2 DISCS! PLAYABLE CHEATS CD PLUS DVD VIDEO

CUBE

NO. 31

THE UK'S BEST SELLING UNOFFICIAL GAMECUBE MAGAZINE

TWO FREE DISCS

DAY OF RECKONING

ALL NEW GAME REVEALED

WORLD EXCLUSIVE FIRST PLAY



CHEATS

007: EVERYTHING OR NOTHING
PRINCE OF PERSIA SANDS OF TIME
ROGUE OPS

SONIC HEROES

THE BIGGEST GAMES BUSTED OPEN JUST FOR YOU

DVD VIDEO

EXCLUSIVE IN-GAME MOVIES

RESIDENT EVIL 4

KILLER 7 • NARUTO 2 • POOL PARADISE
DREAM MIX TV WORLD FIGHTERS
TEENAGE MUTANT NINJA TURTLES

FULL DETAILS PAGE 6

RESIDENT EVIL 4

CHECK OUT THE LATEST INCREDIBLE IN-GAME MOVIE ONLY ON OUR EXCLUSIVE DVD!

ALSO FEATURED

CONAN
PIKMIN 2
POOL PARADISE
TEENAGE MUTANT NINJA TURTLES

HARVEST MOON A WONDERFUL LIFE

Get up, milk a cow, meet a girl, mow the meadow, love life!

REVIEWED

CUSTOM ROBO

Build giant robots and have them beat seven bells out of each other. Does it get any sweeter?

REVIEWED

"excite, enthuse and inform"

£3.99

ISSUE 31

HIGHBURY

Sabre Wulf™



WANTED

DEAD OR ALIVE

**Sabrewulf is raging a campaign of terror across the land...
help Sabreman put things right as he hunts Sabrewulf to a final showdown.**







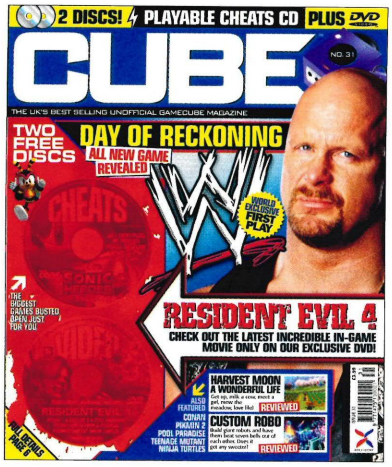
GAME BOY ADVANCE

From the authors of Banjo-Kazooie®

RARE

THQ®

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WELCOME



DRAG UP A rock, sit yourself down – it's **CUBE** time of the month again, but you don't want to read it all in one go or you might find yourself with a touch of indigestion. Why don't you go watch the incredible *Resident Evil 4* movie on the DVD first. Go on, dare you, I'll wait here 'til you get back.

Done? Good. Pretty special, eh? An unexpected direction change for the series but if the movement and control is half as fluid as it looks in the video it's going to be nothing short of stunning. It could also single-handedly sell GameCube consoles like no other game. Nintendo first party products are rightly revered among those in the know, but they will never inspire the casual gamer looking in from the outside. *RE4* will get everyone's pulse racing and shows the value of exclusivity deals if you have the right product.

In the magazine we've got the exclusive everyone wanted – THQ's new WWE title. The all-new and steroid-pumped *Day Of Reckoning* is upon us, so we sent Chandra out to the Big Apple to get an exclusive playtest at Yukes and shoot the breeze with a few WWE Superstars as well. Flip to page 40 to see how the spiky-haired love god got on.

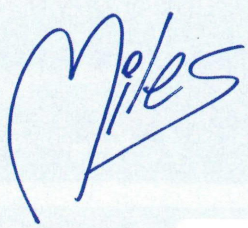
It's another packed reviews section as well, the pick of the bunch being *Harvest Moon: A Wonderful Life*. Time to give your blistered trigger finger a well deserved rest and settle down with one of the most enchanting games you're going to play this year.

In the wider world of video gaming, everyone is getting keyed up for E3 and we've got details of Nintendo's show line up in the news. Finally a lot of the ifs and buts are going to be laid to rest along with the first showing of the DS. The more tech specs and rumours that flood the internet, the more exciting it sounds, but the proof of the pudding is in the eating, and we'll be taking a double helping, you can be sure. We'll be bringing you an in-depth show preview next issue.

What the long term future holds for Nintendo is still difficult to say, but it's set up nicely for the rest of 2004 and into 2005. Will Nintendo have the capacity to challenge on the combined fronts of Microsoft and Sony when the new generation of consoles launch? Time will tell, but we'll be there on the frontline all the way.

Let's boogie.

Miles Guttery
Editor



AT A GLANCE

Catwoman	40
Conan	38
Custom Robo	84
GoldenEye 2	14
Golden Sun GC	13
Harry Potter TPA	34
Harvest Moon: It's A Wonderful Life	58
Knights Of The Temple	70
Looney Tunes	68
Mission: Impossible Operation Surma	66
MK: Deception	14
MGS: Twin Snakes	26
Naruto 2	80
Pikmin 2	10
Pitfall: The Lost Expedition	117
Pokémon Channel	26
Pool Paradise	62
Resident Evil 4	46
Ridge Racer 6	13
Scooby Doo	78
Second Sight	08
Shrek 2	36
Starcraft Ghost	10
Tak And The Power Of Juju	116
Splinter Cell: Pandora Tomorrow	116
Teenage Mutant Ninja Turtles	74
WWE Day Of Reckoning	42

CUBE

ISSUE THIRTY ONE

ON THE DISC
PAGES 6 & 7

CONTENTS

CUBE – Chewing Nintendo's cud so you don't have to.



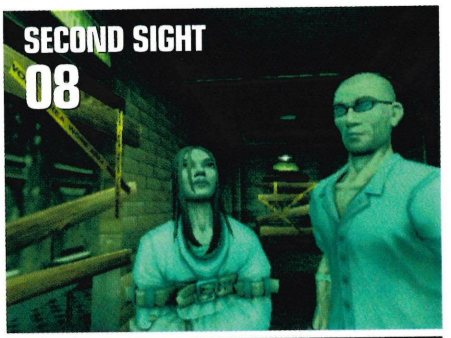
WWE DAY OF RECKONING

42 World exclusive first look at THQ's all-new wrestling franchise.



RESIDENT EVIL 4

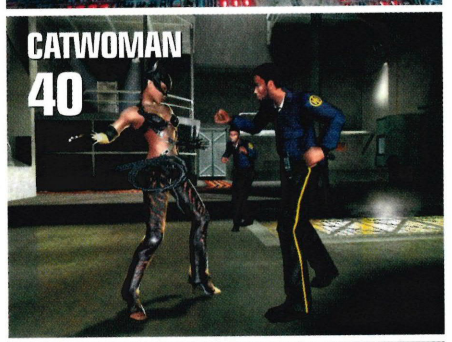
48 Squeal piggy! Leon gets down and dirty with the rednecks.



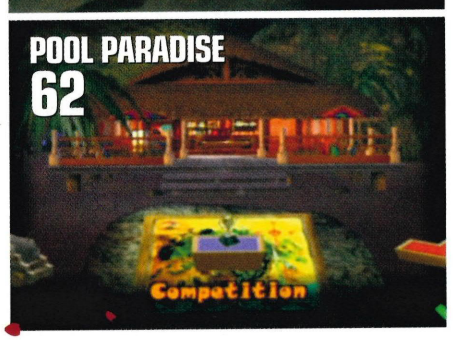
SECOND SIGHT
08



STARCRAFT GHOST
10



CATWOMAN
40



POOL PARADISE
62

UP FRONT

Hindsight and foresight? Nah, sod it, Second Sight is best.

Second Sight 08
Starcraft Ghost 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

Feel inspired by this lot? A quartet of new games coming your way in the next few months. Pass the biccies.

Harry Potter TPA 34
Shrek 2 36
Conan 38
Catwoman 40

IN-DEPTH

Ahh to bask in the feeling that a good game can bring is one of life's pleasures

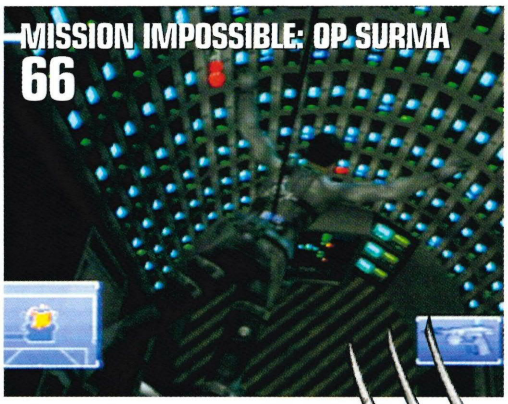
WWE Day Of Reckoning 42
Resident Evil 4 46

REVIEWS

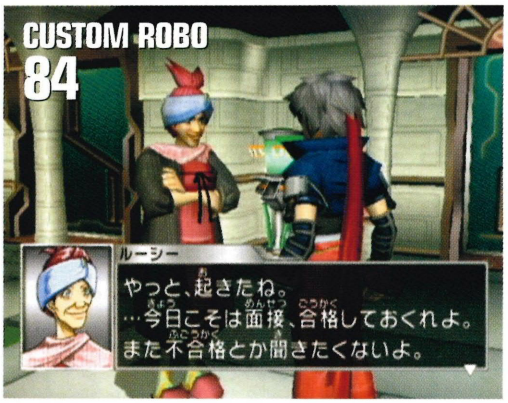
Wooo! Harvest Moon! The most gentle game ever. Make your farm a success and bag the prettiest girl in town. Oh, and play with pixies.

Harvest Moon 58

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







REVIEWS (CNTD)

Mission: Impossible OS 66
Looney Tunes 68
Knights Of The Temple 70
Teenage Mutant Ninja Turtles 74
Scooby Doo 78
Naruto 2 80
Custom Robo 84

NETWORK CUBE

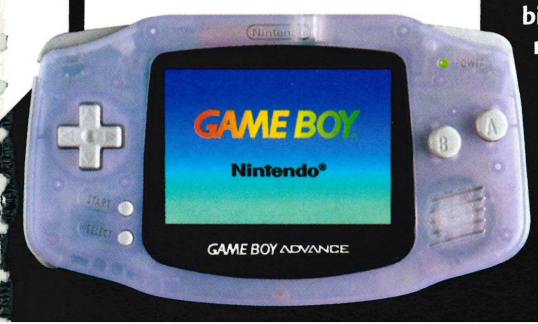
Want to get across your point of view? Feel you need a right to reply? Get in here then!

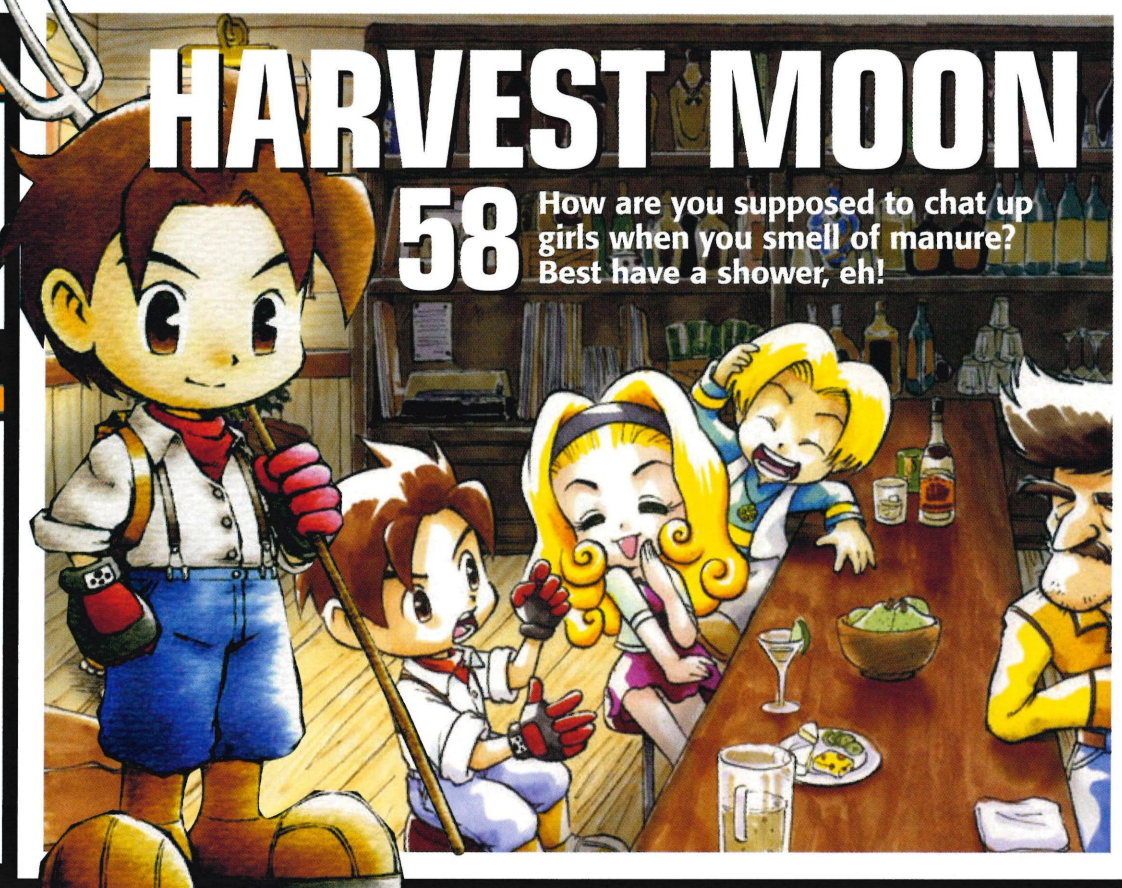
Viewpoint 92
Forum Frenzy 94
Reader Reviews 95
Beat The World 96
Cheating Monkeys 100
Action Replay 102
Guide: Metal Gear Solid: TTS 104
Studio Eye 118
Directory 120
Horizon 124
Back Issues 128
Back Page 130

ADVANCE

A little console with more games than any other – wierd, no?

Tak And The Power Of Juju 116
Splinter Cell: Pandora Tomorrow ..116
Pitfall: The Lost Expedition 117





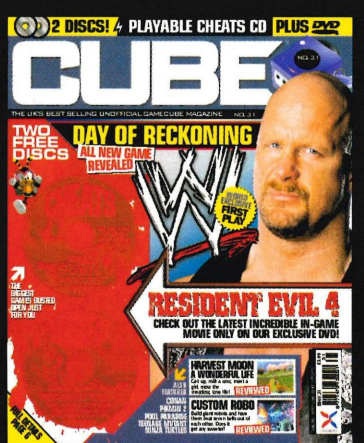
HARVEST MOON

58 How are you supposed to chat up girls when you smell of manure? Best have a shower, eh!

POCKET MONSTER

28 The Game Boy Advance – small machine, big feature. All you need to know about the most popular handheld console ever. It's your friend and always will be.





POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

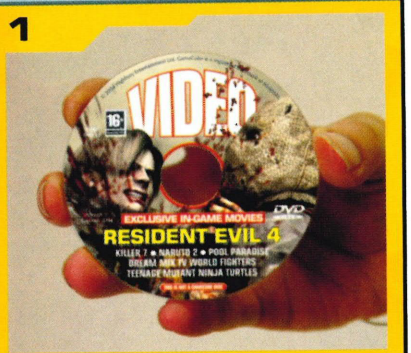
The observant ones out there will have noticed already that the Cheats Disc has changed this month. Instead of having three PAL games and one FreeLoader title, we will now be cracking and coding not three but four of the month's biggest selling PAL games. You've gotta love it.

BY NOW YOU should all know what these two pages are all about, but just in case... every month we give away two discs, free of charge, on the front of the mag. One is a DVD containing footage for all the latest games. The other enables you to play through four games with a whole bunch of fantastic cheats. Now there's no excuse for not completing even the toughest titles in your collection.

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

KILLER CUBE!

We've got some real treats for you this month with amazing videos of *Resident Evil 4* and *Killer 7*. The former in particular looks stunning, and it's the first time anyone has seen it, which is always a nice thing. Of course there's other cool stuff too – make sure you check out *Pool Paradise*'s trickshot movie!

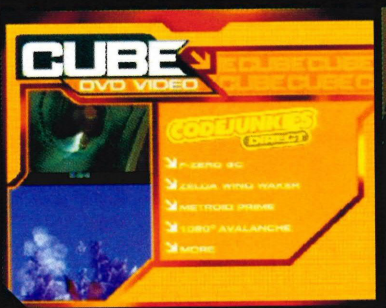
- RESIDENT EVIL 4
- KILLER 7
- POOL PARADISE
- DREAM MIX TV WORLD FIGHTERS
- NARUTO 2
- TEENAGE MUTANT NINJA TURTLES



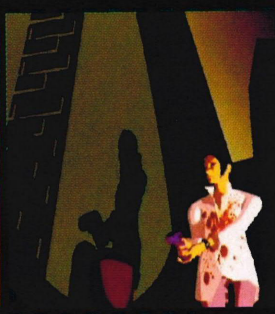


DVD MENU OPTIONS

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.

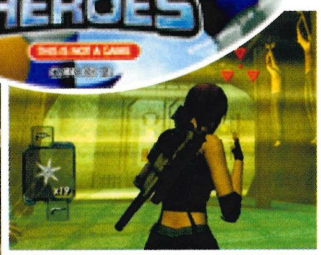


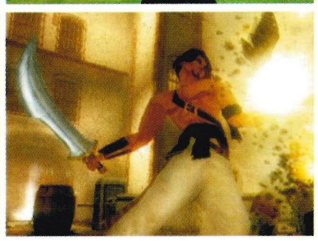
CODE JUNKIES DIRECT
There's a new girl in town.



ON THE CHEATS DISC







WARNING!

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

- **SONIC HEROES (PAL)**
  - 999 RINGS
  - INFINITE LIVES
  - OPEN ALL AUDIO
- **007: EVERYTHING OR NOTHING (PAL)**
  - UNLOCK MISSIONS
  - INFINITE HEALTH
  - INFINITE MISSILES
- **PRINCE OF PERSIA (PAL)**
  - INFINITE HEALTH
  - SPEED UP
  - UNLOCK POP 1
- **ROGUE OPS (PAL)**
  - INFINITE HEALTH
  - INFINITE AMMO
  - OPEN ALL MISSIONS

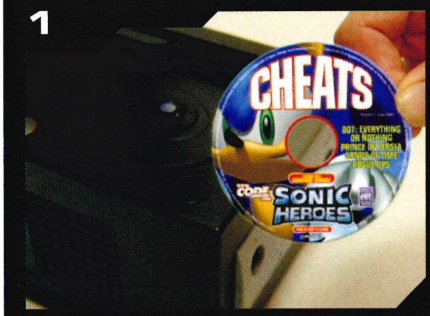


USING THE CHEATS

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...

- WWE: DOR
- NEED FOR SPEED NEXT
- I-NINJA
- STARCRAFT GHOST
- KNIGHTS OF THE TEMPLE
- ZELDA: FOUR SWORDS+
- CUSTOM ROBO
- PIKMIN 2

UP FRONT

Free Radical taps into the power of your mind



CUBE

INFORMATION

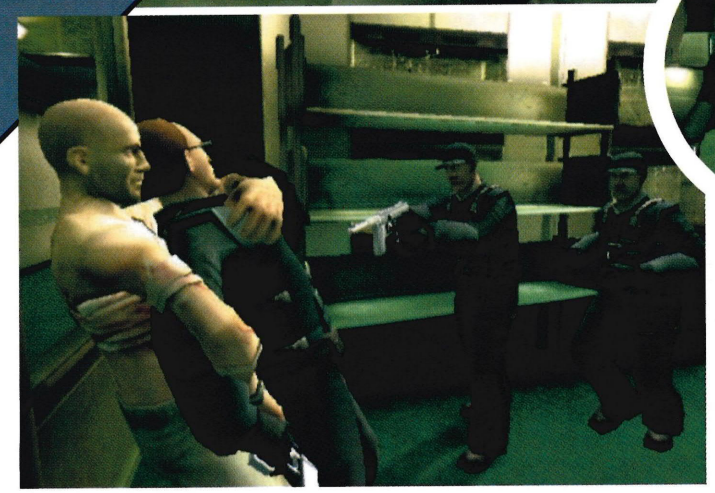
SECOND SIGHT	
PUBLISHER:	TBC
DEVELOPER:	FREE RADICAL DESIGN
ORIGIN:	UK
GENRE:	ACTION ADVENTURE
PLAYERS:	1

WHAT'S NEW

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

● **PSYCHIC!:** First ever screens and info on Free Radical's new adventure

Q4 '04	TBA	Q4 '04





Vattic can project an image of himself to confuse guards. Breaks the ice at parties too.

There will be some gunplay, but stealth is more useful, as are your new powers.



"SECOND SIGHT BRINGS SOME WELCOME, INTELLIGENT, EDGE-OF-THE-SEAT STORYTELLING"



You certainly couldn't do that before your mysterious coma.

SECOND SIGHT

It's a stealthy, psychic, third-person corker!

FREE RADICAL DESIGN has come a long way in the past five years. After leaving Rare in the late Nineties, Steve Ellis and David Doak set up the new company and soon stunned the world with the now legendary *TimeSplitters*. With the second game in the series completed, we all expected the team to take a break from time-travelling heroism and instead concentrate on a new IP. Rumour after rumour talked of an exciting third-person adventure, but every time we contacted them we got the same answer: "Sorry, we're not ready to talk about it just yet."

Well, the waiting is finally over, and the good news is that while one team has been working on *TimeSplitters 3*, another has been toiling away on a game by the name of *Second Sight*. Running on an enhanced version of the *TimeSplitters 2* engine, *Second Sight* takes the form of an adventure thriller. Your character, John Vattic, wakes from a coma to find himself in an eerie US medical facility. Covered in bloodied bandages and bruised to the nines, it's quite obvious that he has been the victim of some extremely traumatic surgery, yet he can remember nothing. In fact he can't recall a single thing about himself or his past, having only his autonomic responses and instinctive reactions to help him.

During the course of the game he will recover fragments of his memory that lead him to believe he has been empowered with some unbelievable psychic abilities that have been used against his will for mass destruction. Think *Half-Life* crossed with *Hybrid Heaven* crossed with *Eternal Darkness* crossed with *Twin Snakes* and you'll be some way towards understanding the kind of atmosphere you can expect.

At the moment we're intrigued (to say the least) about how the game will work. John's main task is to get out of the medical facility and discover his past, but along the way he'll get dragged into all manner of sub-quests. For example, his search will uncover other experimentation victims who he must help to safety. In essence, though, *Second Sight* is a third-person stealth adventure where the main character has access to some weird and wonderful psychic abilities. John can use telekinesis to control any objects in his line of sight. This may involve using a monitor to knock out a guard. It could also mean levitating a guard in order to attract the attention of a group of other grunts, thus clearing his path.

Other abilities, such as projection, allow John to project an image of himself somewhere in a room to distract an enemy. It's apparent that the game isn't all about pointless violence (ironic, considering what Vattic's captors had him doing) and more about finding ways to trick enemies and solve various puzzles. 'Refreshing' is the word that springs to mind.

It's great that Free Radical is finally fulfilling its potential as a developer. While the *TimeSplitters* series is fantastic, the scope for innovation in the 'tongue-in-cheek arcade shooter' category is always going to be limited. *Second Sight* on the other hand, should bring some welcome, intelligent, edge-of-the-seat storytelling to gamers the world over. Well done. CUBE



Look at all the tasty snacks! Give us a lend of 50p.

STARCRAFT: GHOST

This has been in development so long we're wondering if we imagined it!

CUBE

INFORMATION

STARCRAFT: GHOST	
PUBLISHER:	BLIZZARD
DEVELOPER:	BLIZZARD/NIHILISTIC
ORIGIN:	USA
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-2

WHAT'S NEW

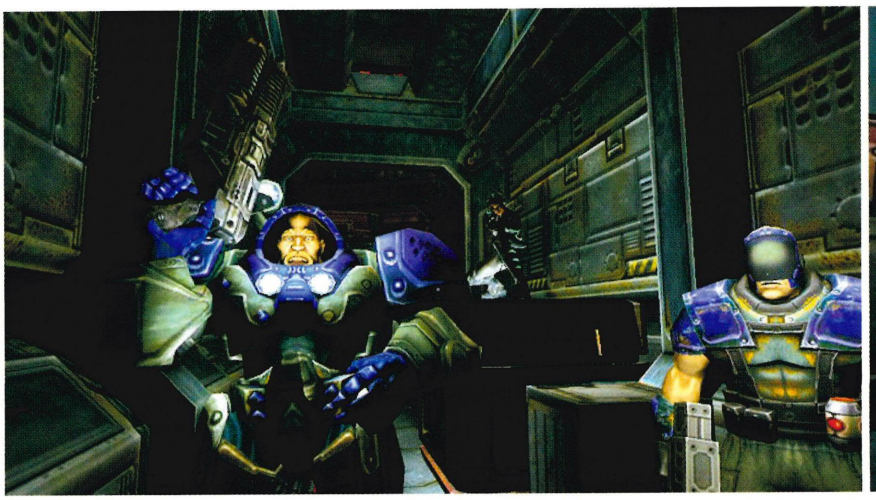
- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✗ GAMEPLAY DETAILS
- ✗ CHARACTER INFO
- ✗ STORYLINE SPOILERS

● **GHOSTLY!:** Yet more screens of this action-packed shooter which has been in production for bloomin' ages!

Q3 '04 | TBA | JUNE '04



That's what I think of your crappy costume. You don't look a bit like Mickey Mouse!



"BLIZZARD ARE CRAFTING AN EXTEMELY DYNAMIC AND ENGROSSING EXPERIENCE"





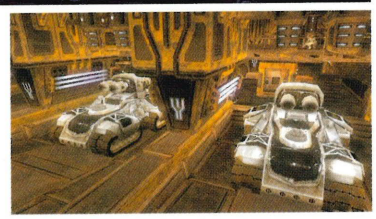
And Cringer became the mighty Battlecat!

CALL US MAD, call us easily excitable, call us what you will. We simply have to show you the latest screenshots of the upcoming shooter *StarCraft: Ghost*. Coming from Blizzard (those responsible for the original *StarCraft* RTS PC game – the reason for much coursework failure for a certain **CUBE** member), it really does look rather special. Just check out your character, Nova, when she's using a stealth cloak, or the way that blue-suited marine is being blasted off a platform (see bottom left). With all of the reported moves, guns, items and vehicles at your disposal, Blizzard are crafting an extremely dynamic and engrossing experience.

You play Nova, a GHOST operative (a covert military organisation specialising in assassinations) who's highly skilled in just about every method of combat you could care to mention. Actual story details are difficult to come by, but needless to say that this will serve as a valuable entry into the already richly documented *StarCraft* history.

What's interesting about this game is its variety. Aside from the usual sneaking about and engaging enemies in hand-to-hand combat (this section of the game has been beefed up admirably – you can now link moves together into combos, rather than just land a jab or two), you'll be able to control a multitude of different weapons to take foes out from afar. Pretty much any vehicle you find can be commandeered, and if the going gets particularly tough you can call for back-up in the air from battlecruisers and siege tanks. Also, much like *Halo*, if you come across a group of allies in your travels you'll be able to lend a hand. The scale of the situations you find yourself in will vary enormously, so you'll be constantly changing your tactics through the 30 or so levels. According to Blizzard, you'll also be involved in 'planet-scale warfare', but we've not seen any evidence of this so far, although it sounds pretty cool.

If you've ever enjoyed games like *Tomb Raider*, *Splinter Cell* and *Prince Of Persia* then you're going to love this. When it comes to gameplay Blizzard knows what it's doing, as the 7 millon owners of the original *StarCraft* will testify. Of course, with things moving into the unfamiliar territory of a character-based game there is an unknown factor in place, but we trust Blizzard – and you should too. Look out for further news in the next couple of months since it's due out in the States as early as June. CUBE



There's only one thing better than having a tank – having two tanks.







GCN GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

E3 PEEK

We run you through the latest Nintendo DS rumours, and take an early look at what E3 has in store for GameCube...

PAGES 12-13



OVERLOAD!

They don't call this the news section for nothing you know. *GoldenEye 2* and amusing presidential quotes for starters...

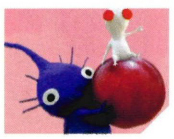
PAGES 14-15



CLASS IDIOT...

The latest screens and info from Miyamoto-san's *Pikmin 2*, and the head honcho of Reflections makes himself look silly.

PAGE 16



VANISHING POINT

Ever wondered how you go about getting videogame press assets? Yeah, us too. If you ever find out, let us know...

PAGE 18



RELEASE LIST

The latest UK release list, **CUBE**'s Most Played games of the month, and the official UK GameCube Charts... nice.

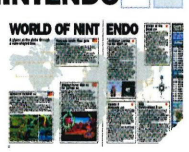
PAGES 20-21



WORLD OF NINTENDO

A-little-bit-bigger-than-bitesized GameCube news stories from around the world. We stop at nothing to source these babies.

PAGES 22-23



LA DS' NI





Nintendo DS plus more confirmed for E3...

WITH THE ANNUAL E3 show just over a month away, companies have started to confirm what they will be showing. As always Nintendo won't say anything until the day before the show, but it has stated that it will be going to town with its all-new handheld console, the DS. Since its existence was announced a few months ago the internet has been filled with rumours as to the extent of its capabilities. One company has stated that the DS is capable of playing back a feature-length film, but it failed to say what resolution and what type of compression would be involved, so it doesn't really mean much.

Far more interesting though is a report from an inside source that Nintendo is currently using a conversion of *Super Mario 64* to show the real power of the hardware. Of course Nintendo won't comment on any of this, but it has certainly set tongues wagging.

Despite information leaks on the DS, we have still heard nothing about the mysterious GameCube accessory that is due to be unveiled at E3. What has been released though is a list of all the GameCube titles that will be shown. We've printed the list in full on the next page, and amongst the many games are a few surprises. Of particular note on this list are *Ridge Racer 6* and *Golden Sun*. We'll be down on our knees praying

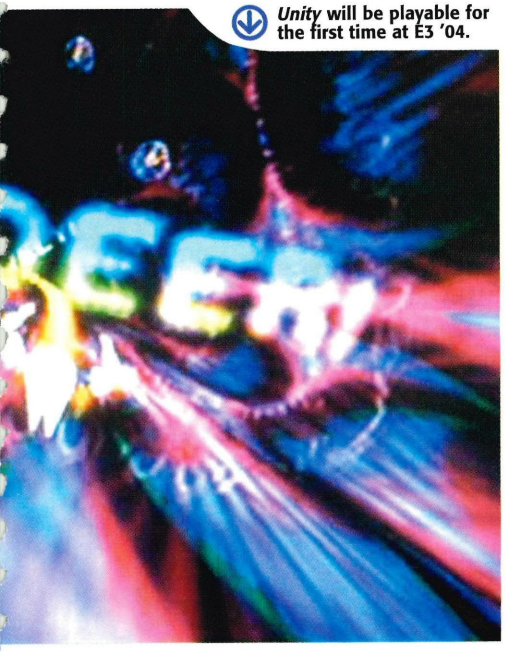
"NINTENDO IS USING A CONVERSION OF SUPER MARIO 64 TO SHOW THE REAL POWER OF THE DS HARDWARE"







GHT OUT!

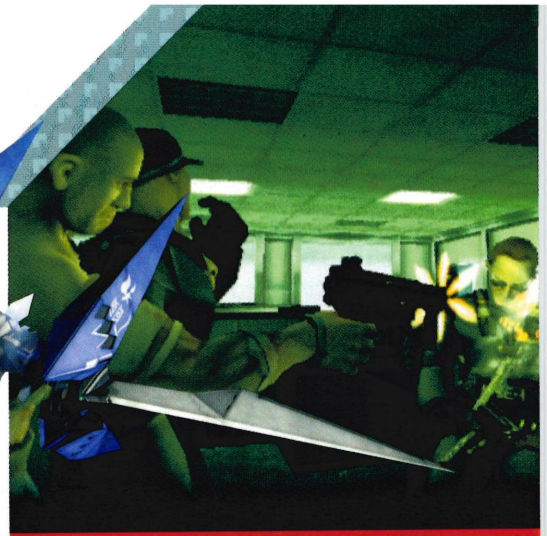


***Unity* will be playable for the first time at E3 '04.**

that *Ridge Racer 6* will take the series back to its roots. *R: Racing Evolution* is cool, but we really miss the real deal. As for *Golden Sun*, Camalot mentioned a while ago that it would be working on this after *Golden Sun 2* had been completed, but everyone had forgotten about it until now. What a nice surprise! It will most likely only appear as a rolling demo though.

Again, we must stress that these are merely the confirmed titles. Nintendo will have many more, and it's likely that several other surprises will turn up. The new Silicon Knights/Konami collaboration perhaps? We'll be bringing you an in-depth E3 Show Preview next issue, so keep your eyes open for that one. CUBE

GAME	PUBLISHER	GENRE
ZOIDS: BATTLE LEGENDS	ATARI	ACTION
CALL OF DUTY	ACTIVISION	SHOOT-'EM-UP
SHARK TALE	ACTIVISION	TBA
SHREK 2	ACTIVISION	PLATFORM ADVENTURE
SPIDER-MAN 2	ACTIVISION	ADVENTURE
TRUE CRIME II	ACTIVISION	SHOOT-'EM-UP
KILLER 7	CAPCOM	SHOOT-'EM-UP
RESIDENT EVIL 4	CAPCOM	SURVIVAL HORROR
CATWOMAN	EA	ACTION
GOLDENEYE 2	EA	SHOOT-'EM-UP
MADDEN NFL 2005	EA	SPORT
MVP BASEBALL	EA	SPORT
SSX4	EA	SPORT
TIMESPLITTERS 3	EA	SHOOT-'EM-UP
SECOND SIGHT	FREE RADICAL	ADVENTURE
THE MOVIES	LIONHEAD	SIMULATION
UNITY	LIONHEAD	RHYTHM
BATEN KAITOS	NAMCO	RPG
RIDGE RACER 6	NAMCO	RACING
STARFOX 2	NAMCO	SHOOT-'EM-UP
TALES OF SYMPHONIA	NAMCO	RPG
TALES OF LEGENDIA	NAMCO	RPG
CUSTOM ROBO	NINTENDO	SHOOT-'EM-UP
DONKEY KONGA	NINTENDO	RYTHM
GEIST	NINTENDO	RPG
GIFTPIA	NINTENDO	RPG
GOLDEN SUN	NINTENDO	RPG
MARIO 128	NINTENDO	PLATFORM ADVENTURE
MARIO TENNIS	NINTENDO	SPORT
METROID PRIME 2	NINTENDO	ADVENTURE
PAPER MARIO	NINTENDO	RPG
PIKMIN 2	NINTENDO	ADVENTURE
WIND WAKER 2	NINTENDO	ADVENTURE
ZELDA: FOUR SWORDS +	NINTENDO	ADVENTURE
SUPER MONKEY BALL 3	SEGA	SPORT
VIRTUA FIGHTER: CG	SEGA	ADVENTURE
WWE DAY OF RECKONING	THQ	SPORT
NIGHTMARE CREATURES 3	UBISOFT	SURVIVAL HORROR
PRINCE OF PERSIA 2	UBISOFT	PLATFORM ADVENTURE
SPLINTER CELL: PT	UBISOFT	STEALTH ADVENTURE
STARCRAFT: GHOST	VIVENDI	STEALTH ADVENTURE
PILLAGE	ZED TWO	TACTICAL



E3 TOP 5

MOST ANTICIPATED GAMES FOR E3 '04

There are many games that have yet to be announced, but from the fully confirmed titles, here is our Top 5:

RESIDENT EVIL 4

It looks amazing. It sounds amazing. The new gameplay additions are amazing. Surely there's no way that this will disappoint? We'll know next month when we get the world exclusive playtest.

SECOND SIGHT

We're reasonably sure that TimeSplitters 3 will just be more of the same. Free Radical's other game however, has got us very excited. This looks like it could take the stealth adventure game to brand new levels.

MARIO 128

How long have we been waiting for this!? After all this time it had better be good. Miyamoto-san has promised much, and as such we have massive expectations for it. No pressure lads...

WIND WAKER 2

It will be very difficult for Nintendo to screw this up. Take a fantastic adventure and extend the story. The fans would be happy even if it was just a data disc, but given the time spent on it, you can be sure it will be far more than that.

RIDGE RACER 6

If Namco can successfully recapture the feeling of *Ridge Racer* and *Ridge Racer Revolution* with next generation graphics, customisable cars, a career mode, and online/LAN modes, this is going to be to be truly awesome.



SOUND BYTE

"I'M PLANNING TO CREATE SOFTWARE THAT NO ONE IS EVEN THINKING OF RIGHT NOW"

Fumiya Takeno, SCEJ President

Sony's president talks about 'connectivity' between PSP, PS2 and PSX. Erm... we can assure you that Nintendo is way ahead of you mate.

WITHDRAW

Titles drop like flies...





We were really looking forward to *MK: Deception*. Damn you Midway!

A WHOLE BUNCH of titles have been officially denounced for the GameCube this month, with EA and Midway being the main culprits. We've known for a long time that Midway was pulling away from the GameCube, with titles such as *Psi-Ops*, *The Suffering* and *SpyHunter 2* disappearing from release schedules. To be honest though we weren't that bothered about losing these games, but the real blow came this month when the official unveiling of *Mortal Kombat: Deception* came and went without even a mention of our beloved console. It's official: the next *Mortal Kombat* title will not be coming to GameCube. We can only assume this is down to the fact that *MK: Deadly Alliance* did so poorly, but the blame for that can't be laid on the GameCube. *Soul Calibur II* sold extremely well.

You reap what you sow Midway, and if you're going to treat the GameCube as low priority, you're going to get the equivalent back.

On another note, EA has announced that *Euro 2004* (the European championship take on the *FIFA* engine) will not be coming to GameCube. Why? Who knows... we asked EA but as usual it had no comment to make. It's a disappointing development but is the GC really going to miss a second EA footy sim inside four months?

CUBE

Nintendo prepares...

Nintendo has confirmed that it will be releasing *Donkey Konga 2* later on this year in Japan, such was the success of the first game. Speaking of which, rumour has it that the first game will be a budget release in the west!

...the next barrel of monkeys



Japanese sales...

400,000

... of *Donkey Konga*

"IT'D BE DAMNED STRANGE TO FORCE ANY MULTIPLAYER CONTENT INTO IT"

David Doak, Free Radical Design

Full story page 24

DOUBLE-O WHAMMY!





Treading on Rare's grave...

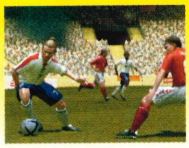
TWO LOTS of Bond-age news this month: firstly, Bond's latest outing *Everything Or Nothing* stormed straight to the top of the console charts in its first week on sale. Secondly, and to put the icing on the cake, EA officially announced the existence of *GoldenEye 2*. Confused? Well, EA has the James Bond license, so it can do this. We have many fond memories of the N64 title, which was a defining moment in console gaming, so what can we expect from this game? Instead of playing as James Bond, gamers will get to pay the game as a 00 reject who has teamed up with legendary villain Goldfinger.

No further details are available at the moment, but it will be playable at this year's E3.

CUBE

SLIP-O-METER

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

EURO 2004	MK: DECEPTION	THE SUFFERING
		
		
BINNED	BINNED	BINNED

(OVER THE) COUNTER CULTURE...

GAMETECH JAPAN HAS unveiled a brand new accessory for the GBA SP. Intended to be launched in April, the Famicon 8-bit Game Adapter will allow you to plug Famicon carts into your GBA SP and play them as normal!

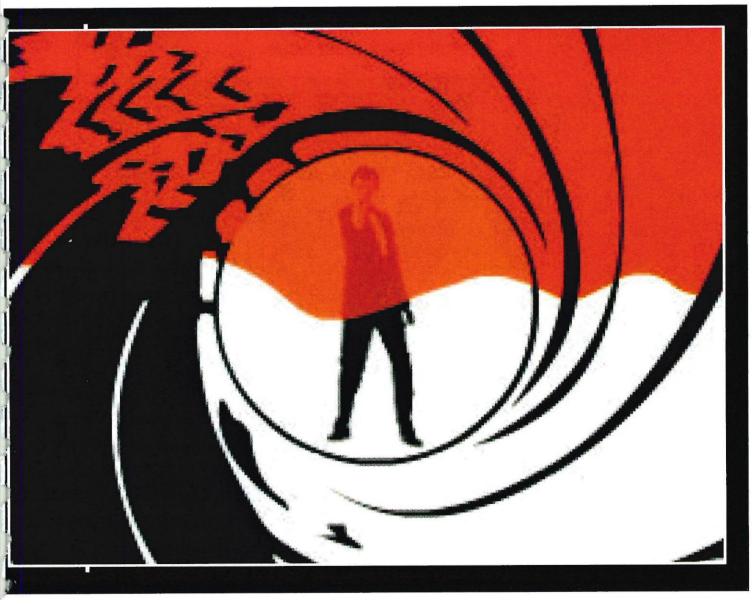
Anyone interested who has the US or UK NES as opposed to the Japanese Famicon, fear not. GameTech also make a Famicon/NES adapter, so you'd best start digging out those dusty NES carts! Of course there's always the danger that you'll realise just how rubbish some of those games actually were, but we take no responsibility for your disappointment.

Current GameCube:Xbox...

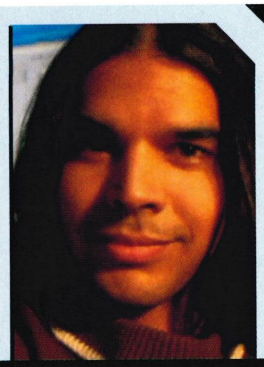
7:1

... sales in Japan





IN THE CUBE WITH...



JOBY-ROME OTERO

POSITION: ART DIRECTOR & PROJECT LEAD – SHREK 2
COMPANY: LUXOFLUX

CUBE: How did you get into the videogames industry?
JO: I had been making my own computer games and animations since I was 10. After 10 years I thought maybe I was good enough to get paid. I answered an ad for programmers and artists in the local newspaper in 1990. The company was Cyberdreams. My first published game was *Darkseed* on the PC and Amiga.

CUBE: Can you tell us a little about *Shrek 2*?
JO: The game transports the player into *Shrek*'s twisted fairy-tale world at the start of another big adventure. Shrek and company deal with combat, puzzles and mini-games together, and each character sometimes gets the spotlight to themselves in specially designed interludes called Hero-Time.

The idea of making a game based on a movie as big as *Shrek 2* was certainly daunting, especially since Dreamworks & PDI were still very early in production when we started the game. Much of the plot had not been resolved and there was little in the way of concept art to work with. It was always a fun surprise to see what they'd come up with next.

We were determined to make something as cool and different as the movie. We didn't want to make a clichéd platformer disguised by a movie license. We set out to make a game where the player feels they are part of Shrek's posse of funny friends, each with their own, very distinct special abilities, animations and unique personalities. The player is always in control of one of four characters. They can switch between them at any time. We introduce new playable characters along the way.

CUBE: Didn't you guys make *True Crime*? That must be a bit weird having that kind of complete reversal?
JO: Luxoflux is actually two separate teams with their own specialties. Only a few of us on *Shrek 2* actually worked on *True Crime*.

The group that later became the core of the *Shrek 2* team was pulled together specifically for this kind of game. Members of the core team have a lot of action/platform genre experience with games like *Spyro*, *Pandemonium* and *Gex*.

CUBE: Did you get to work with any of the stars when it came to the voiceovers?
JO: It ended up working out better for us to work with sound-alikes. Sometimes it's just too difficult to coordinate our schedule with the schedules of stars of this calibre. In the case of stars like Eddy Murphy he's had so much experience with this kind of situation that he actually has an officially-approved sound-alike that did an amazing job. The folks we worked with did a great job of bringing these characters to life and helping us achieve the humorous tone we were aiming for.

A lot of folks don't realize that some of the characters in the first film were voiced by the artists behind the scenes at Dreamworks/PDI. Some of those folks were willing and able to participate. Those guys are hysterical. The producer of the movie even got in on the action!

CUBE: There are always lots of problems when it comes to having multiple computer controlled characters on screen. Have you managed to stop characters getting stuck behind objects all the time?
JO: In a word, yes. Not that it's easy of course. Each new puzzle, layout, combat scenario, and character created new challenges in this regard. There was a lot of work done by every department to make sure the characters do what the player would like them to do most of the time.

CUBE: Can you tell us a bit about the way the puzzles work in the game? Is each puzzle solvable by only one character?
JO: Most of the time there are several ways to solve puzzles. We realized early on we should give each puzzle an obvious solution and more not-so-obvious ones. That's a key element of the replay value.





CLASS IDIOT?

Some people should keep their mouths shut

TALKING TO A multiformat videogames publication this month, Reflections Interactive's Martin Edmondson went into detail on why his latest title, *Driv3r*, is not coming to the GameCube: "As for the GameCube, the machine is just not geared toward games like *Driv3r* – it couldn't handle that level of detail," he said. "We have some ex-Rare people who know the Cube very well, and what it came down to at the end of the day was 'we can do it if we cut down on this detail' – and we weren't prepared to do that."

We could sit here and dignify that comment with a decent response… but we won't. Martin, mate, what exactly did these ex-Rare staff of yours do? Sweep the floor? Granted, all three platforms have very different architecture and it may not be possible to do something on the GameCube in the same way that you can do it on the PS2, but to say that the GameCube is not capable of recreating your game without downgrading it is absurd.

Why didn't you just say "we don't want to take the risk" or "the potential sales don't warrant the effort we'd have to put in", or even "we don't really give a toss about the GameCube"? Just don't insult us by telling us something we know is utter nonsense. Rant over.

CRAZY LITTLE PEOPLE

The pea-pod people are nearly here!



Now how do you expect me to get up there?!











Some areas are obviously brand new, while others look identical to the first game.

IN JUST A just a few short weeks Nintendo is due to launch the highly anticipated *Pikmin 2* in Japan, but before we deliver our final opinions, here are a batch of revealing new screens and some new information.

In terms of graphics very little has changed over the past few months, with the team concentrating mainly on ironing out the thousands of bugs that must come hand-in-hand with a game of this type. Saying that, though, some of the textures and the presentation overall look a little crisper, though this is more likely to be down to the way the screens were taken.

One particular addition of note is the new meter that appears in the bottom-right corner of some screens. As far as we can tell this meter warns you when you don't have any Pikmin in reserve. A bit of a shaky prediction, we'll admit, but it only seems to go into the blue when you have all your Pikmin on the field. Speaking of Pikmin on the field, you are no longer limited to a certain number of the little people. In some screens it takes over a hundred of the cheeky blighters just to lift one object! Because the game is now all about paying off your debts, you need to be collecting all manner of cool items. Globes, tin cans, Game & Watches (!?)… they're all viable commodities.

It's going to be tight, but we'll try our very best to bring you the full review next issue. CUBE



Capcom dives back in…

Various Japanese sources are reporting that Capcom is busy at work on a sequel to *Viewtiful Joe*. Continuing on from the last game, Joe teams up with his girlfriend, Silvia, to offer two-player simultaneous gameplay. The game is reportedly set for release in Japan at the end of the year.

… for more viewtiful action

Crystal Chronicles' position…

NO.1

… in the US All-Formats charts

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

CONAN



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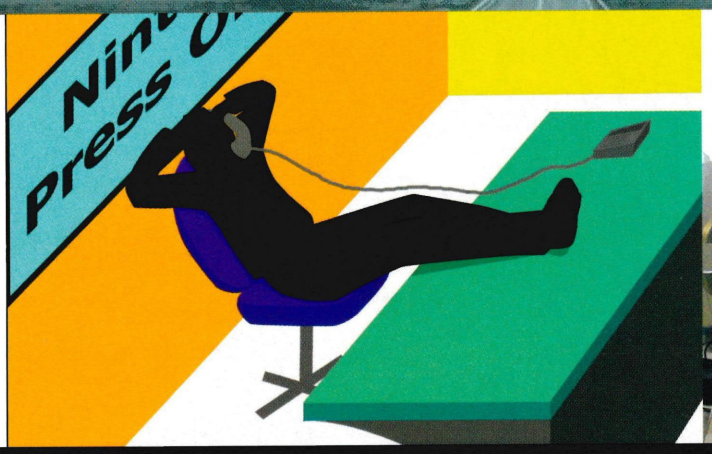
** Online for PC and Xbox™ Live!™ | Screenshots taken from the PC and Xbox version

16+ www.pegi.info

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VANISHING POINT

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



"Ooohh, well, I can't promise you anything mind... but erm, yeah, I reckon we can get it sorted by your deadline."



THE END OF THE WORLD IS NIGEL

WRITING A GAMES magazine isn't all playing games. If only it were! A lot of it involves speaking to PR executives. PR stands for Public Relations, in case you didn't know. The *Concise Oxford English Dictionary* defines an executive as 'a person with senior managerial responsibility in a business organisation'. A public relations executive however must have additional skills associated with the drinking of extraordinarily expensive cocktails in unfeasibly trendy bars with names like *The Stool Bucket*. The reason they can afford to do this is because they have things called expense accounts, which are brilliant.

In order to put a magazine like **CUBE** together we have to be in constant contact with PR executives. Let's take one as an example. We'll call him Nigel. Nigel is every PR person working in the games industry today. Nigel sends us screenshots, reviewable game code, press releases, basically everything you see in the magazine, and we hassle him for stuff all the time. Over the years he has invented an elaborate system so he doesn't have to spend every day on the blower to people like us explaining that the reason we can't have new screenshots of some bullet time-based, rag doll physics-ridden stealth game is because the development team, who are based in a shell crater in Lugansk, have all been conscripted.

