25	Dragoon A	Stadium: High Jump	Jump higher than 1,000 feet
26	Dragoon B	City Trial	Fly through 5 rings in the sky
27	Dragoon C	Stadium: Air Glider	Fly more than 1,300 feet
28	Dragoon	–	Unlock Dragoon parts A, B and C
29	Hydra X	City Trial	Destroy all the dilapidated houses
30	Hydra Y	Stadium: Destruction Derby	KO over150 enemies
31	Hydra Z	Stadium Kirby Melee	KO over 1,500 enemies
32	Hydra	–	Unlock Hydra parts A, B and C

STADIUMS

33	Single Race 9	–	Unlock 10 stadium games
34	Drag Race 4	Stadium: Drag Race 3	Finish in under 00:27:00
35	Destruction Derby 3	Stadium: Destruction Derby 2	Defeat 10 rivals
36	Destruction Derby 4	Stadium: Destruction Derby 3	Defeat 5 rivals
37	Destruction Derby 5	Stadium: Destruction Derby 4	Defeat 10 rivals
38	Kirby Melee 2	Stadium: Kirby Melee	Defeat 75 enemies in the same match

FREE BLOCKS

39	Free Block 1	City Trial	Race over 60 miles
40	Free Block 2	City Trial	Bust the start pole 10 times or more
41	Free Block 3	Stadium: Destruction Derby 1	Bust all the rocks on the field
42	Free Block 4	City Trial	Get trampled by Dynablade
43	Free Block 5	Free Run	Drive for more than 2 hours

MOVIES

44	City Trial Movie	–	Fill in 100 checklist blocks



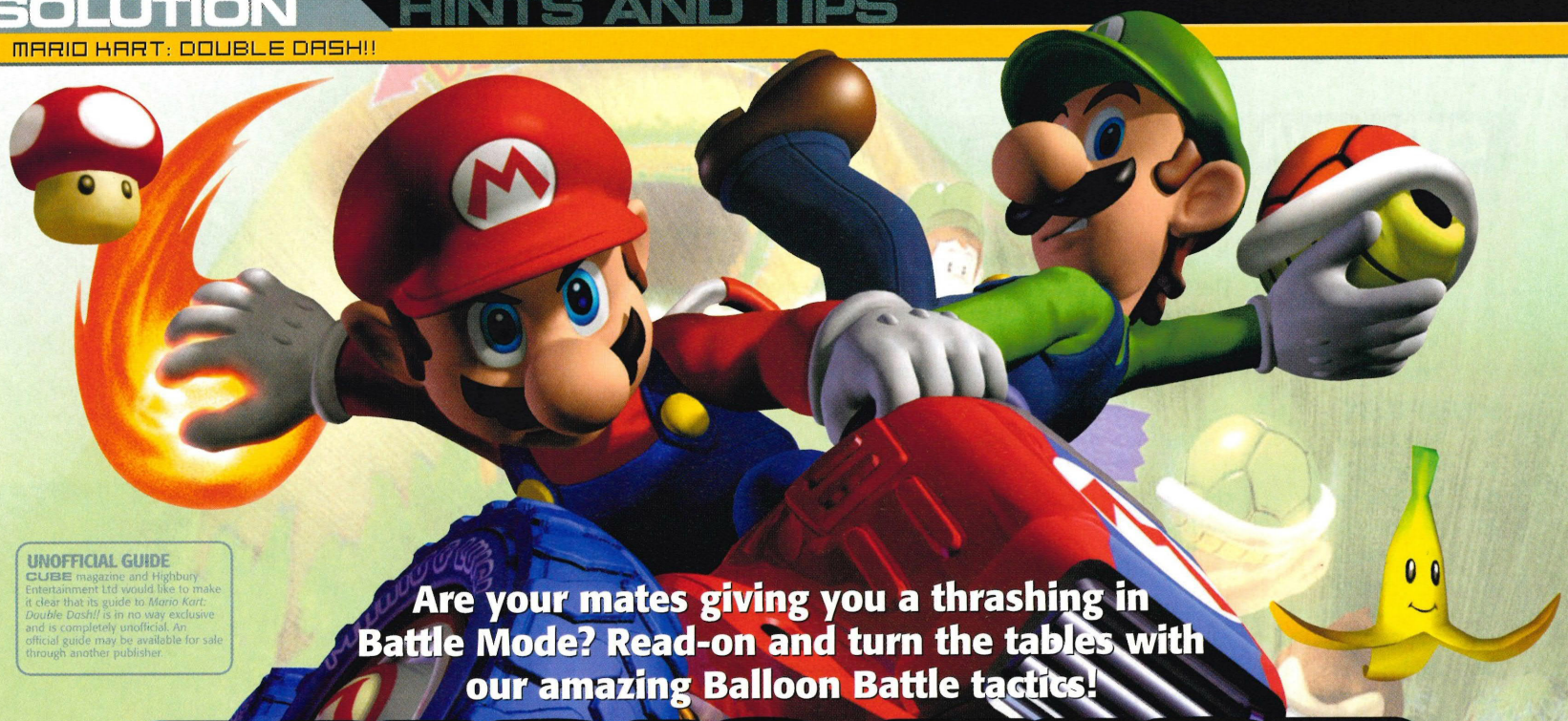
Grass is the simplest of the courses.

CITY TRIAL GRID

28	24	39		37	20				3		32
	36			9		14	8	10	2		
						35					
	42	43		29	4			34		16	
27				15		18					
	5			40		30					
17				22	33		12				
			26				21				
7		19			31		25	38			23
6		13			41	11				1	44

YOU WOULDN'T LIKE HIM WHEN HE'S HUNGRY

Stealing abilities from enemies is essential if you want to get through this game. All the enemies will have varying skills for you to take, so learn which enemy does what and make sure you eat someone who's going to help you in your current situation.



UNOFFICIAL GUIDE
CUBE magazine and Highbury Entertainment Ltd would like to make it clear that its guide to *Mario Kart: Double Dash!!* is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.

Are your mates giving you a thrashing in Battle Mode? Read-on and turn the tables with our amazing Balloon Battle tactics!

MARIO KART Double Dash!!

WOW!

BALLOON BATTLE

For anyone who has played a Mario Kart game before, the Balloon Battle mode will be no stranger. Using the weapons at your disposal, you have to destroy all you rival's balloons while keeping hold of yours. It sounds simple, but you'll need these top tactics if you want to be the last man standing.

INFORMATION

MARIO KART: DOUBLE DASH!!	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
GENRE:	RACING
PRICE:	£39.99
PLAYERS:	1-16

THE CHOICE IS YOURS

The first thing you'll have to decide upon when you're about to start a battle is which characters/Kart you want to use. This makes far less difference in Battle Mode than it does in races, as every character can pick up any special weapon at any time – it's all down to luck.

Which Kart you use will make a slight difference: the smaller the Kart, the faster the acceleration. This gives you the advantage of being able to get up to top speed quickly and being able to steal those nearby Item Boxes from right under your larger rivals' noses. On the downside, the big boys will shove you around and a nudge in the wrong direction can send you spinning into a waiting Banana Peel.

Of course, being in a heavier Kart also has its advantages. Although you aren't in a race, the higher top speeds will allow you to get away from Red Shell-toting enemies much easier and might just get you out the line of fire.

A bit of Battle Mode experience will soon reveal which Kart suits your style of driving best.



IT'S A STEAL!



The Mushroom pick-up may seem a little pointless at first, but once you know how to use them they become extremely valuable. If you use your Mushroom when you're approaching a rival, you'll speed boost right into them, costing them a balloon.

The bonus of doing this is that if you're missing any balloons, you'll steal the balloon off your rival and make use of it yourself – effectively boosting your own defence whilst weakening theirs. Once perfected, this tactic can turn a game around in seconds.



Steal a balloon off your rival. Then watch them curse you 'till the ends of the earth.

WEAPON OF CHOICE

As you never know what item you're going to be armed with next, it's a good idea to learn how to use them all effectively. Although a Banana Peel is dangerous wherever it's placed, if positioned around a blind corner or by a ramp it becomes particularly lethal.



Banana Peels that are left in the open are easy to avoid.

In the same way, a Fake Item Box is more likely to be hit if placed among a group of regular Item Boxes where it can't be seen as easily.