The first line of defence is the automated phone system...

Dial...

"Hello and welcome to Fab Games Ltd, which department do you require? If yes, please press 1, if no, please press 2."

Umm, 1

"Thank you for your call, click"

Redial...

"Hello and welcome to Fab Games Ltd, which department do you require? If yes, please press 1, if no, please press 2."

2

"If you know the extension number of the person you wish to speak to, please press star. If you know the star sign of the person you wish to speak to, please press hash. If you do not wish to speak to the person you wish to speak to, please dial it now."

Errrrrr... 0

"I am sorry, but you have made an invalid selection"

1

"I am sorry, but you have made an invalid selection"

2

"I am sorry, but you have made an invalid selection"

2345234524365

"Thank you, please wait to be transferred... sorry, but the person you are calling is not available. If you wish to speak to somebody else, please redial, if you wish to leave a message, please press star."

*

"Hello and welcome to Fab Games Ltd, which department do you require? If yes, please press 1, if no, pleas..."

Aaaaaaaaarghackack!

Second line of defence is much simpler – the out of office auto reply email which just bounces back to you every time you have the audacity to send an email of your own.

Third line is the mobile phone. Nigel has five of these which he carries at all times. They are never answered. The more electronic beeps, trills and bloops he emits, the higher his status in PR society. He bleeps a lot.

So all hope is abandoned and we desperately begin scratching around for something else to fill the pages as deadline draws steadily nearer.

Then, just when we thought it was too late, into the office he bounds, brandishing a credit card and demanding everyone comes out for a spot of power lunch.

"Alright mate, how you doing?" He says.

"Not too bad," we reply reply. "Say, you don't happen to have any screenshots of that game you're publishing do you?"

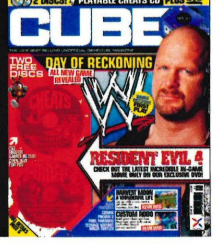
"Nah, sorry mate, all the developers have been called up to the Ukrainian army."

Nadgers.

CUBE

"My mag's got to be out the door in 25 minutes! Buy low! Sell high! We gotta put lipstick on this pig!"

CUBE... so full of stress and turmoil you get angry just by looking at it. The formula for success...




当然
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UK RELEASE LIST

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

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	★★★
Harry Potter And The Prisoner of Azkaban	Adventure	EA	28 June 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	
PSO 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	★★
Shark Tale	Action	Activision	Oct 2004	★★
Call Of Duty: Finest Hour	Action	Activision	2004	★★★
Duke Nukem Forever	Action	Take 2	TBA	★★★
Moto XXX	Racing	Publisher TBA	TBA	★★
Backyard Football	Sports	Atari	TBA	★

IMPORTANT DATES...

Look at that! Down there on the US releases! *Tales Of Symphonia*! At last! In English! In America! Which means you can import it! And so can we! Too many exclamation marks!? We don't care!

JAP RELEASE DATES

Puyo Puyo Fever	SEGA	24 Mar 04
Killer 7	Capcom	31 Dec 04
Bonk's Adv.	Hudson Soft	31 Dec 04

US RELEASE DATES

Future T: Uprising	Crave	16 April 2004
Zelda: Four Swords +	Nintendo	31 May '04
Tales Of Symphonia	Namco	13 July 2004





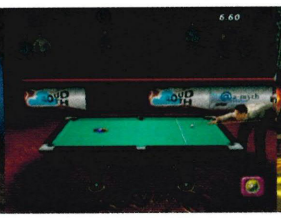
SOUND BYTE

"DOUBLE JUMPS ARE WIERD, THEY EITHER MAKE ME HORNY OR TOTALLY ANNOY ME"

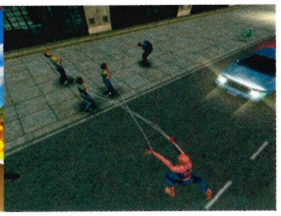
Gary Adams amusing us. Again.


FX RACING


HARRY POTTER TPA


WORLD CHAMPIONSHIP POOL


SERIOUS SAM


SPIDER-MAN: THE MOVIE 2

CUBE MOST PLAYED

The games we've been taking home at the end of the day



FINAL FANTASY: CC

Chandra did it (in English and Japanese), Tim is doing it, Miles and Gary have yet to do it and Steph, well Steph has much more important things to be doing than levelling up: hair, shopping and making doilies and her own potpourri.



POOL

No, not *Pool Paradise*, the real thing. Gary and Tim have, in an effort to play at least one sport, taken up a lunch-time residence at the office pool table. Scores are currently 5-4 to Gary but Tim might just steal it.



NARUTO 2

We like fighting games. We also like Japanese voices and bizarre special moves. This looks so good even XBM's editor demanded a go on it. We slapped him until he let go of the pad. Violence begets violence.

GAMECUBE CHARTS

WEEK ENDING 28 FEBRUARY 2004

Just goes to show that advertising really works. The *Everything Or Nothing* ads have been on telly almost as much as the ads for *Final Fantasy X-2*, but word of mouth (and an incredibly low selling price) also works with *Prince Of Persia* and *Beyond Good & Evil* finally getting the sales they deserve. Nobody knows why we haven't reviewed *Gotcha Force*, we previewed it then... nothing. Sorry.

UK CHART

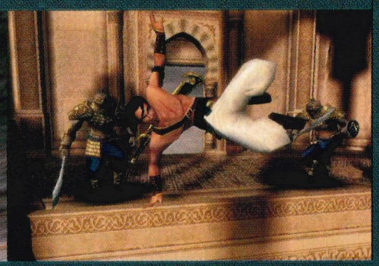
ChartTrack

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POS	LAST	TITLE	PUBLISHER	SCORE
1	NEW	JAMES BOND EVERYTHING OR NOTHING	EA	8.2
2	NEW	PRINCE OF PERSIA: SANDS OF TIME	UBISOFT	9.3
3	1	SONIC HEROES	SEGA GAMES	6.2
4	NEW	BEYOND GOOD & EVIL	NINTENDO	9.4
5	6	SONIC ADVENTURE 2: BATTLE	SEGA	7.6
6	2	SONIC MEGA COLLECTION	SEGA	8.0
7	NEW	SPHINX AND THE CURSED MUMMY	THQ	8.7
8	10	SUPER SMASH BROTHERS MELEE	NINTENDO	8.3
9	3	THE SIMPSONS: HIT & RUN	VU GAMES	7.4
10	NEW	GOTCHA FORCE	CAPCOM	NOT REVIEWED



007 EVERTHING OR NOTHING



PRINCE OF PERSIA: SANDS OF TIME

A LINK TO THE PAST



DURING THIS MONTH BACK IN 1970

The Odyssey, the first ever game console, goes on sale in America

NOPE, WE never heard of it either. Still, picture yourself trying to sell the first ever console: "Now I know it looks like three white rectangles moving on a black screen, but believe me this is going to be huge."

"Aye yer ma! And *Pong* is a stupid name, it smells."

"No really it will, mark my words. And it's not stupid, it's, like, tabletennis?"

And that's what you get for trying to pitch to kids. Anyway this makes gaming even older than Miles, though Miles seems to have weathered better.



EXTENDED PLAY

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GAMECUBE. PS2 Playstation2 GAME BOY DVD VIDEO XBOX

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WORLD OF NINT

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



Nintendo triumphs in Canada (CAN)

If you've been kept awake all night wondering how the GameCube has been getting on in Canada then your endless nights of tossing and turning are over. We can reveal that it's actually doing great, with a 22.1% market share – ahead of the Xbox at 20.9%. On top of that, the GBA is the best selling console of all at 27.6% and Nintendo is the second best selling publisher, behind EA.

It seems these pro-Mario feelings are not shared in Spain, though, with new data revealing a picture that is rather more similar to Britain, with the PS2 outselling the Xbox by 9 to 1 and the GameCube by a rather embarrassing 20 to 1. Even if you consider the year head start that's still a bit of whitewash. Anyway, at least now you know where to go on holiday to have the best chance of meeting a lovely señorita with a penchant for Pokémon.

Nintendo still hates online gaming (US)

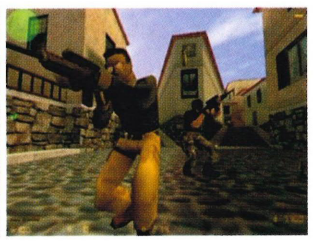
Whereas some people like to pretend that Nintendo doesn't do online games because it can't, the real reason it's shown such disinterest is that it doesn't think it can make any money out of it. Perri Kaplan, Nintendo of America's long-standing PR mouthpiece, recently made with the dissing yet again at a conference in Las Vegas where she claimed that online gaming lacks a profitable model and doesn't appeal to a wide enough audience for Nintendo to bother investigating it further.

"I think from where we stand it looks to us that it's going to be fairly niche for a long time," she said. "I think some of our interests instead lie in building community on the wireless play front as opposed to the online one."

When you figure that of the 70+ million PS2s sold worldwide only a million have signed up for online play and only 750,000 gamers have bothered on the Xbox (where online gaming is supposed to be its killer app), you've got to admit she's got a point.

Mind you, not releasing any new games for three months at a time doesn't seem much of a sensible alternative, but no-one said Nintendo had all the answers.





GameCube sells out in US (US)

Well, who'd have thought it, eh? After spending most of the beginning of last year stuck to shop shelves like superglue the GameCube has been heading tillwards at such a rate that the land of the free is actually running out of them.

According to Nintendo of America about half of all stores are completely out of stock and emergency air lifts are being brought in to help out. Sadly in Blighty the pre-Christmas price cut has not had quite such a spectacular effect on sales.

Wario Ware goes cheap (US)

After enjoying considerable success in Japan at a budget price the GameCube version of *Wario Ware, Inc.* has also been confirmed for a similarly wallet-friendly price in the US. For just $29.99 you'll be able to play a bewildering series of five-second-long mini-games against up to three friends and, quite frankly, if it's anywhere near as entertaining as the original GBA version it'll be a very good thing indeed.

Thirty dollars is about £17, so the optimistic sort would expect any UK release to be around £19.99. A more pessimistic soul, who, to be honest, has a much better track record when it comes to predicting the actions of Nintendo UK, could easily imagine it not bothering to release it here at all if it can't charge full price for it.



ENDO

Videogames make children fat and violent (SWE)



According to a Swedish TV documentary videogames make children fat and, in the case of violent games, aggressive and even criminal. Of course, the fatter they get the more effort it's going to take for them to actually do anything violent, but feeding game addicts a gross weight of hamburgers every day probably isn't the ideal solution.

According to a Anne Folke, co-founder of a Swedish lobby seeking to counteract what it sees as the ill effects of videogames, games are consuming ever more of children's time. "They are in poor physical shape, they eat unhealthily, grow fat and suffer insomnia," she said.

Which is clearly rubbish because you hardly ever see fat, pasty faced, gamers with acne problems and bags under their eyes.

BBC predicts the future (badly) (UK)

If you've been aghast at the recent political goings-on where Tony Blair seems to want to destroy the BBC – makers of *Dad's Army* and *Animal Hospital* – simply because they said something mean to him then be aghast no longer: Tony was right, the BBC really does suck.

It's managed to post on its website details of a report that predicts exactly how the next-generation console war will play out. According to this report the PS3 will sell more than 30 million units in Europe, the Xbox 2 10 million and the N5 5 million (http://news.bbc.co.uk/1/hi/technology/3544039.stm if you want to take a look).

Unless the man responsible for the report has a big floppy hat and an unfeasibly long scarf this is, of course, based on absolutely nothing. Nobody knows how powerful each machine will be and there are no details of any games either. It is, in short, the stupidest thing ever. Obviously the main fault lies with the report makers, but what the BBC is doing giving them any credence the Lord alone knows.

Nintendo DS specs leaked (JAP)

Since Nintendo hasn't given any real details about the Nintendo DS, the internet has taken it upon itself to make them up instead, which has made it rather difficult to sort the facts from the lies. For example, amongst others this month we've had stories claiming the console is actually called 'Nitro' and that it will feature movie-length video playback on its cartridges.

The most intriguing story, though, has been the alleged leaking of the console's technical specifications from Japan, which reveals such details as GBA compatibility, a 3D ability on par with the N64, higher resolution screens (both of them) than the SP, wireless connectivity, touch-screen technology for at least one screen and the possibility of two extra main action buttons. Whether any of that is true no-one but Nintendo can say, but we'll find out soon enough at E3.

GAMECUBE CHARTS

WEEK ENDING 12 MARCH 2004

Nintendo has finally remembered to release some new games in Japan and Custom Robo has beaten the big guns. In America, however, the charts aren't quite as exciting...

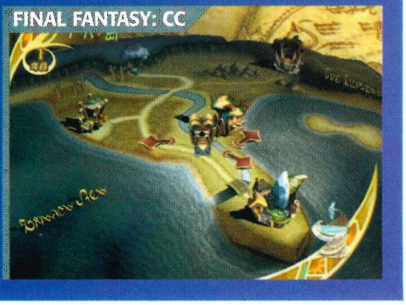
JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	CUSTOM ROBO: BR	NINTENDO
2	NE	METAL GEAR SOLID: TTS	KONAMI
3	3	GOTCHA FORCE	CAPCOM
4	6	ANIMAL CROSSING	NINTENDO
5	2	LEGEND OF ZELDA: TWW	NINTENDO
6	8	POKÉMON COL.	THE POKÉMON CO.
7	5	MARIO KART: DD!!	NINTENDO
8	1	007: EON	EA
9	RE	SUPER MARIO SUNSHINE	NINTENDO
10	7	NARUTO: GNT! 2	TOMY

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	FINAL FANTASY: CC	NINTENDO
2	2	MARIO KART: DD!!	NINTENDO
3	NE	METAL GEAR SOLID: TTS	KONAMI
4	3	ANIMAL CROSSING	NINTENDO
5	5	SUPER SMASH BROS. M.	NINTENDO
6	4	SONIC HEROES	SEGA
7	NE	007: EON	EA
8	7	LEGEND OF ZELDA: TWW	NINTENDO
9	10	MARIO PARTY 5	NINTENDO
10	8	SUPER MARIO SUNSHINE	NINTENDO

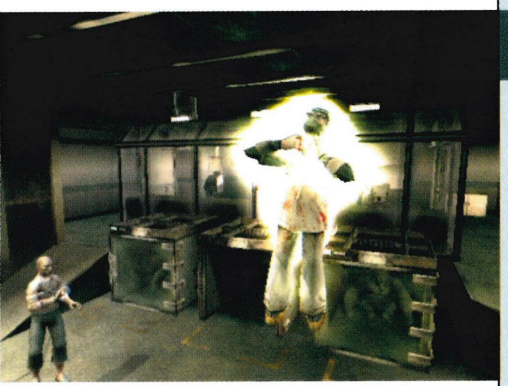




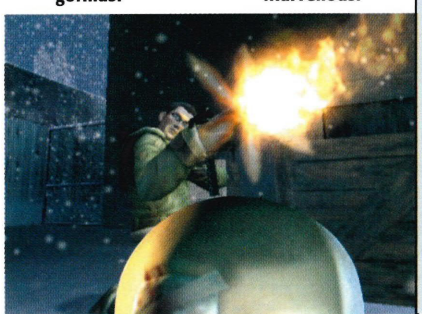
SET YOUR SIGHTS

The official line from the horse's mouth

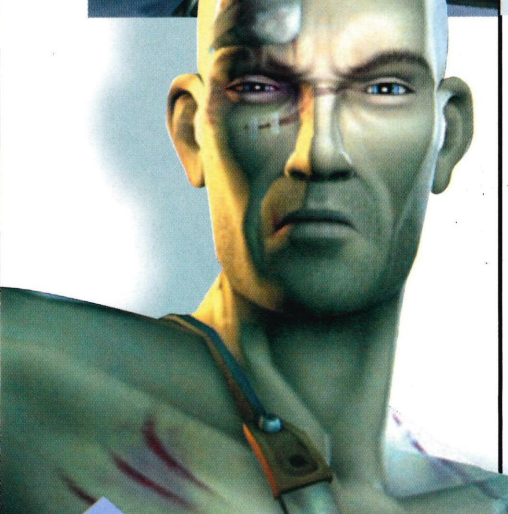
YOU SHOULD HAVE already seen Free Radical's extremely exciting new game, *Second Sight*, on page eight. We sat down with company director David Doak for a bit of a chat about life after *TimeSplitters 2*...



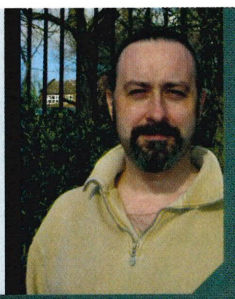
No monkeys, but we spy with our little eye, two hulking great gorillas!



Particle and spot-effects galore in Free Radical's new engine. Marvellous.



IN THE CUBE WITH...



DAVID DOAK



NAME: DAVID DOAK
POSITION: DIRECTOR, FREE RADICAL

CUBE: In a nutshell (or a thimble, maybe), what is *Second Sight* all about?
DD: It's all about John Vattic, a man who is trying to untangle the chain of events that have left him battered, bruised and locked up in a high-security medical facility. As he escapes he discovers that he has amazing psychic abilities and these allow us to introduce the player to a whole variety of exciting new gameplay possibilities.

The action takes place in two timeframes: before and after John Vattic's hospitalisation. The 'after' events take place in the US where Vattic is escaping from the medical facility and searching for clues to the past, and the 'before' events are flashbacks to a time six months earlier when he was part of a military operation tracking down a discredited Nazi scientist in Siberia. As the game proceeds, the player will gradually piece together what happened and uncover a deeper conspiracy.

CUBE: How long has the title been in development?
DD: We've been working on the production of *Second Sight* for about two years, although the original idea for the game dates back to 1999 when we founded Free Radical.

CUBE: The character design and the graphical representation in general is very *TimeSplitters 2*. Have there been any upgrades to the *TS2* engine, and if so can you tell us about some of them?
DD: The character design and artistic direction do bear some resonance with *TimeSplitters 2* but that's more down to Free Radical's identifiable house style rather than any direct similarities between the titles. *Second Sight* takes place in a much more detailed, realistic and serious world than *TS2*.

Although *Second Sight* shares some core in-house technology with the *TimeSplitters* engine they are fundamentally very different games. This is particularly true of all the third-person controls, animation and camera systems – all new stuff which we had to do from scratch. Our technology is always upgrading and evolving: one big focus for *Second Sight* has been in-game physics, which is a very important foundation for telekinesis – one of the primary psychic abilities.

CUBE: You haven't announced a publisher as yet. Any juicy reasons for this, or have you just not found the right one?
DD: That's right, we don't have a publisher. We're actively looking for a partner who will be able to do justice to what we feel is a very exciting game.

CUBE: Does the game lend itself towards multiplayer?
DD: *Second Sight* is a standalone single-player game. As such it would be inappropriate (and pretty damn strange!) to try to force any multiplayer content into it.

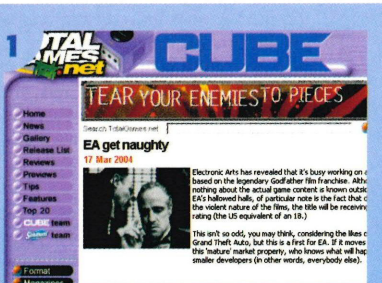
CUBE

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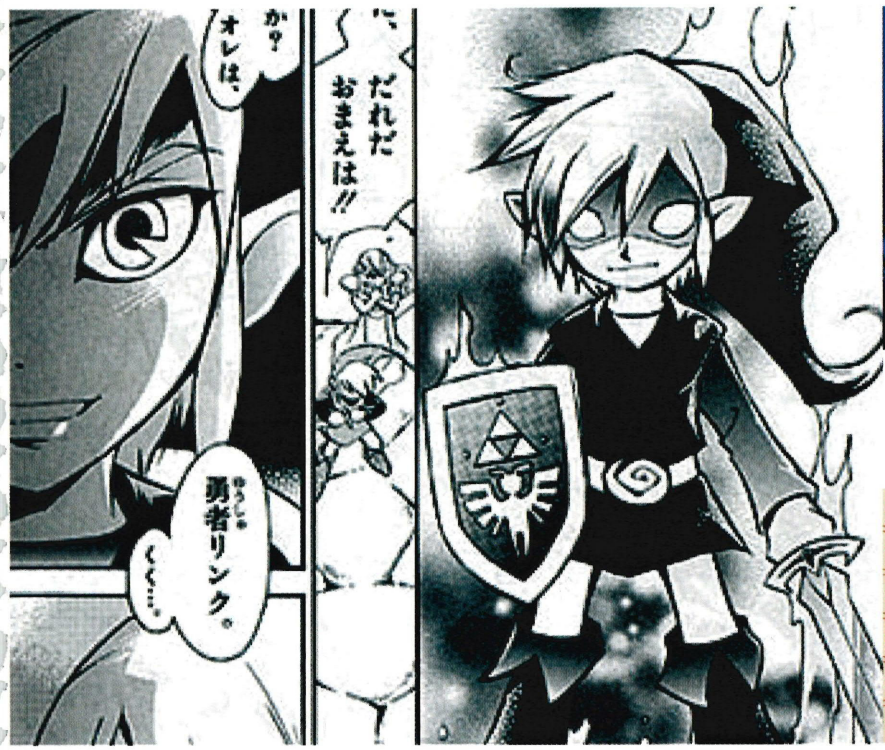
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The Japs love their big robots, and *MS Gundam* is just that.

Soon you'll be able to get every NES game ever on your GBA...



GO WITH THE FLOW

Things are looking good in Japan

NINTENDO JAPAN IS enjoying a bit of a boom period at the moment having had a decent run of releases over the past few months. In the past six weeks alone the Japanese market has embraced the likes of *Custom Robo*, *Zelda: Four Swords +*, *Metal Gear Solid: The Twin Snakes*, *Mobile Suit Gundam* and the Famicon Mini series. All of these titles have received praise from the Japanese and international press alike. You can see what we thought of *Custom Robo* on page 82, and our reviews of *Zelda* and *Gundam* will follow next issue.

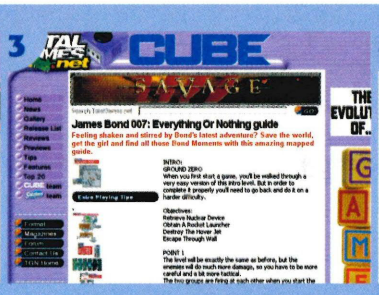
The upbeat market won't get a chance to slow down either, with *Pikmin 2* arriving at the end of April, and a whole slew of new game announcements following at E3 two weeks after that.

In fact, many of this year's releases are ideally suited to the Japanese market: Nintendo DS, the continuation of the Famicon Mini series, *StarFox 2*, *Tales Of Legendia*, *Mario Tennis*, *Killer 7*, *RE4*, *Viewtiful Joe 2*, *Wind Waker 2* and *Mario 128*, and that's without mentioning all the GBA titles. We'll always want Nintendo to be delivering more, but at the moment it's running quite smoothly in Japan, and that will always reflect well on the rest of the world.

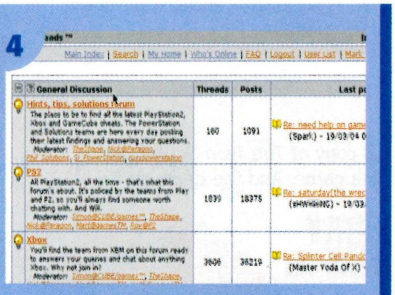
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GAMECUBE NEWS

FINAL THOUGHT...

DO THE RIGHT THING

Every year the same thing happens. From the middle of March through to the middle of May nothing much happens. At the start of March those people who want to avoid the insanity of E3 announce what they're working on. In the GameCube's case we heard about *Second Sight* and got a load of new screens for *Pikmin 2*. Everything else is held back behind triple-locked doors until the day before E3 kicks off.

A sense of anticipation fills the air, and we plead with whatever god we believe in that Nintendo won't do another 'connectivity' on us, and will instead stick us in a room with ten amazing games. Please guys? We still believe in the dream, but you really have to prove to the rest of the world that you're still in the game.

In the meantime though, we'll spend these eight long weeks running on fumes of rumours of rumours of fumes, just like everyone else in the world. We hate this time of year... or maybe we love it. Nintendo... it's like our girlfriend.



CUBE COMPETITION WIN! WIN! WIN!

COMPETITION TIME

YELLOW FEVER!

WIN!

GameCube and Pokémon Channel just for you!

It's every *Pokémon* fan's dream game (no, not a game where you control Jigglypuff in a leotard): living a day in the life of Pikachu. You'll soon learn that all he does is sit around watching TV and cracking open a few tinnies, but we cannot be held responsible for your shattered dreams. That's Nintendo's fault. Anyway, *Pokémon Channel* is on sale right now.

CHEEKY CHAPPY...

Here's what you can win:

The winner gets a GameCube and a copy of *Pokémon Channel*. Four runners up will get a copy of the game each, see. And the big question is:

WHAT COLOUR ARE PIKACHU'S CHEEKS? ARE THEY:

A) YELLOW
B) LIME GREEN
C) RED

THE DEADLINE FOR THIS COMPO IS 5 MAY 2004





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COMPETITION TIME

SIGNED ARTWORK!

Kojima-san puts pen to paper...

It's not very often that the daddy of *Metal Gear* signs anything, so when he does it's worth your attention. We just happen to have a few copies of *The Twin Snakes* that have been signed by the man himself. Oh, and we'd better throw in a GameCube for good measure. Don't forget that *Metal Gear Solid: The Twin Snakes* is on sale right now. And it's great.

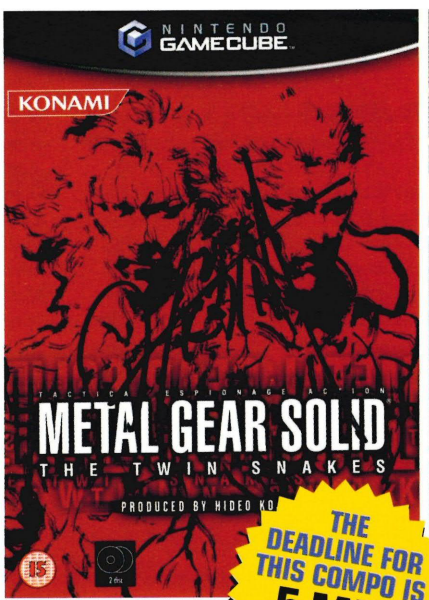
SCALY GOODNESS...

Here's what you can win:
The winner gets a GameCube and a signed copy of *The Twin Snakes*. One lucky runner up will get a signed copy of the game. And the question is:

WHICH NINTENDO SECOND-PARTY DEVELOPED TWIN SNAKES? WAS IT:

A) SILICON KNIGHTS
B) LIQUID KNIGHTS
C) MANKY TIGHTS

WIN!



THE DEADLINE FOR THIS COMPO IS 5 MAY 2004



If you really want we can get Gary to sign it on the back too.

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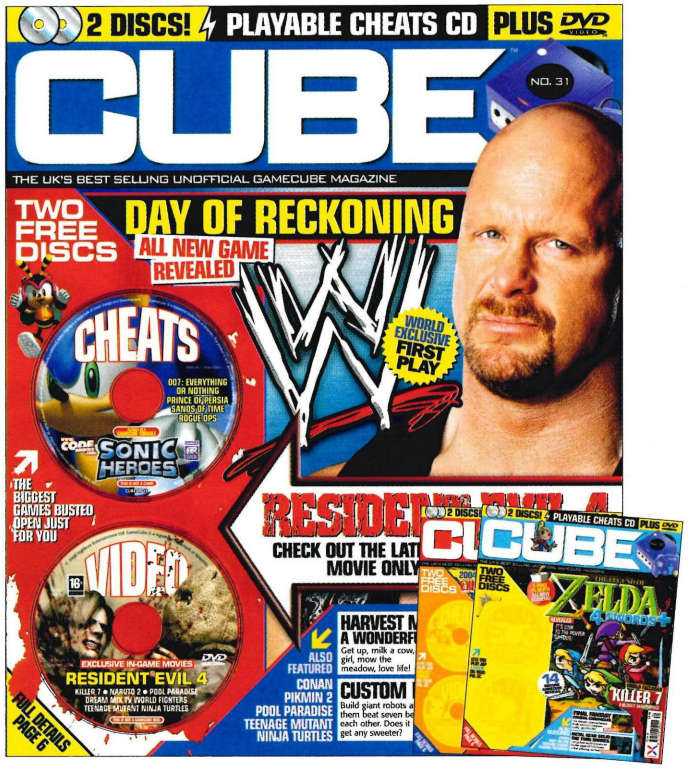
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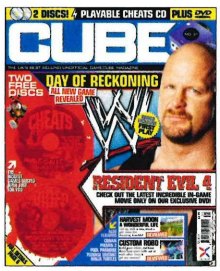
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POCKET MONSTER!

Hurray for the most popular console ever created!

In 1989, Nintendo gave birth to a monster. Developed by Gunpei Yokoi at the company's R&D1 group, the Game Boy went on to become the most successful piece of videogame hardware of all time. Updated three times during the latter half of its lifespan, the handheld was an enormous success, with a staggering 100 million units making their way into pockets across the globe. By 2001, Nintendo had squeezed everything it could out of the pint-sized powerhouse, and the world waited in anticipation for its successor. Released in March 2001, the Game Boy Advance has seen similar success, fending off all comers, although not without some hiccups of its own. And so it is that on the eve of the biggest threat to Nintendo's dominance of the handheld market that we take a look back at the short yet tumultuous history of the Game Boy Advance.

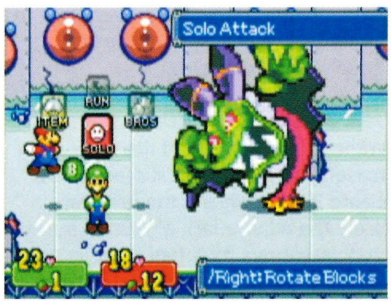
IT'S A PORTABLE SNES

Eschewing the vertical layout of its 12-year-old predecessor, the Game Boy Advance presented gamers with a neat box of powerful hardware in an



OUT WITH THE OLD, IN WITH THE OLDER

Remakes are one thing, but directly dumping NES ROMs onto Game Boy Advance carts is quite another. Still, this is precisely what Nintendo did recently with the release of the Famicom Mini line. Each attractively packaged cartridge contains a full ROM dump of an original Famicom (that's the Japanese NES, for the uninitiated) title and a Famicom emulator. And it's not just the obvious ones – the current line-up includes games sure to delight all you grey-hairs out there, and the reduced price means that you can pick them all up and not feel too guilty. Even better is the recent rumour that Nintendo is planning to release a similar series based on the original NES in the West, with a line-up more representative of popular titles outside of Japan. There might even be a NES-flavoured Game Boy Advance SP (akin to the one that accompanied the Japanese release) thrown in for good measure too. Oh my! Bring on *Super Mario Bros*, *Legend Of Zelda*, *Donkey Kong*, *Mappy*, *Xevious*, *Ice Climber*, *Pac-Man*, *Excite Bike*, *Bomber Man* and *Star Soldier*!







attractive horizontal casing. The familiar Game Boy face buttons remained, but the introduction of shoulder triggers gave hope to those in need of ports of their favourite Super Nintendo games. And why wouldn't they be expectant. The Game Boy Advance brought to the table hardware very similar to Nintendo's beloved 16-bit console, yet boasted an ARM 7 CPU using a RISC architecture, powerful enough to bring the prospects of portable 3D gaming to life.

While the whinging at the lack of four face buttons was audible, it was all but drowned out by the outrage at Nintendo's omission of an internal lighting solution. Konami's launch title *Castlevania: Circle Of The Moon* in particular took the brunt of the attack, with many branding it all but unplayable on the stock LCD. Third party manufacturers dived straight in, creating luminous stop-gaps that would allow gamers on the go to actually see what they were doing. Shortly after Christmas 2002, Nintendo fired back with the announcement of the Game Boy Advance SP. Although now missing an earphone jack, the inclusion of a front light and a rechargeable battery brought relief to millions who promptly traded in their Game Boy Advances and high-power halogen bulbs for the new SPecial version.

Sales of the Game Boy Advance have been brisk since launch. In Japan, the handheld has staved off all comers, outselling even the PlayStation2 on a consistent basis. While hard sales figures for North America and Europe are more difficult to come by, the situation is largely the same. Last year was a good one for Nintendo; the company shifted over 8 million units worldwide, bringing the installed base to around 50 million



A VERITABLE SPECTRUM

Despite the fact that it's only been on the market for just over a year, there's already a panoply of colours available for the Game Boy Advance SP. This stat is helped by the tendency of Japanese publishers to team up with Nintendo for the release of collector's editions of the handheld at every available opportunity. Sadly, most of these will never make it out of Japan, but Europeans were treated recently with the release of the Onyx and Flame editions. Don't expect to get your hands on any of the cool ones, though, at least not without selling a kidney and dropping some serious cash on eBay.



POCKET MONSTER!



PLAY PORTABLE GAMES WITHOUT MOVING



The very idea of playing portable games on your TV seems like an oxymoron, yet somehow the Game Boy Player is an awesome piece of hardware to own. If the Game Boy Advance is a close approximation of the Super Nintendo, the Game Boy Player completes the illusion, allowing you to play all your handheld favourites right on your television in pristine condition. Not only that, developers are starting to take advantage of the Game Boy Player during development of Game Boy Advance titles. Take for instance *Final Fantasy Tactics Advance*, which offers specific colour and lighting conditions optimised for either version of the Game Boy Advance or the Game Boy Player. Third parties have deemed the Game Boy Player worthy of attention too; in Japan, Hori has released a version of the GameCube pad that replicates the classic Super Nintendo pad almost to a T.

units. Of course, as all those millions of gamers know, numbers don't really mean a thing...

IT'S THE GAMES THAT MATTER, STUPID

If there's one thing the Game Boy Advance can boast about, it's an eclectic and expansive library. Backwards compatibility with previous versions of the Game Boy means that things got off to a huge start, and the relative ease of development has allowed publishers to crank out games at a frightening pace. Not to say that quality has suffered mind you, while there has been a large proportion of, shall we say, crap games, several software developers have taken it upon themselves to create innovative, interesting and enticing titles.

The nature of the Game Boy Advance means that the console has dug itself some cosy niches that have endeared the little unit to both hardcore and mainstream gamers the world over. Obviously, it's impossible for the handheld to tackle the home consoles on the graphical front, but by concentrating on what it is good at, the Game Boy Advance has proven itself to be a worthy challenger to the big three's home consoles.



Intelligent Systems' sublime *Fire Emblem* even outdoes *Advance Wars*.

THE SAVIOUR OF 2D

Without a doubt, one of the main reasons for the current success of the Game Boy Advance is the hardware itself. The relative lack of muscle means that developers have had to focus on 2D games, bringing joy to proponents of the rapidly neglected style. While Sony,

"HEY BOBBY, WHAT'S THE FRENCH FOR VA-VA-VOOM?"

TOP TEN GAMEBOY ADVANCE GAMES

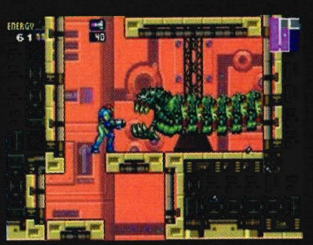
Play these on the bus, the train, the toilet...



FINAL FANTASY TACTICS ADVANCE
It's Final Fantasy, it's tactical, and it's fun. Just get it.



LEGEND OF ZELDA: THE FOUR SWORDS
Miyamoto's sublime classic, perfectly transferred, with bonuses.



METROID FUSION
Samus's debut on the GBA gives fans of the series exactly what they wanted.



CASTLEVANIA: ARIA OF SORROW
The classic series shifts time zones and ramps up the fun.



ADVANCE WARS 2: BLACK HOLE RISING
Top-notch strategy game that'll have you scheming for hours on



MARIO & LUIGI SUPERSTAR SAGA
Completely new, absolutely hysterical, positively essential RPG.



GOLDEN SUN: THE LOST AGE
Second instalment of Camalot's RPG provides a memorable romp in a rich world.



POKÉMON RUBY/SAPPHIRE
The bellwether series just keeps on going, now with improved graphics.



SUPER MARIO ADVANCE 4: SUPER MARIO BROS 3
The best platformer ever makes the jump to the GBA.



WARIO WARE INC: MEGA MICROGAME$
Zany, kooky, weird and downright hilarious.



Give it a few years and *Superstar Saga* will have become quite the cult classic.



The next *Crash* title will link up with the new *Spyro* game, but to what end?

Microsoft and Nintendo itself have avoided 2D games on their home systems for fear of appearing underpowered, the GBA has embraced the wealth of knowledge game creators have built up over the decades and evolved it to provide some of the best 2D games ever made.

Generations of gamers have grown up with 2D games as a staple, especially Nintendo games, so it's no mistake that Nintendo put itself into the position where it could satisfy the demands of a public weary of me-too 3D titles. There is already a growing sentiment that the arrival of the next generation of handhelds will be the death knell for 2D games. For now though, they seem safe and sound.

THAT WHOLE CONNECTIVITY THING

At E3 2003, Nintendo president Satoru Iwata took to the stage and proudly proclaimed the company would be spending a great deal of time exploring all that connectivity between the Game Boy Advance and the GameCube has to offer. Nearly a year has passed since then, and it's fair to say things have not worked out nearly as well as Iwata might have hoped.

The biggest title to use the feature is undoubtedly Square Enix's recently



THE COMPETITION

Of course, the GBA is not the only horse on the track. Nokia recently released its N-Gage system, though market response has been underwhelming, to say the least. Much more serious is the threat posed by Sony and Nintendo itself. Sony's PlayStation Portable, set for release in Japan at the end of the year, promises to take handheld gaming to the next level with near-PlayStation2 level graphics and the true arrival of 3D gaming on the go. Nintendo's counterattack is two pronged: first up is the twin-screened, dual processored Nintendo DS, which has the gaming community in a tizzy ahead of its official unveiling at May's E3 in Los Angeles. Bringing up the rear is the official successor to the Game Boy Advance, though, since Nintendo doesn't want to kill sales of its current hardware prematurely, little is known about it at present. We can expect something on a par with what Sony has to offer, but until the official announcement, the best we can do is join the crescendo on message boards across the internet.



BEST OF THE REST ... at work, anywhere!



HARVEST MOON: FRIENDS OF MINERAL TOWN
Natsume takes the hassle of farming and courting and makes it fun.



KURU KURU KURURIN
After the lacklustre *Tetris*, this provides the best puzzling action on the GBA.



BOKTAI: THE SUN IS IN YOUR HANDS
Use real sunlight to take down vampires, courtesy of Hideo Kojima.



LEGEND OF STARFI
Japan-only starfish platformer that'll leave you wanting even more.



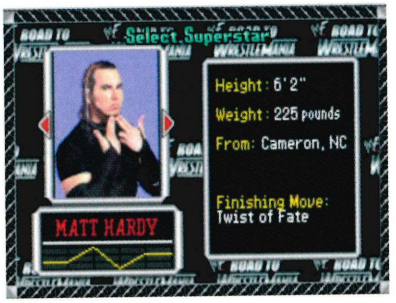
ASTRO BOY: TETSUWAN ATOM
Treasure's action-orientated take on Osamu Tezuka's robotic hero.



FIRE EMBLEM
Intelligent Systems takes fantasy-based strategy to a whole new level.

UNDER PRESSURE

Nintendo is in an interesting position for a hardware manufacturer, being the only company for which import gaming is a very real possibility with no problems whatsoever. The GameCube can play the manna from Japan with the use of Action Replay's Freeloader; for the Game Boy Advance it's even easier, requiring no workaround at all. Of course, this creates problems for Nintendo's bean-counters, and the company hasn't shied away from taking matters into its own hands. The release of recent big name titles like *Pokemon Ruby/Sapphire* and *Advance Wars 2: Black Hole Rising* has resulted in the company approaching importers in the UK demanding that they cease their dealings in this grey area immediately or suffer the consequence of being refused official product in the future. While the law might be on Nintendo's side, faulting gamers for the company's disinterest in adequately supporting the UK market seems a little extreme. Videogames are very different from other entertainment media in that people tend to associate emotionally with companies, and actions like this can only serve to sour that relationship. It will be interesting to see how Nintendo approaches the problems posed by import gaming in the next round of hardware and whether it will introduce hardware territorial restrictions in the company's next handheld. For now, barring frivolous attacks, gamers can look forward to treasures from all sides of the globe.



But just how do they squeeze a 225-pound man into a tiny cartridge?



Playing *Doom* or *Wolfenstein* on the move never loses its novelty.



Bang a license on an average game and it'll still most likely do the numbers...

released action RPG *Final Fantasy Crystal Chronicles*, though the excessive financial investment required to get the most out of the game will surely leave a bit of a sour taste in the mouths of the Nintendo faithful. The *Pac-Man* and *Zelda* games initially used to demonstrate connectivity at E3 are just now hitting stores, but their limited nature means that there is only so much you can get out of them. For the most part, connectivity has offered little of any real value, and to many it smacks of nothing more than a gimmick from a company ostensibly losing touch with what modern gamers want.

REMAKES OR RETREADS?

The issue of remakes on the Game Boy Advance is a touchy one, with more than enough voices on both sides of the fence, but one thing is for sure: the handheld is home to a large and ever-increasing number of them. While it's true that Nintendo and other publishers are offering gamers who might have missed their seminal titles a chance to take them for a spin, there's considerable weight to the argument that these same companies would better serve the gaming community by concentrating their efforts on wholly new games.

At the end of the day, though, it's a matter of pure economics: the remakes sell, and they sell well. Witness the release of the Famicom Mini line (see Out With the Old, In With the Older), which dominated sales charts in Japan upon their release. Not bad for games released two decades after their first outing and with almost no substantial alterations. On the flipside of the coin we have companies like Square Enix, who recently released *Sword Of Mana*, a complete overhaul of *Final Fantasy Adventure* on the Game Boy. Perhaps some of the backlash against remakes would be alleviated by a lower price point for the software (as Nintendo has done with the Famicom Mini series), but as it stands, it seems that remakes are here to stay.

AN IMPORTERS DREAM

Western gamers, and Europeans in particular, have always had to suffer for their geography, whether by receiving games months after their counterparts or not receiving them at all, but the Game Boy Advance, like its predecessor, has helped level the playing field a bit. Nintendo's decision to forego territorial lockout mechanisms means that the forbidden fruit is easily within reach, though not always without harassment from the powers that be (see Under Pressure). This is especially useful as the Game Boy Advance is exceptionally well supported in Japan, with many titles failing to see the light of day outside the island nation.

While scouring eBay and other auction sites will often yield a worryingly large number of bootlegs, there are a number of respected online retailers that are more than willing to satisfy your international gaming needs. That it's possible to pick up an import game for around the same price as locally released product only serves to further sweeten the deal. Those willing to take the plunge can be treated to such quality titles as Brownie Brown's well-received RPG *Magical Vacation* and Treasure's recent *Astro Boy* title *Tetsuwan Atom*, to name but two of the excellent titles being cruelly held back.

For the more adventurous there's plenty of quirky fodder to sink your teeth into, including a wealth of more standard fare like RPGs, *Pokémon* clones and sports games, while genres completely unknown in the West like romance adventures and electronic novels lie waiting in the wings. With a bit of prior research, it's really quite easy for anyone to come up with a list of import titles that is sure to expand your videogame experience.

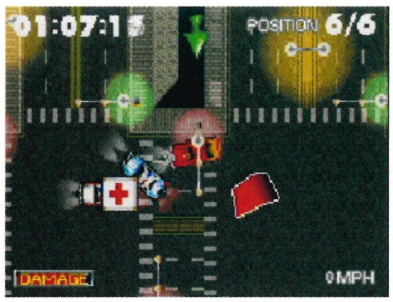
AND ALL THE REST

There's no doubt that the GBA fills these niches more than adequately, but what it also does is satisfy gamers' demand for truly exceptional software. The last three years has seen the release of titles of the highest calibre across all genres.

Rather surprisingly, it's RPG and strategy fans that have had the most to smile about lately. A string of highly successful titles from Nintendo (*Mario And Luigi Superstar Saga*, *Fire Emblem*, *Advance Wars* series) and third party developers (*Final Fantasy Tactics Advance*, *Tactics Ogre: Knights of Lodis*, *Golden Sun* series) have secured a position for the console as a major player in the genres, rivalling (some might even say surpassing) its nearest competitor, the PlayStation2. All gamers, no matter what their preferred format, owe a debt of gratitude in no small part to the GBA and the developers who continue to push it further with every release.

"NINTENDO'S COUNTERATTACK IS TWO PRONGED: FIRST IS THE DS"





Most of the biggest next-gen games also get the portable treatment...



... as well as bundles of exclusive titles that you won't see anywhere else.



Retro compilations are inexplicably popular on the good ol' GBA.

Rather interestingly, 3D games have received a fair shake as well, despite the fact that the ARM7 processor is hardly the most powerful CPU around for handling that troublesome third dimension. Even more surprising is the quality of recent fighting games, proving that handheld titles need not be limited to a subset of the videogame cornucopia.

MIND SHARE

Despite everything that the Game Boy Advance has to offer though, there's still one large chasm to jump: the handheld is having trouble getting the respect it deserves as it languishes under the deadly "Kids Only" epithet. Oddly enough, it's the success of another portable gaming platform, the mobile phone, that might usher in an appreciation of the delectable treats on offer. As post-teenagers become more accustomed to the idea of playing games on the go, the GBA is sure to reach new heights of popularity by providing a quality experience not possible on current mobile phones.

It's not just the market that needs to change though; Nintendo itself has to realize its position and either transform itself or suffer withering away as "that kids' games company". Nintendo of Europe has proven its eagerness to tackle the older market by making adjustments to its advertising campaign in the last year. Most important though is the sleek, almost laptop-like look of the Game Boy Advance SP. This bold redesign is proof enough that Nintendo is serious about attracting more adults into the fray.

One issue that will need to be overcome is that of pricing; downloading a new mobile phone game will set you back a few measly pounds, while new GBA titles come in at a weighty £30-£40. Convincing the hardcore that this is simply the price we pay for quality software is relatively easy, but the mainstream gamer is going to require much more incentive.

THE FUTURE

Discounting the upcoming Nintendo DS and the Game Boy Advance's successor for the moment, there's still a lot to be excited about in Nintendo's handheld future. The company has already brought to market remakes of most of its most popular franchises, leaving the door open for completely new games and sequels. At the time of writing, updates to most of the major franchises are in the pipeline, and with the next generation of Game Boy hardware a good year away, it leaves the door open for Nintendo to continue its dominance.

Potentially lethal, however, is the Nintendo DS (see The Competition). Despite Nintendo's most adamant proclamations that it will be a third pillar in the company's strategy, the current ostensible similarity to the GBA could pose a problem for the current market leader. Solid details of the physical design of the machine and the nature of its games are currently hard to come by, so it's possible that Nintendo truly is going to create a new market, but the simple fact that people only have so much disposable income means that creating a new mobile market means fragmentation of the old. The situation will most certainly be clarified at May's E3 in Los Angeles; Nintendo recently announced that showgoers will have hands-on access to the new hardware. Until then, we'll be whiling away the weeks enjoying the incredible games available to us right now.

Y'ARR! AVAST YE MATEYS!

If the grey area of imports is the thorn in Nintendo's side, then the issue of piracy is the nine inch nail being driven in right alongside. Through the use of a Flash Card RAM cartridge and a device called a Flash Linker, it's possible to play illegal, downloaded Game Boy Advance ROM dumps, much to the company's dismay. Of course, this isn't the only use for the technology; several developers make use of the device to test code, while a healthy homebrew scene has popped up, allowing amateur coders to test their mettle and ingenuity against the big boys. Despite the legal quagmire surrounding the mere possession of a device such as the flash cart, in 2003 Nintendo was successful in its suit against Lik-Sang, forcing the online retailer to halt sales of the Flash Card and Flash Linker. This has not caused the problem to disappear though; a quick browse of online auction sites will quickly yield a bounty worthy of the Jolly Roger himself. The impending arrival of disc-based portable games and the consequent end to cartridges might well herald an end to an age hardware makers will be all-too glad to see behind them.





HARRY POTTER AND THE

Potter potty

CUBE INFORMATION

HARRY POTTER	
PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	ACTION/ADVENTURE
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

MAY '04 (UK) | TBA (Japan) | MAY '04 (US)

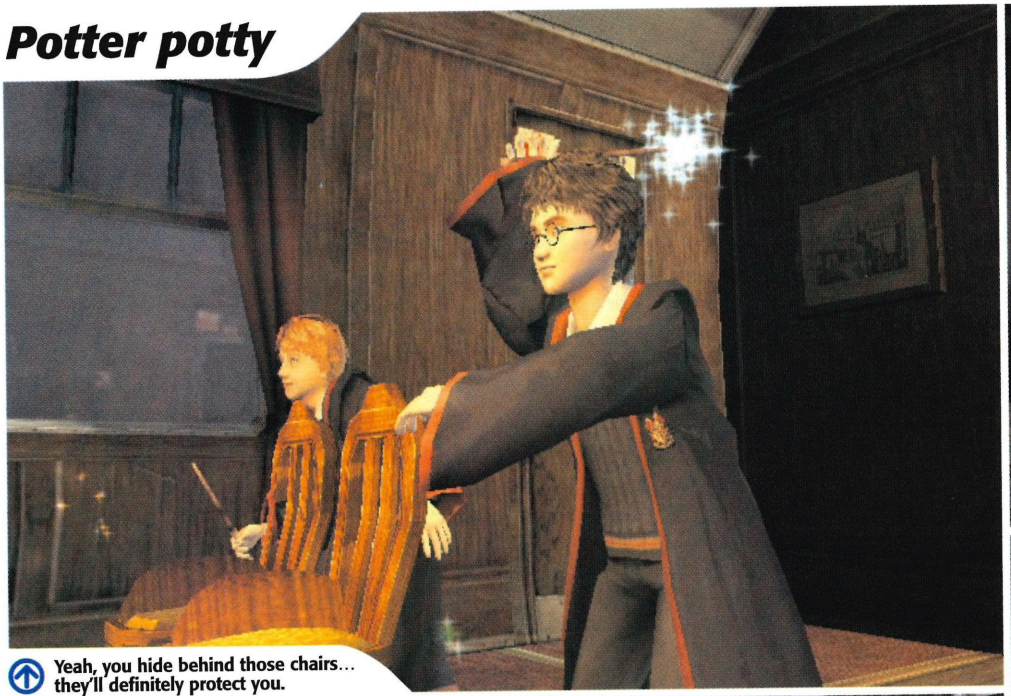
A BIT OF PREVIOUS

FIFA 2004
GAMECUBE

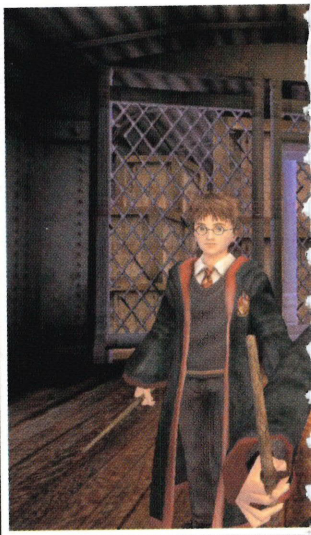
JAMES BOND EVERYTHING OR NOTHING
GAMECUBE

NFL STREET
GAMECUBE





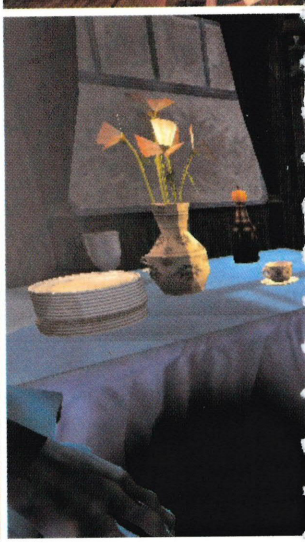
Yeah, you hide behind those chairs... they'll definitely protect you.





FIRST REACTION
An entertaining adventure that should please *Harry* fans, although it's one for the kids...





Harry's all grown up, but will EA ring the changes?

THERE SEEMS NO end to *Harry Potter* mania, and with the *Prisoner Of Azkaban* movie coming out this summer this doesn't look set to change any time soon. So it's no surprise to learn that industry bigwig EA has been hard at work creating the film (and book) tie-in game, and with its proven track record this should be something to look forward to.

Harry Potter And The Prisoner Of Azkaban is based on the book but takes visual set-pieces from the movie as well, such as the Dementor chase on the Hogwarts Express and the final showdown by the school's lake, so it doesn't matter if you haven't read the books. Those who have, however, should be familiar with the story. Harry and chums return to Hogwarts for their third year, only to learn that the mysterious Sirius Black has escaped from Azkaban Prison. What's worse is that the Dementors, the sinister guards of the prison, have followed Sirius to Hogwarts with one objective in mind – to rid the world of Harry Potter once and for all.

The game is your standard action/adventure fare, with loads of puzzles, battles and jumpy sections to navigate. This time, however, you won't be doing it alone as EA is giving you not one, not two, but three characters to play as. Predictably, these are Harry Potter, Ron Weasley and Hermione Granger. Initially you get to control Harry, but as the game progresses you can switch between the three characters with a touch of a button. This is more than just a clever trick to please the fans, though, as each character has a unique strength that makes them better suited for various tasks. Harry, for instance, is athletic so can climb and jump further than the others, whilst Ron has a sixth

THE COMPANY LINE

"HARRY POTTER FANS WILL EXPERIENCE THE MAGIC AND PERIL OF HARRY'S THIRD YEAR AT HOGWARTS"

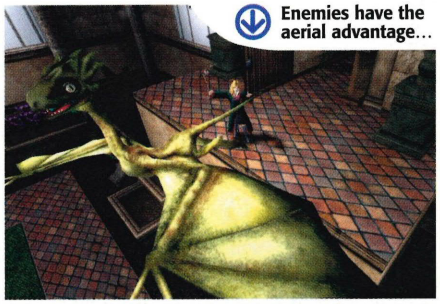
EA PRESS RELEASE

CUBE BACKATCHA

Yay – reliving the past torments of high school. A must-buy, then...

PRISIONER OF AZKABAN





Enemies have the aerial advantage...







"Shazzam punk-assed beeatch!" Nope, doesn't quite fit in with the feel of the films does it? How about "have at you, smelly!"



Harry Potter teaches kids about the values of friendship. Suckers...

FLY ME TO THE MOON

IS IT A BIRD? IS IT A PLANE...?

...No, it's a Hippogriff. Harry fans are no doubt familiar with Buckbeak the Hippogriff, a strange half-horse half-griffin beast. For those of you who don't know what a griffin is, it's a mythical creature with the head and wings of an eagle, the body of a lion and the tail of a scorpion. How that came about, we'd rather not know (it's bound to be well icky). There's a great segment in the game where Harry takes to the skies on Buckbeak's back and flies over Hogwarts in true cinematic fashion. Personally, we'd rather fly Easyjet...



'EA IS GIVING YOU NOT ONE, NOT TWO, BUT THREE CHARACTERS TO PLAY AS"

sense and can locate hidden objects. Hermione, on the other hand, can crawl through small spaces and can also walk on ice... you get the picture. But this isn't all, as each character will also get individual spells, so you're going to have to get them to work as a team in order to complete certain many of the challenges.

This is beginning to sound too much like *Sonic Heroes* for our liking, but we have faith in EA to deliver the goods. Harry, Hermione and Ron aren't the only characters you meet, as you'll encounter a wide range of characters from the book, such as Professor Lupin (the new Dark Arts teacher) and Draco Malfoy.

Harry Potter And The Prisoner Of Azkaban is shaping up to be the best *Harry Potter* game to date. The new team gameplay works very well in the context of the game, and finally gives fans what they want. The only niggle we have at this stage is the simplicity of the puzzles, which don't need much effort in the cerebral department to work out, but considering EA is aiming this game at 6-14-year-olds this is hardly surprising. Still, if you're *Potter* mad, then this is definitely the game to be looking out for this summer. If not then, you might like to try one of the attractive holidays on offer at your local travel agent. CUBE

CUBE EXPECTATIONS

A MAGICAL ADVENTURE IN THE WORLD OF HOGWARTS



- ⊕ Play as three characters
- ⊕ All-new Spells
- ⊕ An older, wiser Harry
- ⊖ Unchallenging gameplay

■ Okay, not all the CUBE team are Harry fans, but this still looks like an enjoyable romp. The new Team Play function is a great idea and should give fans what they've been begging for since *The Philosopher's Stone*. But the easy gameplay means this is likely to be one for the kids.

CUBE

INFORMATION

SHREK 2

PUBLISHER:	ACTIVISION
DEVELOPER:	LUXOFLUX
ORIGIN:	US
GENRE:	PLATFORM ADV.
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

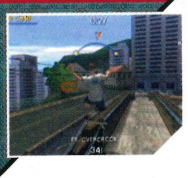
JUL '04 TBA JUN '04

A BIT OF PREVIOUS

SPIDER-MAN
GAMECUBE

TRUE CRIME: STREETS OF LA
GAMECUBE

TONY HAWK'S UNDERGROUND
GAMECUBE



THE COMPANY LINE

"SOLVE PUZZLES, FIGHT MONSTERS AND COMPLETE WILD AND DANGEROUS ADVENTURES"

ACTIVISION PRESS RELEASE

CUBE BACKATCHA

Just another day in the life of a games reviewer.



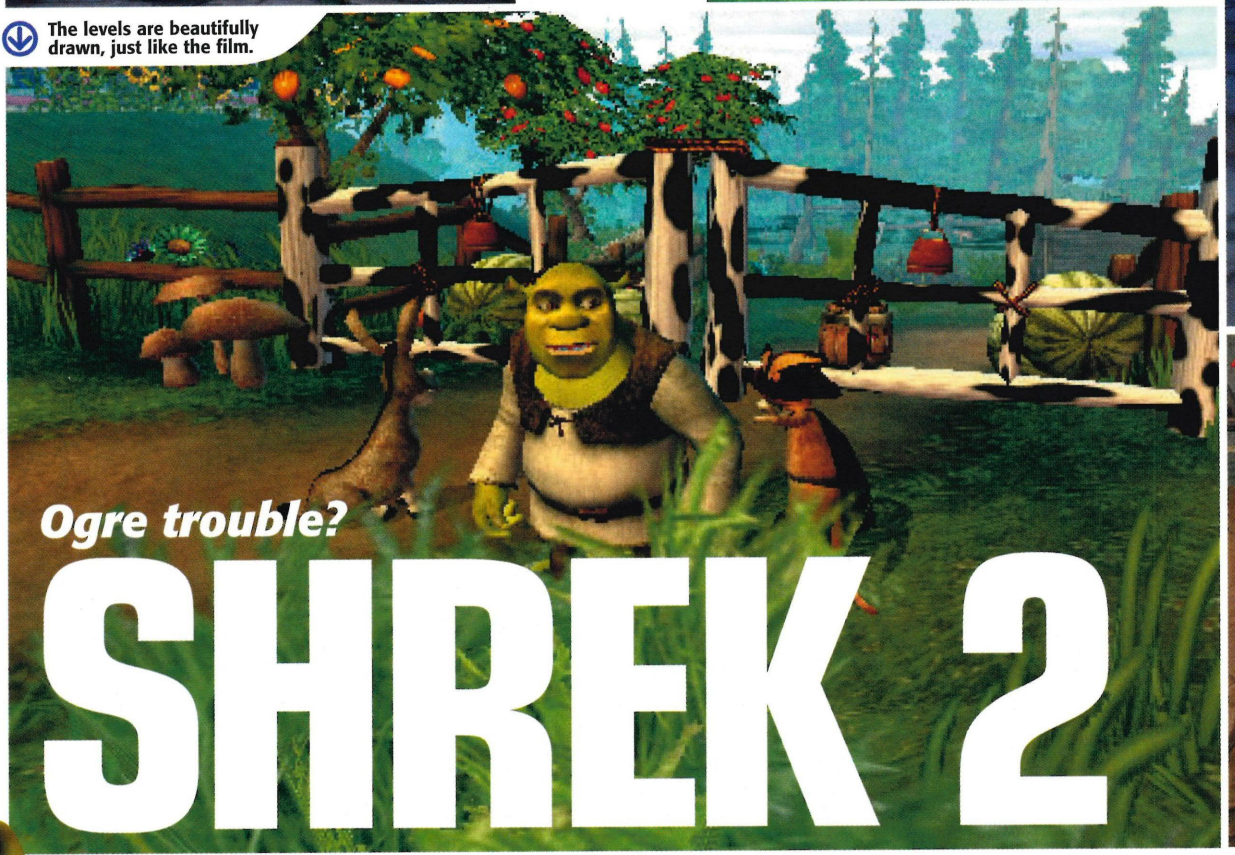
Catch as many fairies as you can in this wee romp of a mini-game.



Run you big, green, Scottish, fairytale-telling machine.



The levels are beautifully drawn, just like the film.



Ogre trouble?

SHREK 2



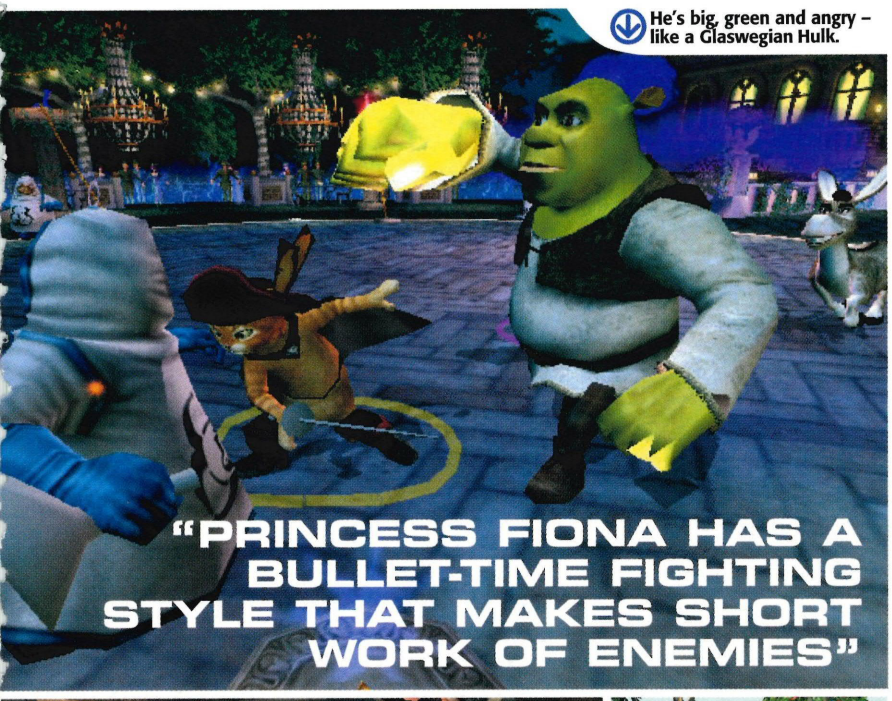


Another day, another film licence... will it ever end?

IT WAS INEVITABLE really that Mike Myers' feature-length fairytale *Shrek* would spawn a sequel, but his dedication to the *Austin Powers* series has meant that we've had to wait a while to finally see it. The cunningly named *Shrek 2* has a videogame to go with it, of course, but we should immediately put your minds at rest: this has nothing to do with the last set of *Shrek* games. Now under the watchful eye of Activision, the development duties have been handed over to Luxoflux, the team behind the similarly jovial *True Crime*... Okay, we admit it – it's a bit of a deviation from their previous work, but the team has done a great job so far, so we'll say no more.

Shrek 2 is based loosely on the film, so there will be sections that you'll instantly recognise. The film doesn't spawn enough scope for a game in itself, though, so you'll find plenty of orignal parts added to the mix. The game takes on the form of a multiplayer adventure-cum-bash-'em-up-cum-puzzler... with a little bit of platforming for good measure. Hmm... we'd best explain further. You start off as Shrek, who can run and jump around his environment. He can explore, he can bash enemies, he can pick up health... all the usual really.

As Shrek progresses through the game he'll meet other characters who will join him on his quest. Once a character joins your team you'll be able to switch to them at any point while the computer takes over control of the other one. You can have up to four players in your team at any one time, and the different levels are based around the specific abilities of these characters. For example, Donkey has a great kick attack.



He's big, green and angry – like a Glaswegian Hulk.

"PRINCESS FIONA HAS A BULLET-TIME FIGHTING STYLE THAT MAKES SHORT WORK OF ENEMIES"





Donkey chucking is being considered for the Olympics.



Plenty of muliplayer action on offer here.

In one area a miserable old tree blocks your path, but Donkey can kick it over. Little Red can throw apples – a move that is essential for hitting distant switches. Princess Fiona, has a great bullet-time fighting style that makes short work of groups of enemies.

There are ten characters to assume control of throughout the course of the game, each with their own trademark moves and phrases. If you leave the characters alone for a while, they interact with each other, and there's a different animation for every possible coupling... which is nice. This all works well in single-player, but the game really shines in multiplayer. Four players can go through the game together, and this is really what the game is all about. You don't have to have your mates there all the time though, and anyone can join in at any time.

Shrek 2 does what it sets out to do very well. There's always stuff going on, and the world around you is beautifully designed. You really feel like you're in a fairytale world, what with the license-faithful graphics and proper voiceovers. The only downside is that it's a little too simple in the gameplay department. If you loved *Shrek* you'll have fun with this, and may even laugh out loud at some of the cut-scenes. If nothing else, it'll make you feel all warm inside but may not be meaty enough to appeal to older players.

CUBE

STORYTIME

WILL THEY? WON'T THEY?

The next chapter in *Shrek*'s story is a direct continuation. When Princess Fiona's parents hear of her marriage to 'Prince Charming' they organise a huge ball and send for the unlikely couple. When the king and queen discover that Fiona's husband is actually an ogre, they hire a hitman to take care of him, in the unlikely form of Puss In Boots. To add to Shrek's problem's, the real Prince Charming was promised to Fiona, and his mum just happens to be the Fairy Godmother... who ironically is the only person who can help Shrek. It'll all turn out okay in the end, we're sure of it. *Shrek 2* hits cinemas on 21 May.





What an attractive couple they make – can't wait for the pitter-patter of tiny green feet.

Shrek's new glove puppets went down a storm when he played at the palace.

CUBE EXPECTATIONS

A GREAT LITTLE MULTIPLAYER BISH-BASH-BOSH!



- ✚ Four-player co-op
- ✚ Faithful to the licenxe
- ✖ Overly simple gameplay
- ✖ A bit too easy

■ We have to admit, we have a soft spot for the big, green goon's new adventure. It's good fun, it's funny, it's light-hearted... it's everything you want from a *Shrek* game, which is a hundred times more than the last one delivered. Not too sure whether it'll be worth the older audience's attention, though.

CUBE INFORMATION

CONAN	
PUBLISHER:	TDK
DEVELOPER:	CAULDRON
ORIGIN:	SLOVAKIA
GENRE:	HACK AND SLASH
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

MAY '04 | TBA | OUT NOW

A BIT OF PREVIOUS

DINOTOPIA
GAMECUBE

OUTLAW GOLF
GAMECUBE

ROBOTECH BATTLECRY
GAMECUBE









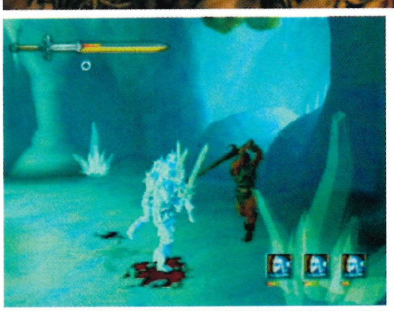


The Cimmarian cometh

CONAN



FIRST REACTION
This might provide you with that all important experience of being a barbarian.





Fancy a slash? Thought not...

HE'S CONAN, CONAN the barbarian. He's big, he's strong and he used to be a thief. Conan is coming and he's dropped his tagline *The Dark Axe* (although it's a pretty cool line, you have to wonder just how dark an axe could get. Surely it would be slightly shiny around the sharp bit?). So now all you *Conan* fans, and lets face it – who doesn't like big sweaty men in furry thongs wielding large weapons, can live out those dark age fantasies of hacking goblins, ice warriors, slugs and such, to bits.

"But we've played *Return Of The King*, why for heaven's sake should we buy this?" Well... er... for a start – it's Conan! You might remember him from *Red Sonja* starring Brigette Neilson and Arnie. Oh, wait a minute, that wasn't actually a *Conan* film was it. Never mind. There were the two Arnie *Conan* films, first one good, second one bad. Though this isn't Arnie *Conan*, it's book *Conan*. So he's probably even tougher, the pen being mightier than the sword and all.

You can build your burly barbarian up by buying stats and extra combos, just like in *Return Of The King*, oh...

Your currency comes in the form of souls or whatever it is that comes out of enemies when they die. Tot these up and you can get your hands on extra health and some devastating special moves, there are hundreds of

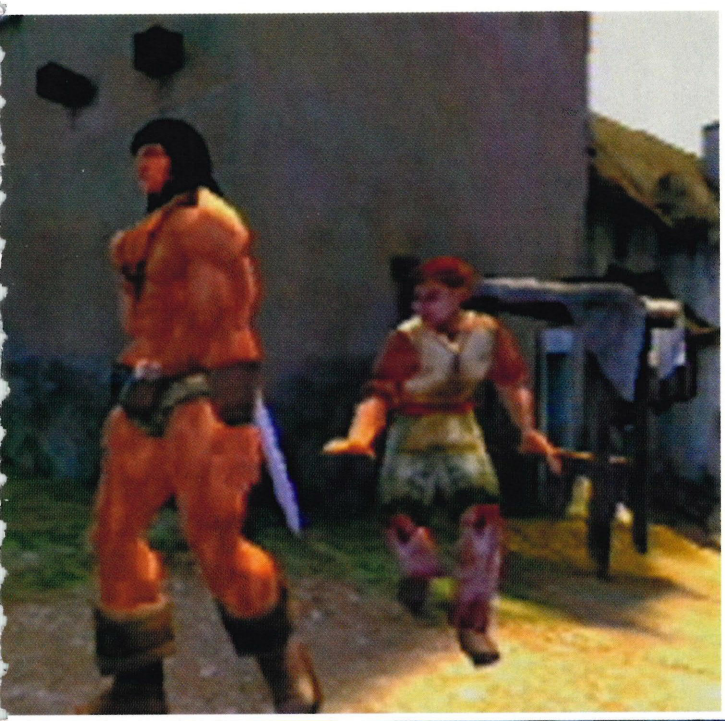
THE COMPANY LINE

"WILL NOT ONLY SATISFY THE HIGH EXPECTATION OF CONAN FANS BUT GAMERS ALIKE WITH ITS AMAZING GRAPHICS AND BARBARIC GAMEPLAY!"

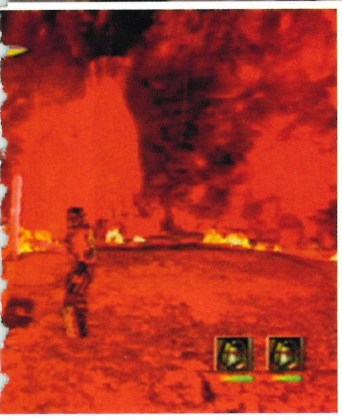
AWESOME PRESS RELEASE

CUBE BACKATCHA

Conan fans? Where?



Hail to the thief – this rascal tries to steal your sword even though it's bigger than he is.





See! The bad guy has no energy left yet he's still standing. That's not right!

them and each can be upgraded three times.

Now the fighting, the crux of the game if you will. You may have played *Devil May Cry*, *Soul Calibur II*, maybe *Chaos Legion*, heck even *Wind Waker*, if so then you know how sword fighting works. It's supposed to be quick and responsive, combos are easily directed and it feels like you're waving razor-sharp steel around perilously close to your own head. Here it feels like you're waving a stick. A big stick admittedly. Only it's really slow, but that might be to add 'weight' to the sword swinging. Then there's the other weapons like the axe (it's not very dark) and it responds pretty much the same as the sword.

Another niggle we have with the preview code is that the baddies have a life bar, now excuse us if we've only been playing games for most of our lives, but when an energy bar is empty that means they're dead. It does not mean you have to hit them again to finally take them out!

Conan himself doesn't have this handy back up, he has another. Get killed and you have the chance to redeem yourself by having a fight in the afterlife, win it and you're back into the fray, lose it and it's game over. Which to be honest might be a bit of a blessing.

It might be wrong to make an ass out of 'u' and 'me' to assume that this isn't going to be high on anyone's wish list but if Cauldron can sort these problems out then *Conan* might be the best hack and slash adventure since Edward Scissorhands went to the toilet. CUBE

"GET KILLED AND YOU CAN REDEEM YOURSELF BY HAVING A FIGHT IN THE AFTERLIFE"

CONAN THE CAESAREAN

SHOULD'VE BEEN ABORTED REALLY

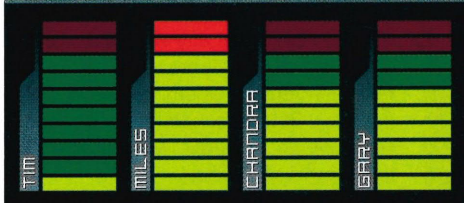
Conan comes in many forms. Invented by Robert E Howard, turned 2D in comic form by Marvel, a couple of early Arnie films, a god-awful live action TV show and the really, really bad cartoon *Conan The Adventurer*. Time has not been good to Conan so why the hell is he back now? There is talk of the new film but the Wackowski bros who were supposed to produce it have pulled out. The script is still out there but, like, who cares? Lumbering goits don't make heroes. And lumbering in games just doesn't work.



Dodgy comic, dodgy TV show, dodgy cartoon, dodgy films, now a dodgy game, poor Conan.

CUBE EXPECTATIONS

MUSCLE BOUND SWORDERY



- Lots of combos to buy
- RPG elements
- RPG elements
- It's Conan, so who cares?

■ Hmm... fighting slowly with a big sword as Conan the guy from the books, not Arnie, through vast levels and some evil enemies. Sounds like it might be good fun, but then it could just turn out to be worse than *Lord Of The Rings: Return Of The King*. It'll all come down to the fighting mechanics, if that's tweaked it might turn out alright. Maybe.

CATWOMAN

This kitten's got claws

CUBE INFORMATION

CATWOMAN	
PUBLISHER:	ELECTRONIC ARTS
DEVELOPER:	IN-HOUSE
ORIGIN:	UK
GENRE:	ACTION
PLAYERS:	1

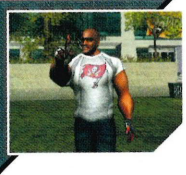
PERCENTAGE COMPLETE

00 25 50 75 100

JULY '04	TBA	JULY '04

A BIT OF PREVIOUS

NFL STREET
GAMECUBE

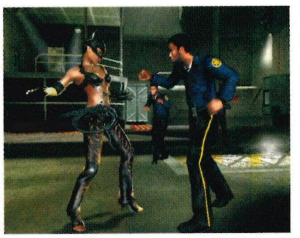


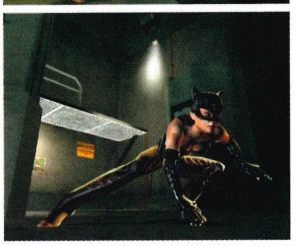
FIFA 2004
GAMECUBE

SPAWN
GAMECUBE

Look, my toenails perfectly co-ordinate with me lippy, see?









FIRST REACTION

It certainly looks the part but it doesn't seem all that involving at first glance.

EA reveals the first shots of its summer blockbuster movie tie-in

CATS OR DOGS? It's dogs, of course. The bigger the better. If it wasn't for dogs there'd be much less coolness in the world. Cats are just tightly wound coils of attitude and sharp bits, and you can never win a fight with a cat. Not ever, which maybe explains why there's never been a dog-based super hero. Kind of hard to imagine someone in a dog suit looking in any way tough or sexy, isn't it? Well, there were the Chucklehounds... ahem. No, dogs are definitely better animals than cats, but cats have got the edge when it comes to superheroic abilities.

Seeing the game, it's a bit eerie when Catwoman gets down and starts moving like a cat, all slinky and ready to pounce, and it helps to take your mind off the constume at least. Really, what's going on with that? The strappy leather bits are fine, slashed hipster pants all good, but open-toed sandals and that mask? No, no, and indeed no!

Anyway, last month we broke news of the game's impending arrival and this month we can actually show you what it looks like. A swift recap if you missed last month's announcement: *Catwoman* the movie is due to hit cinemas in the summer with Halle Berry in the title role, and the console incarnations continue to be developed in close collaboration with the movie to ensure that not only do they arrive at the same time, but also follow the film as faithfully as possible.

On the evidence of the few playable sections we've seen, the presentation is oozing class and style, with great attention lavished on the movement of the main character. Whether or not the gameplay will extend beyond the formulaic platform beat-'em-up it currently appears to be we can't say at the moment, but expect this to be a highly polished tie-in at least.

CUBE

THE COMPANY LINE

"CONTROL HALLE BERRY'S CATWOMAN – THE SEXIEST GAME CHARACTER EVER"

EA PRESS RELEASE

CUBE BACKATCHA

Some wine, a little dancing, who knows where it might lead...

CUBE EXPECTATIONS

CATNAPS

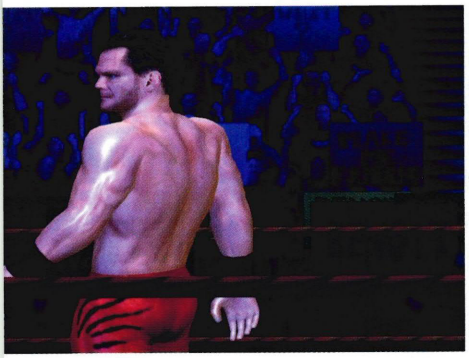
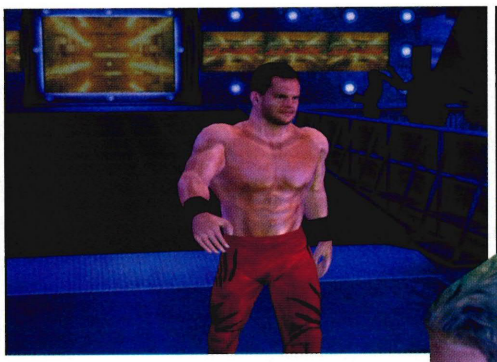
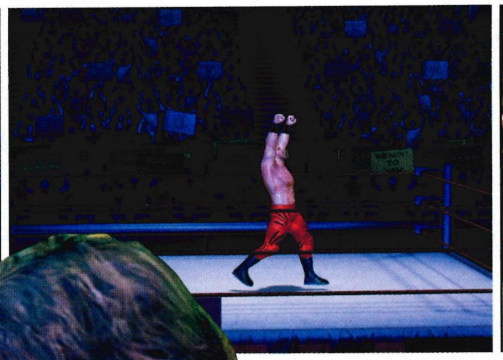
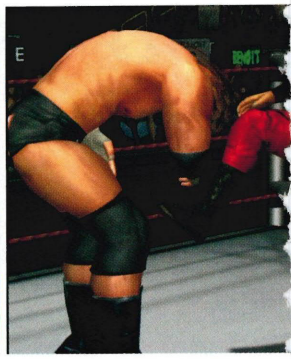


+ Character movement is spot on

– Gameplay looks shallow

■ EA has been on top of its game recently but blotted its copybook with *Spawn* last month. *Catwoman* is sleek-looking but we're unconvinced of the gameplay at the moment which seems to offer little substance.


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CUBE INFORMATION

WWE: DAY OF RECKONING	
PUBLISHER:	THQ
DEVELOPER:	YUKES
ORIGIN:	JAPAN
GENRE:	BEAT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

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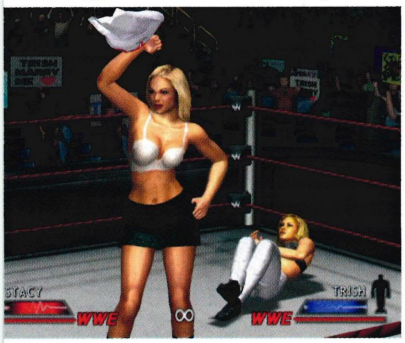
SEPT '04 (UK) Q3 '04 (JAPAN) AUG '04 (US)

Slap, grapple and roll with Yukes' wrestling update!





It's the WWE now, remember? It's still coloured like a panda...



The idea was to take the bra off under the shirt. Never mind, eh?

WWE DAY O

WRESTLING. A FUNNY old game really, and one that attracts some of the most hardcore fans of any sport out there. The people on the outside don't really get it. Two blokes slapping each other about as part of a completely choreographed routine, with bad acting to boot – how can anyone get excited about that? The truth is very different, though. Four weeks ago not one person on the **CUBE** team could be called a wrestling fan. Martin used to be our man when it came to men-in-tights action, but with the boy Mathers now grazing in pastures new, we had to go to New York ourselves. The experience has converted us. We are now fully fledged WWE fans, and the latest version of the game is easily the finest we've seen in years.

Even the most blurry eyed of wrestling fans will admit that last year's *WWE XIX* wasn't great. The single-player mode was as far wide of the mark as it could possibly be. Getting thrown out of the WWE and fighting against building-site workers? What was that all about? Still, that was last year. This year's attempt sees a slight departure from the normal formula. Instead of being a game dedicated to WWE XX, *Day Of Reckoning*

"FOUR WEEKS AGO NOT ONE PERSON ON THE CUBE TEAM WAS INTO WRESTLING. WE'RE NOW FULLY FLEDGED WWE FANS"





F RECKONING

is actually an all-encompassing experience that fills the void between *XIX* and *XXI* – hence the reason why the game isn't out until later on in the year. Forget *XIX* and all your preconceptions of where the series will be going this year: this is a brand new game that is leagues above its cousin. For starters, the game has had a massive graphical upgrade. Every one of the 40 selectable characters has been remodelled, retextured and reanimated, the result being far more impressive and realistic fighters. Yukes has used a new shine-mapping technique to give the fighters a sweaty sheen that reflects all the lights. Muscles are now pleasingly defined, and extra special attention has gone into the faces, which are now instantly recognisable and fully animated. By way of comparison, the character models in *Day Of Reckoning* have the edge over those found in *Smackdown! Feel The Pain*, and are far superior to those found in *XIX*.

The game is presented as you would expect it to be on the TV, with all the entrances and camera angles reworked. Which leads us to the brand new single-player mode.

PREVIOUS
FROM THE MAKERS OF...
WWE WRESTLEMANIA XIX
■ Adequate take on the Wrestlemania franchise, but seriously lacking in terms of graphical quality and options.



TOTALGAMES.NET RATING: 6.9

MOVING ON UP

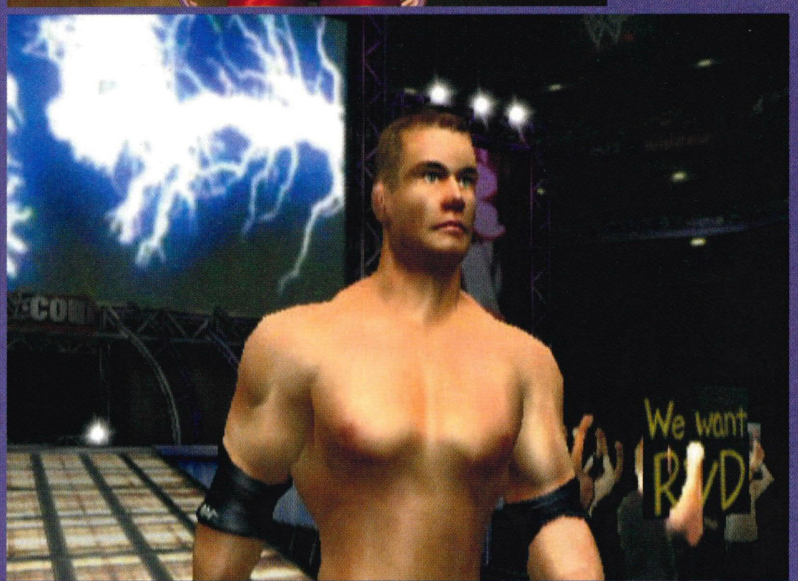
A COMPLETELY NEW ENGINE

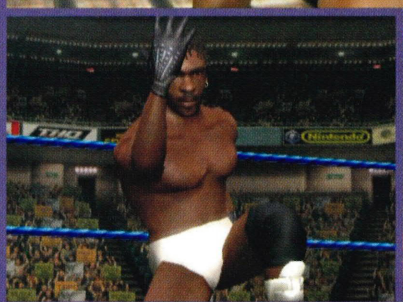
Considering that *X8* was only released two years ago it's amazing how much the graphics have improved. Admittedly, the graphics in *X8* and even *XIX* weren't all that bad, but it does help to prove how good *Day Of Reckoning* looks. The higher polygon count, crisper textures and the all-new shine effect have given the overall look of the fighters a massive boost, and if you compare them with their closest rival (*Smackdown! Feel The Pain*) you can see that *Day Of Reckoning* has the edge. The curves are that little bit smoother and the muscle definition a touch more believable. When you see next month's Video Disc footage you'll also notice how the animation has been vastly improved, resulting in less wooden entrances and combos.



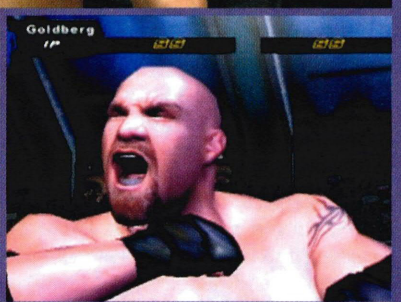
He's curvy, shiny and shimmery. *Day of Reckoning* certainly looks the part. The most realistic sweaty men ever!

Wrestlemania XIX – see? See how blocky those pecs are? He's like a big bag of fighting Lego. Booo!

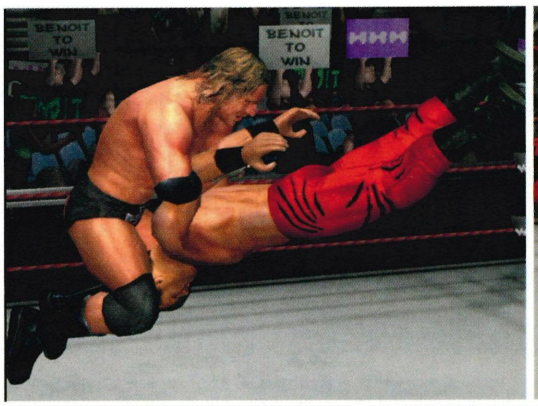


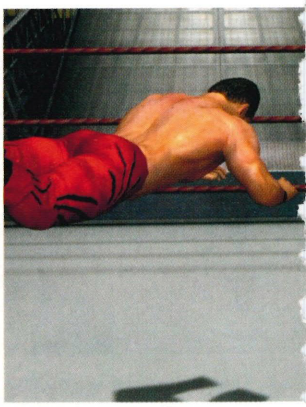


Sure, the undercrackers are sparkly white, but where's the shine? Eh?



Shout all you like, big boy, but *Smackdown!* comes in second place.







As a cure for hiccups it was a little extreme, but it always got results.

CONTINUED This year's major new addition is the School of Hard Knocks, a mode that enables you to create a superstar and fight your way through the ranks, eventually becoming the champion of the WWE. You'll start off fighting against the minor-league characters, but by training and acquiring the many belts on offer, you'll end up earning your WWE licence and fighting the real superstars. Every title belt in existence is up for grabs, and all the main players are included. It's this kind of single-player game that *XIX* was lacking. There are plenty of other modes available, two of which are new to the GameCube series. *Smackdown!* fans will already know about the Bra and Panties matches, where players control one of the WWE Divas or the WWE Legends such as

"THE SCHOOL OF HARD KNOCKS ENABLES YOU TO CREATE A SUPERSTAR AND FIGHT YOUR WAY TO THE WWE CHAMPIONSHIP TITLE"





It was a good job he'd stocked up on Lynx Africa.

Loads of money and a toned body doesn't bring you happiness.

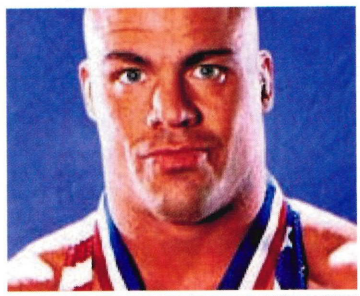
Trish and Stacey. Players must pummel their opponent into submission then remove their skirt, trousers or T-shirt, thus leaving them as an embarrassed mess on the floor.

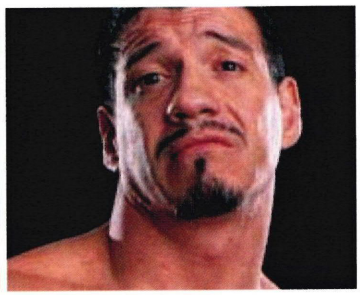
As far as the gameplay goes, Yukes has made numerous changes and additions to the standard formula. Character abilities are now based on six attributes: strength, speed, stamina, countering, submission and charisma. In the single-player mode you can increase these stats by winning fights, performing certain moves and by training your character. The fights themselves are now governed by location-specific damage. A picture of your body appears in the bottom-left corner, with the relevant body part flashing and changing colour as it gets damaged. You can choose to target a particular area of the body, which will in turn speed up the process of wearing down your opponent's stamina.

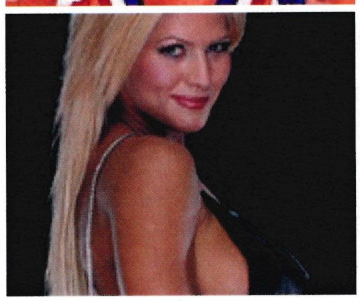
WHO'S WHO?

A WHOLE LOAD OF CHOICE

One of the most important parts of any wrestling game, and the thing that everyone wants to know, is the full character roster. As always this is the last thing that gets announced, mainly so that the game can be kept as up-to-date as possible. We do know that there will be over 40 characters in the game, but at the moment only seven have been confirmed. These are: Trish, Stacey, Chris Benoit, Triple H, Kurt Angle, John Cena and Randy Orten. Of course, you can assume that all your favourites will be in there: Goldberg, Booker T, Chris Jericho, The Rock, Torrie Wilson, Miss Jackie, Brock Lesnar, Eddie Guerrero, Kane, Shaun Michaels... But THQ will hold back until the last minute just in case anyone decides to leave or make a surprise appearance.





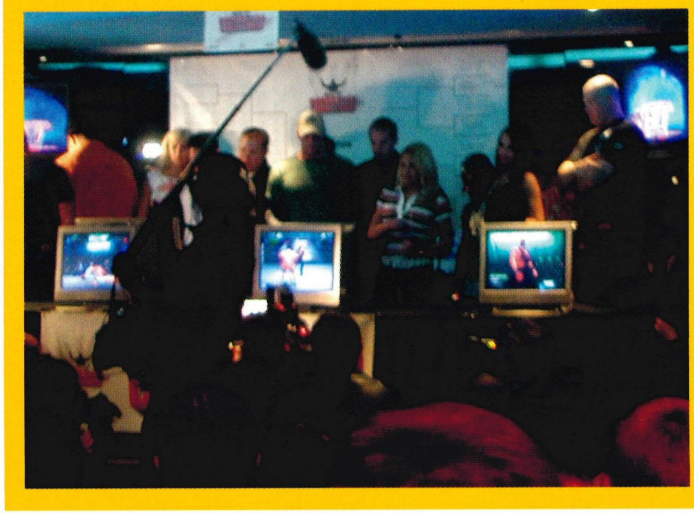




THE ULTIMATE CHALLENGE

THINKING OUTSIDE THE RING

A few days before this year's Wrestlemania XX event, THQ and the WWE held a Superstar Challenge evening at New York's Planet Hollywood. A street-load of pumped up fans were allowed in to watch a bunch of the WWE wrestlers fighting it out on *Smackdown! Feel The Pain*. Even Coach turned up to commentate for the entire event (geez, is he big or what?!). Naturally we were there, all decked out in our lycra and masks, but the fans didn't pay much attention. It seems there's more to being a wrestler than just dressing up.



XX MARKS THE SPOT

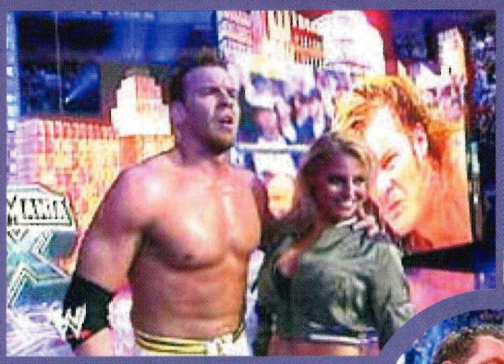
WHERE IT ALL BEGINS... AGAIN!

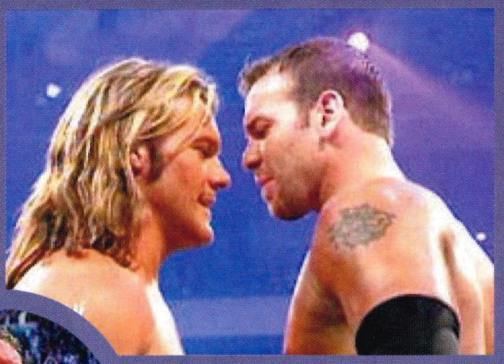
Held at New York's Madison Square Gardens on Sunday 14 March, this year's event marked the twentieth anniversary of Wrestlemania. As always, fans travelled the globe to be in the same arena as their favourite wrestlers, and we have to admit the live experience is impressive. Highlights included:

- John Cena pounding Big Show into the ground courtesy of his brass knuckles!
- Stone Cold Steve Austin cracking open the beers after taking out both Goldberg and Brock Lesnar despite the fact that he was supposed to be refereeing their match!
- The Undertaker came back from the dead with the stunning entrance before defeating Kane with a Tombstone Piledriver!
- Victoria took out Molly Holly, who was then tied to a chair and had all her hair shaved off as part of her forfeit!
- Chris Benoit won the World Heavyweight Championship by defeating Triple H and Shaun Michaels in one of the bloodiest Triple Threat Matches ever seen!

And, of course, we'll be saving our pennies to get over to LA's Staples Centre for 2005's Wrestlemania XXI!

IN PICTURES





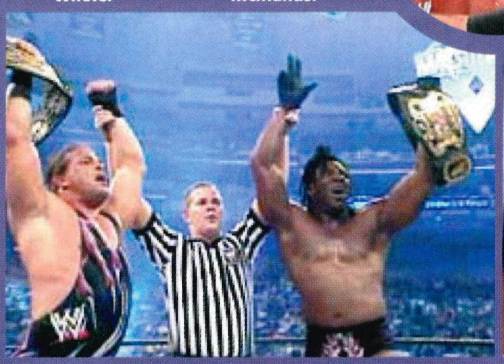


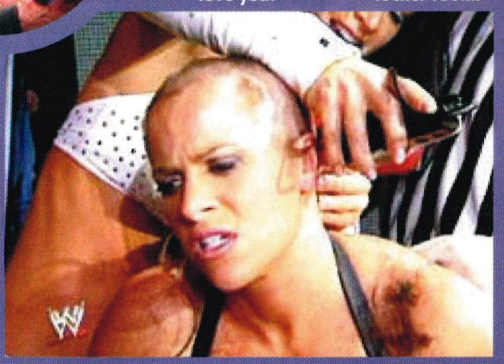
Seconds later the smiles ended when he covered her in mustard and devoured her. Whole.

The joy turned to fear when the boys heard their next opponent was Michelle McManus.

They edged towards each other, lips quivering. "Dammit, Terry," blurted Cornelius, "I love you!"

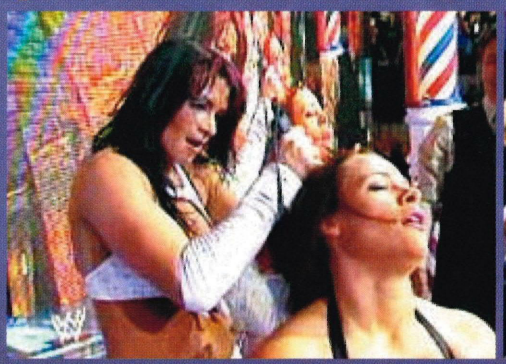
Desperate measures were called for after someone found nits in the girls' locker room.

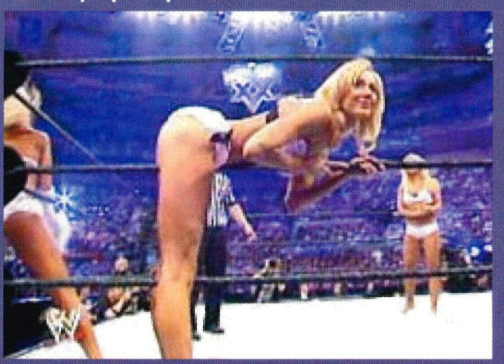


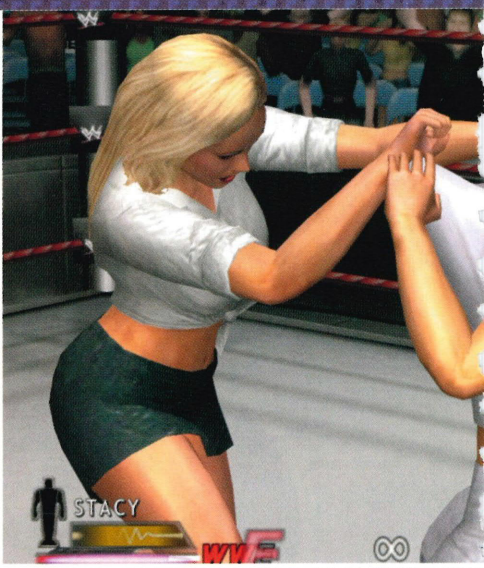


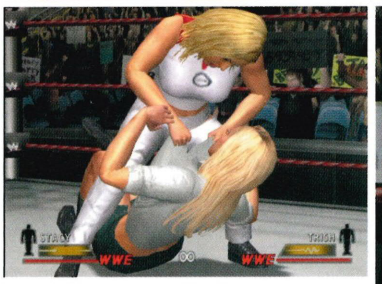
Under that luxurious mane they were shocked to find that she was a man after all...

Thoughtfully, the organisers had arranged facilities for people to park their bikes...



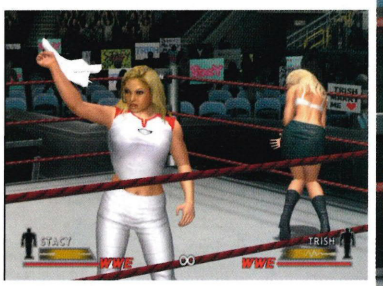








Always, ALWAYS ask before borrowing a lady's lawnmower.