Remember that both Green and Red Shells can be fired behind as well as ahead and that Mushrooms can be used to steal balloons.

Mastering the weapons is half the battle of becoming a Balloon Battle legend.



U-TURN

If a persistent rival is chasing you around the course, you're in great danger of losing a valuable balloon. The best way to turn the tables is to use a drift the moment you have space and turn 90° to face your rival head-on. This works great if you have a weapon that you can take him out with as you'll have a clean shot, but even if you have no weapon at all there is a better chance of you escaping than if he's stuck on your tail.

If you have lots of room and the distance is just right, you can pull off a 360° turn and put yourself behind your former follower, giving you the upper hand.



Having a rival on your tail is bad news. Fire stuff backwards, nail the git.



If you have plenty of room, you can skid behind your pursuer.

RUN, RUN AS FAST AS YOU CAN!



By far the easiest way to compete is to run away and grab as many Item Boxes as you can until you get a decent weapon. Once you have your Star or Red Shell it's time to go on the hunt for your rivals. Although simple, this tactic is flawed due to the amount of time it gives the other Karts to prepare for your attack. While you're running around collecting Item Boxes, they are probably doing the same and it'll very often come down to whoever gets the best weapon first.

Although effective, you'll have to do better than this if you want to win every time.



HIDE AND SEEK

Whilst battling, the best position to be in is behind your opponent, giving chase. Many of the weapons you'll receive fire ahead, so your rivals are easy prey while you're behind them. The tricky bit is getting in behind them without them being able to escape from you, but there is an easy way...

Keep an eye on the map and wait for them to enter an area with only one exit and then head over and lay in wait. As long as they don't spot you on the map, they should speed right past you and you can then give chase. This is amazingly effective if one of your characters is already armed with a Red Shell..





EXTRA ARENAS

If you're getting bored of the four battle arenas you start with, there are two unlockable ones that can be earned in the Grand Prix Mode...

Luigi's Mansion Arena: Get Gold On 150cc Mushroom Cup.

Tilt-A-Block Arena: Get Gold on 150cc Flower Cup Mirror Mode.



Have a battle in Luigi's Mansion. It's, like, really spooky.



Try the Tilt-A-Block arena for even more mayhem



WELCOME TO ADVANCE...

The GC may be going through the usual pre-E3 patchy period, but the GBA is still playing host to some classics. We've got the sublime *Sabre Wulf* to explore, *Max Payne* to get all gruff with, and the shockingly slick *Metroid: Zero Mission*.



ADVANCE

Little reviews of little games. Aww, aren't they cute?

SABRE WULF

Hungry like the wulf

CUBE INFO

PUBLISHER:	THQ
DEVELOPER:	RARE
GENRE:	PUZZLE
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- 8 VILLAGES TO EXPLORE
- PUZZLE-BASED GAMEPLAY

BASED ON THE ancient Commodore 64 title, this lovely little game has you entering a village and being informed that a mysterious stranger (aren't they all) has broken the seal of the Wulf, a creature that terrorised the villages years ago. The evil beastie has stolen a load of treasure, and it's up to you to enter a load of small stages, fight your way to the end, grab the treasure and then leg it out of there while being chased by the Wulf. It's a simple concept but it works brilliantly, mostly due to the various creatures that you have to utilise in order to progress through the stages, which are either found within the stages, or bought from the local shop at inflated prices. Mastering these abilities – such as placing a sleeping bear down on his stomach and bouncing on it to reach great heights, for example – is the secret to completing the levels, and doing it quickly and smoothly is how you rack up the big points, which is what you want to be doing once you've blasted through the levels once.

This old title really benefits from the sprucing up its received, and to be honest we're puzzled as to why the concept hasn't been widely copied. Whether you're after a quick ten minute distraction of you're preparing to sit in a train carriage for five hours, this game should suit your every need.

CUBE RATING 8.5



Explore the village, buy some animals and chat-up the girls. Brill.

CUBE INFO

PUBLISHER:	ROCKSTAR
DEVELOPER:	MOBIUS
GENRE:	SHOOT-'EM-UP
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- 12 LEVELS
- ULTRA-VIOLENT



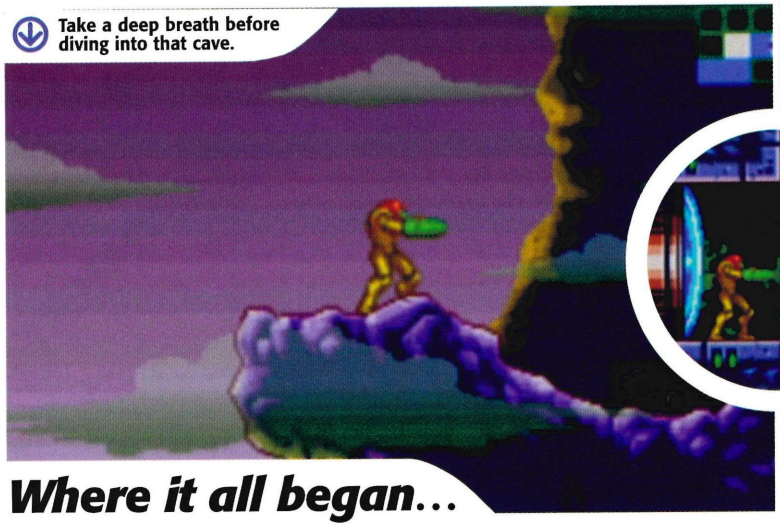
Pixelated blood on your GBA. Those evil Rockstar guys, sheesh.

MAX PAYNE

Gurning to the max

DESPITE BEING SHALLOW, short and annoying, *Max Payne* has managed to scratch itself some kind of cult status. And there's a reason for this. You play a cop whose family have been murdered, and he's out for revenge. He doesn't care about his own life, he just wants to put a bullet into the head of the top crime dog in New York City. Come up with a cooler concept than that and we'll crown you King of **CUBE**. We'll probably even give you some kind of nifty little stick that you can poke people with. Both iterations of *Max Payne* have been very well received on the platforms upon which they've been released and now, surprisingly, it's on the GBA. Thankfully though, developers Mobius have had the good sense to plonk Max into an isometric playing field, complete with 3D enemies and destructible elements. The gameplay is simple. You run around various run-down New York locations blasting everything in sight with a variety of guns and plenty of ammo. Tapping the R button initiates 'bullet-time', where the action slows down, giving you time to dodge bullets (difficult to do on the small screen) and fire off a few rounds before your opponent(s) can react. Occasionally you'll come across a simple switch puzzle, but really, this is all about action. Although you'll find it very tough at first, mastering the bullet time doesn't take too long, and there isn't much scope for replay value. Still, the presentation is second-to-none, the story is well told and the sheer brutality of the game, we feel somewhat guilty to say, is a turn-on. Dark, unforgiving and violent. This is the world of *Max Payne*, and if you've got any sense you'll dive headfirst into it.

CUBE RATING 8.0



Take a deep breath before diving into that cave.



CUBE STAR GAME

Get the relevant suit upgrade and you can dash, allowing you to break down certain walls.

Where it all began...

METROID: ZERO MISSION

CUBE

INFO

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- RETURN TO BRINSTAR
- UNLOCK ORIGINAL METROID

FOR SOME PEOPLE, this is where it all started – back in 1986 with a little game for the NES that went by the name of *Metroid*. It might have initially looked like every other 8-bit platformer at the time, but its unique power-up system, creepy atmosphere and mix of relentless action and exploration that demanded pen and paper navigation made it an instant hit with gamers all over the world. Nearly 20 years on (blimey), and fan's demands have been answered by Nintendo. A remake has arrived, and for once, it isn't a shoddy emulation with some updated graphics and annoying sound.

From the second you flick power through your GBA and wipe the gunk off the screen, you know you're in for some Nintendo love. The brand new intro and its accompanying music really get you in the mood for some *Metroid* action. The visuals are silky smooth and ooze style, the various twisting tunnels, water-flooded caverns and lava-scorched caves that make up the play area ache to be explored and eradicated of alien life. As you run, swing and clamber your way over obstacles exotic plants will ruffle in your slipstream, strange, wonderful coloured insects will swarm towards you and fly off again once they detect something more interesting to bug (excuse the pun), the areas are vibrant and alive, and all too believable. It's such a joy to see familiar places from 20 years ago updated for this generation, and despite Samus bursting with (for this edition of the game) exciting, new weapons and abilities, the original 'feel' is still there. Creeping around a dead planet, cutting through the thick atmosphere alien life forms with your underpowered guns is still as lonely an experience as before, and on the hard mode at least, each save room feels like stepping into a precious paradise of solace. Looking at *Metroid Prime*, it's easy to see how it turned out like it did – the point has to be said again – there really is no other game series that manages to make the player shiver from such a potent feeling of isolation and desperation.

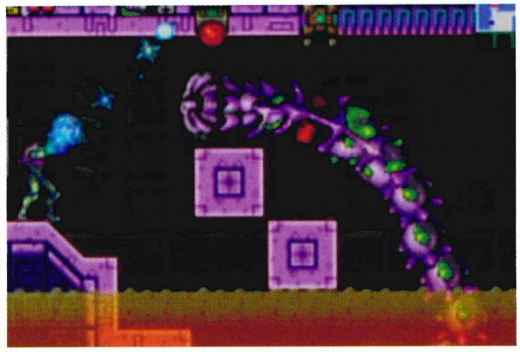
Even though there's a whole other area to explore, and a major game twist towards the end (which we can see many old fans complaining about), the fact that you can see this game through on normal mode (which needs to be completed before you can tackle the far more enjoyable hard mode) in just four hours will be a detrimental factor in many people's eyes. It doesn't detract from the overall quality one little bit though, and let's not forget that because *Metroid* has been around for so many years, puzzles that would otherwise seem interesting and tough can be beaten thoughtlessly through simple experience (but maybe this is an indication that the 2D *Metroid* formula needs a shot in the arm), and of course, the fact that on your first completion you'll unlock the original game in all its 8-bit graphical glory, and the time-consuming challenge of getting 100% items, so there's plenty to do once the game has been completed.

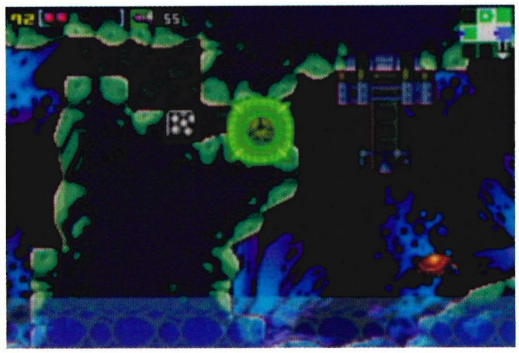
If this wasn't a remake we'd be worried about the direction of the series. *Metroid Fusion* was interesting in that it tried a lot of new things. It felt like the evolution of the series. *Zero* is far simpler in its narration and game mechanics and does seem to be flittering over the crucial line of becoming too formulaic, but we'll swallow these reservations down until we see the true next 2D *Metroid*. For now, we urge you to enjoy this updated slice of classic gaming history.

CUBE RATING 9.0

If you're running low on energy just blast away at these nasties and they'll drop health.







CUBE DIRECTORY

ISSUE THIRTY

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
007 Everything Or Nothing	EA	In-house	1	No	No	29	PAL	8.2
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
Baten Kaitos	Monolith Software	Namco	1	N	N	28	NTSC	8.6
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
Beyond Good & Evil	Ubisoft	In-house	1	No	No	29	PAL	9.4
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
Donkey Konga	Nintendo	Namco	1-4	N	N	28	NTSC	9.2
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	Infogrames	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

Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

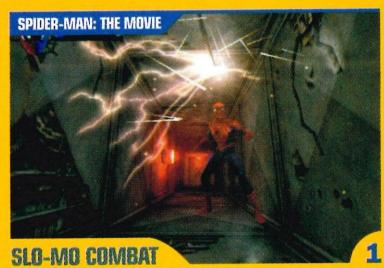
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Finding Nemo	THQ	Traveller's Tales	1	N	N	24	PAL	6.1
Fireblade	Midway	Avalanche	1	N	N	16	PAL	6.5
Freedom Fighters	EA	IO Interactive	1-4	N	N	24	PAL	8.0
Freekstyle	EA	Hypnos Ent	1-2	N	N	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	N	N	23	NTSC	9.4
Gauntlet: Dark Legacy	Midway	In-house	1-4	N	N	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	N	N	18	PAL	6.5
Giftpia	Nintendo	Skip Ltd.	1	N	N	20	NTSC	7.5
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
NFL Street	EA	EA Big	1-2	NO	No	29	PAL	8.6
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 Vs	Namco	In-house	1-4	Y	N	28	NTSC	8.8
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
Pokémon Colosseum	Nintendo	Genius Sonority	1-16	Y	N	28	NTSC	8.4
Prince Of Persia: The Sands Of Time	Ubisoft	Ubisoft Monteral	1	No	No	29	PAL	9.3
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

POINTLESS CHEATS

The saying 'cheaters never prosper' isn't completely true, in *BMX XXX* you can unlock the stripper videos without having to play the game. But then some cheats are just crap:



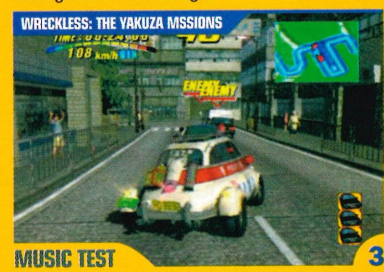
SLO-MO COMBAT 1

Why, in a game with really dull fighting, would you want to slow it down? Surely a Speed Up Combat cheat would have been better, then it wouldn't take as long before you turn your GC off.



BIG HEAD MODE 2

NBA Jams, *Tony Hawk's* and most recently *Rogue Ops* have included a big head mode. No one really knows why developers still find this funny. They don't get out much though.



MUSIC TEST 3

Complete all the missions and you unlock the music test. Why? To test the music? To see if it's broken? And having to complete the game to get it, that's just torture.



JUGGY MODE 4

Another game inventing silly modes and seeing as no one really played this, no one will ever find out what it does. Might have something to do with jugs… big jugs.



UNLOCK EVERYTHING 5

By entering sphongle (which has a nice sound, say it out loud) as your name you can effectively waste your money in less than five minutes. Result! Now try telling your Mum you want to take it back.

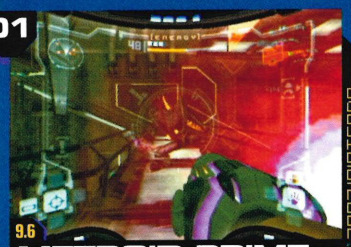
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

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
Rogue Ops	Kemco	Bits Studio	1	N	N	28	PAL	8.1
Rogue Squadron III: Rebel Strike	Activision	Factor 5	1-2	N	Y	26	PAL	9.0
R: Racing Evolution	EA	Namco	1-2	No	No	29	Pal	8.4
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
Sonic Heroes	SEGA	Sonic Team	1-4	No	No	29	PAL	6.2
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
Sphinx And The Cursed Mummy	THQ	Eurocom	1	No	No	29	Pal	8.7
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
SpongeBob SquarePants: BFBB	THQ	Heavy Iron	1	No	No	29	PAL	6.8
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

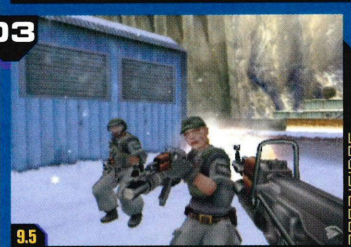
GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!



01 METROID PRIME 9.6 2002/NINTENDO



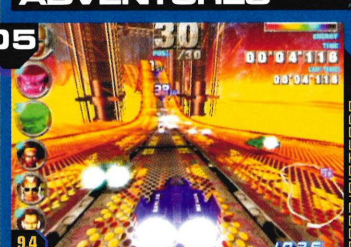
02 THE LEGEND OF ZELDA 9.5 2002/NINTENDO



03 TIMESPLITTERS 2 9.5 2002/EIDOS



04 STARFOX ADVENTURES 9.4 2002/NINTENDO



05 F-ZERO GX 9.4 2002/NINTENDO

06 MARIO KART: DOUBLE DASH!! 9.4 2003/NINTENDO

07 SUPER MARIO SUNSHINE 9.4 2002/NINTENDO

08 BURNOUT 2 9.3 2003/ACCLAIM

09 SSX3 9.3 2003/ELECTRONIC ARTS

10 WINNING ELEVEN 6 FE 9.2 2003/KONAMI

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Send the message to number 88120.