Woe betide the lady wrestler who hasn't got busy with the Veet.

CONTINUED Grapples and holds work on a counter and submission/escape basis. As with any good beat-'em-up you can counter a hit or a grapple by tapping the counter button at the right point. Once in the grapple, the two characters battle it out in a tug-of-war style while the Submission meter appears at the bottom of the screen. By rapidly tapping the A button you can either submit or escape. The difficulty of this process is dependent on how tired your character is and how knackered that part of the body is. Stats aside, there are also strong and weak grapples at your disposal. A strong grapple will be easy to escape from but will have a huge effect if it hits, whereas a weak grapple

"THE FIGHTING FLOWS REALLY WELL, AND EVEN AT THIS EARLY STAGE THE GAME SEEMS VERY WELL-BALANCED AND POLISHED"



TAKE CONTROL

PULLING OFF THOSE MOVES...

1.	ANALOGUE STICK	Move your fighter around the ring/navigate through options
2.	D-PAD	Move your fighter around the ring/navigate through options
3.	A BUTTON	Hit/select options
4.	B BUTTON	Grapple/cancel selection
5.	Y BUTTON	Lift weapons
6.	X BUTTON	Run
7.	L BUTTON	Counter grapple
8.	R BUTTON	Counter hit
9.	Z BUTTON	Tag team-mate
	A+B BUTTONS	Initiate Special Move/taunt
	B BUTTON+DOWN	Pin/tear off clothes







She was starting to regret not wearing sturdier pants.

will have far less effect but a definite outcome. In the Bra and Panties matches this meter is also used to determine whether you rip off your opponent's clothes.

There are two other gauges on the screen that make up the overall HUD. These represent Momentum and Special Moves. The Momentum Shift aspect of the game allows you to completely turn the tables on your opponent and steal all of their momentum. The Special Meter fills up as it would in any other beat-'em-up, and once full you can pull off that character's trademark move by tapping A and B simultaneously. The window of opportunity in which to use the move is quite large, and it's possible to get in two or even three special moves while it lasts, but it's just as easy to get caught in a grapple or be countered, thus not getting any specials to actually connect at all. The final change to the gameplay comes with the use of 'weapons.' All weapons now have meaningful uses: you can use a chair to damage a specific part of the body as part of your overall tactics, and the weapons themselves now have a life cycle. For example, you can only use a chair twice before it falls apart. You can then pick up the seat and use it once before it becomes useless.

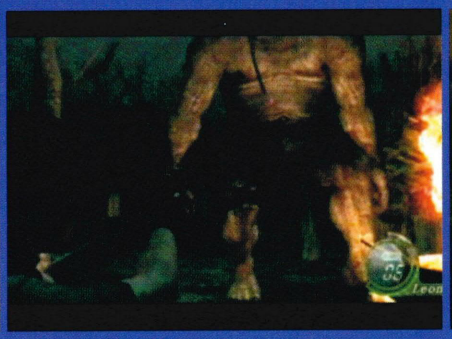
Of course, the proof of the pudding is in the eating, and we've spent three hours with the early version of the game. We were only allowed to play with Triple H, Benoit, Stacey and Trish, but that was enough to get us hooked. The game is a massive improvement over previous instalments. The fighting flows really well, and matches can last for an absolute age when two capable players square up against each other. Even at this early stage the game seems very well-balanced and polished. We have yet to see how exactly the School of Hard Knocks will work, but as a multiplayer beat-'em-up it's already impressive.

We'll be sticking some in-game footage on next month's Video Disc, and will bring you impressions from a near-complete version of the game in a few short months. CUBE

CUBE SAYS...

FIRST IMPRESSION

■ GameCube wrestling fans the world over can breathe a sigh of relief. From what we can see THQ has finally managed to sort out the franchise. *Day Of Reckoning* looks the part and plays the part. All we need now is for the commentary and the single-player mode to impress us, and we'll be very happy. In the meantime, we'll be 'working out', eating a cow a day and squeezing into some lycra. Schexy... CUBE



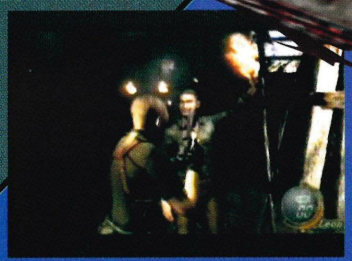
CUBE
INFORMATION

RESIDENT EVIL 4	
PUBLISHER:	CAPCOM
DEVELOPER:	PROD. STUDIO 4
ORIGIN:	JAPAN
GENRE:	SURVIVAL HORROR
PLAYERS:	1

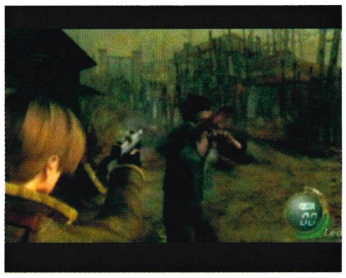
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01 '05 NOV '04 DEC '04

Shenmue, Resident Evil and House Of The Dead all in one!



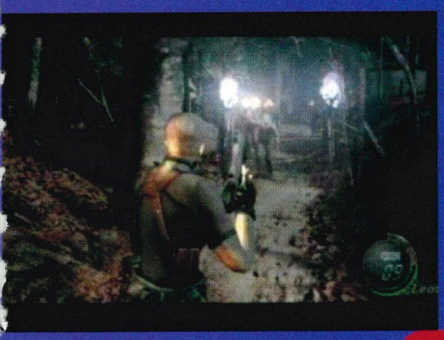
RESIDENT EVIL 4



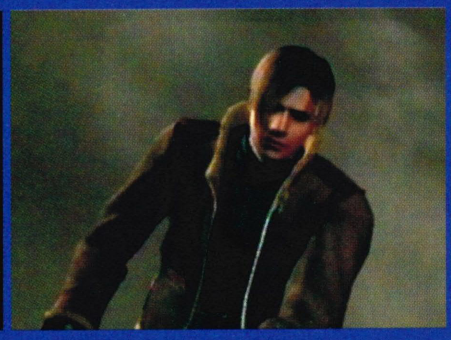
FOR THE PAST six weeks everyone on **CUBE** has been biting their tongues. People would ask, and people would tempt us with sweets and promises of beer and bar snacks, but when it came to the subject of *Resident Evil 4* we could not utter a single word for two simple reasons. Firstly, Capcom slapped great big NDAs on every single lucky beggar who got to see the video trailer, and secondly, even without the NDAs we were in too much of a state of shock to say anything. Finally, though, the silence is over, and we can tell you everything there is to know about this monumental title. Of course, you'll know a lot about it already, because unless you're completely insane (or don't have a DVD player) you will have already watched the very trailer that we got to see... the one that we've generously slapped on this month's Video Disc. Now go and watch it again, then we'll talk more.

It's difficult to know where to start with *RE4*. Everything, and we mean everything, is brand new. You have to wonder what happened to the previous version of the game, though. Remember the earlier trailer where Leon battled

"THINK TEXAS CHAINSAW MASSACRE AND YOU'LL HAVE SOME IDEA OF THE KIND OF ENEMIES YOU'RE DEALING WITH HERE"









ATTACK!

CLEVER BOYS

■ These enemies aren't zombies and work together, acting in an intelligent manner. The leader will call for back-up or signal a retreat, and they'll dodge out of your way or wait for you to run out of ammo before attacking. Sneaky.

NEXT GENERATION

FEELING DIRRRTY!

■ There's an insane amount of detail in the village, and it's all completely 3D. *RE4* has to be the most texture-heavy game any console has ever seen, and is a taster for the next generation of GC titles like *Metroid Prime 2* and *Wind Waker 2*.

PSYCHO!

HILL! HILL! HILL!

■ You can mow this guy down for a while but he keeps coming back for more, just like the creatures in *RE2* and 3. Will we ever get to see what's under that mask? Maybe he's just shy. Or a bit spotty, or something.

with a mist-like enemy that was trying to possess him? Though Capcom is being typically tight-lipped, these sections are probably still in the game somewhere. However, the new trailer takes place in and around a European village, but this is only the beginning. There is much to report from this new trailer, but Capcom is still holding back on a massive amount. However, we know that the story so far goes like this:

At the end of *Resident Evil 2*, Leon returns Sherry to her father (the President). With all the known Umbrella labs blown to kingdom come, young Sherry is the only source of the G-Virus in existence. As such, it's not long before she is kidnapped by a rival company intent on extracting the virus from her. Leon is hired to go and find her, his mission being a) to find the President's daughter, and b) to put a stop to this rival corporation's work. His journey leads him to a European village, where the game begins. If you think about the redneck families and inbred communities found in films like *The Texas Chainsaw Massacre* and *Deliverance*, that's exactly the setting for this first area. The inhabitants are

PREVIOUS

FROM THE MAKERS OF...

RESIDENT EVIL ZERO

■ The game that tells you how it all began. An audio-visual feast that isn't quite as scary as *RE Remake*.



TOTALGAMES.NET RATING: 90

Now you can dish out pain with just one handy button. Perfect.

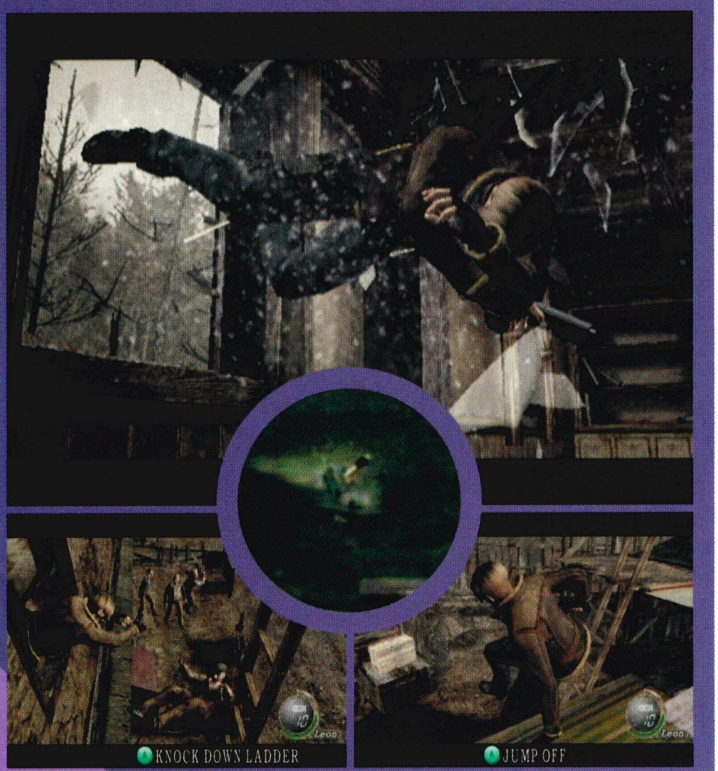


GET STUCK IN!

COR BLIMEY, IT'S SHENMUE 3!

Resident Evil 4 now features context-sensitive interactivity. This basically means that in various situations Leon will be able to perform actions that he can't do as standard. In these situations the A-button will flash at the bottom of the screen and you'll be given instructions on what to do. For example, if Leon walks up to a closed door he can choose to kick it open. In a similar fashion, if he's close to an enemy he can kick or push his attacker away. The A-button will also allow him to jump out of a window, or climb over certain obstacles.

These are quite standard actions but there are some that are a little different. When on the rooftops the villagers will try to climb up ladders to get to you. If you stand by the ladder you can kick it away. In another part of the game you get thrown out of your boat by a huge salamander and have to hammer the A-button in order to swim to safety!



CONTINUED

paranoid enough as it is, but add the fact that something strange has been going on in a closed-off area in the forest and that people from the village have been going missing, and you have a bunch of inbreds with an immense hatred for outsiders. The villagers see any stranger as a threat, and Leon is the perfect target.

The fact that Leon's main enemies are regular humans gives the game a completely different slant. No longer can you trick zombies into walking one way while you go the other, and no longer is it a case of out of sight, out of mind. The villagers work together, set traps and hatch cunning plots.

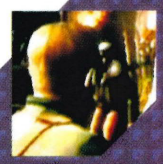
Leon now has a set of powerful binoculars, and when he reaches the outskirts of the village he can use them to spy on the townsfolk. This zoom function puts the camera in a first-person view, with the C-stick being used to focus in and out. Even before they see Leon the villagers are on red alert, so when he turns up and starts asking questions they instantly turn on him. They're quite devious as well, using rooftops and ladders to chase you. If you aim at one, he'll duck out of the way or put his arms up as a shield. If there's a wall or a door between you and them, they'll simply climb over it. They can also use weapons, such as axes, poles and even a chainsaw. If they see that you're armed they will keep their distance, instead opting to call

Welcome to Hicksville – bring your own flaming torch.



The locals in this particular village are less than friendly. Time to make your excuses...

"YOU CAN EVEN SHOOT DOWN PROJECTILES AS THEY'RE FLYING TOWARDS YOU, SUCH IS THE EASE AND ACCURACY OF THE AIMING SYSTEM"

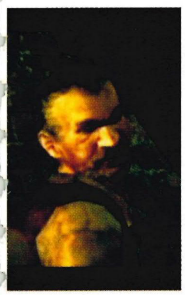


for back-up or throw projectiles at you.

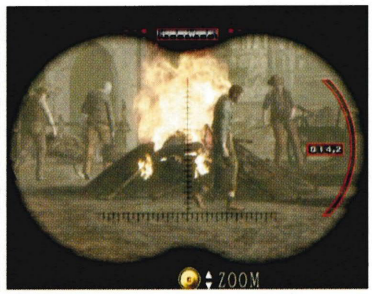
Because of the nature of the enemy attacks, Leon's attack system has been revamped. Most exploration in the game takes place in third-person, but when you want to attack, the camera shifts to a new viewpoint, with Leon sliding to the left allowing you to see what you're shooting at. You can now aim anywhere on the screen as well as looking up above and down below. You can shoot pretty much anything, and yes, you can shoot down doors. No longer will you not be able to get through a locked wooden door despite the fact that you have a shotgun in your hands. You can even shoot down projectile weapons as they're flying towards you, such is the ease and accuracy of the new aiming system.

Most impressive, though, is the way the enemies react to your attacks. If someone is holding an axe, just shoot them in the arm to make them drop it. Depending on what back-up they have they'll either lunge at you or they'll run away. You can shoot enemies anywhere on their bodies for a different reaction. Obviously headshots are the best, and you'll be happy to hear that a shotgun blast to the head is even more satisfying than before!

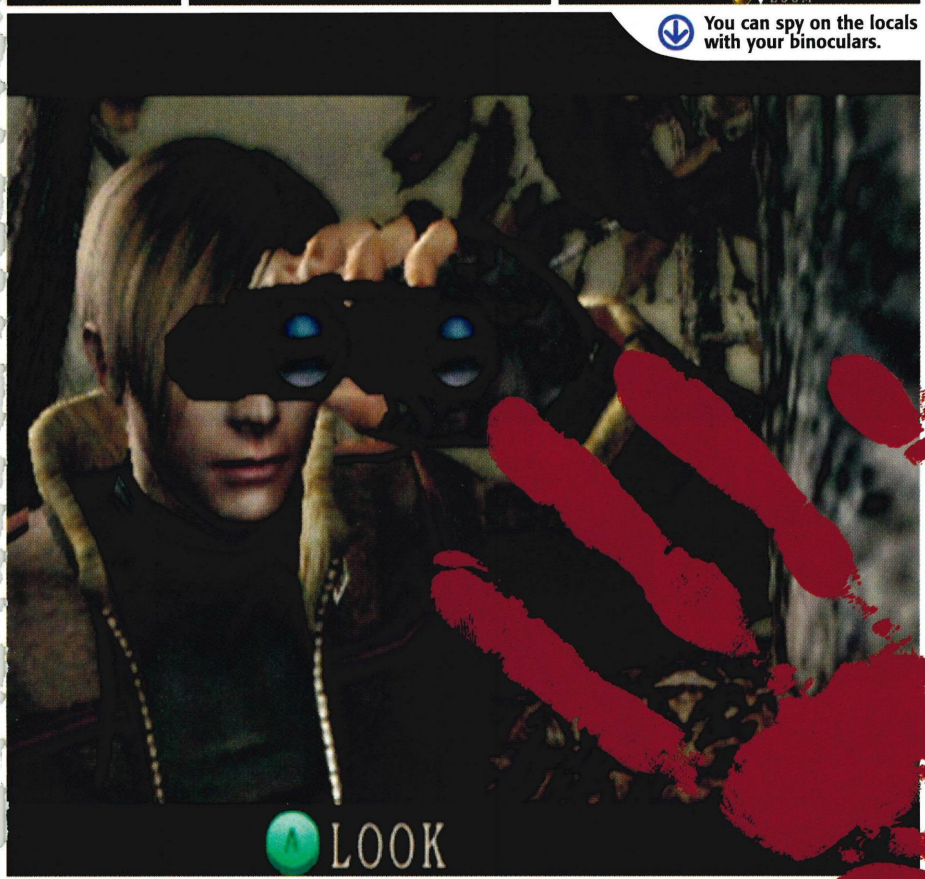
There are plenty of interactive sections in the game as well. We've gone into more detail elsewhere in this feature, but to put it simply you can tap the A-button to carry out context-sensitive actions.







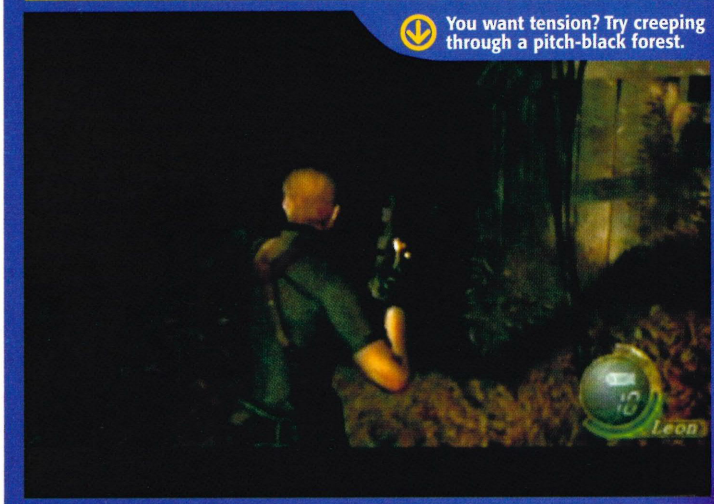
You can spy on the locals with your binoculars.



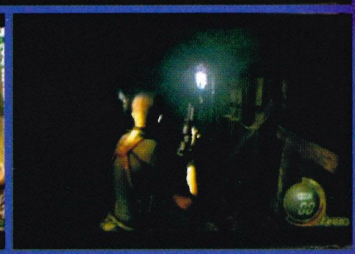
LET THERE BE LIGHT

WHAT LURKS IN THE DARKNESS?

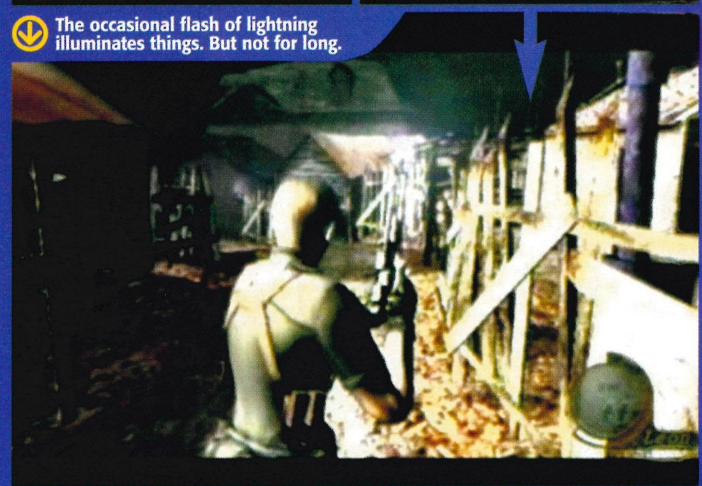
You want tension? Try creeping through a pitch-black forest.







The occasional flash of lightning illuminates things. But not for long.



The *Resident Evil* series always had massive potential in the lighting department – potential that Capcom never fully realised. That's all changed with *RE4* though, and with the new lighting comes a whole new gameplay element and a much greater level of fear.

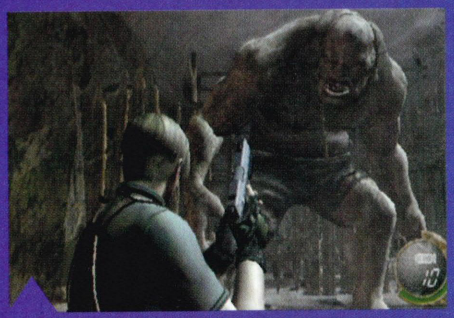
The opening section of the game sees you exploring the village at dusk, but by the time you've cleared out the village it's dark. You then start moving through the outskirts of the village and into the forest. As you would expect, the forest is pitch black. The occasional ray of moonlight breaks through the trees, but your only way of navigating is by lightning strikes or the villagers' torches.

What makes it even more scary is that you know the villagers are intelligent. At least with the zombies you knew what to expect and could run away. This time the enemies could have any manner of weapons, they could jump you from trees or from the ground, and they will chase you if you run. This is going to be the scariest game you've ever played.

OH... MY... GOD!

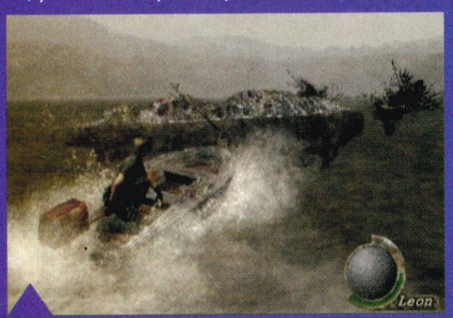
THE TERM 'SCREEN-FILLING' TAKES ON A NEW MEANING

We've come to expect gruesome, mutated monstrosities when it comes to *RE* bosses, so Capcom was going to have to do something special to surprise us. Well, we've seen two of the main bosses and one sub-boss, and we're impressed. Here they are...



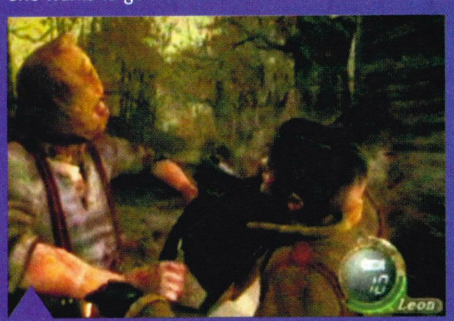
GOLIATH

In the black corner weighing in at four tons... this guy is enormous! He turns up at the end of the village outskirts section and attacks you by pounding the ground with his car-sized fists. And no, you can't talk your way round him.



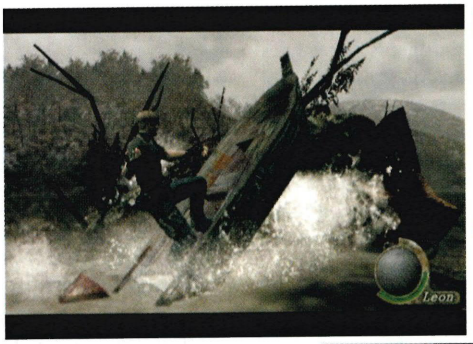
SALAMANDER

You need to jump into a boat to take on this amphibious mutant. You can attack it with a harpoon, but you have to be really careful as it can eat you whole if it knocks you into the water. No-one wants to go like that.



BAGHEAD

In *RE2* and *3* there was a sub-boss that chased you through the game, and this guy is *RE4*'s equivalent. He wields a chainsaw and wears a bag over his head. He can appear at any time, and will not stop until you're dead.

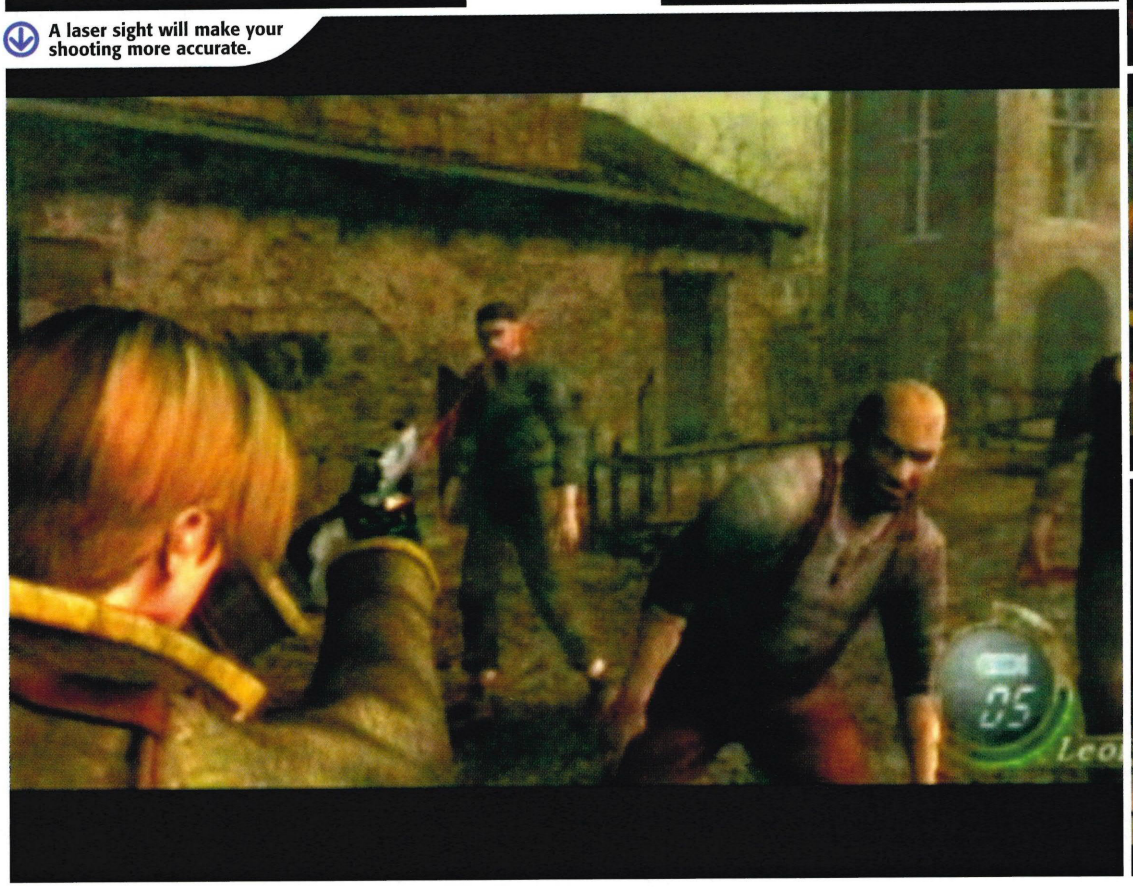


A range of new and, er, 'improved' bosses will keep you on your toes.



Crazed villagers will pop up all over the place, so stay alert at all times.

A laser sight will make your shooting more accurate.



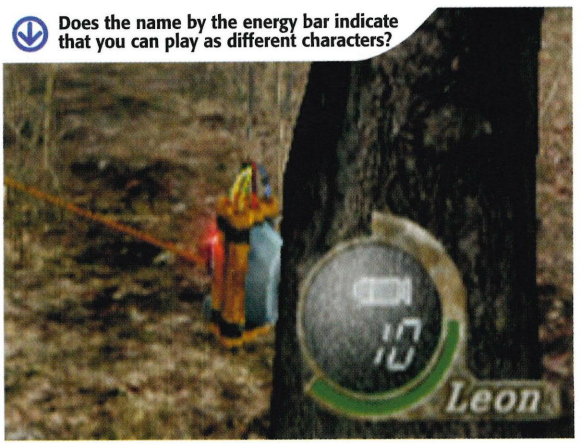
BRING A FRIEND

IT'S MORE THAN JUST LEON, YOU KNOW

Leon's vital stats are now shown on the screen instead of in the options menu. In the bottom-right corner you'll find Leon's health gauge (represented by a curved green bar) and his remaining ammo (represented by a number). Something Capcom has inadvertently let slip is that Leon will not be the only character who'll be playable in the game.

If you take a look at the stats you'll see that Leon's name appears under the gauge. This confirms without a doubt that other names will appear in this section. Capcom has already said that other members of the STARS team will turn up in the game, so there's a chance that we might see Rebecca, Claire, Chris or even Sherry making an appearance as playable characters. This should create a wealth of new gameplay options.

Does the name by the energy bar indicate that you can play as different characters?











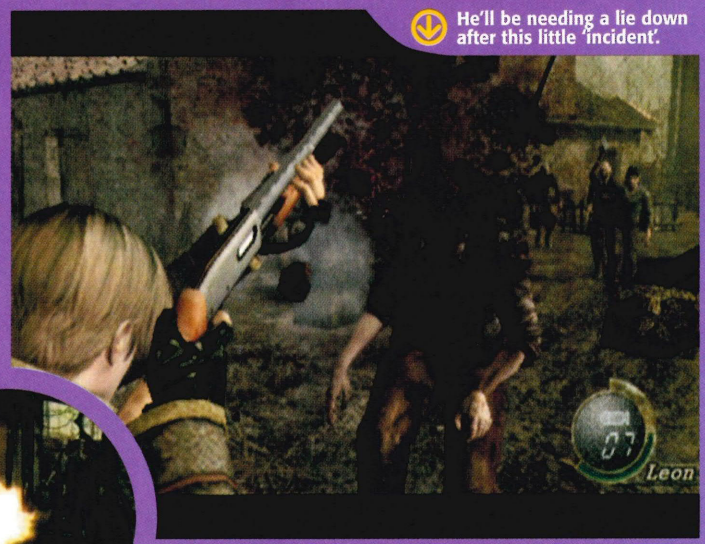
VEGETABLES AT DAWN

A WHOLE NEW SET OF WEAPONS

Capcom is always very secretive about the special weapons in its games, but the new trailer shows various different types of firepower. You start off with the upgraded, laser sight-equipped handgun. The laser sight attachment allows you to target specific body parts with a higher degree of accuracy. Then you have the trusty shotgun, and it really packs a punch this time around. Clip a villager just right and he'll fly back in a very pleasing fashion.

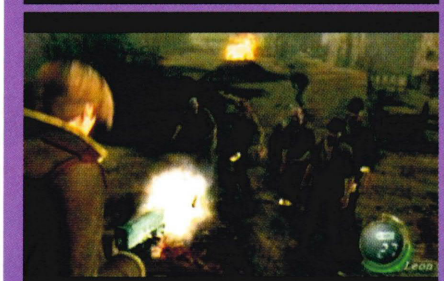
The sub-machine-gun makes an appearance quite early on, and is essential for mowing down the opposition when they gang up on you. We've also been told that a sniper rifle will be available, and it makes sense considering that the zoom feature is already in place thanks to the binoculars.

Guns aren't the end of the story though. Leon can chuck grenades and harpoons, and will no doubt be able to pick up other offensive items along the way.



He'll be needing a lie down after this little 'incident'.







Leon's arsenal also includes grenades for explosive fun.

CONTINUED Climbing over objects, jumping down from a platform, kicking doors... it all comes courtesy of just one button.

Technically, *RE4* is absolutely insane. Capcom is a whizz with the GameCube anyway, but this is the first *Resident Evil* title to be built from the ground up with the GameCube in mind. Both *RE Remake* and *RE Zero* started life on other platforms, but *RE4* shows the true might of the machine and the true talents of Capcom's programmers. Before we talk about the graphics we should mention that *RE4* is presented in widescreen as standard, hence the borders on many of the screenshots. There are also massive improvements to the loading. The door opening sequences are gone, and there are only minimal loading times between the different areas.

What is most impressive, though, is the polygon count and the lighting. We're used to the *RE* character models being beautifully detailed, but now the entire environment is just as impressive. We've only seen the village and the forest so far, but every item is intricately modelled and textured. Remember the forest sections in *RE Remake*? The forests in *RE4* look as good as that, but now it's all in 3D so you can explore everything. It's beyond us how Capcom has managed to squeeze so much out of the machine, and we haven't even mentioned yet that some of the scenes have as many as ten crazed villagers chasing after you... and all of it with an ultra-smooth frame rate!

It's quite obvious that *RE4* is a completely new style of game, and one that will top many people's most-wanted lists for the year to come. Forget any preconceptions you may have of the series being an ageing, clunky horror game. This is something else entirely. **CUBE** will have the world's first hands-on gameplay impressions in a few short months, so be sure to check back with us then!

CUBE SAYS...

FIRST IMPRESSION

■ Do we really have to say anything more about this game? It's blatantly obvious that it's something special, and it's definitely going to be one of the games of the year. Mikami-san hasn't disappointed us before, and he won't be starting now. This is a massive title, both for Capcom and Nintendo – as reported last issue, Capcom is predicting sales of 1.8 million units, and that demonstrates how confident it is that this will be one of the best games ever! **CUBE**

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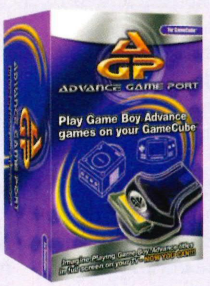
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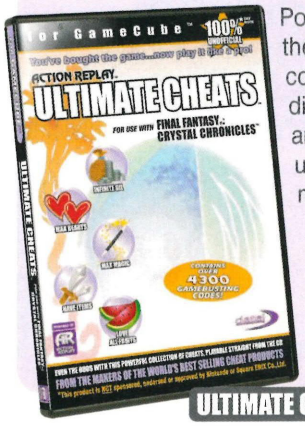
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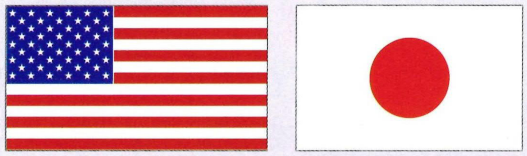
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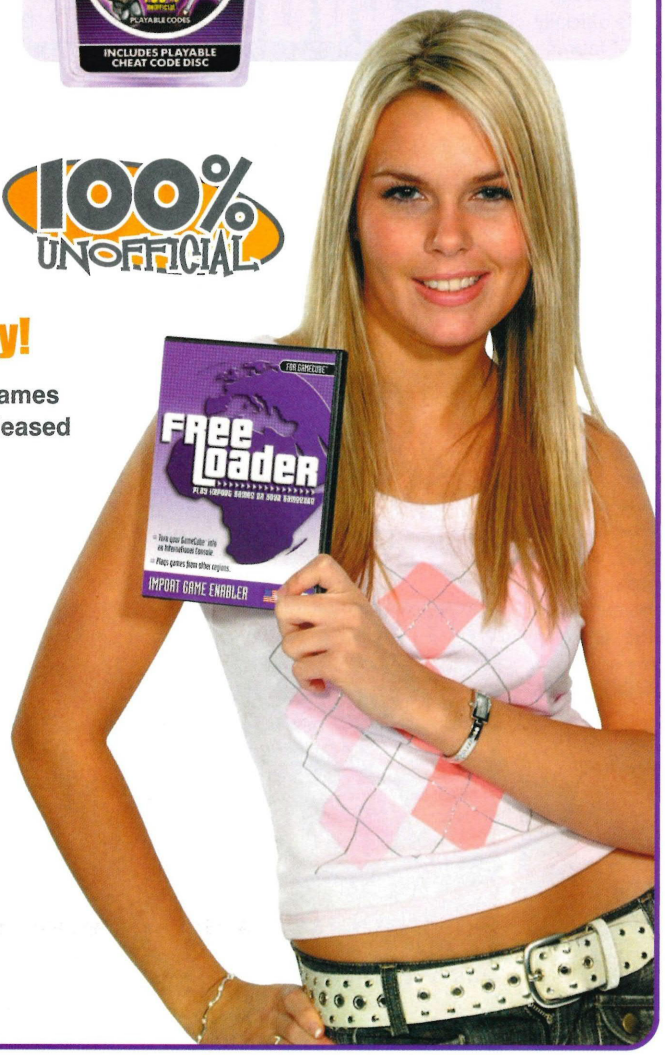
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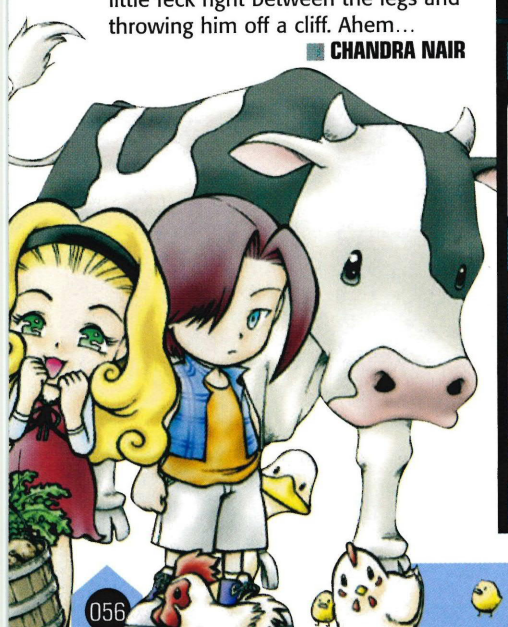
CUBE REVIEWS

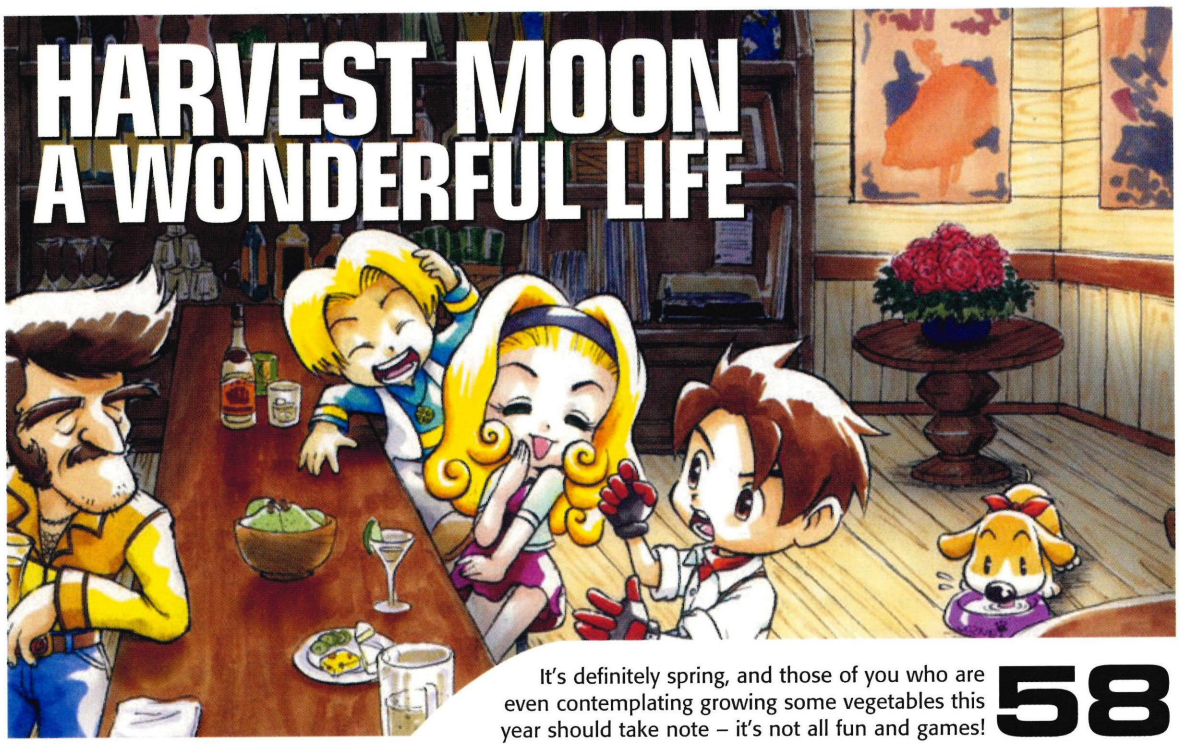
ISSUE THIRTY ONE

JUST A BIT LONGER

IT'S STRANGE REALLY: here we are in April, and in a world where people cast witty jibes about the GameCube software release schedule we're still managing to bring you nine reviews. Next month there are even more, so let's officially cast off that little demon that taunts us and accept the fact that there are actually a healthy amount of games coming out on our system. There's plenty to be excited about this month, with *Harvest Moon*, *Pool Paradise*, *Naruto 2* and *Custom Robo* leading the pack. Admittedly the other games on offer aren't must-haves, but none of them are bad eggs either. The important thing though, is that there's enough to be getting on with until next month's barrage of games, including the huge *Zelda: Four Swords +*, *PAL Pokémon Colosseum* and *Mobile Suit Gundam*. With that software line-up and the fact that GameCube is selling out around the globe, we're not just casting off that pesky little demon – we're kicking the cheeky little feck right between the legs and throwing him off a cliff. Ahem…

CHANDRA NAIR





HARVEST MOON A WONDERFUL LIFE

It's definitely spring, and those of you who are even contemplating growing some vegetables this year should take note – it's not all fun and games!

58

CUBISTS

If you were stuck on a desert island, what one game would you simply have to have with you?

MILES GUTTERY



EDITOR, CUBE

DESERT ISLAND GAME: *Cool Spot*
That started on a desert island didn't it? Oh, I see what you mean. Would there be anyone else there? If so *Pro Evolution Soccer 3*, but it's boring against the computer. Okay, *SSX 3* because it's massive, I still haven't finished it and all that snow would help cool me off.

CHANDRA NAIR



DEPUTY EDITOR, CUBE

DESERT ISLAND GAME: *Tetris DX*
I'll have to agree with Steph here and go with *Tetris*. It's the only game in existence that I can still play for hours without getting bored. It's gameplay in its purest form, and you can always get better and better at it, Craaiigg Daaaaviiiid.

GARY ADAMS



STAFF WRITER, CUBE

DESERT ISLAND GAME: *Super Mario Kart*
One of my favourite games of all time, and one of those games that you can always get better at. The N64, GBA and GameCube versions didn't comes close as far as I'm concerned, so they can go down with the ship.

TIM EMPEY



SUB EDITOR, CUBE

DESERT ISLAND GAME: *Final Fantasy X-2*
And hopefully stuck on the island for a long time. I've been playing it for weeks now and I keep missing something. It's starting to get annoying and I've still got to capture five level five Chocobos. It's just soooo big!

LIZ MORRIS



CONTRIBUTOR, CUBE

DESERT ISLAND GAME: *Psycho Fox*
This crafty old fox is getting on a bit and he's a touch straggly around the edges, but he's still loveable in an abandoned dog kinda way. (Liz will be joining **CUBE** permanently next month, so make her feel at home – Ed)

STEPHANIE PEAT



SENIOR DESIGNER, CUBE

DESERT ISLAND GAME: *Tetris* (GB)
I don't play games that often anymore, but when I do I nearly always pick up my chunky Game Boy and stick this on. It gets the old brain cells whirring into action, and it's so addictive! If only they brought out that *Rez* thingy…

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CUSTOM ROBO

84 It's like playing with wicked little robots that live, breathe (well, maybe not) and shoot the crap out of each other. One day it'll all come true.

POOL PARADISE

62 The best pool game we've played in a long time. Cross your average pool game with *Super Monkey Ball*, and this is what you get. Nice.

MISSION IMPOSSIBLE: OPERATION SURMA

66 A few years ago we may have embraced this, but it's all a bit 'been there, done that' in 2004. Worth a look for stealth fans, but average fair for everyone else.

LOONEY TUNES BACK IN ACTION

68 You have to worry when in this day and age games are still being released with so many technical bugs in them... and from EA of all companies!

KNIGHTS OF THE TEMPLE

70 It was always going to have its work cut to better *Eternal Darkness*, but as it happens it doesn't even come close to the Silicon Knights' classic.

TEENAGE MUTANT NINJA TURTLES

74 This could have been so good, but the quality cut-scenes and entertaining storyline is dragged down by mindless and derivative hack 'n' slash gameplay.

SCOOBY DOO: MYSTERY MAYHEM

78 Surely there must be something more you can do with a cartoon license than this? No? Oh, okay... everything you expect, and little else.

NARUTO GEKITOU NINJATAISEN 2

80 We really wanted to love this, and it does look smart, but ultimately there are better beat-'em-ups out there. Sob.

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

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

THE BREAKDOWN

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

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

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

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

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

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



HANKY TIME

The game's opening will have even the most hardened gamer blubbing like a girl.



The GameCube gets its wings



MELLOW

HIPPY CHIC

Among all the hard-working members of the community there's always one stinky old hippy banging on about peace and love... and *Harvest Moon* is no different!





Your mentor might seem like a miserable sod but he's a nice chap really.

CUBE STAR GAME

CUBE

INFORMATION

HARVEST MOON: AWL	
PUBLISHER:	UBISOFT
DEVELOPER:	NATSUME
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	47 BLOCKS

STATS

- BUILD YOUR FARM
- FORGE RELATIONSHIPS
- GBA CONNECTIVITY
- QUIETLY ADDICTIVE

OUT NOW | OUT NOW | OUT NOW





HARVEST MO A WONDERFU

GROWING ON ME: It's always very satisfying when you take a stroll around your domain and find that some crops have sprouted. Makes the hard work worth it!

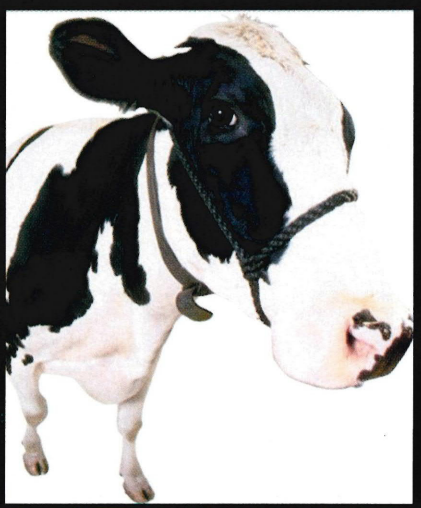


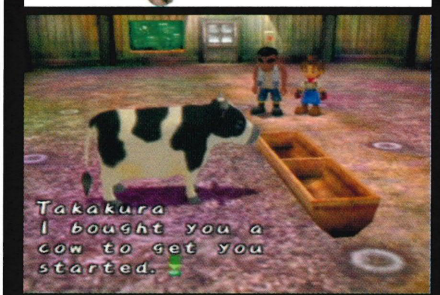
No, really, shows about crops will suddenly seem engrossing.

THE SIZE OF A COW

GARY WILL NEVER BE A FARMER...

Now, on the top of our illustrations you will see what a cow should look like – plump but not too fat, healthy, and looking as if it is going to spend many years happily mooing and providing milk for the farmer before one day finally being led off to the meat market to provide the ingredients for some very tasty beef sandwiches. Now, let's look at the cow at the bottom, shall we? This poor little fella is a resident on Gary's farm and it seems that someone has not been looking after their livestock. The cow is so fat that not only does it have trouble moving around but there's no way you can get underneath it in order to give it a good milking. Shame on you, Farmer Gary!



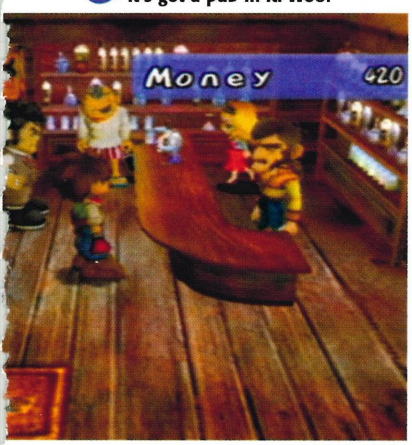




Put on your wellies and let's get to work!



The sign of a truly classic game – it's got a pub in it. Woo!



ON L LIFE

THERE ARE STILL many of us in the office who are in love with *Animal Crossing*. The way it recreated life with a huge cast of colourful characters is magical and we still haven't fully forgiven Nintendo for never giving us the ultimate gift of a PAL version. Now, though, thanks to Ubisoft we have the next best thing – a UK release for the latest game in the always engrossing, always innovative *Harvest Moon* series. Just one look at the colourful box art and incredibly Japanese style and we knew that we were in for a good time.

Chances are you will have encountered the farming simulation series before – perhaps in the classic SNES version or in its incarnation on the Game Boy. Each version has had the same basic plot – you're trying to create the best farm you can and then run it making sure that all the crops are thriving and the animals are happy. A simple premise which has sold pretty well for good ol' Natsume. Now, with the power of the GameCube, *Harvest Moon: A Wonderful Life* is able to take the premise and expand upon it to create a realistic and ridiculously deep farming adventure. Who knew rural life could be this good?

When the game begins you essentially have nothing. Well, except for a farm. Instead of dropping you into an already successful farming situation, at the start you have nothing – just a cute little puppy and a whole heap of dreams. Yes, *Harvest Moon: A Wonderful Life* is not for cynical gamers – you really need to rely on the power of your own dreams if you are to succeed!

Your initial tour of the farm shows you the basics. There's your simple farmhouse where you need to return to save the game, and this is where you can cook up a storm once you've grown the right ingredients (it's all about self sufficiency you see). There's the barn where you can build up a collection of farm animals who all need to be tended individually – there's a chart on the wall that shows you which of your livestock are happy and which need some TLC. Sometimes all they need is a bit of loving to start producing more dairy goodness for you to sell. Then there's the building that contains your work tools. These are very important as you need to acquire the watering can to tend to the crops and there are a huge number of tools necessary for cutting down the tall grass that can overpower your poor little seeds. Just remember where each of these buildings is (although there is an easily accessible map if you do get confused) and you're ready to fulfil your destiny down on the farm.