JavaGames

Text the **Keyword + order code** e.g. **Shgame Popstar** to number **88120**

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3D Adventure

Fight terrorists in a 3D labyrinth full of danger waiting for you

Shgame 3D

Compatibility: Nokia 3510i, 8910i, 3100, 3300, 5100, 6100, 6200, 6610, 6800, 7210, 7250(i), 7650, 3650, N-gage

Done in 50 seconds

A joyride through more than 60 levels of brainchallenging puzzles

Shgame 50Sec

Compatibility: Nokia 3100, 3300, 5100, 6100, 6200, 6610, 6800, 7210, 7250(i), 3650, N-Gage

Airborne Ops

You're exploring weapons of AR-29 Scorpion, most advanced military airship

Shgame Airborne

Compatibility: Nokia 3100, 3300, 5100, 6100, 6200, 6610, 6800, 7210, 7250(i), 7650, 3650, N-Gage

Border Cross

Comic style snow-bording game. Player completes 5 courses while gathering points

Shgame boarder

Compatibility: Nokia 3510i, 8910i, 7650, 3650, N-Gage, Motorola T720, T720i

Football Fever

A couple of shots and you clinch victory. The game is in a league of its own

Shgame Fbf

Compatibility: Nokia 3510i, 8910i,3100, 3300, 5100, 6100, 6200, 6610, 6800, 7210, 7250(i), 7650,3650,N-Gage

Beat the Dealer

Play a Blackjack with the game that allows you to configure preferred rules

Shgame btd

Compatibility: Nokia 4310, 3510i, 3910i, 6310i, 3100 3300, 5100, 6100, 6900, 7210, 7250(i), 7650, 3650, N-Gage

Deep Snow

You're going over snowy edge, your board lifts off surface, gravity no more exists

Shgame Deepsnow

Compatibility: Nokia 3510i, 8910i,3100, 3300, 5100, 6100, 6200, 6610,6800, 7210, 7250(i), 7650,3650,N-Gage, Motorola T720, T720i, Sharp GX10

Ringtones

All tones as monophonics and polyphonics

•Ordering Monophonics: ••• Text the **Keyword + order code** e.g. **Shtone Loser** to number **88120** £1.50

•Ordering Polyphonics: ••••• Text the **Keyword + order code** e.g. **Shpoly Loser** to number **88120** £2.50

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• TOP10 •

1	Kelis Milkshake ▶ Milkshake
2	Beyonce Me ▶ Memyself
3	Basement Jaxx Good luck ▶ Goodluck
4	Maroon 5 Harder to breathe ▶ Harderto
5	Michelle McManus All this time ▶ Alltime
6	50 Cent In Da Club ▶ Daclub
7	Room 5 Make luv ▶ Makeluv
8	Eminem Hailies's Song ▶ Hailies
9	Kelly&O. Osbourne Changes ▶ Changes
10	Craig david World filled with ▶ Worldfill

BOOME TONES

Alistair Griffin Bring it on ▶ bring	Scooter Jigga Jigga ▶ Jigga	Westlife Mandy ▶ Mandy	Linkin Park Faint ▶ Faint	Metallica Frantic ▶ Frantic
Robbie Williams Come undone ▶ Comeundone	Britney Spears Toxic ▶ btoxic	Gareth Gates Anyone of us ▶ Any1Ofus	Iio Rapture ▶ Rapture	Milk Incorporated In My Eyes ▶ inmyeyes
Boogie Pimps Somebody to love ▶ Tolove	Red Hot Chilli Pep Fortune faded ▶ Fortune	Black Eyed Peas Where is the love ▶ Whereislove	Ronan Keating I love it when we do ▶ iloveit	C21 She cries ▶ Shecries
Ludacris Act a fool ▶ Actafool	Outlandish Walou ▶ Walou	Benny Benassi Satisfaction ▶ Satisfaction1	Alicia Keys You don't know my ▶ Knowname	Evanescence Going under ▶ Goingunder
Nelly Dilemma ▶ Dilemma	Beck Loser ▶ Loser	Beyonce Feat. Baby boy ▶ babyboy	Eminem Without me ▶ Witheminem	Backstreet Boys Larger than Life ▶ Largerthan
Avril Lavigne Sk8er boy ▶ Skaterboy	Gareth Gates Spirit in the sky ▶ Spiritsky	Christina Agiulera Fighter ▶ Fighter	Lenny Kravitz Are you gonna go ▶ Areyou	Evanescence Tourniquet ▶ Tourni
Cardigans You're The Storm ▶ Thestorm	Westlife When your looking ▶ Whenyour	Blu Cantrell feat. Breathe ▶ blubreathe	Craig David 7 Days ▶ 7Days	50 Cent 21 Questions ▶ 21Questions
Pink Feat. Feel Good Time ▶ Feelgoodtime	Pink Don't let me get me ▶ Dopink	Linkin Park Somewhere I belon ▶ Somewhe	The Darkness I believe in a thing... ▶ Calledlove	Christina Aguilera Dirrty ▶ Dirrty
Kylie Minogue Love at first sight ▶ Rlove	Evanescence Bring me to life ▶ bringme	Red Hot Chilli Pep Californication ▶ Californication	Sean Paul Get busy ▶ Getbusy	Alicia Keys Fallin' ▶ Fallin
Benny Benassi No matte... ▶ Nomatter	Beyonce Crazy in Love ▶ Crazyinlove	Da Buzz Do you want me ▶ Doyouwant	Holly Valance Kiss kiss ▶ Kissx2	Mark Owen Four minute warn ▶ Fourmin

•• THEMES& EVERGREENS ••

Madonna Die another day ▶ Dieano	Eminem 8 mile ▶ 8Mile	Shakira Underneath Your ▶ Undernea	Scooter Maria (I like it...) ▶ Maria1	Ludacris Move Bitch ▶ Movebitch	Eiffel 65 Move your body ▶ Movebody
Mission Impossible Mission Impossible ▶ Missionim	Emmerdale Emmerdale ▶ Emmerdale2	Eve feat Alicia... Gangsta Lovinn' ▶ Gangstalov	Faithless Insomnia ▶ Insomnia	One-T and Cool-T The Magic key ▶ Magickey	Tomcraft Loneliness ▶ Loneliness1
Austin Powers Austin Powers ▶ Austinp	The Simpsons The Simpsons ▶ Simpsons	2Pac& Dr. Dre California Love ▶ Calilove	Ultrabeat Pretty Green Eyes ▶ Prettygreen	XTM feat Annia Fly on the wings of ▶ Flyon	Dj Otzi Burger dance ▶ burgerdance

DANCE&TECHNO

•**MONOPHONIC** ringtones for **NOKIA** models, which can receive ringtones (except 5146). **SAMSUNG** SGH-T100, SGH-R210s

•**POLYPHONIC** ringtones for **NOKIA** 3100, 3200, 3300, 3510(i), 3650, 3660, 5100, 6100, 6600, 6610, 6800, 7210, 7250(i), 7650, N-Gage

Logos £1.50

Text the **Keyword + order code** e.g. **Shlogo Kinky** to number **88120**

TOP15

Kinky	Dragonball	blind2
Rascal	Eclipse	Fox1
Yintrib	Keepdirty	Surprised
Wacky	Line3	Nobody
Spooky	Terroristos	Fighter

NEW

Toofast	Showtime	Mrcool
Spark	Skull2	Massattack
Virusdownload	Matrix1	Copyright
Alien9	Partyanimals	Ekg1
Skeletor1	idiot	Ant1
Fellows	Justvisiting	Crow2

NOKIA models, which can receive logos (except 5146). **SAMSUNG** SGH-T100

For EMS-compatible mobiles e.g. Ericsson, Motorola, Siemens Replace keyword SHLOGO with ELOGO

Wallpapers

Text the **Keyword + order code** e.g. **Shwp Serena** to number **88120** £2.50

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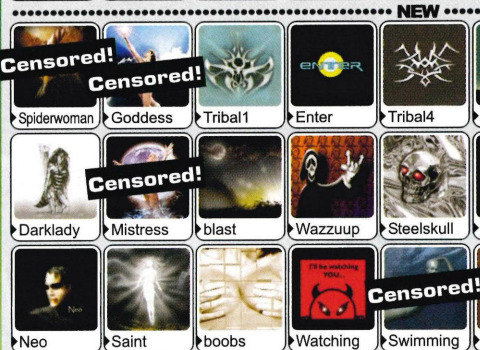
TOP10



CELEBS

NEW



•**WALLPAPERS** for **NOKIA** 3100, 3200, 3300, 3510i, 5100, 6100, 6600, 6610, 6800, 7210, 7250(i), 7650, 8910i, N-Gage, **MOTOROLA** T720(i), **SIEMENS** S55, M55, C60, MC60 .