Once you've been shown these places, you're on your own. That's not to say you can't get help at any time – it's always there whenever you want it – it's just that you can go straight to work harvesting crops or you can spend days just walking around. It really is up to you.

Our adventure began by getting acquainted with Doherty, our very first

"THERE ARE CHARACTERS ALL AROUND TOWN, EACH WITH THEIR OWN FOIBLES"

FELINE, CANINE, FEELIN' FINE!

MORE ANIMALS TO GET HIGHLY ATTACHED TO

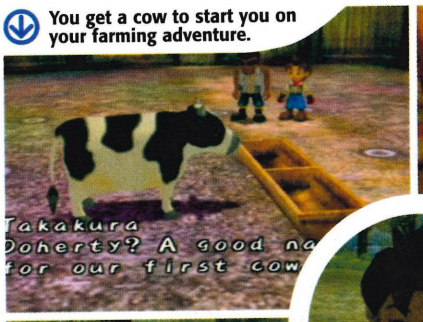
You might think that *Harvest Moon* is not the game for you as you have no love for farm animals and don't find sheep particularly cute and cuddly. Fear not, for one of the first things that happens to you during your adventure is that you are given a puppy. There are two to choose from – one with floppy ears and one with spiky ears – and your faithful pooch sleeps in a little kennel at the side of the house, ready to welcome you back after a hard day on the farm. Pressing the right shoulder button makes your character whistle, which will have your faithful pooch running to you in no time. For the more feline-inclined, you'll also meet cats, but just as in real life they are slightly less friendly and mew like crazy if you move them around too much.



Don't mess with the cat too much or it'll get all cranky.

Your devoted dog will welcome you home. Bless.

You get a cow to start you on your farming adventure.







CONTINUED

cow (possibly named after Shannon, we're not sure). Once we'd given the old girl a nice amount of hay to chomp on, she was quite willing to let us milk her and take the bottles to nearby residents who had requested them. The people of *Harvest Moon* are just as important as the farm itself this time around. You can't get the most out of *A Wonderful Life* if you're just focussed on the farming – your father always wanted the farm to be a family concern and so you need to go out there and find yourself a lovely lady who you can woo and make part of this perfect existence.

One of the most important places to visit is the local pub – and not only because you'll be needing some alcoholic encouragement after a hard day's raking. Here you'll find many of the colourful characters of the town – some of them are merely humorous asides, but it's always useful to befriend the local doctor, for example, who may be able to help you later in your gaming life. Despite the huge choice of drinks, we never managed to get our character singing sea shanties and puking on the pavement, but the bar was an interesting place to hang out nonetheless.

The range of crops is highly impressive. Instead of the simple choices such as potatoes, there are such varied crops as tomatoes and watermelons to attempt to grow. In order to get started, you need to visit the other farm in the town. Here you can exchange your hard-earned cash for whatever seeds take your fancy. Back on your farm there are various patches of land, some of which are more suitable for planting at a particular time. It's a mixture of judgement and patience that earns you the most rewards in the world of *Harvest Moon*.

Once you've got the hang of this farming lark, it's best to refocus your attentions back on making friends and, if possible, getting yourself a cute little lady. There are characters dotted around town, each with their own particular foibles. There's the dreaming adventurer who always talks of getting away and tries to encourage you to go along, there's the hippy who lives in a disgustingly multi-coloured shack and there are the fitness freaks who you'll always see out and about no matter how early you get up. There are plenty of young ladies too, but you need to spend some time visiting each of their homes to assess which of them are available. Many of them are quite happy to talk to you but soon end up banging on about their husbands. Time to find another victim!

In certain areas of the town you can go no further, and strange sprites Nik and Nak will appear to tell you that they are out of bounds – unless, of course, you have *Harvest Moon: Friends Of Mineral Town* for the Game Boy Advance, in which case Nintendo's much-loved connectivity comes into play and the world of *Harvest Moon* becomes even more expansive.

If you're looking for a game that constantly pushes you forward with cut-scenes and set missions then *Harvest Moon: A Wonderful Life* may not be for you. It doesn't hold your hand, forever prodding you to do certain things. Instead it allows you to continually discover things for yourself, make mistakes and ultimately stand on your own two pixellated feet. The town is massive and the whole style of the game just brings a huge smile to your face. Sure, other games may be more immediate but we guarantee that if you look back through this magazine in a few months, it will be *Harvest Moon: A Wonderful Life* that still has a place in your GameCube and in your gaming heart. Sowing the seeds of love, indeed. Buy.

KENDALL

THE GREAT OUTDOORS You get an amazing sense of scale, especially when you're out in the tall grass that sways in the wind. Lovely.



BAA!

NAME AND SHAME

It's always fun when you get new animals as you can give them all special names like a real family – meet Milesy the sheep...



You're free to wander where you like to discover more about the world of *Harvest Moon*. Like these, er, things.

HARVEST MOON IN WONDERLAND

LOOK HOW IT GOES, STRAIGHT DOWN THE RABBIT HOLE...

While most of *Harvest Moon: A Wonderful Life* is based in reality, there are a few sections where fantasy intrudes. When you reach what appears to be a magical tree with a tiny little door in it, you might think that you can venture no further. Wrong! In classic *Alice In Wonderland* and Timothy Leary fashion there are magical mushrooms outside the tree, and if you're brave enough to eat one you shrink down to a tiny size enabling you to enter. Inside you'll find Nik and Nak – lovable little sprites who have always got a cheery word to say to you. You also meet them later in the game when they give you the chance to connect up to the GBA version.

Take a trip into the magical tree. Er, trippy.





Nik and Nak will tell you when an area's out of bounds. Hey, someone's got to.

"IT'S ALWAYS USEFUL TO BEFRIEND THE DOCTOR, FOR INSTANCE, WHO MAY BE ABLE TO HELP YOU LATER"

CUBE VERDICT

HARVEST MOON

LIKE LIFE – ONLY MORE FUN!

VISUALS
Everything has the cutesy *Harvest Moon* style, as expected.

AUDIO
The tunes may annoy in places, but the mooing cow never gets old!

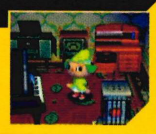
GAMEPLAY
Plenty to do – in fact, everything you would expect on a real farm...

LIFESPAN
Once you're hooked you'll spend hours thinking about your crops.

ORIGINALITY
Despite the several *Harvest Moon* games, the concept remains unique.

ALTERNATIVE

We lost members of the team for months once they started playing this...



ANIMAL CROSSING

Reviewed: Issue 12 **CUBE Rating:** 8.5

2ND OPINION

MOO! "It's a stupid game. My cow died, I starved and I couldn't get off with any of the ladies. Why play a game of my life? That's not fun, but for some reason this is!"

GARY

FINAL SCORE

9.0

EASY TO PLAY BUT HARD TO PUT DOWN, HARVEST MOON WILL HAVE YOU HOOKED



SECRETS

Unlock the Hidden Cave to play on this dodgy thing calling itself a table. But why?





Pot the red and screw back...

...for the yellow, another red and eventually the black

MRS MACLEAN must be very proud of her son. "What did you do today Archer?" "Well, I've invented a way to make balls roll about a screen really realistically." "That's nice son, do you want more beans?"

Anyway aside from making spheres roll smoothly, Archie-boy has been making games since, oooh, ages ago, his first being *Dropzone*, then *IK+*, then he got the hang of his balls and it's been snookery-dupery games ever since.

Right, *Pool Paradise* then. Archer's ball mechanics have long been perfected. All that was needed was a setting and a device to justify why you are about to play loads of pool. No smoky pub and having to place 50p on the side of the table to secure your turn; no dodgy club with even dodgier geezers doing 'deals' at the back; not even a competition against Paul Newman in a *Color Of Money* stylee. Nope, you're washed up on a beach – a very beautiful beach, it has to be said – where ghostly hands play pool against each other.

POOL PA

CUBE

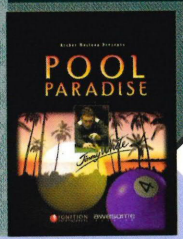
INFORMATION

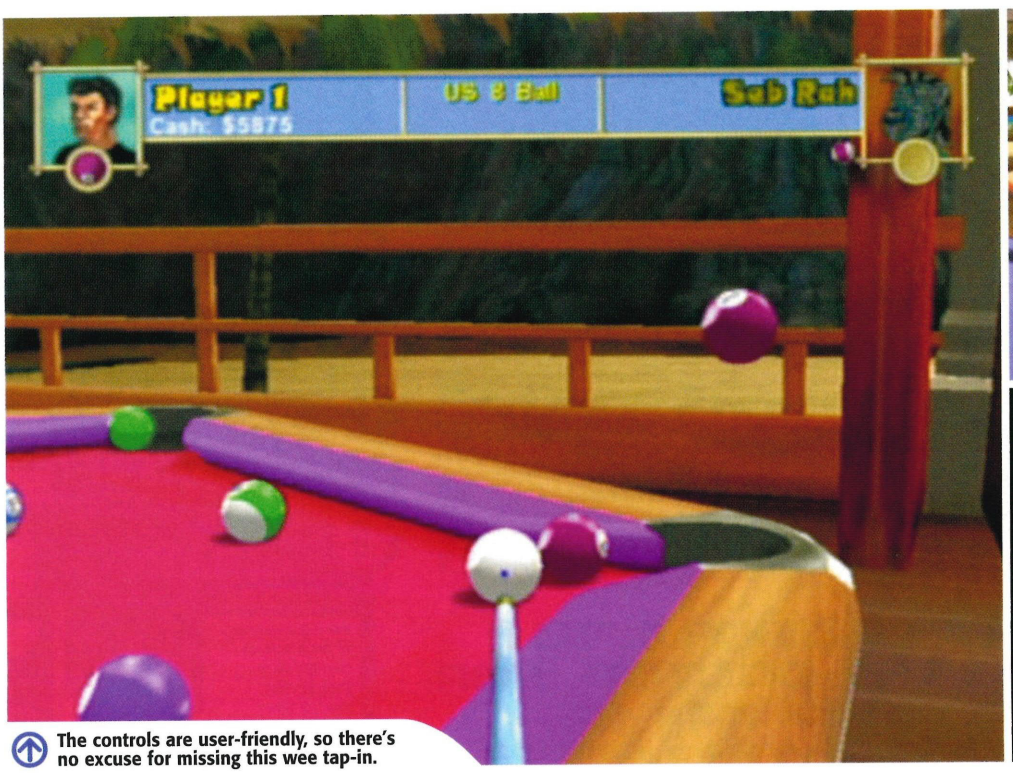
POOL PARADISE	
PUBLISHER:	IGNITION ENT.
DEVELOPER:	AWESOME STUDIOS
PRICE:	£19.99
ORIGIN:	UK
PLAYERS:	1-2
MEMORY:	33 BLOCKS

STATS

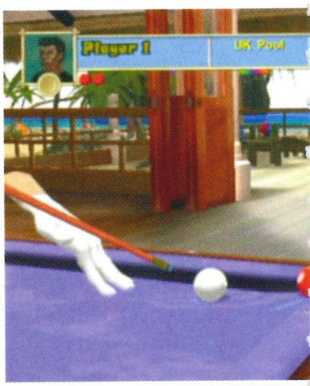
- GREAT BALL PHYSICS
- KER-AZY TABLES
- NOVELTY SETTING
- MINI-GAMES

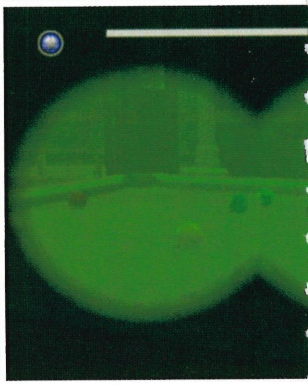
APR '04 | TBA | TBA





The controls are user-friendly, so there's no excuse for missing this wee tap-in.





Each set of these floaty Rayman hands have their own personality attached and their own level of AI – from the almost incompetent Sandy Beaches to the git-like accuracy of James White, there's a pun and a playing style for all 30 of them. Which is odd, as the computer has been programmed to lose. So there you are potting away, missing a few, the computer is potting away, missing a few, it gets to the black and the computer misses constantly. Strange, because it's the computer – it can work out angles, trajectories, cosines, tangents and Pythagoras' theorem quicker than you and in its head, no writing it down to show the working out and no programmable calculators. It's fine, though – to have the computer win constantly wouldn't make much of a game.

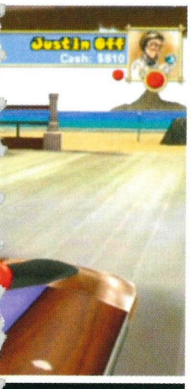
Once you arrive on the beach you have a few options. Actually, you have few options, but the main objective is to earn cash to buy more options. These options [stop saying options! – Ed] being mini-games and extra tables. To earn your readies you have to put your money where your mouth should be and enter the Competition mode to bet against your opponents. Starting from the bottom of the table where the bet is a measly $20, you take on the various personalities, earning dosh until you have enough to cover the stake of the more expensive matches. Eventually you'll have enough to play against the aforementioned cream of the crop – Jimmy White (yup, they managed to nab the licence at the last minute).

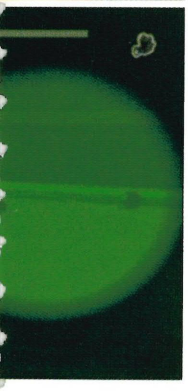
Playing a match is intuitive enough. The control stick swings your cue about while you look for the best chance of potting. Once you find your target you can adjust where you hit the white ball using the D-pad. Hit the ball low for a bit of backspin to stop the ball or screw back, hit it high for topspin to keep the white moving; hitting it to the left and right sends the ball flying off in mad directions. Hold down A and pull back on the control stick then push forward to take a shot, and thanks to the excellent analogue control of the GameCube pad you feel in total control of the power of your shot.

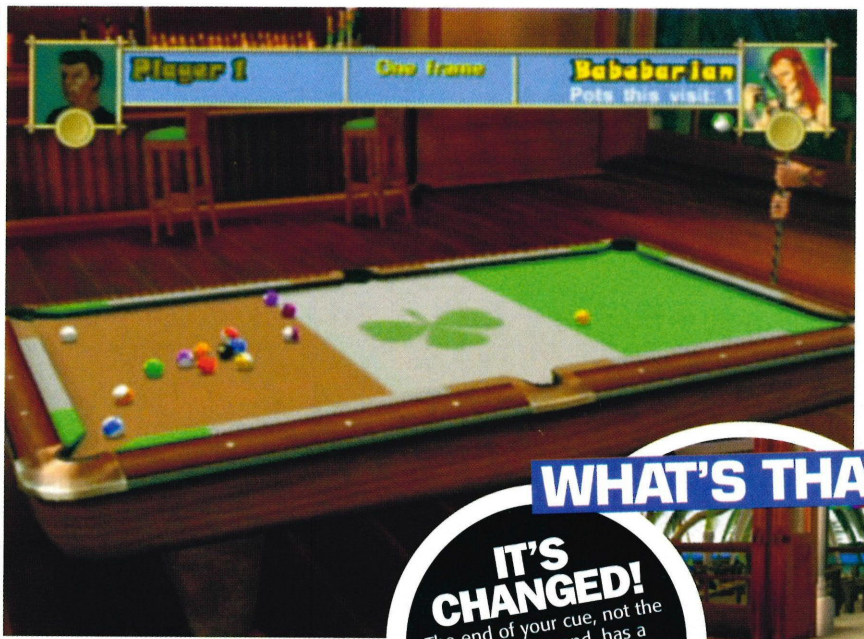
There's also an alarming number of variations of pool to be played. You're probably familiar with UK Eight Ball and US Six Ball, and even then you're probably playing a bastardised version of those with nominating pockets, one shot on the

"A FANTASTIC GAME OF POOL BY THE FATHER OF 3D BALL ROLLING"

RADISE







The HUD Goggles let you cheat for a while, but they'll set you back $5,000.

Customise a regular table in any way you like. Unless you're really dull.

WHAT'S THAT?

IT'S CHANGED!

The end of your cue, not the tip, the other end, has a picture that changes every time it goes off screen. Interesting and slightly amusing for a bit.



LEG BREAKER: If you lose all your money you have no option but to go to the loan shark. Hilariously, he is actually a shark.



A cannon at a coconut shy? It's the only way to win.



MINI-GAMES

THINGS TO DO IF YOU GET BORED

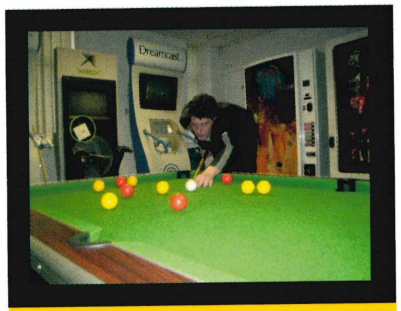
The cash you earn in Competition mode isn't just for covering the stake of the next match. You can purchase various mini-games which are 'fun'. These include skeepool, darts, a coconut shy and an arcade machine featuring Archer Maclean's *Dropzone*.

Back in 1983 Archer was inspired by *Space Invaders*, *Galaxian* and *Defender* (among others) and set to work in his bedroom. Six months later he was previewing his game at trade shows and the next year it became a celebrated hit. Back then things were simpler and one of the only incentives to keep playing was to beat the high score. No flashy graphics or immersive storylines, just the chance to be better than your mates.

Things are more complicated these days and these mini-games are only 'fun' in that old-school fashion. So not that much fun, then.



Archer Maclean's first game, *Dropzone*, is a retro extra.



BACK TO REALITY

POOL PARADISE VERSUS REAL POOL

Just to give *Pool Paradise* a thorough test we thought we'd play a bit of the real thing. There's a pool table in the **CUBE** office which doesn't get used as much as you'd think, so Gary and Tim racked 'em up and then discovered that they are two of the world's worst pool players.

Single games went on for half an hour. Even with Gary's careful application of GCSE maths, working out angles, speed, distance and such, balls just did not drop. Tim's slightly more successful 'whack it and see what happens' approach was deemed more fun, especially when a ball ricocheted around the table and ended up in an unexpected pocket.

After everyone went home, the beer was taken out (we had to wait as there's some 'rule' about not bringing alcohol into the office) and things did get better. Chances were taken, incredible chip shots were pulled off, balls were even potted on the break. Astounding! Beer really does make everything better.

CUBE VERDICT

POOL

POOL LARGE STYLE

VISUALS
Very realistic but if you blink really fast the frame rate drops.

AUDIO
A nice thunk from the balls and Gary's moaning is always a laugh.

GAMEPLAY
Pot the balls, twirl cue, look out to sea (if you're on the coast like us).

LIFESPAN
As long as your supply of pound coins lasts.

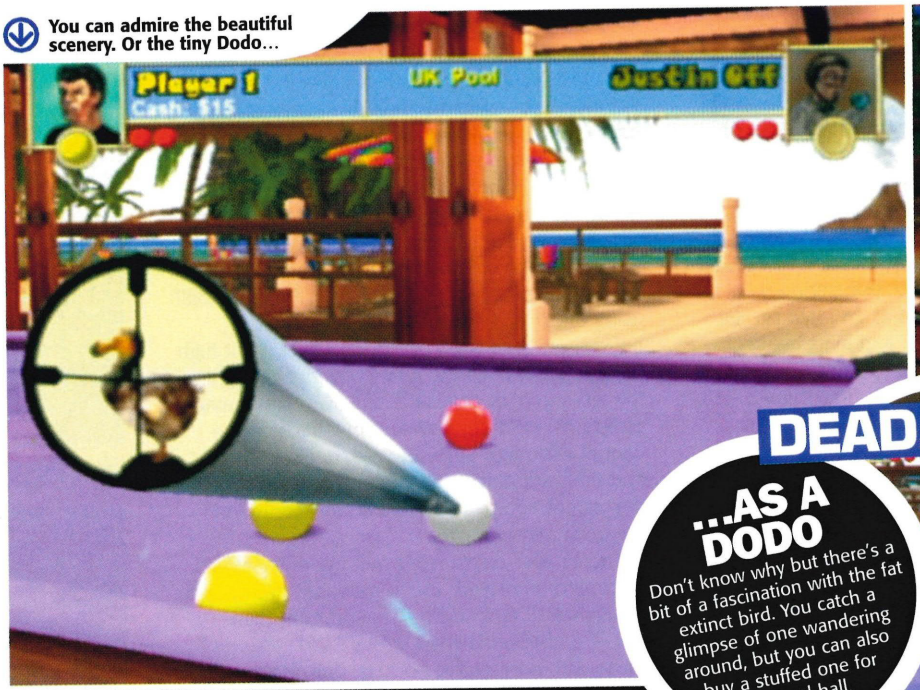
ORIGINALITY
Invented in 1830 and given rules by Michael Phelan in 1850.

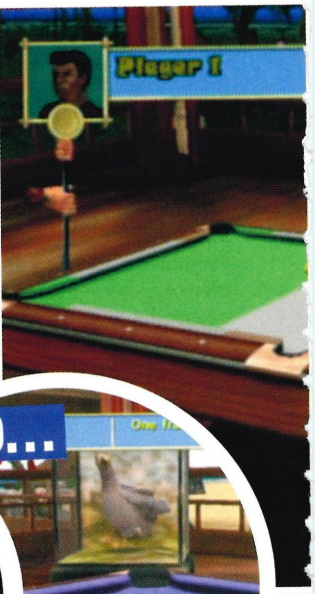
FINAL SCORE

8·0

A PUB GAME THAT HAS PASSED THE TEST OF TIME

You can admire the beautiful scenery. Or the tiny Dodo...

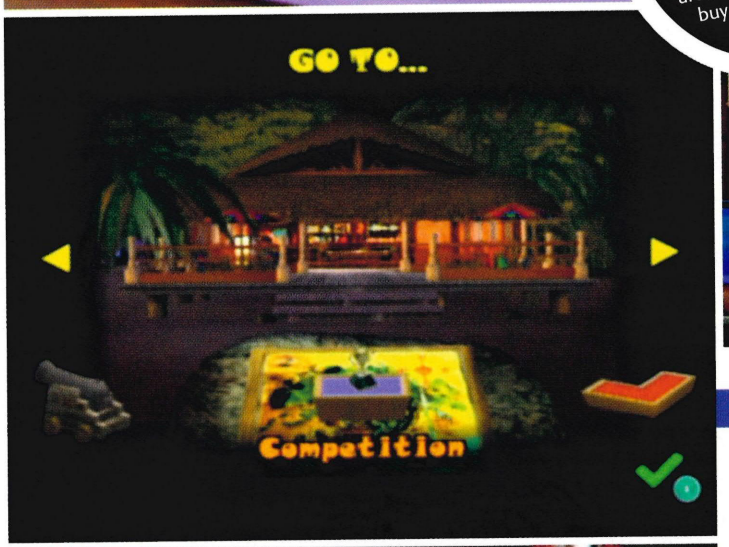


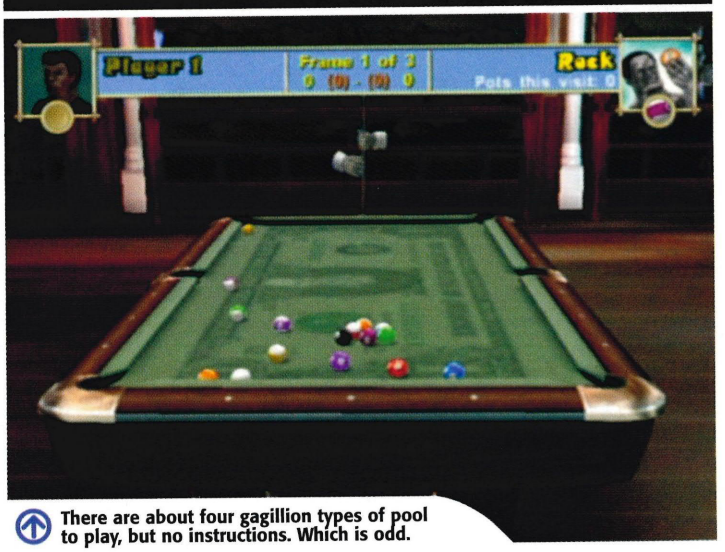


DEAD...

...AS A DODO

Don't know why but there's a bit of a fascination with the fat extinct bird. You catch a glimpse of one wandering around, but you can also buy a stuffed one for the pool hall.





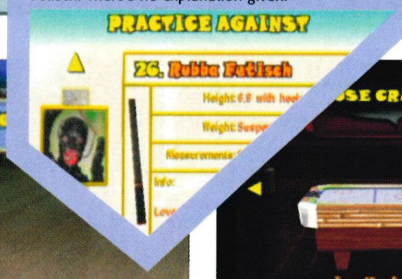
There are about four gagillion types of pool to play, but no instructions. Which is odd.

CONTINUED

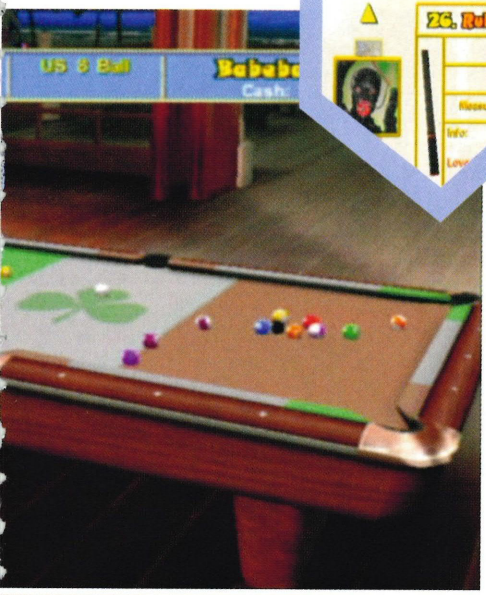
black, that kind of thing. But there's more: Killer (?), Rotation (?), Bowlliards (!?), another six ball... the list goes on. Unfortunately there's no explanation of the rules so you have to muddle through making foul shots along the way, until you end up sticking with UK Eight Ball because it's got red and yellow balls and is easy to understand.

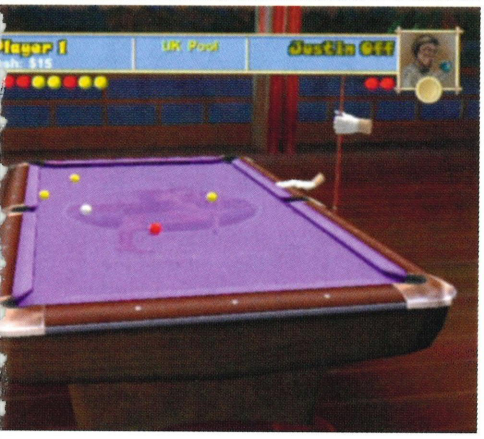
As you work through the competition table you can play any of these rules or constantly search for the one challenging you to UK Eight Ball, but at least that way you have more of a chance of beating them at your own game. For an even better chance of winning you can purchase a laser sight for your cue or cheat with the HUD Goggles which draw out the direction your balls will go, enabling you to sink them without fault. There's a time limit on the use of the Goggles, though, and once it runs out you need to buy a new pair. They're not cheap either, setting you back $5,000.

But enough with the stressful nature of the competitions – there's fun to be had



STRANGE: Out of the 30 characters there are 60-foot lizards, mythological creatures and this perv – Rubba Fetisch. There's no explanation given.





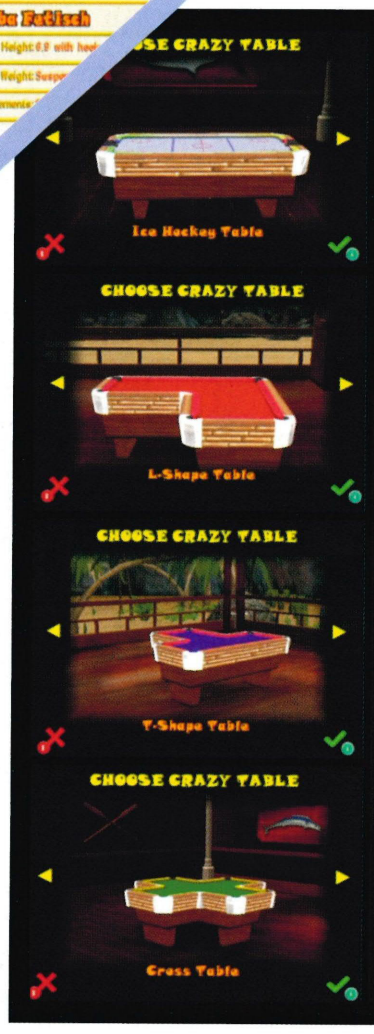
WELL THAT'S JUST SILLY

PLAY ON THE CRAZY TABLES AND HILARITY WILL ENSUE

Regular tables? With their six pockets and green baize and general air of gaming fuddy-duddyness? That's boring, we want tables shaped like an L, one that's a triangle, a cross would be cool and, yeah, a hexagon. But you'd never see any of that in a pool game... oh, right, they've done that.

But how's about one that's set on an air hockey table? Where the balls would roll differently because of the air jets and instead of pockets you could just shoot at the goal? That would be pretty swee... oh, there is one already.

Spend more cash and you can unlock these too. Fun for a bit, but the novelty wears off rather quickly and you soon return to the staid, ordinary table. At least you can buy a range of colourful surfaces for it.





Strap yourself down – the pool table set-up just got a little bit crazy. Whoa there...

in Paradise. There's skeepool, darts, a coconut shy, crazy shaped tables to play on and an arcade cabinet of *Dropzone* to remind you why retro gaming is crap. After you've wasted a bit of time on those you can try to unlock the Hidden Cave for a bit of action on a rickety old table, and then maybe create your own trick shots that, just like in real life, take ages to set up and you'll probably mess up anyway.

As you travel (well, float) around the island you do notice how nice it looks. Time changes too, very quickly. Enter a match in the morning and by the time you've finished it'll be night, although it's purely cosmetic.

One-player mode has a problem. If your attention span is shorter than Tom Cruise (just another *Color Of Money* reference) then it becomes infuriating to watch the computer walk round the table, take ages over a shot, pot it and then walk round the table again. You can't speed it up either. You can in *World Championship Pool*, so why not here? A slight oversight perhaps.

Minute irritations aside, for your 20 nupes you get a fantastic game of pool by the father of 3D ball rolling, enough stuff to keep you coming back on your own, and if you bring a mate the competition is never-ending. However (and in the great tradition of games reviewing), if you're not a pool player there's little to interest you here, but for the fans it's great and takes up less space than a real pool table.

TIM

"YOU'RE WASHED UP ON A BEACH WHERE GHOSTLY HANDS PLAY POOL AGAINST EACH OTHER"

CUBE VERDICT

POOL PARADISE

POOL IN THE PALM OF YOUR HAND

VISUALS Shiny balls and attractive setting but slightly wonky straight lines.

AUDIO Chilled-out tunes and some lovely effects create a relaxed ambience.

GAMEPLAY Pot the balls, twirl cue, look out to sea, ahh...

LIFESPAN Competition mode takes a while, more fun in two-player.

ORIGINALITY Er, not really. The beach setting is nice, though.

ALTERNATIVE

There are no other pool games on the GC. Apart from maybe that game in *BG&E*...



POOL

Reviewed: Issue 31 CUBE Rating: 8.0

2ND OPINION

BALLS! "Rather than risk the dangers of your local pool hall – psychos, hoods and second hand smoke – this is the perfect alternative."

GARY

FINAL SCORE

8.0

PERFECT FOR AGORAPHOBIC AND MISANTHROPIC POOL PLAYERS EVERYWHERE

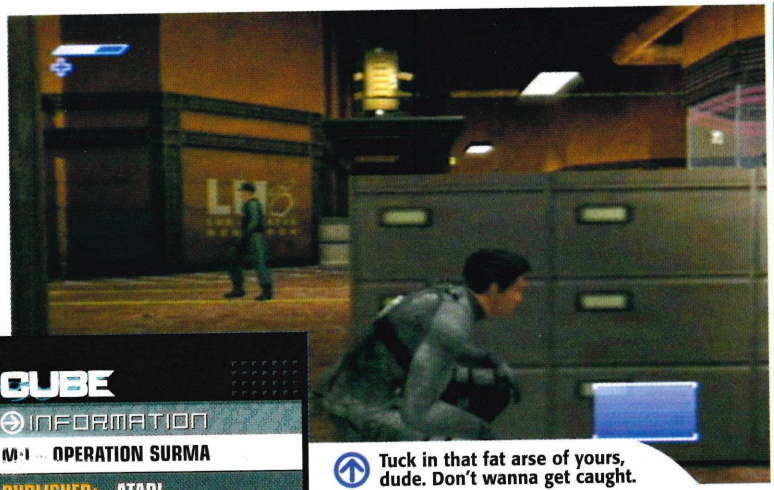


GIVE US A HAND

Some doors need an employee's handprint. Knock 'em out or force them to do it!

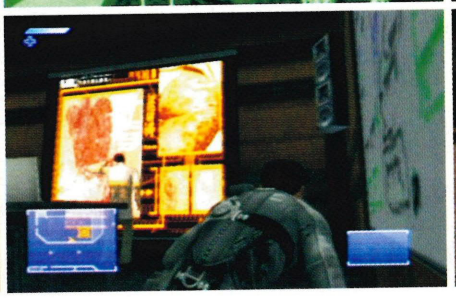


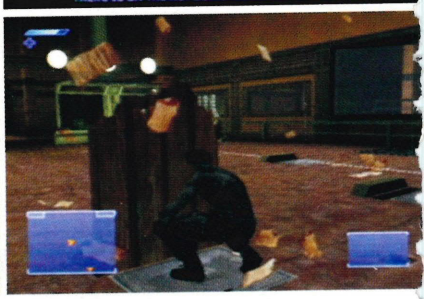
We 'cruise' on down to Russia











Tuck in that fat arse of yours, dude. Don't wanna get caught.

CUBE

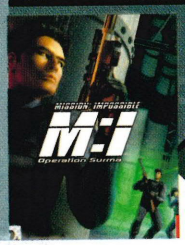
INFORMATION

M:I	OPERATION SURMA
PUBLISHER:	ATARI
DEVELOPER:	MELBOURNE HOUSE
PRICE:	£39.99
ORIGIN:	AUS
PLAYERS:	1
MEMORY:	5 BLOCKS

STATS

- STACKS OF GADGETS
- FEATURES VING RHAMES
- TRAVEL AROUND THE WORLD
- DEVOID OF CRUISE'S UGLY MUG

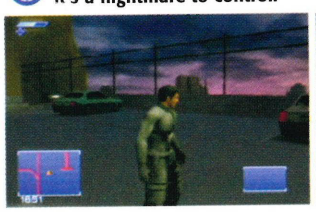
TBA	OUT NOW	OUT NOW



MISSION: IMP OPERATION SURMA

It's a bit like Splinter Cell... but not

This look familiar? Unfortunately, it's a nightmare to control.





KEYED IN

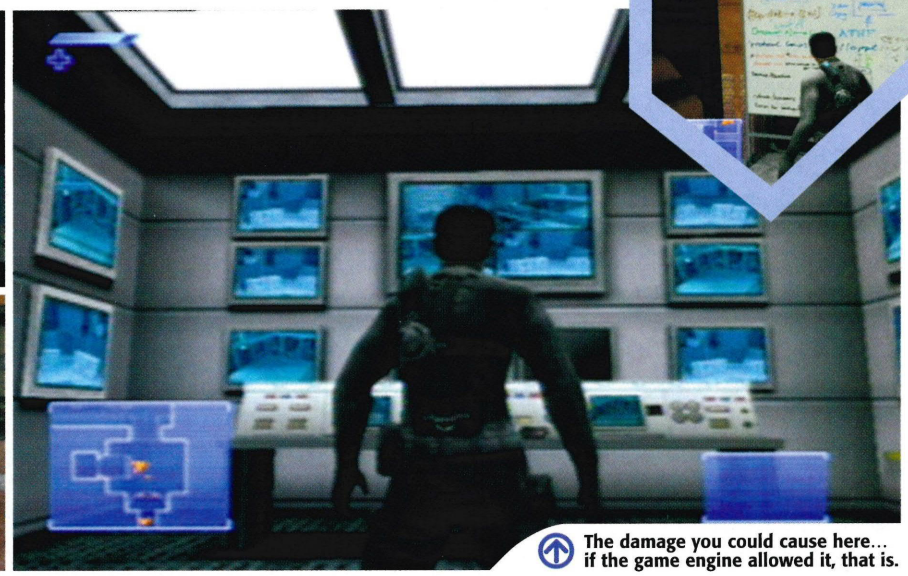
PLAYING THE FIELD

If you ever need a password, just get the binoculars out and have a quick peek. You don't actually see any keys being tapped – your character simply 'learns' what he saw.



THE STEALTH genre has really taken off over the last couple of years, and to be honest it's all a bit confusing. Most of the time it ends up being a somewhat uncomfortable mix of all-out panic-inducing action between long periods of relative inactivity. This might be how it works in real life, but most people don't pay £40 a time for this pleasure, and have a lot more to lose when it does all go wrong. *Mission: Impossible – Operation Surma* attempts to combat this issue by toning down the importance of being invisible (to a certain extent), thus allowing the player to enjoy the game for enjoyment's sake. Let us explain...

In *Metal Gear Solid* and its ilk, running into a room full of guards is almost guaranteed to end in tears – or at least a 'game over' screen. In *M:I*, however, a couple of quick jabs to the face will have even the most hard-as-nails guard on the floor crying for his mother. Likewise, if you set off an alarm the nearest control box for you to hack will almost always be a comfortable distance away, your only worry being the countdown timer that dictates the amount of breathing space you have before you have to restart the game. This makes the game very fluid and the action is constant. It certainly has a



THE WHITE STUFF: Do the scrawls on this whiteboard mean anything to you? If so, please write in and tell us. There's always a chance of you winning a prize...

The damage you could cause here... if the game engine allowed it, that is.

OSSIBLE

different pace to it than most games in the genre.

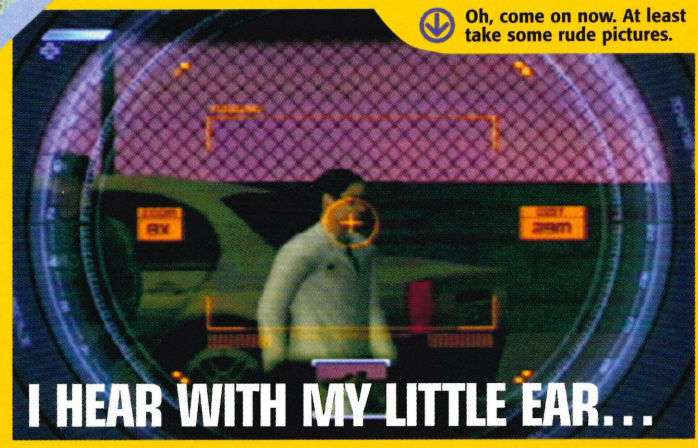
Looking a little deeper, it also gives the player a certain degree of choice. You see, the main complaint about *M:I* is its linearity. There is almost always only one route through a level. In fact, the game as a whole is very last-generation in design. If you get stuck, you can usually work your way through by re-visiting everywhere you've been so far and combing every square inch of space. This is old-fashioned and boring. But then you can choose to run through the levels in an inferno of death or slink about knocking people out. This doesn't exactly make up for the sometimes tiresome design of the levels, but it's nice to have the option all the same.

The relative accessibility of *M:I* doesn't stop there. Whereas most sneak-'em-ups feature a horribly complex menu system and lots of button fiddling, your character, Ethan Hunt, actually shows some intelligence. Go up to a locked door and press the action button and he'll automatically start to burn through. Alarms blaring? Press the action button at an alarm control box and he'll hack it for you. Best of all is the way that you can 'store' other items. While all of this context-sensitive action is going on, the gadgets he uses don't count as being equipped, so at any time you can cancel these actions and immediately bring out the item you do have equipped with one button – useful if you're busy with a computer and a load of guards run in: just drop to your knees, pull out your gun, do what you have to do. Then you can get back to the computer, all without having to get your fingers in a tangle.

Unlike some videogame heroes, Ethan's body isn't capable of defying any physical laws. He can just about scramble up structures that stop at shoulder height and has the obvious crouching and hanging skills. This is certainly refreshing, as it forces you to look at the environments though 'real-life' eyes.

The thing that strikes you most about *Mission: Impossible* is that it appears to have arrived a couple of years late. With *Splinter Cell: Pandora Tomorrow* on the horizon (it's already causing a storm on the Xbox) and *Metal Gear Solid 3* causing PS2 owners to go weak at the knees, there simply isn't any aspect of *M:I* that hasn't been done better before, or won't be surpassed in the coming months. Aside from the expected frustrating moments (limiting the control you have over your character for certain sections isn't clever, it's annoying) and generally uninspiring missions, there aren't any huge problems with *M:I*. If you fancy the idea of stealth games but have never got your head around the whole 'no running in and blowing heads off' ethos, then this would be a good starting point. Sneaking experts however will find this a rather stilted affair, and should wait for *Pandora Tomorrow*.

GARY

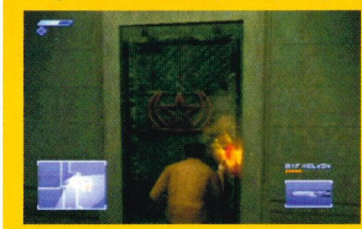


Oh, come on now. At least take some rude pictures.

I HEAR WITH MY LITTLE EAR...

GO, GADGET, GO!

As in all self-respecting stealth games, there's no shortage of cool gadgets to play around with. Obviously you've got a grapple hook which lets you reach ropes and pipes, EMP guns for taking out camera systems, dart guns for dropping guards, and thermal imaging. Our favourite toy has to be the binoculars, though, as aside from allowing you to zoom in on unsuspecting people, they also have a microphone so that you can hear them talking. Not only that, but they also act as a digital camera for all your espionage needs. We want a pair. Now.





"MOST ASPECTS OF THIS GAME HAVE BEEN DONE BETTER BEFORE"

CUBE VERDICT

M:I - OPERATION SURMA

ACCESSIBLE, ACTION-HEAVY STEALTH-'EM-UP

VISUALS
Nice animation, but simple geometry and character models.

AUDIO
Believable sound effects and suitable music. No problems here.

GAMEPLAY
Fluctuates between simple and infuriatingly frustrating.

LIFESPAN
A large enough adventure, and there are multiple difficulty levels.

ORIGINALITY
A few years ago, maybe. But we've got more stealth games these days.

ALTERNATIVE

A remake of the PSone title, this isn't as good as it should have been, but it's still sweet.



METAL GEAR SOLID: TTS
Reviewed: Issue 30 **CUBE Rating:** 8.5

2ND OPINION

IMPOSSIBLE! "Ethan Hunt is cool, but this tawdry game doesn't do him justice. Whilst fun in places it lacks flair and longevity."

LIZ

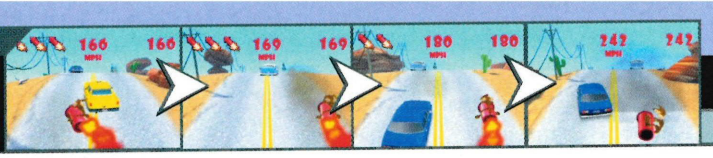
FINAL SCORE

6.7

PLEASANT ENOUGH, BUT THERE'S A LOT BETTER OUT THERE

ROCKET MAN

This mini-game sees Wile E Coyote trying to catch Roadrunner. Chaos ensues, natch.



You sing the tune, I'll hum it



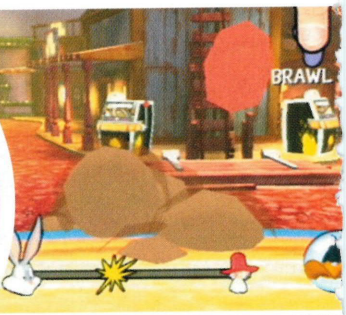
"Say, Daffy, you like movies about gladiators...?"

SPLASH!

WATER GUY!

Both characters can use fountains to spray them up in the air in order to reach high ledges. These often offer financial reward in the shape of a few more nickels!





The old comedy staple of a duck on a rollercoaster...



LOONEY BACK IN ACTION

Bugs and friends get together again for some cartoon fun...

CUBE

INFORMATION

LOONEY TUNES: BIA	
PUBLISHER:	EA
DEVELOPER:	WARTHOG
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	2 BLOCKS

STATS

- BASED ON THE MOVIE
- VARIOUS MINI-GAMES
- PLAY AS BUGS AND DAFFY
- LOADS OF CAMEOS

OUT NOW | TBA | OUT NOW



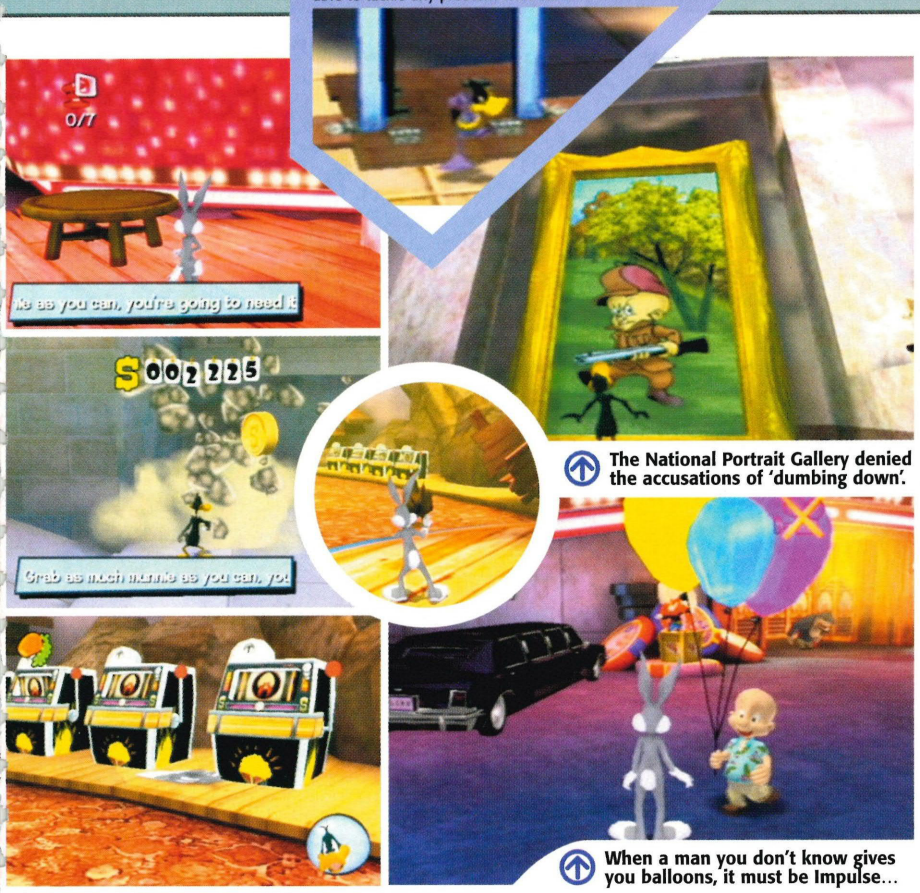
IT'S BEEN A while since we've seen the Looney Tunes gang on the big screen – *Space Jam* was the last time they were together. Now we have *Back In Action* starring George Of The Jungle himself, Brendan Fraser, along with all of your favourite cartoon stars. Unsurprisingly, the movie has spawned a tie-in game, allowing you to take control of both Daffy Duck and Bugs Bunny in a madcap adventure.

The story has the head of ACME stealing the famous Blue Monkey Diamond in a dastardly attempt to take over the world – except he didn't count on some crazy monkeys deciding to take the Diamond back. At this point Daffy starts (literally) seeing dollar signs before his eyes and soon he and Bugs are off around the world to try and get the treasure back. You can tell which monkey has the diamond because he wears a rather fetching top hat, like you do.

The action begins on the Warner Brothers lot and you're eased into the game with some simple challenges. You soon learn that most objects can be smashed and contain money. This is very important as in order to travel to other parts of the world you need taxi fares, and until you have enough you're stuck in one one. This is a big mistake on Warthog's part as once you've travelled through all the levels you just want to carry on the story, rather than have to revisit levels just to grab some extra dosh. This isn't so annoying early on in the game where you may only be a few dollars short, but when we left Vegas we still needed nearly two thousand dollars to continue – it's no fun having to bash things over and over for the sake of a few lousy bucks when all the challenges have already been completed!

Ah, the challenges – this is the biggest problem with *Back In Action*. The game has a ridiculous amount of bugs, and not the rabbit variety, that will drive you crazy, and this is a final boxed copy! Having completed a task, the characters just continue wandering around – on one level it did this for 45 minutes before we turned it off in a huff. When we came back to it and loaded it up again a cut-scene kicked off

SUPERHERO: Daffy may be a bit of a wimp, but find the special Duck Dodgers outfit and he's suddenly able to tackle any problem with ease.



The National Portrait Gallery denied the accusations of 'dumbing down'.

When a man you don't know gives you balloons, it must be Impulse...

PLEASE FASTEN YOUR SEATBELT

IT'S GONNA BE A BUMPY RIDE...

While most of the game features our two intrepid heroes walking around trying to grab cash and monkeys, one of the most challenging levels happens in Vegas. Here Bugs Bunny needs to chase Yosemite Sam in a runaway minecart-style rollercoaster. You must pop the balloons of Yosemite's face while simultaneously leaning correctly to avoid the huge number of bombs that line the track. Prepare to swear – a lot!