Picture messages

Text the **Keyword + order code** e.g. **Shpic Justsay** to number **88120** £1.50

TOP15

Heavydude	Hardboyx	Talkintome
Flameskull	Scary1	Fightclub
Tank2	2dudes	Southpark
Painkiller	Dragon4	Homebart
Demon	back	Wzup

NEW

Eddie	Spiderman	Jacksparrow
Skulls	Darth	Freddyjason
Smileysperm	baderror	Monsterfish
Canthear	Funnysnake	Nofear2

NOKIA models, which can receive picture messages (except 5146). **SAMSUNG** SGH-T100, SGH-R210s **MOTOROLA** T720(i), C350

Monophonic tones	£1.50	Wallpapers	£2.50
Logos	£1.50	Polyphonic tones	£2.50
Picture messages	£1.50	Java games	£3.50

You'll also incur your outgoing message charge of max. 10p. and operators' Wap charges.

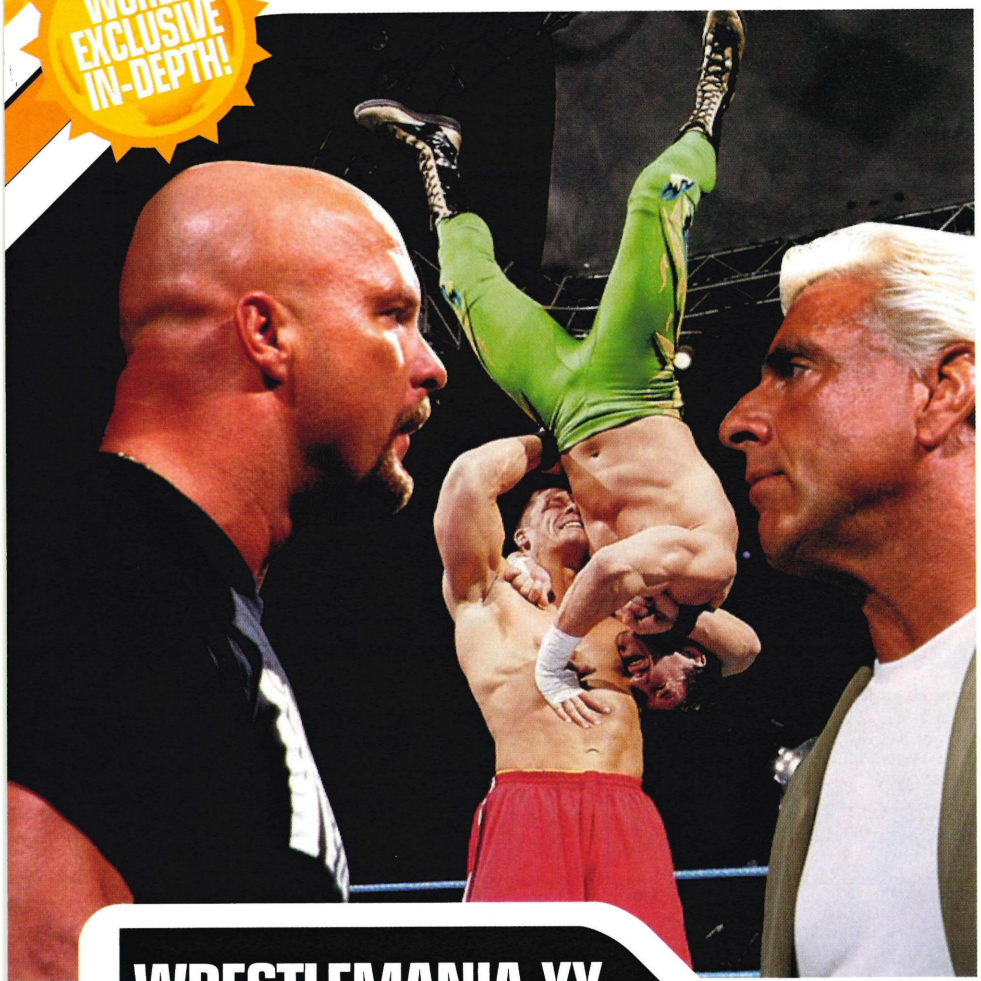
The full list of compatible mobiles can be found on **www.boome.co.uk**. If you are not sure your mobile is compatible, please check your mobile manual. If you type an incorrect code you will receive an error message for which you will be billed. Orders will normally arrive in a few minutes but during times of severe network conditions it may take up to 24 hours. Ask bill payer for permission before calling. You must be over 16 to use this service. Customer support: support@boome.co.uk, WapOneline UK Ltd. PO BOX 36440 London EC3M 1WA. Tel. 02076263684

ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT!

Next Month... Next Month... Next Month... Next Month...

HORIZON

WORLD EXCLUSIVE IN-DEPTH!



WRESTLEMANIA XX

CUBE GETS ITSELF IN A KNUCKLE SANDWICH

The last two games in the series have been by no means perfect, but Yuke's latest attempt promises to put right all the wrongs. We fly out to New York in order to take a World Exclusive first look at THQ's crush-'em-up.

ZELDA: FOUR SWORDS +

LITTLE BOY GREEN RETURNS!

As you will have seen from this month's In-Depth, Link's latest adventure is quite obviously a must-have title. With the PAL release still some way off, we spend a few joyous days with the Jap code.





EXCLUSIVE REVIEW!

STUDIO EYE

SLIDING DOWN THE MOUNTAINS IN STYLE

AVALANCHE GAMES

While we're in New York we may as well pop up the road to Avalanche Games (hey, they're only 300 miles away), the creators of *Tak* and his magical powers of juju.

SOLUTION

IT'LL FINALLY BE FUN CRACKING THIS ONE

FINAL FANTASY: CC

Okay, so maybe we didn't get the *Crystal Chronicles* guide finished in time for this issue, but it will be done for Issue 31... promise! We've got it, you need it.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube titles, including:

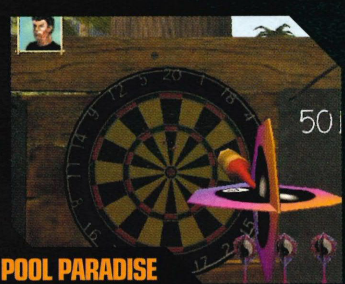
THE BIGGEST GAMES!



HARVEST MOON
It's here, it's in English, and we're very happy!



NARUTO 2
Crazy Jap fighting as the only the Japs know how...



POOL PARADISE
Outer-body experiences with a pool cue? Follow us...

PLUS

- Mario Tennis
- Resident Evil 4
- Killer 7
- StarFox Armada
- Custom Robo
- Virtua Fighter Quest
- Geist
- Samurai Jack
- Pikmin 2
- Tales Of Symphonia (US)
- Nintendo DS

NEXT ISSUE

ISSUE 31 ON SALE 8 APRIL 2004

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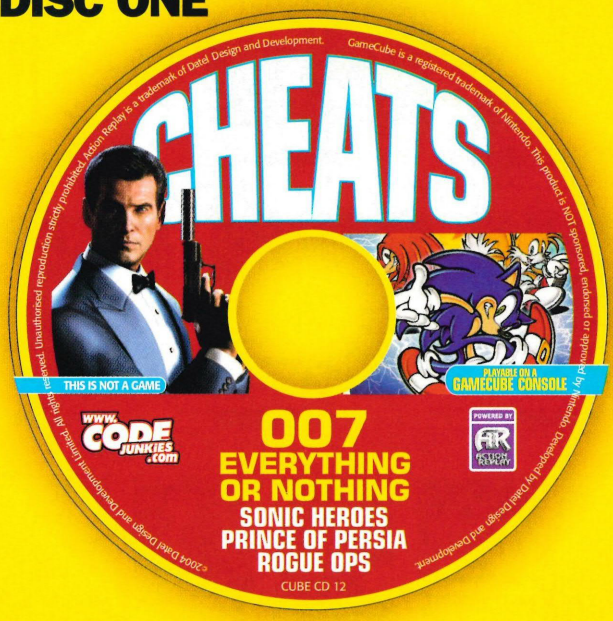
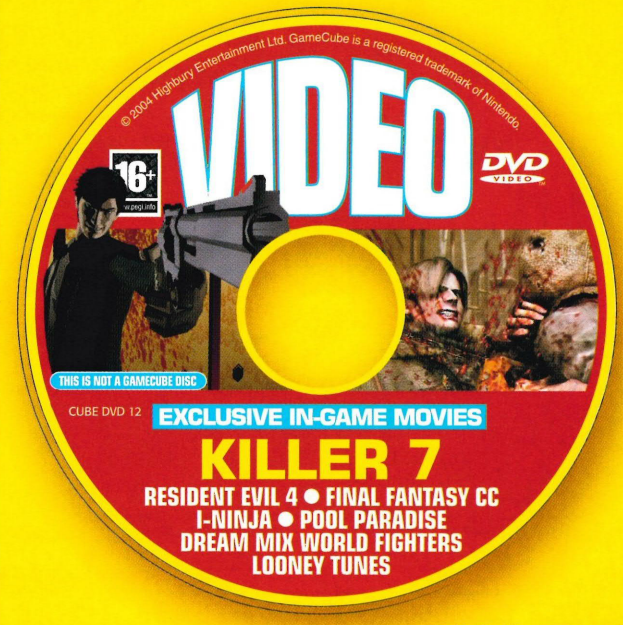
TWO FREE DISCS



DISC ONE



CHEATS DISC



DISC TWO

VIDEO DISC

ACTION REPLAY

Every month we'll be bringing you a disc packed with cheats for the latest and biggest games. There's no need for fussing around entering cumbersome codes. You just slip the disc into your GameCube, select the game you want to bust and the relevant cheats you want to access, then stick the game disc in and hey presto – it's all sorted! Pretty good, eh?

Oh, if you've got any games in particular that you need cheats for, just email us and you never know – it may just happen.

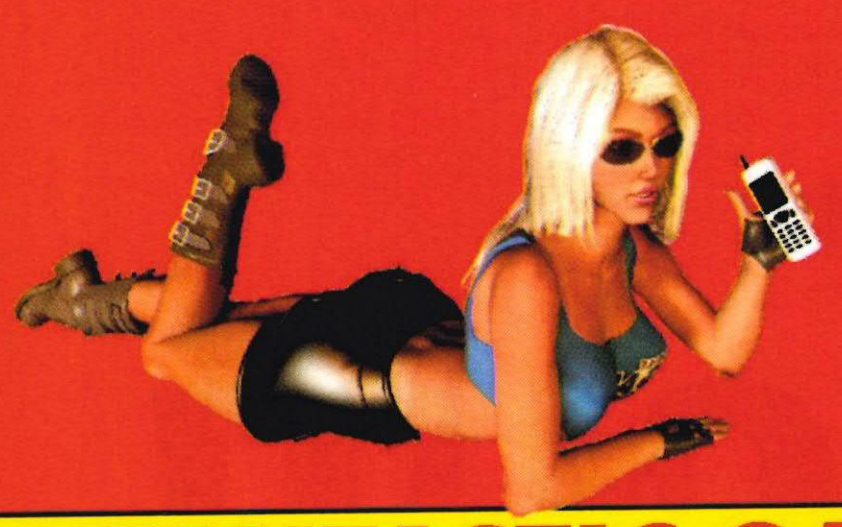
BONUS PLAY IMPORT GAMES ON YOUR GAMECUBE

VIDEO DVD

Exclusive footage of the games that you'll be buying this year, courtesy of a lovely little DVD!

- KILLER 7
- RESIDENT EVIL 4
- ZELDA: FOUR SWORDS
- NARUTO 2
- I-NINJA
- SAMURAI JACK
- EXTREME FORCE
- MARIO TENNIS

RESERVE YOUR COPY TODAY PAGE 128



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PRINCE OF PERSIA: SANDS OF TIME		BDEF JKUY	MGU123 SANDS
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EA SPORTS™ Tiger Woods PGA TOUR® 2004	£7.50	BDEJ KT	MGU123 TIGER
CALL OF DUTY		BDEFJY	MGU123 COD
XIII		BDEJKUY	MGU123 XIII
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RAYMAN® BOWLING		ABDE FPQZ	MGU123 RAYB
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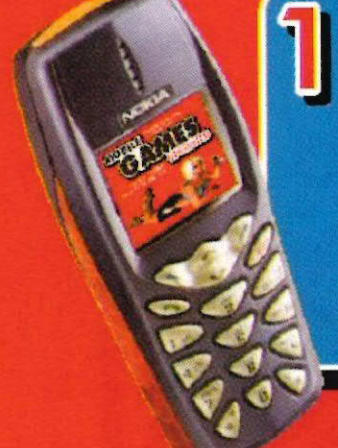
KING OF FIGHTERS		ABDEJT	MGU123 KING
BOULDERDASH M.E.		ABDEJTP	MGU123 DASH
MOBILE SOCCER MANAGER		BDEFJ	MGU123 MAN
PRINCE OF PERSIA® HAREM ADVENTURES		ABDEFJKOPQTZ	MGU123 POP
RAYMAN® 3		BDEFJU	MGU123 RAY3
EVIL DEAD PINBALL		BDEJT	MGU123 DEAD
SIBERIAN STRIKE		ABDEFJTUY	MGU123 SIB
SIBERIAN STRIKE EPISODE II		EF	MGU123 SIB2
MINISTRY OF SOUND DANCE NATION		DEJK	MGU123 MOS
SKATE & SLAM™		ABDEFJKNOT	MGU123 SK8
QUARANTINE		ACDENOT	MGU123 ALIEN
EUROSPORT CYCLING		DE	MGU123 BIKE
EUROSPORT HORSE RACING		E	MGU123 RACE
EUROSPORT SKI JUMPING		E	MGU123 JUMP
BEAT THE DEALER		ABCDEFT	MGU123 BEAT
REVS!		ABDEJKT	MGU123 REVS
PURSUIT SQUAD		BDEFJKTUY	MGU123 PURSUIT
XS SNOWBOARDING		ABDEJNOPT	MGU123 XS
FRUIT MACHINE		ABCDEFJNOPTW	MGU123 SLOT
SPEED DEVILS™		ABDEFNOY	MGU123 DEVIL
PLANET ZERO		ABDEJOP	MGU123 PLANET
SOLITAIRE		ABCDEFNOTW	MGU123 SOL
MOTOGP™		ABCDEJKT	MGU123 MOTO
PUB POOL		DEFJKUWY	MGU123 POOL
DARTS		ABDEJKOT	MGU123 BULL



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2 You will then receive some billing messages and a service/browser message containing the link to your game.

To download your game, simply open the service message and click RETRIEVE/GOTO. The phone will then establish a WAP connection and the game will be downloaded to your phone. The service/browser message will be saved in the services/browser inbox.

ALL GAMES ONLY £6 UNLESS OTHERWISE STATED

COMPATIBILITY CHART

TO CHECK COMPATIBILITY, MATCH THE LETTERS BETWEEN PHONES & GAMES

Phone	Letter
NOKIA	
3410	A
3510i	B
6310i	C
3100	D
3300	D
5100	D
6100	D
6610	D
6800	D
7210	D
7210i	D
7250	D
7250i	D
3650	E
7650	E
NGage	E
6600	F
SHARP	
GX10	J
GX10i	J
GX20	K
SIEMENS	
C55	N
M50	O
M55	P
S55	P
SL55	Q
MC60	R
MOTOROLA	
T720	T
T720i	T
V300	U
V500	U
V525	U
V600	U
SONY ERICSSON	
T610	W
SAGEM	
My V65	Y
LG	
5300i	Z
5400	Z
7100	Z

OR CALL 09061 293 008 TO ORDER FROM YOUR HOME PHONE

Calls cost £1.50p per minute, the cost of the call covers the cost of the game. Calls to this number should only be made from a landline. Callers must be aged 16 or over.