This can get astonishingly frustrating – remember to express your rage responsibly.

TUNES

"THE GAME HAS A RIDICULOUS AMOUNT OF BUGS, AND NOT THE RABBIT VARIETY"

that had not been triggered before and the story progressed. This this was not an isolated incident. Talk about a game being rushed out to cash in on the movie! How disappointing. We even found Sylvester and Tweety wandering around for no reason and it was ages after giving the cat a swift clout round the head that it became apparent this was a mini-game that again had not been triggered. C'mon fellas, what's going on?

Aside from the unforgiveable bugs, *Back In Action* has plenty of plus points. The pairing of two characters works very well, with certain levels requiring you to position one before changing to the other in order to hit switches and open doors – yeah, we've seen this all before but it's rare for a licensed product to bother with such game mechanics. Both Bugs and Daffy have unique strengths, too. Bugs is able to burrow underground to sniff out goodies and dig under walls, whereas Daffy can swim and therefore can be used to dive into fountains to collect more cash.

Graphically the game is impressive throughout, with good animation and some funny cut-scenes. Sound-wise it scores too, especially with Daffy's wisecracks, although be warned that Bugs' speech is repeated ad nauseum until you know exactly what he's going to say in any situation. Even more annoying are the tourists who populate the levels. Instead of having a variety, there's one guy who says the same things over and over: "It's them! It's them!" and "He touched me!". FOR GOD'S, SAKE, SHUT UP, MAN!

It is a real shame that more time wasn't taken knocking *Back In Action* into shape as there are some imaginative touches here and a decent amount of variety. Alas, the unforgiveable bugs and awkward level structure mean that a lot of the attraction is lost. More development and we'd recommend this wholeheartedly, but because it's so rushed we simply can't. So many Bugs, it's Daffy! Sorry...

KENDALL

CUBE VERDICT

LOONEY TUNES: BIA

PLAYABLE BUT ULTIMATELY FRUSTRATING

VISUALS
It certainly looks good with Bugs and Daffy brilliantly recreated.

AUDIO
A triumph with funny commentary and upbeat music.

GAMEPLAY
Here's where the trouble begins – too many bugs!

LIFESPAN
Having to collect money means you may not bother completing this.

ORIGINALITY
Better than many of your join-the-dots licensed products...

ALTERNATIVE

Another cartoon character gets his own game with his unique brand of mayhem.



TAZ WANTED
Reviewed: 11 CUBE Rating: 5.6

2ND OPINION

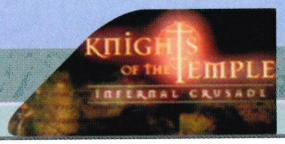
TOONS! "Why is it that kids games make you swear? They're for kids! Yet the language they make you spout would make sailors blush."

TIM

FINAL SCORE

6·0

PLAYABLE BUT LET DOWN BY BUGS AND AN UNFORGIVING STRUCTURE



THIS LOOKS GOOD

As you get further into the game you'll learn simple combos that really deal out the damage.



CUBE

INFORMATION

KNIGHTS OF THE TEMPLE

PUBLISHER:	TDK
DEVELOPER:	STAR BREEZE
PRICE:	£39.99
ORIGIN:	SWEDEN
PLAYERS:	1
MEMORY:	6 BLOCKS

STATS

- HACK UP HUNDREDS OF ENEMIES
- CHOOSE FROM FOUR WEAPON TYPES
- SMASH UP SOME BARRELS
- BUT NOT OTHERS

OUT NOW | TBA | OUT NOW



Hack! Slash! Burn!



KNIGHTS OF THE

Suit up, unsheathe your sword and lets get olde...



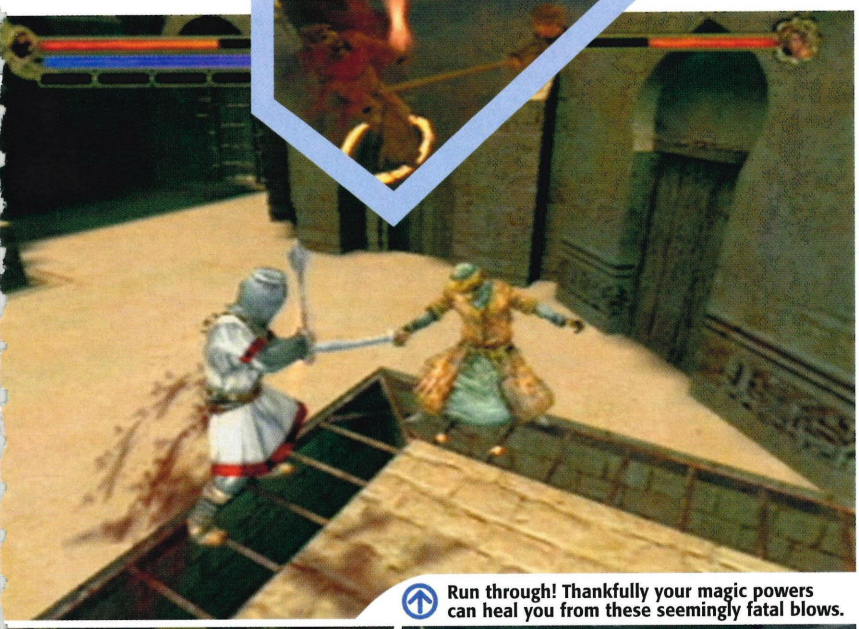
Blood does end up flowing through the streets, a bit like the slime in *Ghostbusters 2.*

THIS GAME IS all about action. Sometimes you'll have to search for a key, other times there'll be a simple (but occasionally very frustrating) puzzle blocking your path. But 90 percent of the time you'll be busy hacking away with your sword and axe, swinging your mace around or shooting some arrows about the place. It's quick and easy, and the action plays in spurts of frantic button-smashing violence and splashes of blood. We like this – we're of the belief that there's always time for mindless, gory action in any situation. Er, apart from ones in real life, of course.

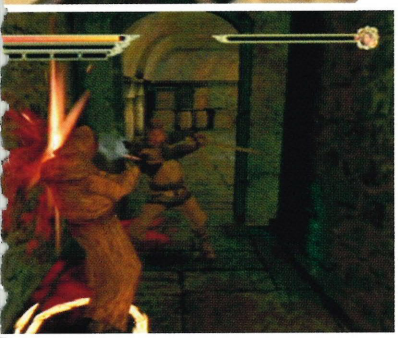
So, yes, run around loads of reasonably good-looking levels with some seriously heavy (quite literally) weapons and kill people without any thought of what they've actually done. It's like *Lord Of The Rings*, *Gauntlet*, *Conan* or any other mindless slasher you could care to mention, all wrapped up in environments viewed through an *Eternal Darkness* style camera. We've got no complaints with this, but what we do worry about is that old chestnut that seems to be popping up over and over again with third-party titles – we've seen it all before. But we'll get to that later. First here's what we like about the game.

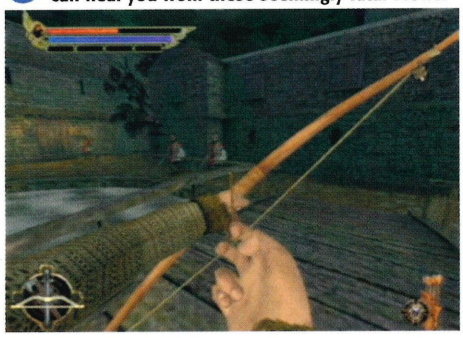
For starters, there's the character's 'weight'. When you swing your six-foot Broadsword, your knight leans back and brings it up and around with a mighty effort. You can see how he's fighting to get the momentum going, and when he does connect – be it with stone or foe – he grunts and strains to bring it back up. Conversely, when using an Axe you'll be able to spin around at high speeds and deliver a series of devastating jabs in a matter of

BLOOD 'N GUTS: No matter how many bodies you slice through, your sword always stays clean. Bah. We want to see stringy flesh and bloodstains clinging to our steel!



Run through! Thankfully your magic powers can heal you from these seemingly fatal blows.





TEMPLE

seconds. It's certainly impressive, and very satisfying. In an odd way, you really feel as if you're fighting rather than stabbing at a couple of buttons in front of your TV. The pace of the combat is also good. For once the enemy don't just run in and swamp you, but while not showing any hugely advanced routines – the likes of which you'll notice in *Halo*, for example – they'll still dart about, looking for cover and hiding behind stronger allies. When you do engage them in combat they'll spend a lot of time blocking rather than mindlessly lashing out. With a particularly tough rival, you could be doing the dance of death for quite some time, parrying, bluffing and blocking until somebody opens up their defences. The combat engine isn't in any way comparable even to your average beat-'em-up, let alone the big guns like *Soul Calibur* or *Tekken*, but it still makes a nice change to apply just a little bit of thought to the combat. Just a little, mind. You're still going to be hammering those buttons with far more force than is usually necessary for most of the time.

The problem with *Knights of the Temple* is obvious from the start, or even from the screenshots. It does nothing new. Fine, you might say, as long as the game sets out what it's trying to do and does it well, this shouldn't be an issue. But that this viewpoint is only relevant to those who don't actually pay for their games – us, for instance. Slapping your hard-earned dosh on the counter for a game that merely recycles old game ideas and polishes them up a little is most disheartening, and that's *Knights Of The Temple*. Initially it may feel rather exciting, with your character

KNIGHT NIGHT

SAY IT LONG ENOUGH AND IT STARTS TO LOSE ALL MEANING...

We love Knights. They're great. So in celebration, we have listed our top five (K)nights of all time...

At number one we have... Knights. Ranging from your merry knights of olde England, with their armour and massive broadswords racing across Europe on horseback, adventuring and getting all the pretty gals, to the ultra-cool Jedi Knights who forgo their own lives to protect those less able and keep the galaxy safe. Just check out that documentary *'Lord of the Rings'* to see how far they'll go for King and... sweetheart.



At number two... Nights. That precious time between work and work. You can spend them awake playing videogames or reading or dancing or, or, or... loads of stuff really. And if you do actually sleep, you get to play in your own fantasy land – your brain! Unless you're Tim then it's just constant night terrors. Just remember not to eat any cheese beforehand. Unless you wear a trench coat and wellies.



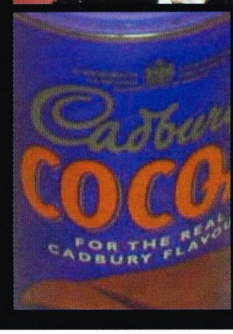
Aaaaaaand at number three... *NiGHTS*. Ah yes, this is a videogame magazine after all. Sonic Team's seminal Saturn title, this dreamy, wistful game is a mix of aerobatics, racing and platforming, but was overshadowed by the mighty *Mario 64* on its release. However, over the years it has managed to scratch out a cult following for itself. Track down a copy if you can – you won't be disappointed. Even less if you get your mits on *Christmas NiGHTS*.



Limbering up in fourth position is... *Knight Rider*. Saturday (or was it Wednesday?) evenings would never have been the same without the incredibly tall David Hasseleyhoff and his black phallic car saving the world (well, America) and down-on-their-luck rednecks. Many imitated the super vehicle idea: *Streethawk*, *Airwolf*, *Blue Thunder* and the fabulous *Thunder In Paradise*. But then they wrecked it all by releasing that 'game'. It still hurts now.



And hobbling along in desperate fashion in fifth place is... nightcap. Ah, a nightcap. After a long day in the office, playing average games and writing news stories about the latest card craze in Japan, there's nothing like the sweet, dark liquid warmth of a comforting mug of lovely cocoa before bed. All warm and snuggly with your pillows plumped up, it sets you up for nice dreams all night long. Now, where's my wubby?



The cast give *Knight Rider* four thumbs up. We give it, um, one.

Cocoa in it's raw state. Just add boiling milk. Careful now...





SIGN POSTS

IT'S A SECRET

Occasionally a secret door will open – you'll see this happen through a quick cut-scene. Thing is, in the early levels everything looks the same, so you don't know where the newly opened door is!



IT'S A KIND OF...

THAT'S WIZARD

Progress through the game and you'll start to receive the ability to call on greater spirits. A gang of bad guys getting you down? Simply press down on the D-pad and hit the relevant action button and your sword will become infused with a powerful force, and while not taking away too much damage, you'll knock your tormentors to the floor, giving you ample time to set up a proper offence. In time you'll also be able to heal yourself on the fly (among other things), but these more advanced skills require certain conditions to be met before you can perform them, even once you've acquired the skill.

"THE USUAL FARE OF GRUBBY TUNNELS AND THE OCCASIONAL IMPRESSIVE LOOKING STRUCTURE"



Whoomph! Power-up enough and explosive flaming farts can be yours.

Swing if you're winning. The sword trails add a bit of mysticism.











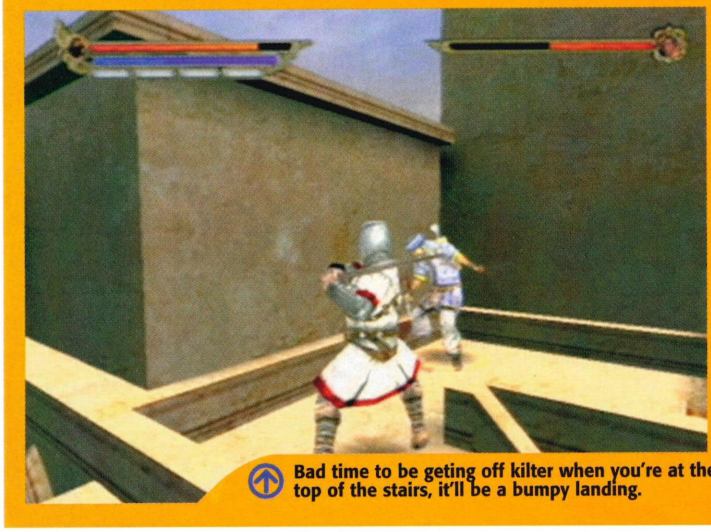
MINE'S BETTER THAN YOURS: Every now and then you'll slay an enemy who happens to have been holding a better weapon than yours. Just run over it and it'll be yours to play with.

Bing! Ahh the satisfying sound of steel on steel.

VIEW TO A KILL

HAVEN'T WE USED THAT TITLE BEFORE? NEVER MIND.

Get used to turning your neck around at a multitude of crazy angles – *Knights Of The Temple* takes the *Eternal Darkness* approach and has a seemingly brand new, previously unheard of viewpoint for every room you enter. Fortunately, it doesn't control like *Resident Evil*, but it can still be pain when you're busy fencing and you move into another room halfway through your swing. It puts you completely off kilter. You can adjust the view slightly with the ⊙ stick but the difference it makes is so insignificant that we can't really see the point.



Bad time to be geting off kilter when you're at the top of the stairs, it'll be a bumpy landing.

CONTINUED sending geysers of blood flying all over the shop as he slices the poor chanting monks this way and that, but it isn't long before you're just bored, bored, bored. On your travels through the narrow, muddy brown corridors you may come across a decidedly *Resident Evil*-style puzzle which doesn't take long to overcome, and then it's back to the same old gameplay once again.

When you consider the period in which *Knights Of The Temple* is set and the power of the current consoles you can't help but envision huge, sprawling towers with courtyards, and streams and bridges, brightly coloured flags and straw houses perched on a precipice looking out over continent-sized forestland. Or later on, huge deserts to trek across, studded here and there with cities of great wealth and hospitality. But instead it's the usual fare of grubby little tunnels and the occasional mildly impressive-looking structure.

The character models aren't too bad, though. They're big and chunky, well-animated and expressive. We're no history buffs, but their uniforms appear to fit in with their environments well too. Likewise, we have absolutely no problems with the music. Lots of lutes and flutes tinkling along harmlessly sound very apt when you look around at the bracket-covered stone walls and the rusty shadows the flaming torches throw onto the flagstones of the castle. Sound effects-wise, close your eyes and you can feel the sword a whisper away from slicing your ear off. Brilliant!

But it's that darn gameplay getting in the way of things again. As we said at the start of this review, we love running around cutting things to their molecular level, but we also like to be engaged while doing so.

Whether this is through shockingly good graphics (*Lord Of The Rings*), a unique combat system (*Max Payne*), a cunning upgrade set-up (*Devil May Cry*), or even a franchise (*Bored Of The...* sorry, *Lord Of The Rings* again), doesn't matter too much.

The above games have their flaws, but at least they have their own hook. Their own USP. *Knights Of The Temple* simply has... well you can imagine it sitting on the shelves behind *Micro Machines* yelling: 'HEY! CHECK ME OUT! I'VE GOT... UM, QUITE NICE SOUND! AND MY COMBAT IS REASONABLY WELL-BALANCED!' It's just going to get drowned out behind all of the other games following up with 'ME TOO! ME TOO!' And that is how we feel *Knights Of The Temple* is summed up best – 'me too'.

GARY

"WITH A PARTICULARLY TOUGH RIVAL, YOU COULD BE DOING THE DANCE OF DEATH FOR QUITE SOME TIME"

CUBE VERDICT

KNIGHTS OF THE TEMPLE

MUNDANE HACKING AND SLASHING ACTION

VISUALS
Nothing truly awful, but hardly outstanding.

AUDIO
Fairly decent music that's very suited to the game's style.

GAMEPLAY
You know the drill by now - hit, hit, ouch.

LIFESPAN
No multiplayer mode? This is what the game is crying out for.

ORIGINALITY
None, and this is the main problem with it.

ALTERNATIVE

Typically slick but ultimately shallow. Only die-hard fans of the movie need apply.



LORD OF THE RINGS: ROTK
Reviewed: Issue 26 **CUBE Rating:** 5.8

2ND OPINION

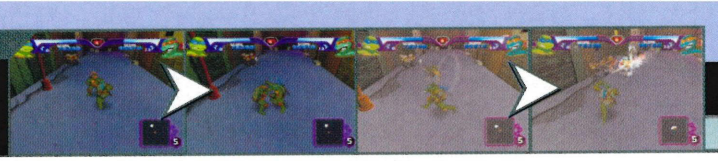
MACE! "A favoured weapon through time, from a big metal stick to today's incapacitating spray. Shame the game doesn't show the same evolution."
TIM

FINAL SCORE

5.5

A FAIR STAB AT THE GENRE, BUT JUST DOESN'T HIT HARD ENOUGH

EAT SHELL!
When playing the co-operative mode you can team up and throw your partner.



Heroes in a half shell

CUBE

INFORMATION

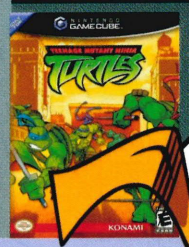
TEENAGE MUTANT NINJA TURTLES

PUBLISHER:	KONAMI
DEVELOPER:	KONAMI
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	8 BLOCKS

STATS

- PLAY AS ALL FOUR TURTLES
- TWO-PLAYER CO-OP STORY MOD
- UNLOCKABLE CHARACTERS
- PIZZA HEALTH BOOSTS

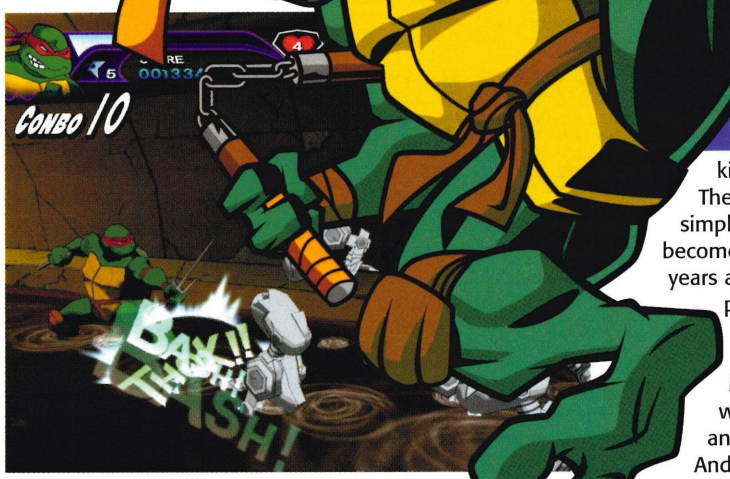
OUT NOW | OUT NOW | OUT NOW





Bash! Yes the comedy 'sound effects' end up littering the screen.





They're mean, green and in your Nintendo machine

BACK IN THE Eighties, four pizza-loving, kick-ass turtles were all the rage. The phenomenon started with a simple black-and-white comic book. It become so successful that within two years a cartoon TV show was in production and the plans for the first movie were being made. The four Turtles – Leonardo, Raphael, Michelangelo and Donatello – were strange hybrids of amphibians and streetwise American teenagers. And they lived in a sewer. Taught how to do kung fu by a strange rat creature called Splinter, the heroic foursome used their martial arts powers to stop the plans of the dastardly Shredder. This, of course, may sound a little strange to anyone who's managed to remain unaware of the *Turtles* phenomenon, but the series was actually rather good at the time (though the less said about the films the better).

TMNT games first appeared in the era of the 8-bit consoles, with the NES getting a *Turtles* game in 1989. Over the next five years, the games were steadily released, to varying degrees of success. Now that a new series of the cartoon

TEENAGE MUT NINJA TURTLES

THE BEGINNING: The Teenage Mutant Ninja Turtles started life as a black-and-white comic book created by Kevin Eastman and Peter Laird way back in 1984.



SPIKEY

DEATH STARS

Each turtle is able to use Shurikens to launch attacks at enemies from distance, but these do very little damage and are better used for exploding barrels.





Some of the background objects are destructible, but not all of them. Shame.

is on our screens, it clearly seemed like a good time to release another game. This time, the half-shelled heroes have been gloriously cel-shaded and the gameplay has been beefed up with some new features. The new-look graphics suit the game extremely well and the GameCube version actually surpasses the visuals of the PS2 and Xbox incarnations. The colours are bright and clear and there's no pop-up or fogging at all.

The game itself hasn't really changed that much over the years and again takes the format of a scrolling beat-'em-up, just like the NES games of old. Among the new changes – aside from the graphical presentation – is the inclusion of special moves and combos, which does help the game a lot but this is still far from what you'd expect from a modern scroll-and-scrap game. Combinations of button presses will result in extra flashy moves, and the trigger buttons are used for charging and knocking opponents in the air for bigger combos. When whacking the enemies a counter appears under the score keeping track of how many hits you're able to perform in one combo. This, however, is much easier than you'd think as none of the special moves have any extra power and you really just need to keep tapping the A button and pointing your Turtle in the direction of the oncoming enemies.

This simple gameplay is very much like the original games and it seems very little effort has been made to bring the game up to date and onto a level with more modern games. One of the major disappointments is that there's no defensive move to prevent enemy attacks, which basically means you must rely on your fast tapping action in order to stop yourself from taking damage. A block would have been fairly easy to include, and although on the earlier levels it really isn't necessary, some of the later bosses can kill you with a single combo and this involves replaying up

ANT

"FOUR-PLAYER GAUNTLET-STYLE FIGHTING ACTION WOULD HAVE BEEN SUPERB"

TURTLE SOFTOGRAPHY

RETRO GAMES THE TURTLE WAY

The first *Turtles* game was first released back in 1989 on the NES and is remembered fondly by older gamers. For those whippersnappers among you who don't even remember the PSone, here's a brief *Turtles* history lesson for you...

1. TMNT

RELEASE: 1989
PLATFORM: NES
PUBLISHER: Konami
INFO: This game was essentially a side-scrolling beat-'em-up but also had an overhead map view that you could wander around while trying to find sewers and buildings to explore. You played as one Turtle at a time, so if you got wiped out in battle you could choose to control one of the remaining three. This game was awesome and we still love it like an amphibian brother.

2. TMNT II THE ARCADE GAME

RELEASE: 1990
PLATFORM: NES
PUBLISHER: Konami
INFO: The second game was also released on the NES and this time the map levels were removed and the Turtles gained a few super-cool moves. The game still kept its side-scrolling beat-'em-up style and the sprites became a little larger. For this game you could choose to switch Turtles if you died, but could also opt to continue playing as your current choice.

3. TMNT 3 THE MANHATTAN PROJECT

RELEASE: 1991
PLATFORM: NES
PUBLISHER: Konami
INFO: The third turtles game also kept the side-scrolling beat-'em-up style and again the sprites were larger. The game was nowhere near as successful as the previous titles, but was still very popular with fans. A few new super moves were added to change the gameplay a little, but essentially the game was almost identical to *TMNT II*.

4. TMNT 4 TURTLES IN TIME

RELEASE: 1991
PLATFORM: SNES
PUBLISHER: Konami
INFO: The fourth game in the series saw the action move to the SNES. *Turtles In Time* was another side scroller in a similar vein to the other games. The graphics were obviously improved with the additional power of the SNES, but this game could probably have run on the NES at a push.

5. TMNT TOURNAMENT FIGHTERS

RELEASE: 1993
PLATFORM: SNES/MegaDrive
PUBLISHER: Konami
INFO: The last of the *Turtles* games was a bit different and absolutely brilliant at the time. This time the Turtles took to two-player combat either against a friend or against the computer in a *Street Fighter*-style beat-'em-up. Of course, extra characters were added to the mix along with the usual special moves and major graphical enhancements.



TURTLE FOCUS

THESE ARE THE DUDES

Each of the Turtles has very specific skills that can make some sections of the game much easier or, for that matter, more difficult. Use our handy guide to help you choose the right shell-wearing fighter to suit your style of play. Well we say 'style of play' but really mean 'how fast you can hit A' or 'how strong is your thumb'.

1



LEONARDO

WEAPON: Twin Katana
INFO: Leo is the unofficial boss of the Turtles and likes to lead by example. He trains hard and likes to fight rough, wielding his twin Katana swords. The reach and speed of his swordmanship make him a good choice to start with. And continue with – you'll be doing a lot of that.

2



MICHELANGELO

WEAPON: Nunchaku
INFO: Mikey has extremely quick hands (well, flipper-type hands) and an even quicker wit – he's the joker of the crew. His fighting style is fast and furious although his Nunchaku have very limited reach. Mike's fighting style is difficult to master but extremely effective after a little practice.

3



DONATELLO

WEAPON: Bo Staff
INFO: Donatello often breaks things, but is rather good at repairing them as well. His long Bo Staff is great for whacking enemies and his special move is awesome when surrounded by foes. Another firm favourite for beginners. But he is such a nerd, and no one likes nerds. Oh…

4



RAPHAEL

WEAPON: Twin Sai
INFO: Raphael is the angry character in the group and loves nothing more than to vent his anger on a group of enemies. His hands are lightning fast with the Sai Blades but, again, limited reach makes him a very tough character to use. But he's sarcastic so he's okay in our book.

5



MASTER SPLINTER

WEAPON: Any
INFO: Master Splinter is the rat who trained all the Turtles in their skills and is the ultimate ninja master. He is available to play in the game, but only using a cheat code that can be typed into the password screen. Turn to the cheeky Cheating Monkeys for this code and more.

Splinter offeres advice, wise old rat that he is.

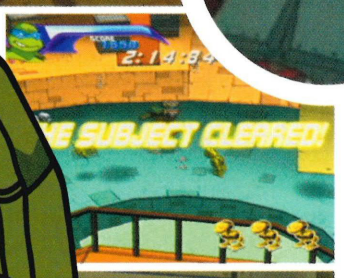














CONTINUED to five or six stages before you get to try again.

With such basic gameplay and the obvious cartoon tie-in you'd assume that *Turtles* is an easy title aimed at the younger generation, but that is not the case as the game becomes extremely hard and frustrating after only a few levels of single-player brawling. The standard enemies aren't really that hard to beat with the button-mashing skills everyone can master, but some of the bosses are ridiculously hard even for gaming pros.

As you stroll through the streets killing the swarms of trained ninja gangsters and robots, you can also interact with the scenery a little – there are crates to smash containing items, and also barrels and cars that will explode when hit. This does add a little skill to the game as it's quite satisfying to lure a group of enemies over to some barrels and then blow them to pieces with a well-aimed Shuriken, but other items of scenery – like wooden boxes – are just there for display and hold no real purpose. If you can smash a metal crate to collect goodies, then why can't you demolish a few wooden boxes? Among the many items and power ups to be collected from the metal crates you can find special abilities that boost your speed, attack and defence, plus special Shurikens that can do more damage to robot creatures. Of course, with so much fighting going on in each of the 35 or so stages your characters sometimes need healing and, in keeping with the original game, pizzas, burgers, rolls and Slush Puppies can be found to boost your stamina. This is often

BONUS ITEMS: Among the many items you can collect are special scrolls that hold info on each of the Turtles. The location of these changes.

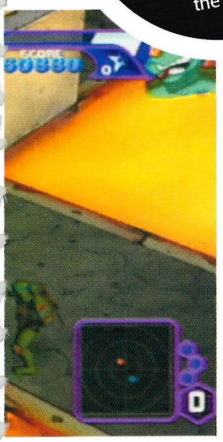


We like explosions in our games. Lots of them, and big!

STOP!

HAMMER TIME

The baggy-trousered bible basher formerly known as MC Hammer performed a rap for the first *TMNT* film. Vanilla Ice recorded the rap for the sequel.





It's a monster made of scrap parts, obviously, you green skinned amphibious fool!

a welcome release as you only get six continues per area and most of them will be needed in order to defeat the end-of-level boss.

The game isn't that bad, but the niggling defects become really prominent the more you play, and as the button-mashing becomes more repetitive you start looking closely at other aspects of the game. The two-player co-operative mode is fun for a short while, but this also has the same defects as the single-player game, although you do get to fight over the power-ups and the bosses are much simpler. Whilst playing with friends the second player is able to switch character each time a continue is used, but the poor single player must stick with the same Turtle right to the bitter end. Another major gripe concerning the multiplayer game is the fact that only two-player mode is supported. There are four great Turtles to choose from and four controller ports on the GameCube, so why doesn't the game support four players? This seems to be more down to developer laziness, as it may have made it easier to just port the game from the PS2 version straight to the GC.

Despite all that it's really quite enjoyable, but four-player Gauntlet-style fighting action would have been superb. The game seems to have been rushed out to cash in on the reappearance of the *Turtles* on TV and the result is a rather unimaginative button mash. It's fun for a very short time but this is definitely one for renting rather than buying.

RUSS

CO-OPERATIVE CHAOS

GET A FRIEND TO MASH BUTTONS WITH YOU

The co-operative mode is available right from the start in the main game and enables you and a friend to hammer the A button together. There are a few more enemies on the screen to fight, but the game does become much simpler when two people are involved. This way the game becomes infinitely more enjoyable, but one of the major drawbacks is that only the first player will receive new special moves and take part in the Dojo sessions. Why both players couldn't get the special moves is a bit of a mystery as both fighters will need the skills to take on some of the later bosses. You can also have fun arguing over who needs health and character power-ups more urgently as these remain the same as in the single-player mode. The inclusion of a two-player attack does have its benefits, but again it's difficult to pull off in the heat of battle as both players need to press the buttons at the same time.



You can have a four player mode. As one player gets trired another takes over.

"THE GAME LOOKS IMPRESSIVE ON THE GC WHEN COMPARED TO THE OTHER CONSOLES"

CUBE VERDICT

TEENAGE MUTANT NT

BEAT-'EM-UP WITH PIZZA-LOVING TURTLES

VISUALS
The cel-shaded graphics really suit the style of game.

AUDIO
Funky music throughout, but becomes irritating very quickly.

GAMEPLAY
Smash the A-button as fast as possible in order to kill.

LIFESPAN
Gets tough fairly quickly but a breeze in co-operative mode.

ORIGINALITY
This type of game has been around since the 16-bit NES days.

ALTERNATIVE

A novel and entertaining title aimed at hardcore gamers and those with flexible toes.

VIEWTIFUL JOE

Reviewed: Issue 25 **CUBE Rating:** 8.6

2ND OPINION

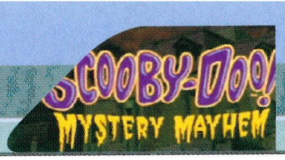
TURDLES! "After playing this you might feel some pain in your right thumb. Still, the exercise is good for you."

TIM

FINAL SCORE

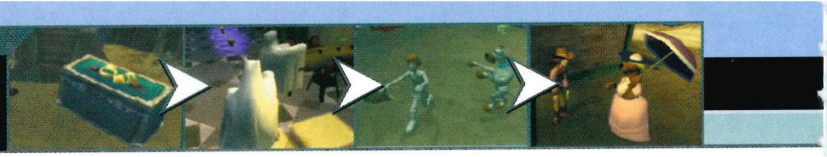
6·0

GOOD FUN FOR A SHORT WHILE BUT SINGLE-BUTTON BASHING BECOMES DULL



INDOGNITO

Zany antics as Shag and Scoob get to play dress-up. Just look for the trunks. Like, zoinks!



If it wasn't for those meddling kids...

SCOOBY DOO MYSTERY MAYHEM



CUBE

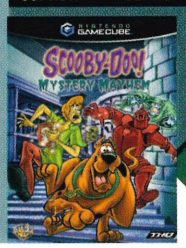
INFORMATION

SCOOBY DOO: MM	
PUBLISHER:	THQ
DEVELOPER:	ART. MIND & MOVE.
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1
MEMORY:	3 BLOCKS

STATS

- FIVE EPISODES
- PLAY AS SCOOBY AND SHAGGY
- SCRAPPY DOO ISN'T IN IT
- TRUE TO THE CARTOON

OUT NOW | OUT NOW | OUT NOW



Open the Tome of Doom near a ghost then tap the indicated button to suck the spectre into the pages.

When our heroes lose all their cool they leap into each others' arms and tear around randomly in a panic.

You're gonna have yourself a Scooby Snack, and that's a fact!

SCOOBY DOO, where are you? Oh, there you are, you just look a little bit odd in 3D. Maybe cel-shading would have suited you better. Ah well, at least you look more like your old self than you did in that CGI dog's breakfast (excuse the pun) of a movie from last year. What's that you say? You're off on a whole new cartoon adventure packed with devious puzzles, dubious ghosts and enormous sandwiches? Well, some things never change, like the overwhelmingly average and predictably generic nature of cartoon licences. It feels a bit harsh to say that, because everyone likes *Scooby Doo*. Not the sterile recent episodes, but the original series, right up until the dark day when Scrappy turned up and it all went to the dogs, so to speak.

But that was then, this is now, and you have one burning question to ask yourself. Do you want a *Scooby Doo* game? Taken on its own merits, licence aside, this is a pretty basic adventury collect-'em-up but it has enough of the cartoon's flavour to appeal to anyone with a soft spot for the antics of Mystery Inc.

The gang turn up at Velma's old university to find the place overrun by spooks and decide to get to the bottom of these ghostly goings on. So begins the adventure with you taking control of the non-dynamic duo of Scooby and Shaggy. A tap of the Y-button switches control between the characters, and most of the time the secondary character will follow wherever you go, but occasionally they need to split up. Scooby can wriggle



through small gaps which Shaggy can't to explore some areas, for example. Usually, though, you'll want to use Shaggy since Scooby's lolloping run can be a pain in the butt to control at times.

Instead of dying, the pair have a Cool meter. Every time they run into a ghost they lose some of their cool and if the meter runs out they go into a blind panic, running around like loons until they calm down. Lose your cool too often and the game sets you back to the last save point. Fortunately these are fairly plentiful so you won't have to worry about retreading old ground too much. The Cool meter is replenished by gobbling Scooby Snacks which can be found dotting the levels.

Sneaking about and making use of various disguises will help you get from A to B without too much difficulty. The emphasis here is far more on exploration and puzzle-solving than expertise with the joypad. This isn't a platform game – there isn't even a jump button – and as a result the levels seem restricted at first. When you can climb over an object, open a door or manipulate the scenery in some way an action icon appears, but once you get into the swing of things the system works okay.

The puzzles themselves are all pretty straightforward but much of the game's challenge is derived from the level layouts. It's often easy to get disoriented and the camera doesn't always help matters. You can swing it around laterally with the C-stick but not up or down – a more effective free-look system would have helped. It's not a fatal problem but do be prepared for the odd occasion when you'll find yourself randomly wandering around hoping to stumble on the exit.

At the risk of deterring the vast majority of people, this is really aimed at kids. That's not to say it has nothing to offer older players, but it's not very sophisticated. The script is perfectly cheesy with some amusing canned laughter thrown in for good measure, and the banter between Scooby and Shaggy is kind of entertaining for a while. There are some decent ideas and a few nice set pieces but the pervading feeling after a few levels is that you've pretty much seen all there is to be seen and it's just a case of plugging away to the end.

The locations do a good job of keeping things fresh, with the movie studio level in particular offering a great variety of environments such as Rome, a castle, a medieval village and even a brief trip to the moon. There are some arcadey sections to break things up (including a dodgy motorcycle level and an Indiana Jones-style mine-cart ride) which at least break up the terminal wandering about.

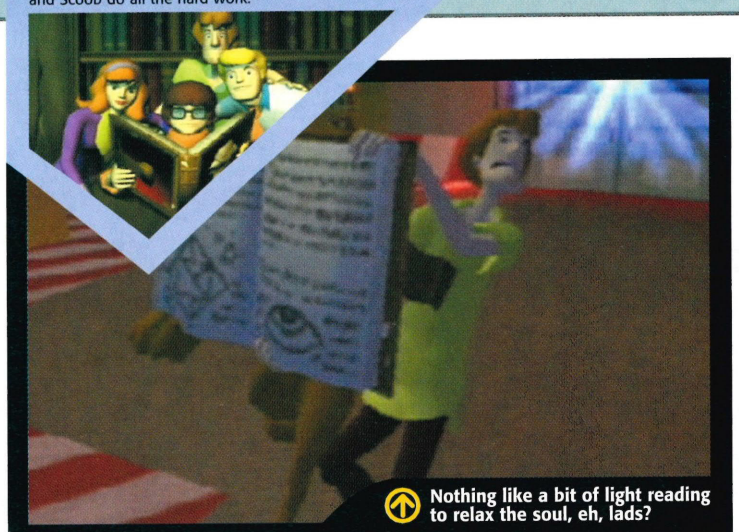
This is a cheap and cheerful outing that'll please kids but it's doubtful anyone over Nickelodeon age will have the motivation to see it through to the end.

MILES



That door won't open until all nearby ghosts are captured.

A LITTLE HELP FROM MY FRIENDS: The rest of the gang show up now and again to help and advise, but Shaggy and Scoob do all the hard work.



Nothing like a bit of light reading to relax the soul, eh, lads?

THE TOME OF DOOM

READ 'EM THEIR RITES



This mystical book is your defence against the many roving ghouls. Open the book and tap the appropriate button to suck in evil spirits, but make sure you keep it charged up with spectral energy by gathering the floating power orbs. Collecting additional pages enables you to catch different types of ghosts such as poltergeists and mummies, and certain doors only open when all ghosts on a level have been sucked up. So you see – reading books can be good for you!

"AN ADVENTURE PACKED WITH DEVIOUS PUZZLES, DUBIOUS GHOSTS AND ENORMOUS SANDWICHES"

CUBE VERDICT

SCOOBY DOO

BASIC BUT FUN ADVENTURE

VISUALS
Looks nice in parts but Scooby looks a bit strange in 3D.

AUDIO
Occasionally amusing script becomes irritating at times.

GAMEPLAY
Some fun sequences but a lot of wandering back and forth.

LIFESPAN
It's a good challenge for the younger player.

ORIGINALITY
Mostly generic but in a jolly sort of way.

2ND OPINION

WOOF! "While there's nothing too original here and it can get frustrating, there are still plenty of Scooby-inspired japes to be had."

KENDALL

ALTERNATIVE

Cartoon Network oddity SpongeBob hits the GameCube with moderate success.



SPONGEBOB SQUAREPANTS: BFBB

Reviewed: Issue 29 **CUBE Rating:** 6.8

FINAL SCORE

6·6

GETS BETTER THE FURTHER YOU PLAY AND RECREATES THE CARTOON ATMOS WELL

FINAL ATTACK

Power up your Chakra bar, press ◆ and unleash a super-powerful move.



Pronounce this...







CUBE

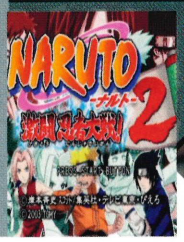
INFORMATION

NARUTO GN 2	
PUBLISHER:	TOMY DREAM ENERGY
DEVELOPER:	BEAT-'EM-UP
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	4 BLOCKS

STATS

- BASED ON THE POPULAR ANIME
- SECRET CHARACTERS TO UNLOCK
- IN-DEPTH STORY MODE
- EXCELLENT PRESENTATION

TBA | OUT NOW | TBA







He might look angry, but Naruto is also wearing an orange jumpsuit. Ha!

NARUTO NINJATAI

The hugely popular anime takes a second stab at the fighting genre



WE HAVE TO confess, we don't have a clue about *Naruto*. From what we can gather, it's an anime that details the adventures of a group of ninjas-in-training, and, as is usual with manga and anime of this type, there's an enormously complex set of relationships between the characters that would take days to understand. But then this shouldn't be a problem. After all, a good game should stand up by itself without any knowledge of backstories on the player's part. So take this into account before you start frothing at the mouth and writing angry letters that huffily announce that we managed to get a character's name wrong, or didn't go into detail on how the sexy-disappearing-ka-chanta move isn't all that great because although it ups the potential hammer-time of Rock Lee, it leaves his left arm withered and useless. Or something. Please, just leave us



TEMPER, TEMPER: In the Story mode, when Naruto's stressed his Nine-tails Demon Fox powers will become unsealed, and he flips out like a true ninja possessed.

Special move or did somebody sneeze on the screen?



GEKITOU SEN 2

"UNLIKE CERTAIN OTHER FIGHTING GAMES, A GOOD PLAYER WILL ALWAYS BEAT A BAD PLAYER"

CHAKRA, CHAKRA!

COUNTER-ATTACKULAR

The Chakra bar fills as you either deal out or take damage. Once you've started filling it you have access to the counter-attacks, which are activated by pressing the shoulder buttons when somebody's got you all caught up in a combo. This move will zap you into thin air and you'll reappear behind your foe with your fists or feet at the ready. However, if you use these liberally then you'll never build your Chakra bar up to its maximum level. Do this, hit ◔ and then get an attack in and the screen will go dark and your character will go insane. You can do as many of these as you want per battle, and the damage they do varies from character to character. Skilled opponents will rarely get caught in one of these, however, so it's a good idea to counter-attack whenever you can.



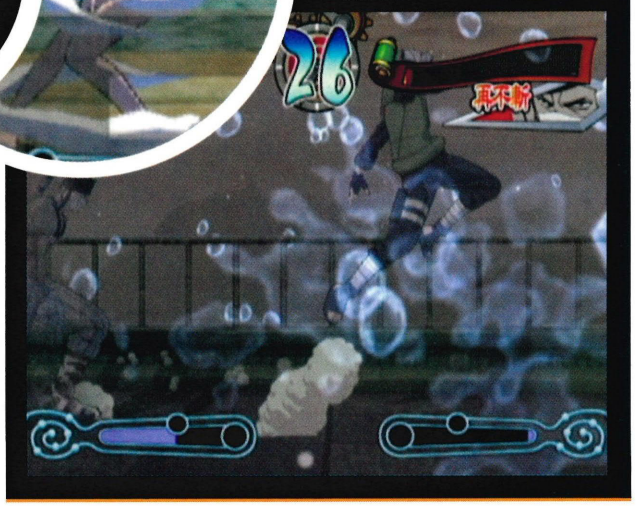
BITCH SLAP

HIT THE GIRL

Playing as Naruto, you can turn into this rather voluptuous-looking femme in order to counter your foe's vicious attacks. Just remember to turn back into a guy.



Whenever you pull off one of these mega-super-gnarly moves you get a whole...



...load of special effects. Like this sketchy drawing, or tons of, um, bubbles. Cool.

alone and let us enjoy the game on its own merits.

Naruto 2 is a very simple game to play. Unlike a lot of other beat-'em-ups, there aren't a huge amount of complex, context-sensitive moves to force into your brain and then be able to regurgitate in a sixteenth of a second, and so within just a few minutes of playing you'll be busting out some seriously cool-looking moves. That's not to say that *Naruto* is an easy game, though. Despite its simplicity, there are several features that give the game's structure a certain degree of flexibility which enables you to come up with some clever albeit limited tactics.

With your ability to cancel a combo at the last minute (thus forcing your foe to react in a vulnerability-inducing fashion which you can then take advantage of), you have a Chakra bar that fills and empties depending on the moves you perform, an easy-to-use parry function (press B at the right moment) and the effortless way in which you can counter-attack will have players double-double-double bluffing each other after only a few hours of play. It's a fun game to learn, and certainly refreshing after the wrist-aching style of *Soul Calibur II* and *Virtua Fighter 4*. Unlike certain other fighting games, a good player will always beat a bad player, which shows how solid the engine is.

Cel-shading might be something of a cliché these days, but you really can't fault the graphical might of *Naruto 2*. The characters are fluid and smooth, the backgrounds vibrant and alive, and the special effects leave you gasping for air (well, for the first couple of times – after that



Oooh, it's all so intense – let's see you counter that!

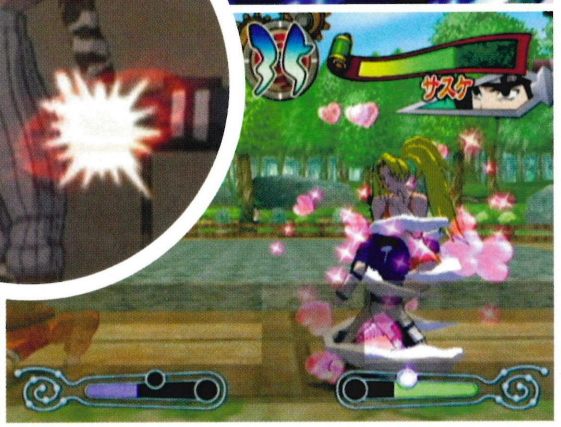


BLOODY HELL

WHERE'S THE BLOOD?

When you make contact with somebody, they don't bleed. Instead, you set off a small hidden firework in their trousers.





HAPPY: If you parry successfully, the screen will flash momentarily and you'll be given a chance to run in with your own attack.



HOW MUCH IS THAT DOGGY?

SHOPPING AROUND

Once you've completed the Story mode you can start buying extra items with the money you win for fighting, such as the ability to listen to character special effects, higher difficulty settings for the AI, character biographies and the like. By far the most interesting things to buy are the extra characters themselves. Ranging in price from 1,000 Gold to a shocking 100,000 (you get 100-200 Gold for each fight in the various modes), they also range in quality level – bizarrely, not relative to their price. Of course, we're not bitter about saving up for Akamaru the Ninja-Dog and marvelling at his cuteness only to discover that he has no special attack.







CONTINUED they all get a bit boring).

The only big problem is the inclusion of *invisible barriers*. Grrrrrr. When you hit somebody in the torso, sending their frail little body hurtling through the air in a mess of explosions only to see it stop at the apex of its arc and drop to the ground like a sack of wet biscuits kind of pulls you completely out of the game and makes you look out of the window to see what that funny noise was. When will those naughty games developers learn, eh? But aside from this small point, the game is very pretty. The overall presentation doesn't let it down either, which is so often the case with games of this type.

Naruto is tremendous fun, but if you're a fighting game devotee it will all seem a little simple and, well, turgid as it's so easy to get to grips with. After learning the finer intricacies of the Chakra bar and how to use it effectively, there isn't a whole lot more to study. However this isn't aimed at those who spend their lives downloading videos of *Virtua Fighter* tournament matches from the internet. This is for those who love *Naruto*, have a GameCube and want to battle it out with their friends.

In all likelihood, the game's charm will fizzle out in a couple of weeks, but it's damned good fun while it lasts. And that's coming from a group of people who don't know their *Narutos* from their big toes, so who knows how long the real fans will be playing it for.

GARY

"IF YOU'RE A FIGHTING GAME DEVOTEE THEN IT WILL ALL SEEM A LITTLE SIMPLE"

CUBE VERDICT

NARUTO GN 2

SIMPLE BUT FUN FIGHTER

VISUALS
Very pretty and smooth. The special effects look cool too.

AUDIO
Suitably upbeat tunes complete with Japanese flair.

GAMEPLAY
Simple to learn, only a tad difficult to master. This is damn good fun.

LIFESPAN
The Story mode is challenging, and there's plenty of kit to unlock.

ORIGINALITY
In a word: no.

ALTERNATIVE

Poorly structured beat-'em-up that will only appeal to *Dragon Ball* fanatics.



DRAGON BALL Z: BUDOKAI
Reviewed: Issue 26 CUBE Rating: 4.5

2ND OPINION

SPECIAL! "Moves abound, and you'll feel compelled to unlock all the characters just to see their wacky attacks."