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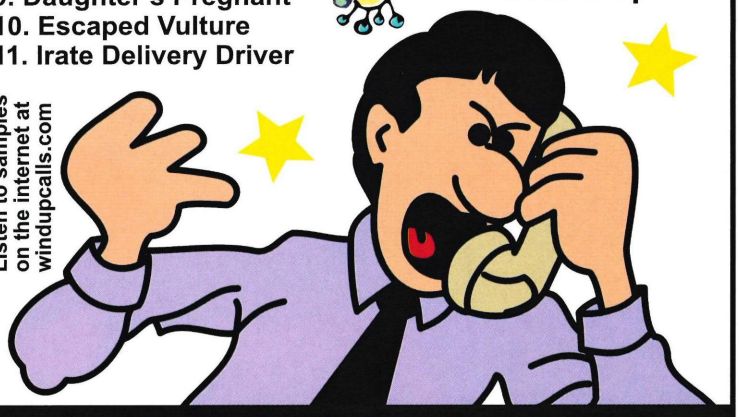

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- they've caught a dose!
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- we'd like a word, please!
6. **Drugs Survey**
- do they know more than they should?
7. **Model Idol**
- they're selected for the first round!
8. **Win a Million on TV**
- they're the guaranteed winner!
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- and they're live on air!
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- we're building one next door.

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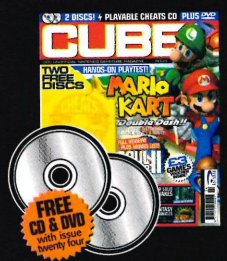


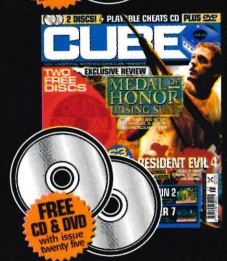
ISSUE TWENTY FOUR

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!



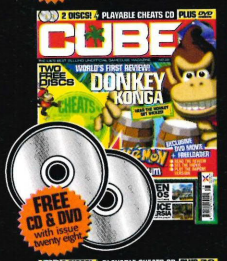
ISSUE TWENTY SEVEN

Like *Splinter Cell*? What about six pages of new *Pandora Tomorrow* screens? Want an In-depth on *Pokémon Colosseum*? You got it! Plus lots more!



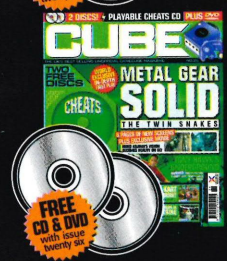
ISSUE TWENTY FIVE

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 EIGHT

Would you believe it? A bunch of hairy games journalists banging along to a monkey? Not as perverse as it sounds though, just the first review of *Donkey Konga*. Plus reviews of *Pokémon Colosseum*, *Rogue Ops*, and *Baten Kaitos*!



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 NINE

Ubisoft's materpieces *Prince of Persia* and *BG&E* finally receive their **CUBE** reviews. Plus *007 EON*, *R: Racing*, *Sphinx* and *Sonic Heroes*. We look at the future for Nintendo and it works! And a full guide to *The Sims*.

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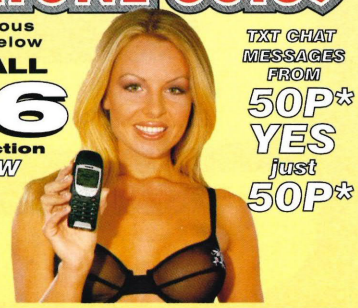

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Sam & Mark – With a Little Help
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Airwolf	100621	108213
Knightrider	100131	107030
Indiana Jones	100126	108821
Pulp Fiction	100695	109012
Fools & Horses	101226	108315
BBC Cricket	100685	116171
Joe 90	100805	111696
Benny Hill	100013	109279
The Simpsons	100219	107052
Get Carter	100896	108313
Italian Job	100691	107026
The A Team	100682	107898
Magnificent 7	100668	108832
Magic Roundabout	100663	107900
Winnie The Pooh	100253	107831
James Bond	100016	107023
Dambusters	100703	118331
Halloween	100048	109159
The Muppets	100064	108209
Great Escape	100038	107003
Eye Of The Tiger	100687	108299
Beverly Hills Cop	100010	108195
Banana Splits	100804	108264
Rainbow	100696	108301
Hawaii 5-0	100690	108384
Godfather	100884	108294
Phoenix Nights	102796	107872
Stay Another... – E17	101766	118334
Enter The Dragon	101246	108312
Hope & Glory	101743	108447
S O T Water – D.Purple	100084	108369
You'll Never Walk Alone	100379	107041
Fields Of A'ray – Celtic	100381	108273
Kingston Town – UB40	100939	109845
T'lar Bells – M.Oldfield	100094	107004
Faith – G.Michael	100218	118339
Do You Like... – DJ Piper	100589	118334
Sweet Child of Mine	101084	107012
Bat Out Of...– M.Loaf	100343	119445
Next... – Snoop/Dre	100392	118335
The Way I Am – Eminem	100339	108210
Stan – Eminem	100328	108329
Lose yourself – Eminem	108002	107810
21 Secs – So Solid Crew	100861	107882
Hey Baby – DJ Otzi	101061	107048
U'Ground – Girls Aloud	108378	107893
Sk8er Boi – A.Lavigne	108011	110068
Cheeky Girls – C Song	107986	107817
Bad Intentions – Dr Dre	101566	118363

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ANTHEMS

Tone	Mono	Poly
Swing Low Sweet Chariot	125974	125984
God Save The Queen	125969	125979
Flower Of Scotland	125970	125980
Land Of My Fathers	125975	125985
World In Union	125977	125987

FRIENDS REUNITED

Tone	Mono	Poly
Addicted To... – R. Palmer	111616	111514
Baby I Don't ... – T. Vamp	111617	111515
Break My Stride – M. Wilder	111618	111516
Don't Leave – Communards	111619	111519
Everybody – Tears/Fears	111620	109319
Frankie – S.Sledge	111622	111522
Hungry Like – D. Duran	111623	111523
Come On... – Dexy M Run	100875	109315
If You Don't – S. Red	111625	111625
Joanne – Kool + Gang	111627	111527
Labelled With... - Squeeze	111627	111528
Stand By Me – Ben E King	111630	111532
Tainted Love – Soft Cell	111631	111533
That's Ent'ment – The Jam	111632	111534
Through The – Spandau Bal	111634	111536
Vienna – Ultravox	111635	111538
Wishing I Was – Wet Wet Wet	111636	111540
Wonderful Life – Black	111637	111541
Wouldn't It Be – N.Kershaw	111638	111542

CHART TONES

Tone	Mono	Poly
DJ Sammy - Heaven	102511	107808
R.Miles - Children	100111	108251
Coldplay - Clocks	108122	112591
C.Aguilera - Fighter	116897	118082
D J Sammy - Sunlight	112694	120223
J.Timberlake - Rock...	108146	117264
S.Twain - Forever/Always	116898	119379
S.Paul - Get Busy	110980	117183
Busted – You Said No	112640	116166
L.Maffia – All Over	112595	116164
D.Sneddon – Don't Let Go	112695	116165
R 5 + O.C– Make Luv	111639	112589
50 Cent – In Da Club	110993	111140
DMX – X Gon' Give It To Ya	110338	116167
White Stripes – 7 Nation	116170	116168
Triple 8 – Knockout	112620	116169
Jnr Senior – Move Your Feet	110619	110626
K.Marsh – Cry	112606	115485
R.Williams – Come Undone	112605	115736
Madonna – American Life	112693	115735
G.Gates– Spirit	111214	111137
Mis-teeq – Scandalous	111173	111685
Blur – Out of Time	115729	115734
D.B'field – I Can't Read U	110537	115483
J.Lo&LL.Cool J – All I ...	110313	111138
D-Side – Speechless	112631	115737
Plummet – Damaged	115730	115738
D.Goodrem – Born To Try	110320	111139
Ready For Love - Elton	121732	121707