TIM

FINAL SCORE

7.0

ENJOYABLE LITTLE FIGHTING GAME, BUT A BIT SHALLOW

ROCKIN' POLY & MONO TONES FROM ULTRATONE 80189

Yes, every tone listed is available in conventional mono tone and most in the NEW polyphonic style which combine various instruments and actually sound like real stereo music. You can check if your phone takes a polyphonic or mono tone below

TONE PREVIEW LINE
Listen to any tone listed BEFORE you order
0906 782 9340

CHECK PHONE COMPATIBILITY BELOW

TO ORDER ANY POLY OR MONO TONE FEATURED CALL

0907 787 8206

(1.) Call the number above (2.) Quote the 6-digit code (3.) Receive your selection

† OR ORDER FAST BY FAST TEXT SEE A, B, C OR D BELOW



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A ORDER YOUR POLY RINGTONE BY
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TO 80189
WORKS ON: VODAFONE, O2, ORANGE, T-MOBILE & VIRGIN NETWORKS

OR

B ORDER YOUR MONO RINGTONE BY
TEXT: ULTRATONE + ORDER CODE
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OR

C CAN'T FIND THE SONG YOU WANT THEN
TEXT: ULTRATONE + SONG TITLE
TO 80189
ONLY AVAILABLE ON NOKIA

OR

D CAN'T FIND THE ARTIST YOU WANT THEN
TEXT: ULTRATONE + ARTIST NAME
TO 80189
ONLY AVAILABLE ON NOKIA

(A)e.g. If you wanted the Poly Airwolf Theme (108213) & you have a Nokia 7650 then Text: ULTRATONE 108213 Nokia 7650 THEN SEND YOUR TXT TO: 80189

(B)e.g. If you want the Mono Airwolf Theme (100621) text ULTRATONE +100621 to 80189

(C)e.g. If you want the Abba song WATERLOO text ULTRATONE WATERLOO to 80189

(D)e.g. If you want Tatu's latest record text ULTRATONE TATU to 80189

TEXT ORDER FROM S. IRELAND TEXT TO 57080 – YOU MUST LEAVE A SPACE BETWEEN EACH WORD & CODE

TONE OF THE WEEK
Sam & Mark – With a little Help
(Mono) 148000 (Poly) 148007

GREATEST TOP 50 RINGTONES

Tone	Mono	Poly
Airwolf	100621	108213
Knightrider	100131	107030
Indiana Jones	100126	108821
Pulp Fiction	100695	109012
Fools & Horses	101226	108315
BBC Cricket	100685	116171
Joe 90	100805	111696
Benny Hill	100013	109279
The Simpsons	100219	107052
Get Carter	100896	108313
Italian Job	100691	107026
The A Team	100682	107898
Magnificent 7	100668	108832
Magic Roundabout	100663	107900
Winnie The Pooh	100253	107831
James Bond	100016	107023
Dambusters	100703	118331
Halloween	100048	109159
The Muppets	100064	108209
Great Escape	100038	107003
Eye Of The Tiger	100687	108299
Beverly Hills Cop	100010	108195
Banana Splits	100804	108264
Rainbow	100696	108301
Hawaii 5-0	100690	108384
Godfather	100884	108294
Phoenix Nights	102796	107872
Stay Another... – E17	101766	118334
Enter The Dragon	101246	108312
Hope & Glory	101743	108447
S O T Water – D.Purple	100084	108369
You'll Never Walk Alone	100379	107041
Fields Of A'ray – Celtic	100381	108273
Kingston Town – UB40	100939	109845
T'lar Bells – M.Oldfield	100094	107004
Faith – G.Michael	100218	118339
Do You Like... – DJ Piper	100589	118334
Sweet Child of Mine	101084	107012
Bit Out Of...– M.Loaf	100343	119445
Next... – Snoop/Dre	100392	118335
The Way I Am – Eminem	100339	108210
Stan – Eminem	100328	108329
Lose Yourself – Eminem	108002	107810
21 Secs – So Solid Crew	100861	107882
Hey Baby – DJ Otzi	101061	107048
U'Ground – Girls Aloud	108378	107893
Skåer Boi – A.Lavigne	108011	110068
Cheeky Girls – C Song	107986	107817
Bad Intentions – Dr Dre	101566	118363

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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
Dawson's Creek	100749	109873
Deer Hunter	100752	108579
Deep Space 9	101304	109128
Dirty Dancing	110028	110107
Dr No	100115	118081
Dr Who	100629	109127
Dukes Of Hazzard	102689	118336
EastEnders	100029	108388
Enter The Dragon	101246	108312
Enterprise	102792	118337
Entertainer	100030	108319
Eye Of The Tiger	100687	108299
Fools & Horses	101226	108315
Formula One	102793	107638
Fraggle Rock	100854	108235
Friends	110615	108276
Futurama	102794	118342
Get Carter	100896	108313
Girl Of My Best...	102798	118096
Gladiator	110031	119454
Godfather	100884	109148
Good/Bad/Ugly	100689	109256
Grange Hill	101170	112302
Great Escape	100382	107003
Grease	101754	108383
Halloween	100048	109159
Hawaii 5-0	100690	108384
He-Man	101223	111695
Hitchhiker's Guide	102702	119459
Hulk	101155	109167
Hyundai Ad	102690	119481
If I Were A Rich Man	100868	118340
Indiana Jones	100126	108281
Inspector Gadget	100384	108572
Italian Job	100691	107026
Itchy & Scratchy	102190	118340
Jackass	102708	117260
James Bond	101126	107023
J & The Magic Torch	100843	118360
Jaws	100764	109171
Jesus Christ S'star	100889	118359
Jim'll Fix It	101225	119461
Joe 90	100805	111696
Joseph/Drmct	102033	110081
Jurassic Park	100667	109176
Knightrider	100131	107030
Hope And Glory	100750	108447
Laurel & Hardy	101145	119462
Lion King	100627	107740
Magic Roundabout	100631	107900
Magnificent 7	100668	108382
Matrix	116230	107800
Miami Vice	101308	109117
Mission Imposs	100412	107896
Monkey	102710	119463
Monty Python	100055	108392
Muppets	100064	108209
Munsters	100063	109196
Philadelphia	110038	119464
Phoenix Nights	102796	107872
Pink Panther	100632	107771
Postman Pat	100147	109216
Professionals	100694	108321
Pulp Fiction	100695	109012
Raggy Dolls	101227	119465
Rainbow	100696	108301
Roobarb/Custard	100077	107031
Robin Hood	100791	109229
Rockford Files	100697	111698
Rocky	101343	111697
Romeo/Juliet	102770	108622
Rupert The Bear	101239	117136
Saint	116229	109011
Scooby Doo	102302	107020
Sesame Street	100082	109238
Sex And The City	102187	107002
Simpsons	102191	107052
Smallville	102711	119466
Smurfs	101228	108570
Snow White	101150	109014
Snowman	101241	118100
Spooks	120553	120614
Spiderman	100997	108355
Star Trek	101546	108317
Star Wars	100086	119450
Starsky & Hutch	100698	118091
Sweeney	100088	118097
Terminator	101086	109255
Teletubbies	100091	118095
Thunderbirds	100090	109258
Titanic	100092	119726
Top Gun	100699	108304
Trigger Happy	102693	119467
Wallace & Gromit	100700	118101
Waltons	100850	109272
Where Eagles Dare	100893	118348
Winnie The Pooh	101253	107831
X Files	101385	109022
Zip-A-D-Doo-Da	101174	109281

FOOTBALL

Arsenal – One Nil	100940	108300
Villa – My Old Man	110617	110925
B'ham – Keep Right...	100495	120603
B'burn – Wild Rover	100803	108455
By Far ...	102188	
Cardiff – Men Of ...	101742	116253
Celtic – Fields Of...	100381	108273
Charlton – Valley...	100144	116993
Chelsea – Blue Is...	100499	120596
Crewe – Blue Moon	100489	108265
England – Gr Escape	100382	116473
England – Vindaloo	100329	116473
England – 3 Lions	100950	106997
E'ton/W'ford – Z Cars	100380	120619
E'ton – Altogether	100968	
Fulham – Al Fayed	121003	110853
Here We Go	120494	120495
If You Know Your...	102345	120601
Leeds – Marching...	100375	110510
L'pool – Never Walk...	100379	107041
Man City – Blue...	100489	108265
M.Utd/Spurs –Glory...	100493	108278
Boro – UR My Boro	111005	110970
M'wall – No One...	100787	109336
N'castle – Blaydon...	110616	110875
Forest – Land...	100750	108447
R'gers – Simply...	100802	120612
Singing The Blues	101101	120613
Sheff U – Agadoo	100004	115741
S'ton – When the...	100378	116256
Stand Up If U Hate	100941	108300
S'land – Daydream...	100491	108938

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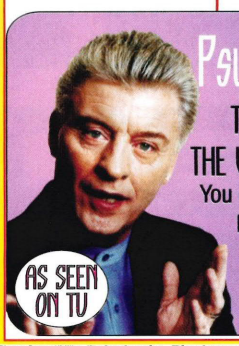
1. Call the number above
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3. Receive your selection

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Helpline: See left. To opt out send U CHAT to 81218.



Phone Compatibility: **Polyphonic Ringtones:** •Nokia: 3300 3510i 3650 5100 6100 6610 6800 7210 7250 7650 •Samsung: T100 S100 N600 N620 A400 A800 V200 •Sony Ericsson: T300 •Panasonic: GD87/E GD96 •Sharp: GX10 •Motorola: T720 C330 C350 •Siemens: A55 C55 S55 SL55. Your phone must be WAP activated before you call and you will be charged by your WAP provider for the normal cost of a download.

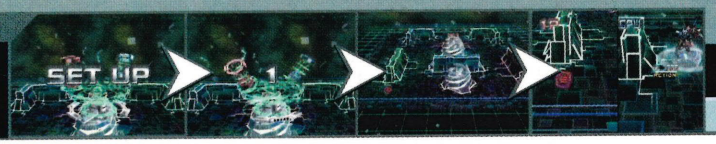
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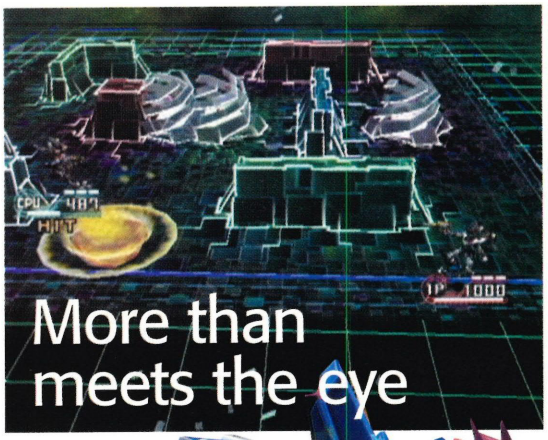
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FIGHT!

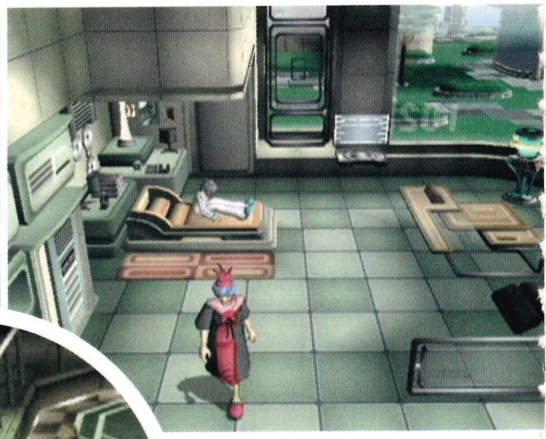
Before each round, your mech is thrown into the arena in extravagant fashion…





More than meets the eye





MY GUNS

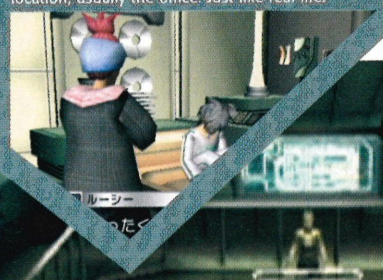
NEW FOR OLD

After each battle you win, a part of the fallen opponent will become available for you to pick up from these handy terminals, which are scattered throughout the game.



CUSTOM ROBO BATTLE REVOLUTION

ANOTHER HARD DAY: Each day you wake up in your room and have to make your way to a certain location, usually the office. Just like real life.



CUBE

INFORMATION

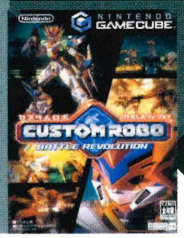
CUSTOM ROBO: BR

PUBLISHER: NINTENDO
DEVELOPER: NOISE
PRICE: £49.99
ORIGIN: JAPAN
PLAYERS: 1-4
MEMORY: 15 BLOCKS

STATS

- MASSIVE RPG ADVENTURE
- HUNDREDS OF PARTS TO COLLECT
- LOADS OF MECH COMBINATIONS
- FAST PACED BATTLES

TBA | OUT NOW | Q2 '04

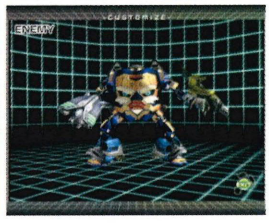


"EXPERIMENTING IN MORE TAXING FIGHTS PAYS OFF HERE MORE THAN IN ANY OTHER GAME YOU MIGHT CARE TO MENTION"









Japan's latest bot-basher – technical perfection or pile of junk? Look just read this, then you'll know

EVERYONE likes robots, right? Whether it's an oversized bastard son of a tank and a weapons factory or a tiny humanoid droid with all the offensive capabilities of Cliff Richard, you can't help but love the idea of piecing together your own tin man and letting it loose on as many others as it can take before falling apart. Theoretically, this is why the Craig Charles-helmed series is so popular, although admittedly it has drifted away from true 'Robot Wars' and now loiters somewhere between 'Wheeled Wedge Wars' and 'RC Car In A Box Covered In Pointless Spinny Death Devices Wars'. For anyone disillusioned with this dismal performance, Nintendo has just the thing for you. Build a robot, earn new parts and blow things up, all set to a wonderfully realised storyline and with classic Nintendo sheen. Sound like your kind of game? Then you'll be glad to hear that unlike its televisual brethren, this delivers on all its promises…

The first thing you'll notice is the visual style – crisp and clean despite the overall simplicity, there's a certain charm to *Custom Robo*'s visual style and characterisation that rings of *Skies Of Arcadia* or other RPGs of its period. That's not to say the game looks dated though and while the sequences and elements that intersperse the battles may not be stunning, they're more than functional and fade from memory once the frantic battles begin anyway. This is where the crux of the visual flair has been applied, allowing for all manner of pyrotechnic nonsense as you duke it out against rival robots. This is rather reminiscent of *Pokémon Colosseum*'s main quest, in fact strangely so in general feel, although the cartoony style is not something uniquely found in the world's favourite monster-catching series.

Control of these battles is remarkably similar to the style and presentation of the game – simple yet remarkably effective. Your trio of weapons each has its own button as well as one for jump, one for dash and a lock-on toggle that only comes into its own during bigger brawls. Responsive and easy to learn, you'll have nothing to blame for an early loss but poor technique as battles do start off a touch simple. We clocked up a fair few perfect victories in the first hour or so but just when you're thinking that the game



TELLING STORIES

DON'T HIT ME – HIT MY MECH

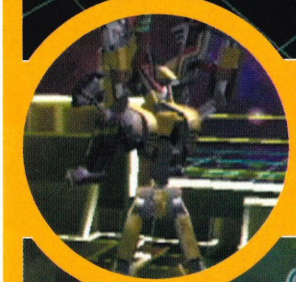
Despite the fact that virtually all in-game text is Japanese, it isn't too much of a challenge to either make progress or work out roughly what's going on. Strangely like Nintendo's own *Pokémon* games, bad guys are taken on in *Custom Robo* duels as opposed to dealing with them directly. As silly as it sounds, these games have proven it to be an effective strategy and the same is true here as the hero of the piece trudges through hours of battles and conversations in your standard adventure game 'voyage of self-discovery'. Of course, the sheer fact that the game is predominantly in a foreign tongue hides a lot of the plot twists and intricacies, but when you get into the swing of it you'll soon pick enough of the story to keep things flowing along nicely.

FOUR'S COMPANY

MOVE ASIDE, SUPER SMASH BROS...

Four player battles are at the heart of the game's main mode so it'll come as no surprise that it supports four player action a la *Power Stone 2* on the Dreamcast or SEGA's *Virtual On* series. This can get a little on the hectic side but for the most part the action is as frantic and enjoyable as it is playable. There is a good selection of arenas on offer, each with different elevated areas and destructible scenery to keep the duels interesting and it's not until you unlock the super-powered components that the battles get overly confusing – explosions and pods soon litter the stages and it takes a keen eye to stay focused on the task in hand with so much destruction going on. However you look at it, this is a great inclusion and the quality of this extra mode should keep you playing long after the story is over.





Knock out scenery with your heavy firepower for a cleaner shot at your robotic enemies.

Blast attacks can be devastating if used on a group of enemies – let the rockets fly!



CHARACTER BUILDING: Along your way, you'll meet a whole host of the usual suspects – from spiky haired teens to ridiculously angry bosses. Clichéd?



"WITH SO MUCH SCOPE FOR MAKING YOUR AVATAR, YOU COULD EASILY PLAY THROUGH SEVERAL TIMES"

CONTINUED could be a little too easy, it steps up a gear and you get well and truly pummelled. No problem, since you restart from the point exactly before you first entered the battle and are free to recalibrate your mech with a better knowledge of your opponent. Why can't all games be this generous?

This is quite an important lesson to learn early on as well – weapons and indeed robots themselves all have very apparent strengths and weaknesses. Pick one of the burly tank-like torsos and you'll most likely have very little manoeuvrability, leaving you prone to all manner of attacks from lightning-fast-but-weak enemies. Even the weapons and sub-weapons fit into a hierarchy of sorts, again leaving the more cumbersome robots open to the slow-moving but devastating elements of your arsenal whereas cluster bomb-type weapons can easily prevent the nimble Robos from making too much of a nuisance of themselves. Learning all of these techniques and weak points is very much a hit and miss affair but persevering and experimenting in more taxing fights pays off here more than in virtually any other game you might care to mention.

Thankfully for such an established and cult series, there's very little sign of the usual elitism and expectancy on the player to know exactly what they're doing. The narrative slowly introduces you to all the different modes and battle types the game has to offer, starting with simple one on one duels and building through four-way conflicts and into team-based duels, which are a lot more strategic and deep than they may first appear. Using certain weapons to hold enemies at bay or ushering them into a certain area while your colleague cleans up seems to work, as does using a chunky ally as a blocker to save your fragile yet powerful mech from hitting the scrap heap in a matter of seconds.

Obviously, your CPU buddies are often oblivious to such wonderful scheming but what if you had an ally who was in on it from the start? What if you could plot and scheme with the best of them and then rain down missiles, doom and destruction upon all those foolish enough to challenge you? Welcome to multiplayer mode. All the usual options are on offer to ensure that these are sufficiently removed from the more laboured and planned battles of the main game and four player



BANG

ON TARGET

In battle, the R allows you to target your most powerful missiles. During this time, you can't move but plan your strike well enough and neither will your enemies...

It may look like *Phantasy Star Online*'s hub area but this is where you'll take your first test. Tricky stuff.

Bots can take a limited amount of hits before being knocked down but arise with a brief burst of invulnerability.

games often degenerate into a mind-numbing colour blast which, while fun can be a little tricky to keep track of. Two on two duels are better, employing strategies as we've mentioned and keeping you from damaging teammates with all but the most potent of weaponry. Friendly fire, it would appear, is not a concept with which robot kind is overly familiar.

If anything can be said in criticism of *Custom Robo*, it's that some of the adventure can be too predictable, too formulaic and a touch too repetitive. Stroll from your house, pop around a few places on the map where there'll most likely be nothing to do, chat to a few people, get into a couple of fights, upgrade robot, go to bed. This pattern simply describes the first few hours of the game after which it does open up a little, but the number of times you'll repeat the same procedures is a touch disappointing. Length might also be of concern to some, falling short of the likes of *Crystal Chronicles* and the aforementioned Colosseum in terms of scale but with so much scope for making your mechanized avatar your own, you could easily play through several times and experience a sufficiently different adventure each time.

In a nutshell, *Custom Robo* is a vibrant and entertaining adventure game with more customisation options and robot combinations than you will ever actually see. With American and PAL releases not too far away, it's worth holding out unless you can understand at least a little Japanese as while the concept and progression may be simple enough, not having part names or descriptions in English does lose something and make for a lot of trial and error. Well, usually more of the latter to be honest – it isn't long before you find a set-up that works for you and diverting from this can be hard once you get used to it. The main adventure may not be the longest but this is more than made up for in other areas, especially the enjoyable multiplayer battles that can come from a clash of more experienced players. You've heard it before and you'll hear it again... this is a great little game but to get the most out of it, you're just going to have to wait. Sorry everyone.

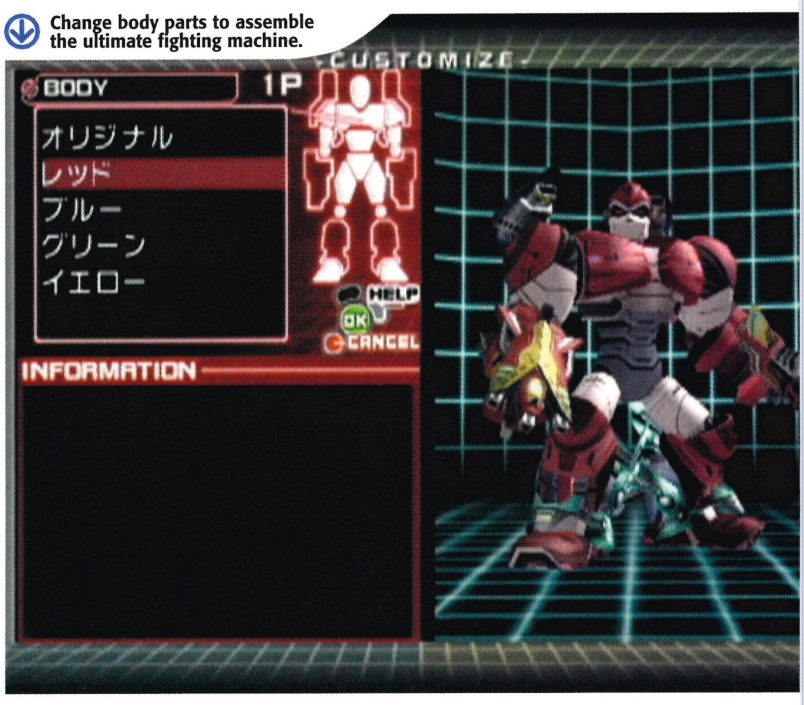
LUKE

MADE TO MEASURE

MECH FRIENDS AND INFLUENCE PEOPLE

One of the main elements of the game is the ability to heavily customise your droid (hence the game's name). This extends much further than the simple weapon set-up you might expect – every body part can be switched to create your ultimate battle robot. Effects vary massively in severity and while switching to a much heavier body obviously grants better defence at the expense of speed and agility, a lot of weapons and equipment simply come down to personal preference once you start getting your hands on the better equipment. Even choosing different legs and boosters has a notable impact and depending on which parts you pick, you'll switch between high jumping, mid-air dashing and even teleportation to keep you out of harm's way. Theoretically speaking, of course, we've seen a few of the more destructive weapons and some of them really do take some avoiding.

Change body parts to assemble the ultimate fighting machine.



CUBE VERDICT

CUSTOM ROBO: BR

A LINEAR BUT ENJOYABLE ADVENTURE

VISUALS Crisp and clean, if a little simple at times.

AUDIO Decent spot effects and some good tunes throughout.

GAMEPLAY Pick up and play arcade action with a well-paced narrative.

LIFESPAN Millions of different mech set-ups to play around with.

ORIGINALITY Think evolution as opposed to revolution.

ALTERNATIVE

Replace the cards with robots and this isn't too far removed... strange but true.



LOST KINGDOMS

Reviewed: Issue 8 **CUBE Rating:** 7.0

2ND OPINION

LASER DEATH! "As discussed in Issue 27 robots are way cool. They're even cooler when they've got big, swappable guns."

TIM

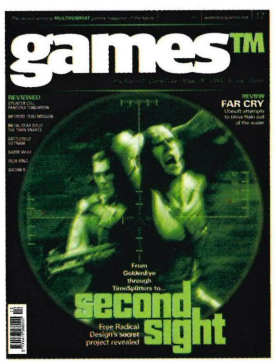
FINAL SCORE

8.5

VERY CUSTOMISABLE AND ENJOYABLE, EVEN IF THE STORY IS STRAIGHT FORWARD



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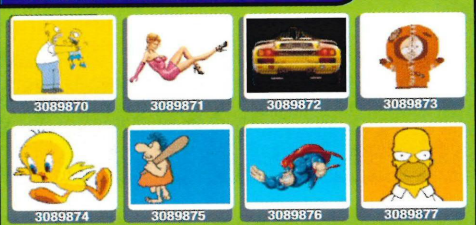
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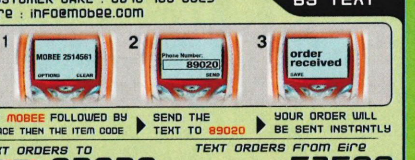
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ISSUE THIRTY ONE

The bit we couldn't do without you. Well, we could, but we'd have to pretend to be you – no one wants that.

YOUR LETTERS

VIEWPOINT

92 Remember: we don't print 'em unless you do some serious arse-kissing first... or send sweets. Only kidding.



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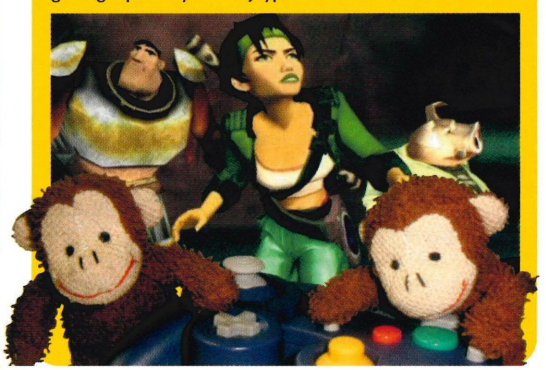
94 Whether you're an office slacker or hiding in the corner of the IT room, get in trouble by sharing your wisdom.

READER REVIEWS

95 130 words is almost two days solid work for Miles. So why not show the mulleted one how it's done.

CHEATING MONKEYS

100 They're furry, mostly brown and smell of rotting bananas. All they've been doing is getting square eyes and joypad blisters. The losers.



REGULARS

BEAT THE WORLD

96 Just how good are you at all those games that we spend so much of our time playing? Better than us, that's how good you are.

ADVANCE

116 When proper games go small! *Splinter Cell*, *Tak* and *Pitfall* shrunk and in the palm of your hand.

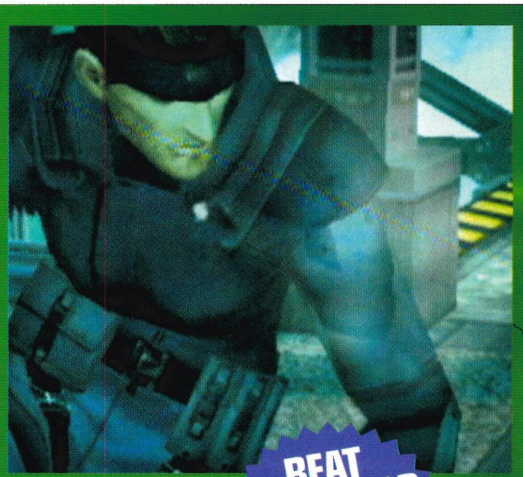
STUDIO EYE

118 This month we had a bit of chinwag with Cauldron Studios at their Austrian HQ.

THE BACK PAGE

130 Some like it, some don't. Sometimes it's funny, sometimes it's just a picture of a huge cleavage.

GUIDES



METAL GEAR SOLID

THE TWIN SNAKES

104 Snake's mission proving to be a little too tough for you? Never mind, the solutions team are here to save you... and who knows, maybe the world too!

BACK ISSUES
Missed a copy? Shame on you! Better check this here, then...
128

BEAT THE WORLD
Come on! You can do it! All new challenges and an all new look. Be the best, smell the worst.
96

CONTENTS

Viewpoint 92
Forum Frenzy 94
Reader Reviews 95
Beat The World 96
Cheating Monkeys 100
Cheating Monkeys Action Replay 102

GUIDES & SOLUTIONS
Metal Gear Solid: The Twin Snakes 104

ADVANCE
Splinter Cell: Pandora Tomorrow 112
Tak And The Power Of Juju 112
Pitfall: The Lost Expedition 113

INTERVIEW
Studio Eye: Cauldron 118

THE REST
Directory 120
Horizon 124
Back Issues 128
The back page 130

CUBE VIEWPOINT

ISSUE THIRTY ONE

WITH LETTERS YOU CAN MAKE WORDS, AND USE THE WORDS TO MAKE LETTERS. GOTTA LOVE THE SYMMETRY!

This month we succumbed to blatant bribery. We're not sorry. We'd do it again tomorrow. Oh yes!

RANT ON!

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

ROCK ROCKS MINTY

TO MILES, CHANDRA (The Funksta), Gaz, Tim and of course the monkeys OOOH OOOH AAAH AAAH, ahem. Thanks for printing my letter, never had my letter in a mag before *wipes a tear away*. Not sure what 'Smell My Cheese' is all about *raises eyebrow*.

Firstly XBM needs to borrow your art/designer person because **CUBE** looks better. I read a copy of **CUBE** 26 but I never got to read the letter that got everybody having kittens, he's my reply. [which you won't print because it's a reply to THAT letter that we said would never be mentioned again... och bugger]

Talking of games, *Prnce Of Persia* number nine in the charts, *Sonic* is higher. Nice one! Ubisoft are master. 50 percent through *POP*, amazing game. Lol and lots of *Rising Suns* returning.

I've got shopping and enclosed some Sarfend-on-Sea stuff, enjoy lol.

ANTONY, ESSEX

CUBE: ***Ok, we printed Antony's letter because he sent some Southend rock. We ate it.***

ME ME!

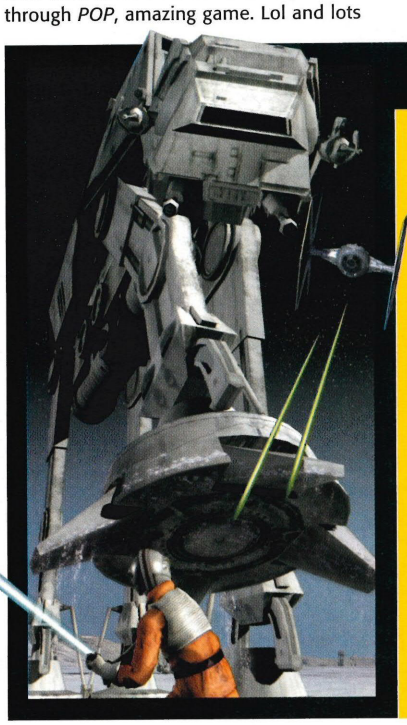
If Steph could pick one of boys which one would it be?

CUBE:

Steph says she loves us all equally. Which is a cop out, all that ground work and sweet talk for nothing.

FAN BOY-ISMS

SINCE A YOUNG age I have been playing games. the first console that i can remember playing was the forever-lasting Commodore 64. I then went on to own a Master System, a MegaDrive twice, a Saturn, a Nintendo 64 a GameBoy Color, PS2 and GameCube. The point I am trying to make is that I have tried all the going formats apart from the Xbox. At a young age I was pro SEGA but drifted away as the innovation of Sonic Team dragged whilst the delightful duo of Mario and Luigi exceeded. Then after the 64 I found myself going with the flow and buying a PS2. Till around half a year ago I was fully against the GameCube with the opinion that it was to childish and dull, pretty much like all the other gamers of today. The thing that turned me around was *Mario Sunshine* and the other great titles such as *Wind Waker*. The problem is that the Nintendo is being left behind once again. I am worried that Nintendo are not focusing on the GC enough and putting too much attention in to the DS. Personally I am all for it but the way things are going it could



REBEL STRIKE

PEOPLE ALWAYS WRITE in saying 'your mag is great!!!!' in thinly veiled flattery, thinking it guarantees their letter publication (which it often seems to) but I'd like to actually say why I think **CUBE** is a good magazine.

Firstly you've got a good sense of humour and you're not afraid to use it (but oh, Game Zone, where for art thou?). Secondly, you recognise the fact that many Nintendo fans have actually left puberty far behind them, and so you don't feel the need to lay out your mag like a comic, and make cringe-worthy attempts at using 'cool' vernacular of today's hoody-weilding youth. Finally, you are not only prepared to acknowledge the existence of rival consoles, but also to – shock, horror – admit the fact that they have a few good games that aren't available on GameCube. Plus you're *Futurama* fans, which is of course the important thing.

One thing worries me slightly though: *Rebel Strike* got major and constant hyping in your magazine months before its release, and then when it finally hit the shelves, **CUBE** was (so far as I know) the only magazine to award it the equivalent of nine out of ten. It has to be said this suggests the 'buying' of a good score. Say it ain't so!

Have I just ruined the chances of my reader review getting published? Probably.

LUKE, WILTSHIRE

CUBE: ***Buying a score!!! Flog that man! But seriously,* Rebel Strike *got a mixed reception, no doubt. However, having played the game in various states of completion right up to release it was our considered opinion that, while lacking the wow factor of* Rogue Leader*, it was terrific addition to the series. Okay, so the third person sequences were a little weak, but that was the only real negative aspect, and the whole of* Rogue Leader *in two-player mode – worth the asking price alone!***

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LET'S TALK ABOUT TXT

We want your text!

IS IT TRUE THERE'S GOING TO BE NO EURO 2004 for GC?
CUBE: Yup.

I'M CURRENTLY READING CUBE NAKED ON THE BOG
CUBE: Watch out for splash back.

HAS MARIO KNOCKED UP PEACH YET DO YOU RECKON?
CUBE: She's not that sort of girl!

DO YOU HONESTLY THINK THE DS IS GOING TO SELL HERE IN EUROPE. IN JAPAN YES, BUT I DON'T THINK IT WILL WORK HERE.
CUBE: It's a big gamble from the big N, but we'll have a better idea once we get a look at at it at E3.

FISH FISH FISH FISH. ENJOY YOUR MEAL, I WILL!
CUBE: Go away quickly. Quicker!

WHAT IS IT WIU DR + DIDDY?? R THEY BROVERS OR LVURS, THEY SCARE ME
CUBE: Try not to think about it.

NINTENDO R SOOOO !$!!! STUPID WHY CANT THEY MAKE A MACHINE BIG ENOUGH SO I CAN PLAY MY PS2 GAMES AS WELL
CUBE: Yes, good idea. Step away from the vehicle.

WHAT"S ALL THIS ABOUT A NEW WRESTLING GAME FOR DA CUBE?
CUBE: Everything you want to know can be found in the feature starting on page 40.

BRING BACK I LOVE NINTENDO AT THE BACK OF THE MAG
CUBE: But we were getting soooooooo bored of it!

I RECENTLY STARTED PLAYING RES REMAKE FOR THE FIRST TIME AND IS IT ME OR ARE THE CONTROLS WORSE THAN THE ORIGINAL?
CUBE: Yes.



MARIO TENNIS!

I WOULD LIKE to congratulate the brilliant magazine. I have agreed with practically all of your reviews (except I would score *XIII* higher). Just a couple of questions to ask:

The main reason for this letter is that I was wondering if *NHL Hitz Pro* will be released on GameCube here, or will I have to import it? The last two were amazing (only three people are needed for fantastic multiplayer) so I'm praying for a release of this soon.

Will *Metal Gear Solid: Substance* be released on the GC? *The Twin Snakes* video from Issue 29 looked brilliant and has made it one of the games I most want at the moment.

Is there any news on *Mario Tennis* yet or will we have to wait 'til E3 for some news?

And finally, which is better *Prince Of Persia* or *Beyond Good & Evil*? I'm going to buy one soon and the other probably during the summer (when less great games are released normally).

EAMON HEGARTY, SCOTLAND

CUBE: ***No* NHL Hitz, *or* MGS Substance, *but* The Twin Snakes *will satisfy your* MGS *appetites. Nintendo have shut up shop now in preperation for E3 but there'll be plenty to talk about in May. Oh, and we can't choose between* POP *and* BG&E *either!***

all go wrong. Sure there are some awesome titles but can Nintendo really just make remake after remake to cover up the harmful reality of not having the new titles in the series. An example of this is in Issue 30 with a letter saying get a remake of the original *Tomb Raider* only for you to agree. What are you thinking? We need innovation not games that appeared on the Saturn six years ago. What we need is *Mario 128* now and Possibly a new *Lylat Wars* game in the near future. By Nintendo focusing on their own exclusives they could benefit greatly.

What I am afraid of is gamers finding themselves in the position I did two years ago just going with the flow and not taking a second look at what Ninty has too offer. So as you read this I hope you stay put and help Nintendo by not buying a Sony or Microsoft console and help Ninty to once again be on top of the mountain.

JAMES GOODSON, EMAIL

PS. Please print this letter for the health of Nintendo. Also I have heard rumours of EA bringing out *GoldenEye 2* with no relevance to the original and is obviously a cash-in on the Rare classic.

Lastly what qualifications would one need to work for a great magazine like yours?

CUBE: ***So you're saying you wouldn't like a* Tomb Raider *remake? Just look at* Resident Evil *remake and tell us there's no benefit in resurrecting the odd classic. As for Goldeneye, yes, there is a game in development but it has nothing to do with the N64 game.***

MIDWAY FATALITY

There have been no Midway games for the GameCube since *Mortal Kombat: Deadly Alliance*. So has Midway left the GC and is just making games for the PS2 and Xbox? I just got *Midway Arcade Treasures* for my PS2 and I love it. *Klax* is still addictive.

ANTHONY SCOTT, MANCHESTER

CUBE: ***Midway have put all their GameCube development on indefinite hold, the monkeys!***



So no more Midway games then? Oh well fine, be that way.



Midway hasn't published anything good since *Defender*. Sour grapes? Us?

RESIDENT EVIL

WHAT'S THE CRACK? [it's spelt craic – Tim] To start I just thought I'd put this letter to you for commendable work in the shape and form of the six page write up about *Biohazard/Resident Evil 4*. I have nothing but the utmost respect and admiration for whoever put the chillingly informative write up together.

Now as you've already guessed I'm a *Resi Evil* fanatic and ever since *RE2* on the N64 I've been hooked. Anyway back to your well deserved appraisal.

What an exciting and invigorating story line, my my my, I thought I'd seen and heard it all from Capcom regarding the plot of *RE*, but after reading the preview of *RE4*, I'm made to scoff at my own doubtful words. Mental boyz, ken.

And for those who make a mockery of the *RE* series, they too shall be made to scoff at their doubtful slurs. As they (at some point) sit and play *RE4* they will realise why all the fuss around *RE4*. *RE* is one of the most adult games series out there (apart from *Mace Griffin*, and PC games like *Counter Strike*). But for a tiny black box to hold (now) a whole series is nothing short of amazing. And the fourth one just makes the series reinvigorated, revitalised, fresh for the next generation (bloody brilliant). Here's hoping that a few more people stop permanently degrading classic games and just deal with it.

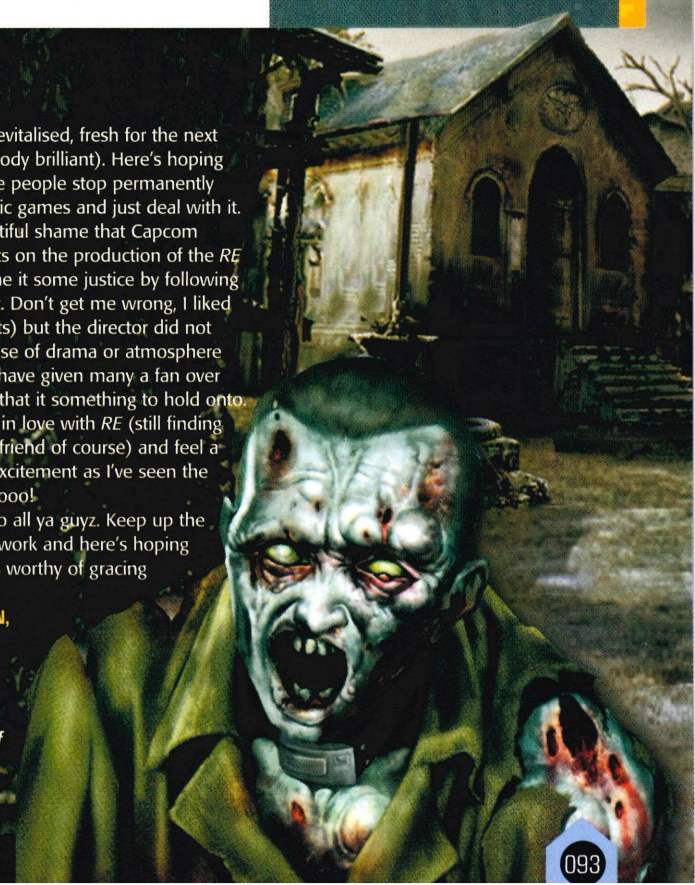
It's such a pitiful shame that Capcom hadn't any rights on the production of the *RE* movie, and done it some justice by following the game's plot. Don't get me wrong, I liked the film (in parts) but the director did not capture the sense of drama or atmosphere that *RE* games have given many a fan over the years, now that it something to hold onto.

I have fallen in love with *RE* (still finding time for my girlfriend of course) and feel a fresh wave of excitement as I've seen the DVD of *4*, yahoooo!

Well here's to all ya guyz. Keep up the commendable work and here's hoping that my letter is worthy of gracing your page.

RORY MACMILLAN, SCOTLAND

CUBE: ***Just watch this month's DVD if you haven't already!***



CUBE

ISSUE THIRTY ONE

FORUM FRENZY

If you've got access to that new-fangled interweb thingy then visit www.totalgames.net? You'll always find us there...

You're a very serious lot this month – Nintendo's marketing strategy and the loss of Team 17 have been keeping you up at night... apparently.

TOPIC: MAYBE NINTENDO ISN'T STUPID AFTER ALL...

Author: Dr. Drake Ramoray
Nintendo said they wanted to make more simple games. This is a brilliant idea 'cause they're not gonna get people who hate Nintendo's image to buy their consoles, so why not go for people that don't play games?

Games like *Command & Conquer* appeal to some gamers, but it wouldn't really sway anyone who's new to games. But a simple game like, say, *Mario Party* would.

Now, what I'm talking about may not make much sense, but it was simple games which got me into gaming. If Nintendo can reach the right audience, they could do well with their idea.

Author: Will Haven
Perhaps Nintendo's problem is that not everyone thinks the same way as everyone else, and maybe they don't realise this. You can please everyone, but just probably not with a single game (and can you really constantly make games that EVERYONE likes?).

I don't understand why they don't just increase the variety of their games so FPS fans get an FPS, RPG fans get an RPG etc. Then everyone is pleased anyway.

Isn't this why Sony are so successful? Surely people aren't getting PlayStation2s because there are no games they want on it – that's why they aren't getting a GameCube.

Author: weow
It might work if any of these simple games have any kind of mass-market appeal and/or any presence outside of gaming. When the average non-gamer thinks of Nintendo they would think of *Mario* – the flagship GameCube *Mario* game was the overly complicated *Mario Sunshine*. *Rez* was a simple game that didn't sell; it just doesn't work like that anymore. I can see what you're saying, especially with *Mario Party*, but it kind of means nothing if non-gamers haven't heard of the game.

I think Will Haven is right, catering for all types of gamers sells more consoles. I would strongly consider getting a PS2 or Xbox alongside my GameCube, purely for FPS and RPG games, while I can't imagine PS2 and Xbox owners having much strong reason to buy a GameCube.

CUBE: As always, the answer lies with third parties. However, they're only going to be attracted to a company with an established, large userbase. Talk about a vicious circle...

TOPIC: NO MORE TEAM 17 – DOES ANYONE CARE?

Author: The Baker
So Team 17, the creators of *Worms*, have dropped GC support. But does anyone care? I know I don't! Their recent games haven't exactly been brilliant (*Worms 3D*, anyone?) and there are many up-and-coming developers who are a lot better IMO.

Team 17 used to be good, but like so many game companies, they've lost their touch. So what does everyone else think?

Author: RetroBob
Yeah, *Worms 3D* is great!

Author: Voodoo Doctor
Team 17 hold the rights to the *Alien Breed* series, which would be very cool on the next-generation/ Game Boy platforms. They were once a very popular and talented bunch. It is definitely a bad thing that they have left the GC.

Author: Kahuna
I'm disappointed. I haven't played *Worms 3D*, but it looks good. Anyway, it's not the loss of *Worms 3D* that bothers me, but the loss of Team 17 means no more *Worms* at all for the GC.

Author: 2097
Worms 3D wasn't exactly great and Team 17 no longer supporting the Cube just means we won't see *Worms 3D* version 2 which probably won't be much cop anyway... Team 17 haven't made a half-decent game in years. *Stunt GP* was terrible, and they really do need to move on from flogging the very dead horse that is *Worms*...

Author: 4m3
How come we only remember Team 17 for *Worms 3D*? If you grew up with an Amiga, you'd appreciate them a hell of a lot more...

Author: Zilon
The only *Worms* game I really liked was the first one. Everyone was going on about how the second *Worms* was better than the first, but I disagree. The first one had style (well, kind of), whereas all the ones after it were basically the same as *Worms 2*. I preferred the first one better than *2* as it was just more fun to muck around on. The worms were much smaller and so much more fun to pick off with the bazooka. So in conclusion, no I don't care about Team 17.

CUBE: No, a third party leaving is never a good thing. And as other people said in the thread, *Alien Breed* on the GBA would have been... well, everything we've ever dreamed of. Sniff.

HONOURABLE MENTIONS

People who shouted loudest over the last four weeks

Zebedee because he's really a girl; Dr. Drake Ramoray for curing all of our ills; Arrow for giving us an excuse to get naked and go shopping; Numpty for being the oldest person alive; mallorn because he goes by largely unnoticed and he's a really cool guy; and FooAtari for being a voice of reason.

TOTAL GAMES .net

WHERE IT'S AT!

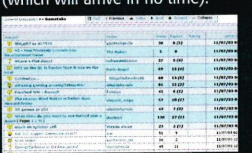
To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Getting in on the action couldn't be easier...

STEP ONE:

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

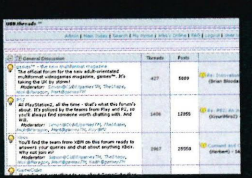
STEP TWO:

Type the following into the net browser window: **www.totalgames.net** then click on the FORUM link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).



STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple – heck, even the **CUBE** team managed to register first time, and if you're unlucky, you'll get a chance to speak to us there!



READER REVIEWS

You know the score 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

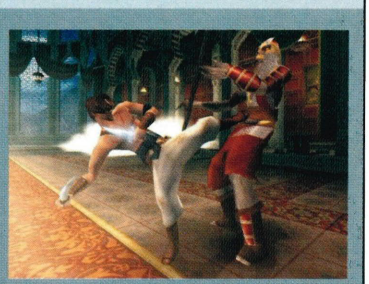
PRINCE OF PERSIA

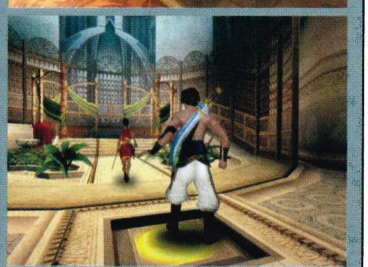
PUBLISHER: UBISOFT
DEVELOPER: UBISOFT MONTREAL
ISSUE REVIEWED: 29
CUBE RATING: 9.3

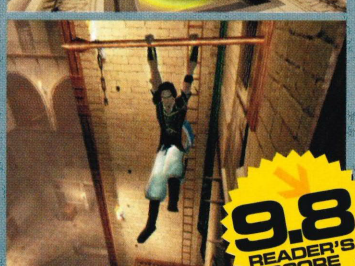
PRINCE OF PERSIA outclasses every other game in console history except the wondrous *Ocarina Of Time*. The Prince can do anything, from flips to running along walls to beating up multiple enemies at a time. But these athletics are only well executed by the simplicity of the controls. You feel as if you are the Prince. Never has there been such an intimate gaming experience.

As the name of the game suggests, the Prince needs the Sands of Time to complete his adventure. This means no more repeating sections because of one mistimed jump because you can ingeniously rewind time. You can also slow time, freeze enemies and more. The only drawback to the game is that it's slightly short in length, but a game has never given me such a buzz since *Ocarina Of Time*.

PHILLIP PURCELL, LANCASHIRE







9.8 READER'S SCORE

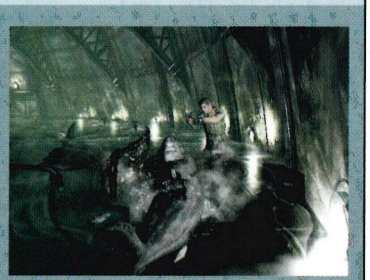
RESIDENT EVIL

PUBLISHER: CAPCOM
DEVELOPER: IN-HOUSE
ISSUE REVIEWED: 10
CUBE RATING: 9.0

RESIDENT EVIL ON the GameCube has, notoriously, received a huge overhaul; not only are the graphics now up to *Zero* standards, but the mansion has been expanded, switched around and has a new monster or two dropped in. Sounds good, yes?

Er, not really. If, like me, you were never a big fan of the original, then you won't want to give the remake a try either. All of the old problems – the re-treading old ground trying to remember where a certain item or room is, the frustrating lack of space for carrying items, the severe lack of ammo – are not only present but, thanks to respawning zombies and a larger playing area, amplified. Fans of the series who insist on referring to the games as '*Resi*' will love it, though.