THIS WEEK'S TOP 20

	Tone	Mono	Poly
1	Sam & Mark - With a Little Help	148000	148007
2	Ronan Keating - She Believes In Me	148001	146265
3	LMC V U2 - Take Me To the ...	146494	146095
4	Kelis - Milkshake	125508	125087
5	Stereophonics - Moviestar	148002	148008
6	Outkast - Hey Ya!	125601	126010
7	Boogie Pimps - Somebody To Love	144376	117101
8	Michelle - All This Time	146055	146056
9	Fatman/Crook - It takes Scoop	148003	146260
10	2 Play - So Confused	146159	146160
11	Ferry Corsten - Rock Your Body Rock	148004	146263
12	Speedway - Can't Turn Back	148005	148009
13	Sean Paul - I'm Still In Love...	144394	143734
14	Ozzy And Kelly Osbourne - Changes	144029	126069
15	Katie Melua - The Closest Thing	144372	143661
16	Blazin' Squad – Here 4 One	144328	144440
17	Strokes - Reptillia	144005	143476
18	Snow Patrol - Run	146495	144189
19	UD Project - Saturday Night	148006	148010
20	Emma- Be There	146497	146086

FILM & TV

Tone	Mono	Poly
A Team	100682	600266
Airwolf	100621	108213
Annie's Song	102771	108836
A.Powers	101077	107793
Avengers	100622	109090
Baby Elephant Walk	100872	107794
Banana Splits	100804	108264
Battle Of The Planets	100841	119446
BBC Cricket	100685	107033
Benny Hill	100013	109279
Beverly Hills Cop	100104	109096
Blue Peter	101221	118087
Bob The Builder	100816	119447
Braveheart	101154	108859
Buffy	100681	108216
Cagney & Lacey	100842	109107
Captain Scarlett	102789	108309
Casablanca	101083	108471
Chariots Of Fire	100628	108523
Charlie's Angels	100502	119451
Chef's Song	102688	118085
Chitty Bang Bang	100807	110883
Crouch Tiger Hid	110026	119453
Dad's Army	100686	118330
Dallas	100021	112298
Dambusters	100703	118331
Dangermouse	100817	108431
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Dr No	100115	118081
Dr Who	100629	109127
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EastEnders	100029	108388
Enter The Dragon	101246	108312
Enterprise	102792	118337
Entertainer	100030	108319
Eye Of The Tiger	100687	108299
Fools & Horses	101226	108315
Formula One	102793	107638
Fraggle Rock	100854	108235
Friends	110615	108276
Futurama	102794	118342
Get Carter	100896	108313
Girl Of My Best...	102798	118096
Gladiator	110031	119454
Godfather	100884	109148
Good/Bad/Ugly	100689	109256
Grange Hill	101170	112302
Great Escape	100382	107003
Grease	101754	108383
Halloween	100048	109159
Hawaii 5-0	100690	108384
He-Man	101223	111695
Hitchhiker's Guide	102702	119459
Hulk	101155	109167
Hyundai Ad	102690	119481
If I Were A Rich Man	100868	118340
Indiana Jones	100126	108281
Inspector Gadget	100384	108572
Italian Job	100691	107026
Itchy & Scratchy	102190	118340
Jackass	102708	117260
James Bond	101126	107023
J & The Magic Torch	100843	118360
Jaws	100764	109171
Jesus Christ S'star	100889	118359
Jim'll Fix It	101225	119461
Joe 90	100805	111696
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Jurassic Park	100667	109176
Knightrider	100131	107030
Hope And Glory	100750	108447
Laurel & Hardy	101145	119462
Lion King	100627	107740
Magic Roundabout	100631	107900
Magnificent 7	100668	108382
Matrix	116230	107800
Miami Vice	101308	109117
Mission Imposs	100412	107896
Monkey	102710	119463
Monty Python	100055	108392
Muppets	100064	108209
Munsters	100063	109196
Philadelphia	110038	119464
Phoenix Nights	102796	107872
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Postman Pat	100147	109216
Professionals	100694	108321
Pulp Fiction	100695	109012
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Rocky	101343	111697
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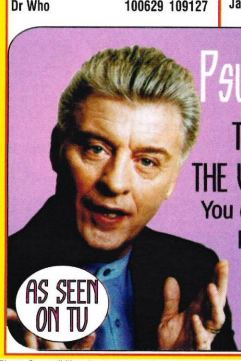

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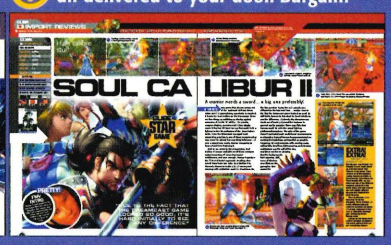

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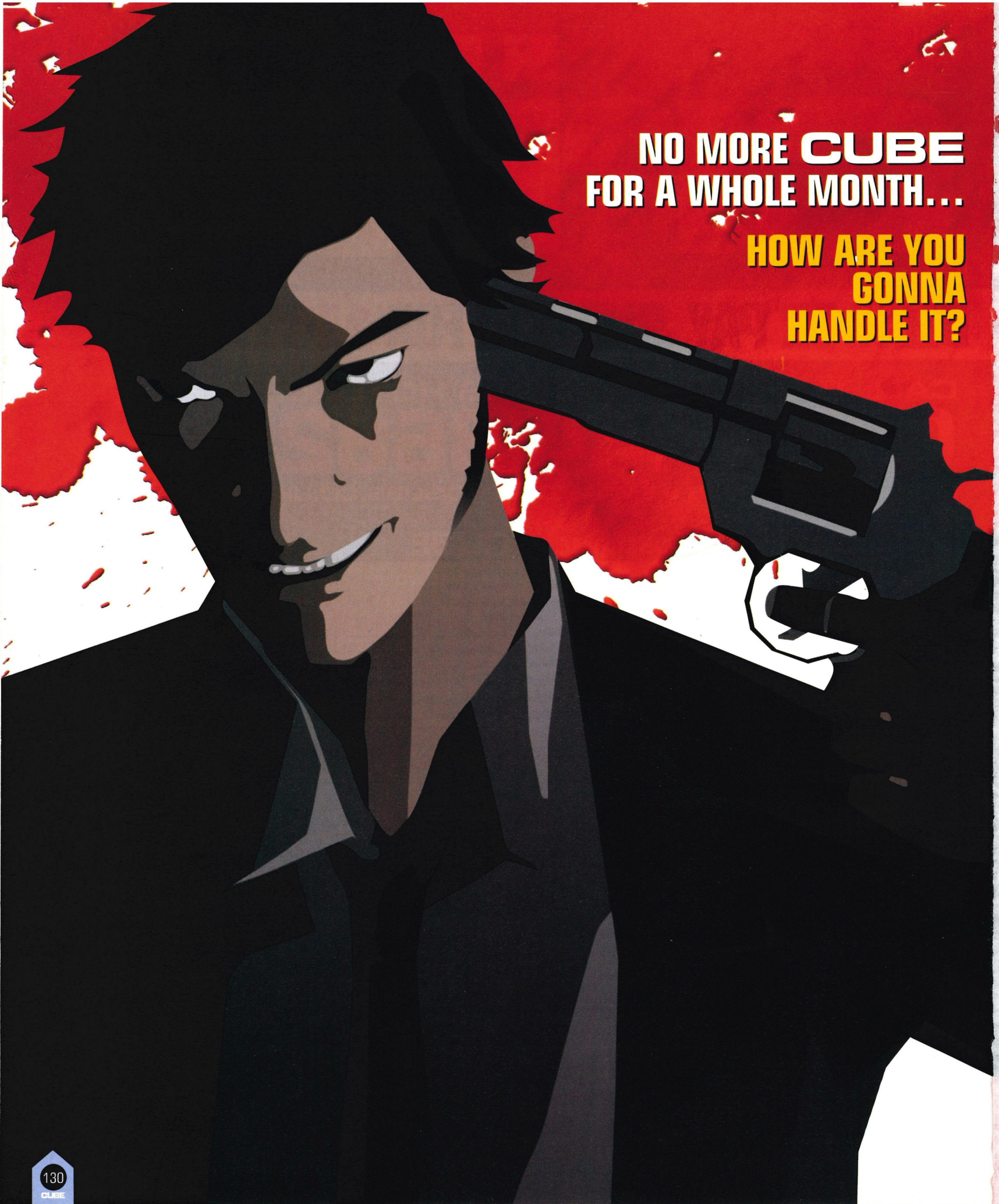
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