LUKE KEMP, WILTSHIRE







6.0 READER'S SCORE

SPHINX

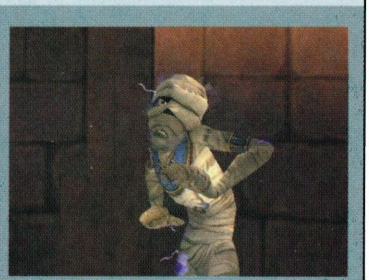
PUBLISHER: THQ
DEVELOPER: EUROCOM
ISSUE REVIEWED: 29
CUBE RATING: 8.7

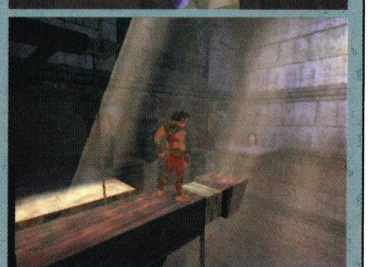
DEFINITE CONTENDER FOR Game of the Year, *Sphinx* is innovative and totally addictive as you control two heroes, Sphinx and the Mummy, to save the kingdom of Egypt from the evil Set. There's so much humour in the game, best typified by the Mummy solving the diverse puzzles experienced on his journey within Set's evil castle – because he's dead he can be electrocuted, set on fire, sliced into three, become invisible, get squashed and fly as a bat!

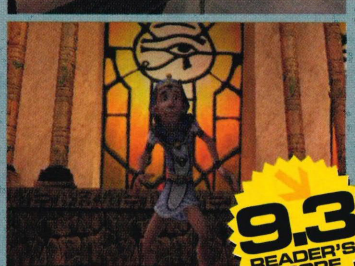
But the game is not just about puzzles – it's about action and adventure. This involves Sphinx travelling through different worlds and fighting various monsters in his quest for the missing crowns of Egypt.

You won't get bored – I completed it in 23 hours and enjoyed every second. Buy it, and BRING ON THE SEQUEL!

RICHARD SALMON, ESSEX







9.3 READER'S SCORE

CUBE

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BEAT THE WORLD

ISSUE THIRTY ONE

RECORD BREAKER

It's b-b-b-beat the world! If you think you're the GameCube Guru, then prove it to us – because we don't think you are. In fact, we think that you're all a bunch of Losers. Yes, you read that right – upper-case L. Losers.

HOW D'YOU like the new Beat The World? Don't hesitate for even a second in writing to us to tell how you feel. We're always looking to improve **CUBE**'s mistakes, from the tiniest spelling error to somebody's subscription copy arriving covered in biscuit crumbs.

Oh yes, let's have more abuse aimed at star players written on Post-It notes and stuck to TVs please! If you have any questions on how to do this, direct them to a Miss Hayleigh Morrison.

HERE'S THE BORING BIT:

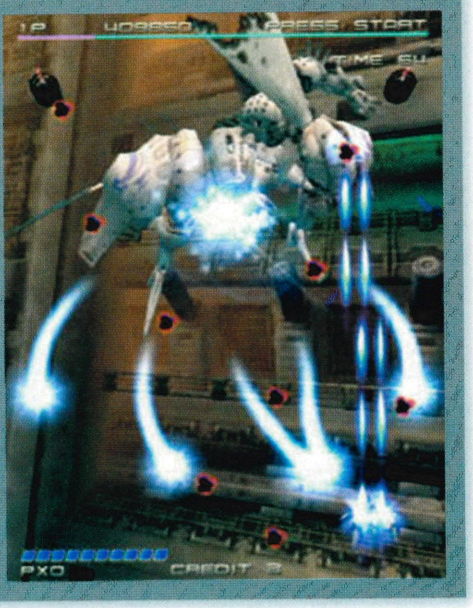
- Unfortunately, due to the large amount of entries, there won't be any prizes. Don't send us hate mail.
- No punching, kicking or hitting below the belt. Enter as many challenges as you like and send in bribes at your leisure. We're particularly partial to cake.
- Remember the three E's: Evidence, evidence and, er, evidence. Digital pictures are a grey area, as even Chandra is capable of altering them.
- This is where we're supposed to put the funny bit in, like the end of the regional news where a Michael Whiteley lookalike tells you about the local school mascot Tommy the Tortoise being caught interfering with a budgie or that bear falling out of that tree. But we can't think of anything funny today. Sorry.



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	–	–	–



SUPER MARIO KART DOUBLE DASH!!

Let's see your best times.

MUSHROOM CUP

Course	Time	Name
Luigi Circuit	Your time here!	?
Peach Beach	Your time here!	?
Baby Park	1:07:303	Decca West
Dry Dry Desert	Your time here!	?

FLOWER CUP

Course	Time	Name
Mushroom Bridge	–	–
Mario Circuit	–	–
Daisy Cruiser	–	–
Walugi Stadium	–	–

STAR CUP

Course	Time	Name
Sherbet Land	–	–
Mushroom City	–	–
Yoshi Circuit	1:50:055	Jonas Pettersson
DK Mountain	–	–

SPECIAL CUP

Course	Time	Name
Wario Collosseum	–	–
Dino Dino Jungle	–	–
Bowser's Castle	2:32:823	Jonas Pettersson
Rainbow Road	–	–



Can't believe Chandra getting whisked off to New York to see the wrestling.

Wrestlemania XX! That would have been soooo sweet. Then he comes gabbing off...



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

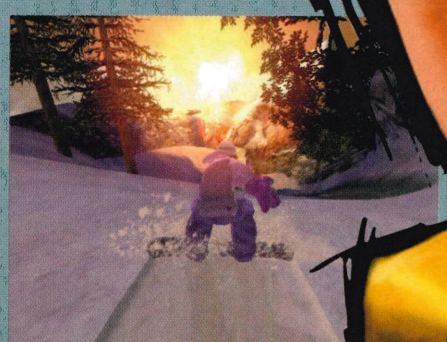
Course	Time	Name
Revolution Cliff	–	–
Midnight City	–	–
Rotted Ridge	1'11"65	Chandra
Diesel Disaster	–	–
Sick with it	–	–

EXTREME

Course	Time	Name
Top Tree Mama	–	–
Treble Tussle	–	–
Evolution Riff	–	–
Sid's Night Midi	–	–
Dazzlin' Teaser	–	–
Wit's Thicket	–	–



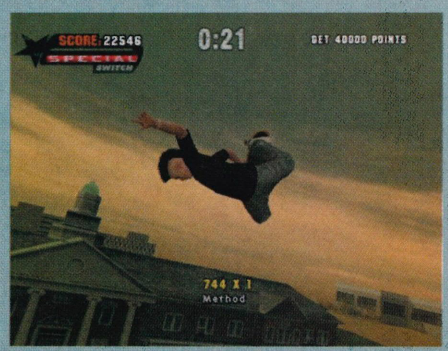
... about all the people he met, how all the girls loved his accent, the phone...

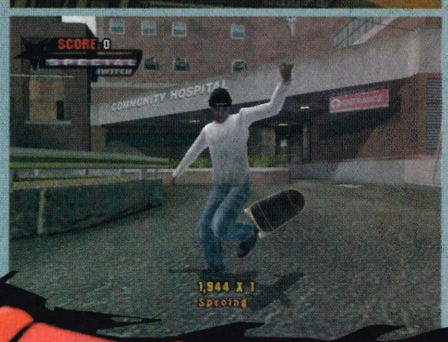


TONY HAWKS UNDERGROUND

Two minutes, top score in each level.

Level	Score	Name
New Jersey	–	–
Manhattan	–	–
Tampa	–	–
San Diego	–	–
Vancouver	–	–
Hanger	–	–
School II	–	–
Venice	–	–

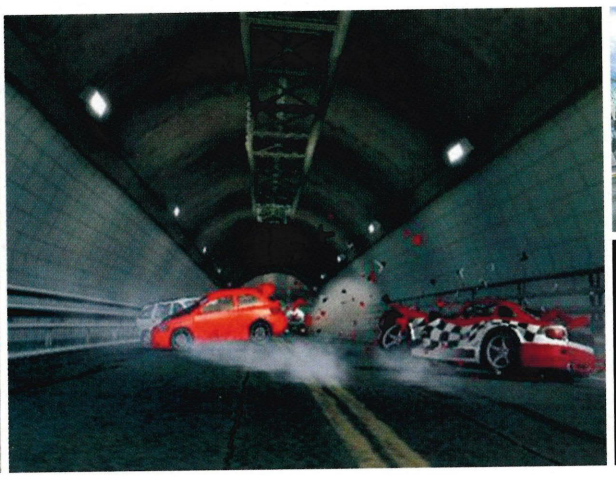


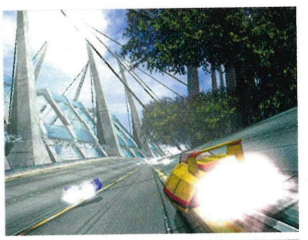


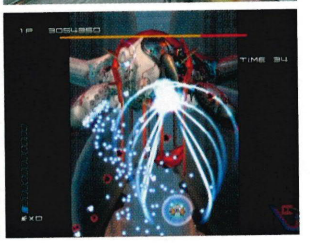
BEAT THE WORLD

RECORD BREAKER













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	47	Jason Foster
Extra Survival – Sudden Death	–	–

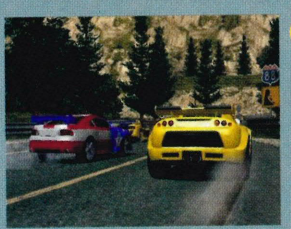




BURNOUT 2

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	–	–



...numbers he got and bestof all: how he met Mike Tyson in a bar!



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:

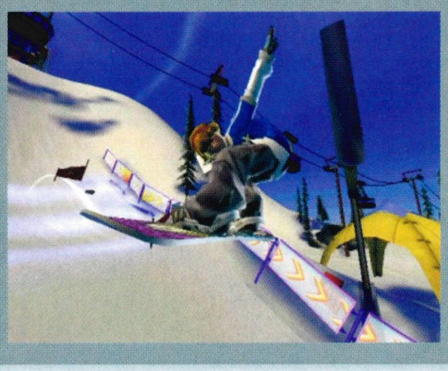
Course	Score	Name
R&B	355936	Miles
Crow's Nest	87036	Miles
The Junction	542131	Miles
Happiness Jam	412100	Miles
Peak 1 Jam	389998	Miles

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	–	–

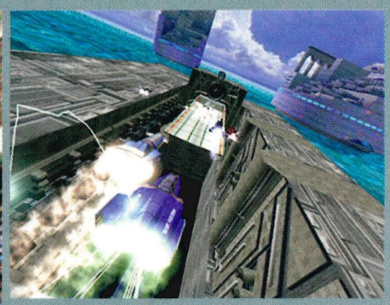
AX CUP

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	–	–





Not that we're jealous or anything , but it just seems he's getting all this...

... good stuff and the rest of us get nowt. No fair, but what are you gonna do?

CUBE
ISSUE THIRTY ONE

CHEATING MONKEYS

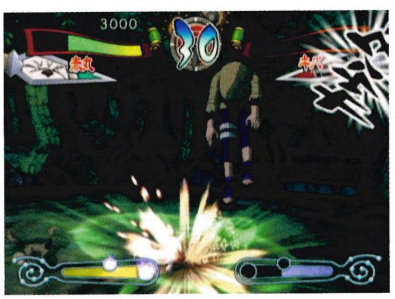
They're brown, they're furry, they're loud and they're burly. The monkeys are driving us up the wall, but we do love them so. We're fools like that.

NARUTO: GEKITOU NINJATAISEN 2

More fighting, eh? And who says that the GameCube doesn't have any violent titles? If you want to know what you need to unlock the extras, then cast your eyes downwards. Remember that you need to complete Story mode, Survival mode, get first place in Time Attack mode, finish the extra Story Matches and unlock the characters in batches to open the next set. It's all so very complicated...

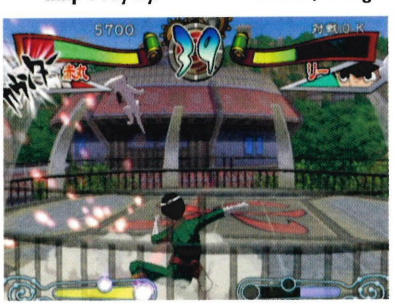
CHARACTER	POINTS NEEDED
Neji Hyuuga	2,000
Iruka	2,000
Akamaru	2,500
Kankurou	2,500
Karasu	2,500
Gai	3,500
Haku	3,000
Zabuza Momochi	4,000
Kyuubi Naruto	5,500
Sharingan Kakashi	7,500
Mizuki	15,000
Orochimaru	50,000
Sharingan Sasuke	100,000

UNLOCKABLE MODE	HOW?
Team Battle mode	Complete Time Attack mode
Shadow mode	Unlock Mizuki and Team Battle, then buy for 3,500



It looks cartoony but *Naruto* can be very nasty too. Look at that limp body fly.

Rock Lee is so rock that he can hit people off the screen. Shame about his hair, though.





That's a girl in there. Yeah – you heard that. A GIRL. Quick, run!



She's one tough cookie, too. In fact, she could probably have you.

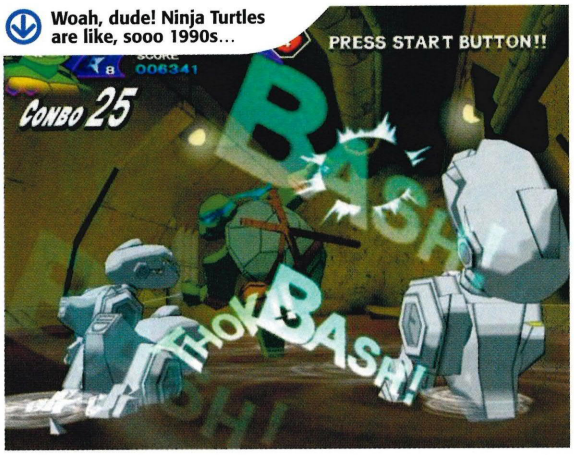
METROID: ZERO MISSION

All the *Metroids* have lots of cool endings, but the only way for you to see them is to practise until you have the skills to pay the bills...

ENDING	THE SKILLZ
Samus propping up a bar in clothing	Finish in less than two hours with 100% in Normal
Samus in clothing, walking around a city	Finish in over two hours with 100% in Normal or Hard
Samus in armour sitting on a rock	Finish in over four hours with over 15% in Normal/Hard, or finish in Easy
Samus in blue jumpsuit	Finish in less than two hours and over 15% in Normal or Hard
Samus in clothing, looking at a city	Finish in less than two hours with 100% in Hard
Samus sitting near a window in clothing	Finish with less than 15% in Normal
Samus in armour, showing her face	Finish with less than 15% in Hard
Un-helmeted Samus looking at a sunset	Finish in three hours with over 15% in Normal or Hard

CUBE
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0906 9060374
Calls cost **£1.50** per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from **8am till 11pm**. If you have any queries call the customer helpline on **0870 739 7602**

Woah, dude! Ninja Turtles are like, sooo 1990s...



TEENAGE MUTANT NINJA TURTLES

Yo, dudes, faaaaaaancy yourself as a green-skinned flipped-out ninja? So did we, but we couldn't even pronounce 'gnarly' properly, let alone actually be it. Enter these codes and cheat your way to victory. Cowabunga.

PASSWORD	EFFECT
RRSLR	Alternative Donatello costume
RSLMD	Alternative Leonardo costume
RLSLS	Alternative Michelangelo costume
SLSMM	Alternative Raphael costume
DDDML	Alternative sound effects
SRLMD	Casey Jones mode
LSLML	Splinter mode
DRDLS	Donatello gains attack power
MLSDS	Donatello: longer bandana/2x power up
MLMLS	Donatello: shorter bandana/2x defence
LMLSD	Improved weapon for Leonardo
MSRMM	Improved weapon for Michelangelo
RDSRL	Improved weapon for Raphael
SSLDM	Leonardo: infinite Shurikens
RSDMM	Leonardo: longer bandana/2x power up
LDSMS	Leonardo: shorter bandana/2x defence
RLMSM	Michelangelo: longer bandana/2x power up
MSSLD	Michelangelo: infinite Shurikens
RLDDR	Michelangelo: shorter bandana/2x defence
LSDRM	Playmates Toy Database
RSSSR	Raphael: longer bandana/2x power up
SDRML	Raphael: shorter bandana/2x defence
LSMMS	Bonus course 1
SSLDM	Bonus course 2
MSSLD	Bonus course 3
SRLMD	Bonus course 4
LSDRM	Bonus course 5

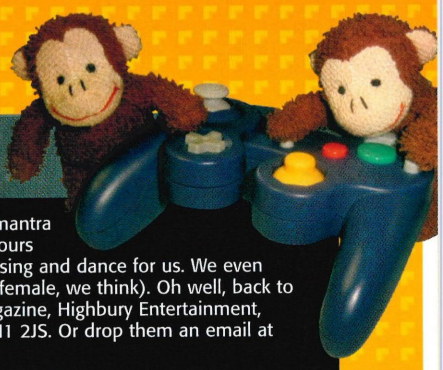
UNLOCKABLE	HOW TO UNLOCK
Challenge Mode	Finish Oroku Saki in Story mode
Gembu Turtle Power	Finish Story mode with all four turtles
Oroku Saki fight	Finish game with all four turtles
Character: Oroku Saki	Finish Oroku Saki as any turtle
Character: Shredder	Finish Shredder as any turtle
Character: Splinter	Finish Dojo Stage as Leonardo
Character: Yoshi Hamato	Finish Challenge mode as any turtle
Character: Casey Jones	Finish Stage 1 as Raphael
Character: Evil Turtlebot	Finish Stage 3 as any turtle
Character: Hun	Finish Stage 6 as Michelangelo

Enter the good old Konami code (Up, Up, Down, Down, Left, Right, Left, Right, B, A) on the title screen and you'll get alternative sound effects in the Story mode.

COSTUMES

Set the internal clock on your GameCube to October 31 and December 25 for some themed turtles.

CHIMP'LL FIX IT



Monkey see, monkey do. Unfortunately, that well-known mantra doesn't seem to ring true in the real world, as we spent hours forcing our monkeys to watch *Grease*, but they still won't sing and dance for us. We even stitched together some plastic trousers for Mindy (she's a female, we think). Oh well, back to GameCube games then. Send in your cheats to CUBE Magazine, Highbury Entertainment, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Or drop them an email at cube@paragon.co.uk. Donate money now!





KEY PLAYER

Dear Cheating Monkeys,
I'm stuck in the Wind Temple in *Zelda: The Wind Waker*. I've got the boss key but I just can't find that last door in the basement that leads to the boss. I've spent hours on the net looking for it but none of the guides can help. Is this a game glitch? If so, is there a cheat to get fully powered master sword on Action Replay? Because there ain't one on my Action Replay Ultimate Cheats disk!
MATTHEW ELIOTT, BRUSSELS, BELGIUM (THE LITTLE PLACE BETWEEN FRANCE AND GERMANY)

The monkeys say...
Righty-ho, we can't imagine that there's anything wrong with the copy of your game, so listen up and listen good! Once you've grabbed the big key, head out to the room you came from and go through the west door into the Propeller Room. Float all the way to the top and then go south. Defeat all of the Amos Statues to open a treasure chest that contains a small key. Go back to the Propeller Room and down to the bottom, making sure to play the command melody to get Makar back. Head east through the now unlocked door. Go through the room killing all of the enemies, and ensure that you grab the fifth Treasure Chart by destroying the two stone faces that you come across in the second room you come to.

In the next room defeat the enemies and plant a tree, then hookshot across the gap. In the next room you have to make sure that your Iron Boots are equipped, and push the crate forwards until it blocks the two moving blades. Clamber up over the block, and then pull it clear into the trench, forming a bridge. Push the next crate over this newly formed bridge and block the next blades, and do the same with the third crate. In the next room, perform the Wind God's Aria to open the path. Blow up the Warp Cauldron, and you should see the big door. As far as we know, there aren't any codes to power up your sword. Sorry.

A REAL SWINGER

Dear Cheating Monkeys,
Beyond Good & Evil is beyond how good I thought it would ever be. If 'wicked' can be used in a positive fashion, then 'evil' can too. So *Beyond Good & Evil* is mega-evil. But I'm stuck! After the Reaper boss I've found myself in a room with a load of swinging wires and I really don't know what to do!
KATE, STIRLING

The monkeys say...
Simply walk through the room avoiding the wires, then when you get to the end hit the blade of the fan with your Gyrodisk so that it makes contact with the door switch. Now you can enter the Fuse Room where you should get Pey'j to body slam the Guardians in order for you to collect the triangular key. Easy!





CUBE CHEATING MONKEYS

ISSUE THIRTY ONE

CODE JUNKIES



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

HUNTER: THE RECKONING

Master Code
V308-993F-KMFNE
PEWH-ZH7Z-CMQKZ

Infinite Lives
1 DPXY-MR2T-9H7VD
2 8CYW-97ZA-GKBX2

Infinite Ammo
1 ED17-GK25-WFB94
2 7YT2-N8YZ-JPMY7

Each kill is worth 1,000xp
1 6CGX-1GDR-9YUR7
2 VZWQ-3GNJ-YA0AA

Each kill is worth 5,000xp
1 M9B1-HTG4-X1AYY
2 9F2C-69U5-VNGGD

Each kill is worth 1,0000xp
1 0H4A-DCXD-N77EN
2 1FBB-7NFU-N8CCF

Infinite Health – Avenger
1 8HF5-JU5A-KWYRC
2 HATV-JRG0-K5N5R

Infinite Conviction – Avenger
1 T5BR-T6VV-8NJGA
2 U712-QXF6-0AQD7

Max Strength – Avenger
1 UFNC-DX6F-49DAB
2 G1Z8-4VU2-WX52D
3 AT5Y-37FC-MU79R

Max Accuracy – Avenger
1 HG9G-RM4K-58AJG
2 3U37-5YHB-RUV5Y
3 Z247-6QPP-WK45E

Max Speed – Avenger
1 TFMX-1110-1VA2A
2 X3BR-AY8A-M0FRC
3 1NV6-5DTJ-Q8JEX

Max Conviction – Avenger
1 XV6T-844D-YANKB
2 2XGW-ZR8N-0838A
3 K22D-C608-UUGW4

Max Stamina – Avenger
1 02JF-DA4P-8DMFF
2 7KEH-ZACM-HTAJT
3 V1A3-MY7U-GDX2H

Infinite Health – Defender
1 HEG8-3AHH-FCXY8
2 GKB2-E534-GNY72

Infinite Conviction – Defender
1 P9TN-KMJ8-8KKE2
2 ZTE4-CTGY-M2UF3

Max Strength – Defender
1 3427-0WJY-74M63
2 00R2-CJ33-2HUE0
3 T1Y0-8FEN-32BVB

Max Accuracy – Defender
1 H7C4-R7X0-MB00F
2 0Q60-AT35-00VKM
3 A6ZK-80UZ-ARDK4

Max Speed – Defender
1 A7EW-PMTK-5Z6YU
2 GZWC-N340-VADXC
3 ZET9-CZER-0RBVF

Max Conviction – Defender
1 9WY1-AHRZ-1036V
2 H769-65RZ-9E9KR
3 BVGA-26V7-Q7G50

Max Stamina – Defender
1 VPV3-GMQF-VNN0F
2 5EMC-N5UT-Q19NR
3 0J1Y-43E5-6RXK5

Infinite Health – Judge
1 6U43-YDJK-Z21XU
2 P95X-0KWB-0HXKT

Infinite Conviction – Judge
1 TZVB-E5VD-VGJNT
2 AMCH-7YG0-D21X8

Max Strength – Judge
1 0YXA-NC1W-FRXZM
2 QYH3-8RQ8-13RFE
3 K5C5-RG1B-2GPW9

Max Accuracy – Judge
1 CNUU-EM4U-V5MXH
2 02H9-29JY-GRE7T
3 CAHV-QRCX-NVG42

Max Speed – Judge
1 RP7R-BHB4-2HGAN
2 3H19-X1UA-6NEXE
3 F85R-5KDA-1C08G

Max Conviction – Judge
1 N1C0-GQGZ-2FF8B
2 X3P0-2ZBT-Q19AJ
3 F3NF-4QTQ-HQH3W

Max Stamina – Judge
1 19KJ-ETAY-428MW
2 G1BA-84M7-GAZAR
3 AZ98-BXC5-XZWV1

Infinite Health – Martyr
1 X383-GRGX-8K0VB
2 GQN6-4HWG-1CE01

Infinite Conviction – Martyr
1 HVUG-7XUM-61RPV
2 042G-XUR1-TP9FZ

Max Strength – Martyr
1 WGZX-C73K-9NYE1
2 VFEG-G4CY-K5XJ7
3 7ZRH-DWPN-XHNXN

Max Accuracy – Martyr
1 VQCR-6JBW-M234C
2 E0CC-PUA3-RK9RH
3 5EN9-DHZV-CMW2V

Max Speed – Martyr
1 5AKB-MATR-UV4RP
2 J71K-354R-1RC8C
3 JRZF-HWNT-T9JXN

Max Conviction – Martyr
1 AF1H-DGXG-H0P9E
2 T6EH-2PF6-3E8JJ
3 W70B-7GC7-FR393

Max Stamina – Martyr
1 90KG-QH6T-79F87
2 2C29-2ZX9-5WDVJ
3 T6HX-X855-P4VHQ

SONIC HEROES

Master Code
1 7TZ2-ZKB2-TUHFF
2 1TMZ-VTH2-3KZF8

999 Rings
1 6ZXF-0BQM-90H74
2 X4T3-KU3M-KCHME

Infinite Lives
1 CDT7-UX4K-BKKDJ
2 B1FC-Q1YJ-FGF7B

Big score
1 NYUG-HKPP-3RYJ6
2 C71R-ACQ4-GE0DQ
3 498E-QD0U-2EKW4
4 7HZ8-A78X-V5KM3

No timer
1 9RTN-X6TN-K3GT1
2 RNH8-G9ZA-GWGDV

Team Blast Meter full
1 YDWN-X267-V4Y5C
2 GKW2-E30T-9H47X

Debug Scr. on (L+R+D-pad up)
1 BV7N-KKYD-WNDR8
2 RPAY-9PQR-V5NM4
3 57D0-F8XR-6D86U

Debug Scr. off (L+R+D-pad down)
1 1RDF-NNWE-33Z51
2 060K-2ZAT-273RJ
3 JQUF-XWZE-79VUH

Open all audio
1 49XR-MU87-2FT4B
2 GRMC-YQ4K-G031B

Open levels
1 Z7EN-EF55-G8114
2 HN4D-AHTA-U0EEW

Moon Jump (hold A)
1 ARBV-V3UH-MCB62
2 TMMY-23AU-DADJ2
3 89WJ-AT2M-8P4C1
4 M7UM-BRN0-0KTEW
5 4DTM-UE1V-U0HHE
6 E9FZ-A3QA-YCERP

Super Turbo (press D-pad left)
1 HWU6-H8K6-KH49H
2 RKRE-DZ36-1AZCX
3 JKM1-KUMJ-C3Q7P
4 H7WR-FT82-17B9V
5 1B77-FUK2-UA2D6
6 E9FZ-A3QA-YCERP

CEL DAMAGE

Master Code
1 BKZ6-ZM43-EY7AZ
2 GDXN-07UY-GFBEF
3 PAWZ-NQAU-9G829
4 ZRNB-71ZJ-V69ZP
5 JQVW-ZQYR-63B9P
6 4Z77-68W0-0E28D
7 364P-KWQR-1FJXD

Infinite Chain Gun Ammo
1 KV3Q-9KCQ-B1EHK
2 BFZE-TTWX-10B72
3 YTNK-3VCQ-RUD1X

Infinite Axe Strikes
1 D0HP-AXH7-W5M3Q
2 G2P8-2MA7-J7PJ9
3 41R1-BHZT-DQUYA

Infinite Saw Blades
1 95AM-Q1TG-G7JZY
2 Y1TH-G81Q-M1C5V
3 ZKFT-NJYP-8PK06

Infinite Chainsaw Fuel
1 WDJ1-G2GF-JEB1G
2 TQ5A-C29X-BN01G
3 WTPD-HU59-0032Y

Infinite Freeze Gun
1 G3FH-Z34X-X2HJY
2 MM29-P336-HBVK3
3 EM1J-TH0J-NH8B9

Infinite Bat Swings
1 FD02-8B2F-7N3BX
2 RTDQ-1YA1-88B23
3 6Z7Z-KPJR-BQDT3

Infinite Mortar Ammo
1 9P0M-2Z7V-XWNRX
2 3TPA-VJX9-VR1ZQ
3 9NTY-7QE9-QWVH2

Infinite Crossbow/Grenade Ammo
1 TUJP-K7DU-41657
2 ZY3C-R6Z8-9XVE3
3 RT46-6WF4-EJAEH

Infinite Harpoons
1 77A3-W0N3-HC9RA
2 W0DE-YNTN-J94G3
3 G6GR-EHGX-FV85P

Infinite Rocket Fuel
1 HRHC-05GG-4FBED
2 ZKTF-2KKB-CYW7D
3 4K8G-RVBW-7070F

Have all characters open
1 CBDE-YTGD-9PE7D
2 0P45-EBFU-1C3DP

Have all Flag Rally levels open
1 DY38-G460-TVHQ8
2 A1YG-FPCV-3CBCV

Have all Smack Attack levels open
1 6QU6-4V6U-HJ6ER
2 E4GU-ZGU8-P2VGE

Have all Gate Relay levels open
1 7APJ-QC1H-Y8N8J
2 1NMP-A7VH-TNFAX

Have all weapons available
1 7H5G-RCTE-VA4NV
2 9HZ1-7KZC-JWB3D
3 58NF-3C56-HEM4X

CONFLICT: DESERT STORM II

Master Code
X5B1-4VCH-NQKMK
7GRZ-JAET-KKK14

Infinite Ammo
1 07NY-B29X-KW06V
2 Q0HW-57VB-CR2GE

Infinite Grenades
1 B0P5-21MZ-PNCPA
2 Q1DP-5AA4-T0RQE

Infinite Health
1 J3RK-BENB-PGK4U
2 08GQ-JABZ-EHRGC

Infinite Medipacks
1 E061-3303-V08UR
2 FTED-RBN5-M84KV

Hyper Mode (press L+A)
1 PE9C-7T24-KT0X0
2 YWWN-D27A-MXWR7
3 PH5F-8E1W-M8JGD

Normal Speed (press L+Z)
1 RA93-ETA7-058FJ
2 3B67-UQDK-7BFHE
3 UPGU-ADJK-5C1A4

Slow Motion (press L+X)
1 NZ4N-B7M4-PNFWM
2 RJYJ-Q5V8-88K4D
3 GXMM-80W2-4CH6Z

BLOOD OMEN 2



I have need of your corpuscles, my dear.

Master Code
1 5GVM-EH1F-UY94D
2 NTBF-EHZJ-1KQ32

Infinite Health
1 XUBB-WP4J-JTFFN
2 NV58-RC3Y-EAJKF
3 JZXG-PP3H-HWBK1

Immune to Water/Fire
1 KFGT-RGD8-BGH3C
2 C7X6-4BDP-KENDP

Bullet Time (press D-pad up)
1 YJ02-3W38-3V5MG
2 E7V1-0ENY-GFF2E
3 ZET8-PXGW-ET2Z2
4 60P9-77KJ-RY416
5 83TE-UFUN-NWHH9
6 E9FZ-A3QA-YCERP

Normal speed (press D-pad down)
1 N1KP-FP0W-0CZT3
2 WRNE-5V0M-DQ79T
3 F7RF-A87P-V6YFV
4 MCAA-2ENH-JM5GR
5 UVVZ-0GMX-4P308
6 E9FZ-A3QA-YCERP

Slow down enemies (press D-pad left)
1 BC3U-1Y6A-X114F
2 MCAA-2ENH-JM5GR
3 51J7-T4Q7-QZ9RQ
4 60P9-77KJ-RY416

CLEAN UP BADDIES!



The UK's only Game Cube tips magazine is packed with game guides, cheats and secrets. Mrs Smith from Coventry says, "SOLUTIONS helped me to remove even the most stubborn enemies from my GameCube games!"

GUIDES IN THIS ISSUE...

- FINAL FANTASY: CRYSTAL CHRONICLES
- METAL GEAR SOLID: THE TWIN SNAKES
- TEENAGE MUTANT NINJA TURTLES
- POKÉMON CHANNEL
- & MANY MORE!



Please note, the cover may differ slightly from the one shown here.

ISSUE 16 ON SALE 15.4.04

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Available from all good newsagents or call for a copy direct on 01202 200200

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UNOFFICIAL GUIDE

CUBE magazine and Highbury Entertainment Ltd would like to make it clear that its guide to *Metal Gear Solid: The Twin Snakes* is in no way exclusive and is completely unofficial. An official guide may be available for sale through another publisher.



TACTICAL ESPIONAGE ACTION

METAL GEAR SOLID®

THE TWIN SNAKES

Destroy Metal Gear Rex, eliminate the terrorist threat and save the world using our amazing mapped guide!

INFORMATION

MGS: THE TWIN SNAKES	
PUBLISHER:	KONAMI
DEVELOPER:	SILICON KNIGHTS
GENRE:	STEALTH/ACTION
PRICE:	£39.99
PLAYERS:	1

SNEAKING TIPS

It's very tempting to just run in guns blazing sometimes, but this won't work to well in this game. Here are some top sneaking tactics to keep you one step ahead of your enemies...

THIS IS A HOLD UP!

If you're after getting all the Dog Tags, you're going to need to learn how to scare the guards into handing them over...

STEP 1

Firstly you have to pick your target. Obviously, the more guards there are around, the more difficult it's going to be. Try to aim for lonely patrolling guards and use your radar to keep out of sight and get yourself into a good position so you can get behind them.

STEP 2

When the time is right, move up close behind them and pull out your gun. The sound of the gun will alert them to your presence but it'll be too late and they'll stick their hands in the air to show that they surrender. Don't hang around too long: if the guard suspects that you're not going to shoot him, he'll attack you with his knee and try to run off.

STEP 3

Now you need to get round the front of them so you can look them in the eye. To do this you'll need to release the ⓐ button – but make sure you're holding ⓑ while you let it go, otherwise you're going to end up with either a dead or sleeping guard that's no use to anybody. Once round in front, aim at their head to scare them and they'll start to wiggle and drop whatever they have, usually including their Dog Tag.

STEP 4

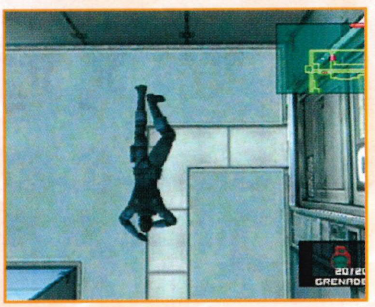
Some guards will be tougher than others and won't give up their possessions that easily. If you get a stubborn guard, try aiming your gun between his legs or shooting him in the arm (not with your M9, that would be silly). This should turn the once tough soldier into jelly and leave his Dog Tag free to take.





GET DOWN

No matter what you're doing, you're harder to see and hear if you're on your belly. Unfortunately, crawling anywhere takes ages and is not really the perfect way to get around. It is the safest though, so judge when and where crawling will be most useful to you.



LIVING IN A BOX

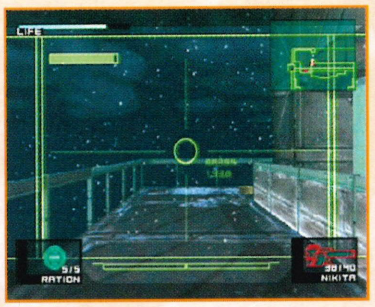
Unlike the original game, you can now use the lockers to hide in. This can help greatly when you're running low on ammo and can also give you the element of surprise when dealing with patrolling guards. Of course the guards aren't stupid: they'll eventually figure out that you're inside and will peek through the vent. Try not to let this happen, as you'll have nowhere to run to and will probably take heavy damage.

A LITTLE HELP FROM YOUR FRIENDS?

If you're completely stuck and there doesn't seem to be anything that you can do to progress, have a chat with some of the people on your Codec to see what they think you should do. More often than not, they'll give you helpful advice and guide you through the problem. With the Codec and this guide in your hand, you should be able to get through anything.

ROCKET IN YOUR POCKET

The Nikita is the best weapon in the game by far. Since you can guide it anywhere you want it to go, it's the perfect tool for taking out enemies before they've even seen you. Use a combination of your Radar and the Nikita to take care of enemies if you're running low on health or just aren't in the mood for a fire fight.



TREAD SOFTLY

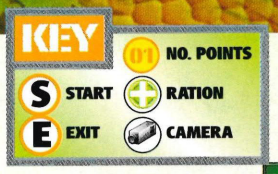
The guards have amazingly good hearing and this will often be your downfall. Whenever you're on the move, try to think about what you're walking on. If you're running across a metal walkway, you're going to be making plenty of noise and will probably alert every guard in the area. Try to stick to carpets and softer materials when sneaking around.

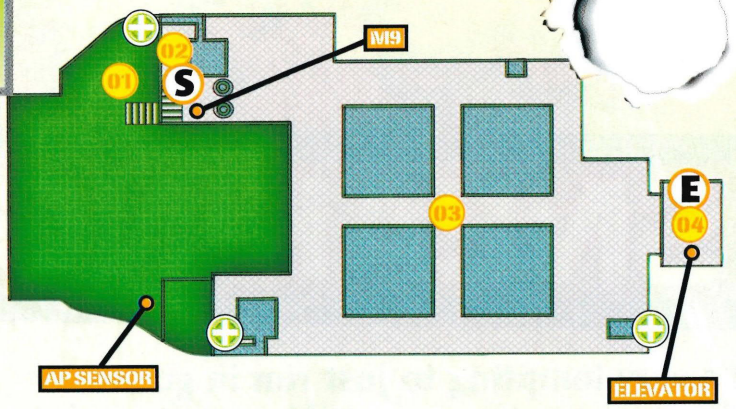


BLEEDING STEALTH

When you're running low on health you'll start to bleed. Not only will this cause nasty, stubborn stains all over the carpets and floorboards, but you'll also be leaving a trail of blood that the guards won't hesitate in following to your hiding place. If you're bleeding, either use a Ration to build your health back up or a Bandage to help absorb the blood.

DOCK





Before you crawl under the pipe to get into the main area, head back down into the water and collect the **RATION** and the **AP SENSOR** that are down there [01]. Don't forget to keep an eye on your oxygen metre though. Now go back to the surface and crawl under the pipe, picking up the M9 on the way [02].

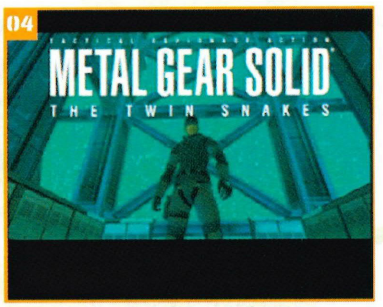
There are two guards patrolling the area, so watch the map and sneak up behind them when they are looking the other way and kill them both by breaking their necks [03].

As you approach the lift at the back of the room you'll see a row of lockers. Search these to receive a **STUN GRENADE** and some ammo for your M9. Now take care of the final guard and go into the lift [04].

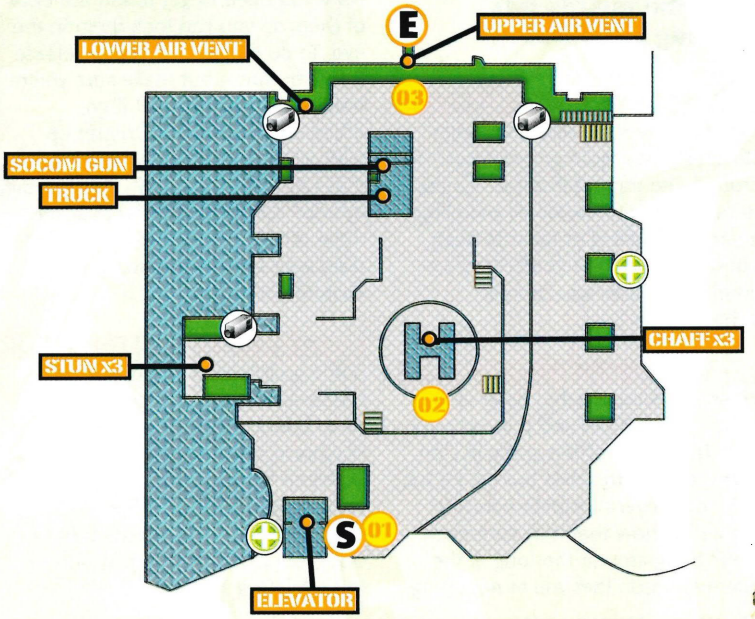








HELIPORT



This area is a little trickier than the last and you'll really get to test your stealth skills. Your goal is to get into one of the two vents near the front door, but there are plenty of goodies to collect first if you want to take the risk [01]. Grab the **RATION** that's down the left side of the lift then position yourself in front of the helipad. There are some **CHAFF GRENADES** in the middle of it, but you'll have to time your run for them just right if you don't want to get caught by the spotlights [02]. Wait until they have just parted and then run straight through the middle and into the back of the truck on the other side. Have a search around and you'll find a **SOCOM** behind a crate.

If you don't fancy risking the spotlights, the easier option is to walk up the right-hand side of the helipad. There are plenty of crates to hide behind and only one guard. Remember that the guards can see your footprints in the snow – it's very easy to give away your position if you aren't careful. When you get to the back of the area, make your way up the stairs and take care of the guard at the top. The entrance to the vent is right in the middle of the walkway so get over to it and crawl inside. All you have to do now is follow the vent along. You'll see two guards having a conversation about another intruder, so listen to them then keep going until you come across a hole that you can drop down [03].





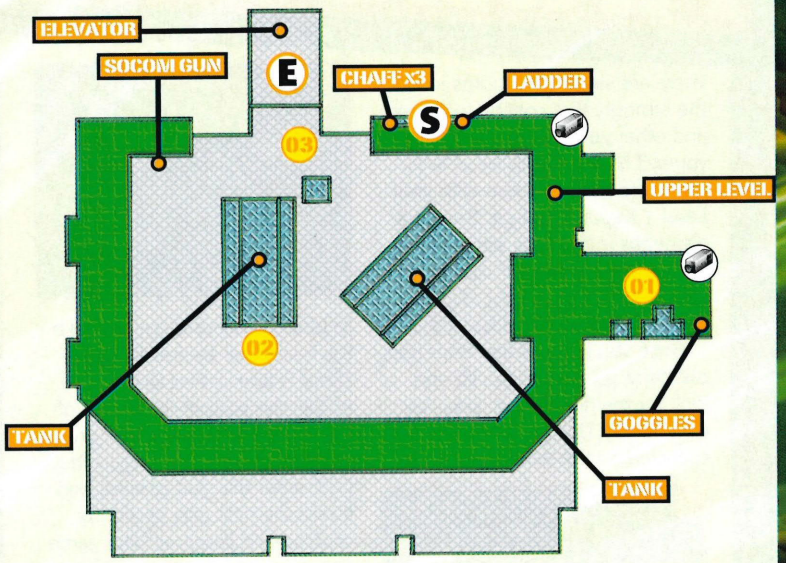


TANK HANGAR

After you've fallen from the vent, grab the **Chaff Grenades** that are on your left then follow the walkway round to the right, avoiding the camera in the corner. When you reach the first room, enter carefully and get out of sight. There's a camera right in the middle of the room and it's very hard to avoid. Unfortunately, the very useful **Thermal Goggles** are on the other side of the room so you're going to have to sneak over there [01]. Once you have the Goggles, leave the room and keep following the walkway round to the stairs. There are a few more guards downstairs so it's a good idea to take them out from above, to make your life easier when you get there [02]. When the coast is clear, get over to the lift and call it up. Your next stop is level B1 so take the lift down to the next floor [03].







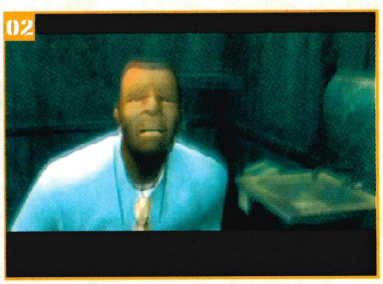
HOLDING CELLS

There are no guards to worry about in this first section so you can relax for a bit [01]. Head up the ladder and crawl into the vent at the top. After a short way the vent will split, so stake the left vent. You'll see a guard in the bathroom; he doesn't really say anything of any use but when the cut-scene's over, you can grab the nearby ammo. You won't be able to go any further this way so backtrack a bit and take the other route. Eventually you'll see a girl in a cell doing a few exercises. Soon after, you can drop down into cell and have a chat with the DARPA Chief.

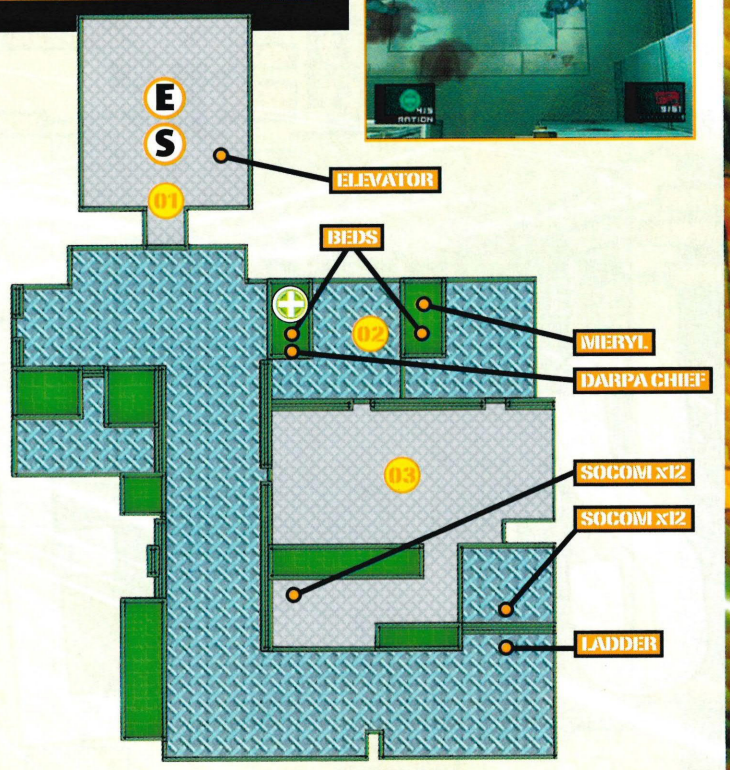
You'll get a lot of information from him but he'll die just before he tells you the really important stuff [02]. Once the cut-scene's over, leave the cell and talk to Meryl in the corridor. After a short conversation with her, you'll be attacked by loads of guards. Although you'll have Meryl helping you out, she'll be pretty useless for most of it so don't rely on her too much [03].

Once the guards have stopped coming, head back to the lift and go down to level B2.









ARMOURY

There are six smaller rooms inside the armoury that contain weapons and other goodies for you to help yourself to. You'll only be able to get inside three of them with your Level 1 Keycard though. There are also traps in the floor which will lead to certain death if stood on for too long, but as long as you keep moving you'll be fine [01].

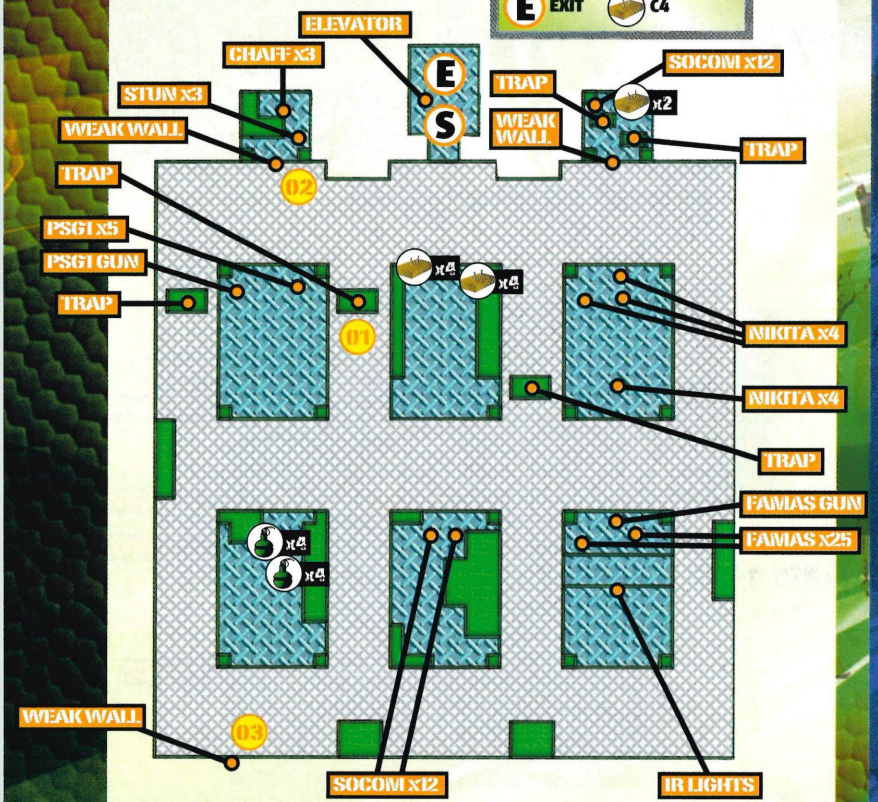
Once you have all the items you can carry, go back to the lift and look for the discoloured areas of wall nearby. Use the C4 you've just collected on the pale bits of wall





to blow a hole in them and take the items that are inside [02]. There is one last weak patch of wall in the bottom-left corner of the room and this is where you want to go next. Blow away the wall, enter the next corrider and locate the next pale section of wall. Keep this up until the game goes to a cut-scene and you're faced with (REVOLVER OCELOT) [03].



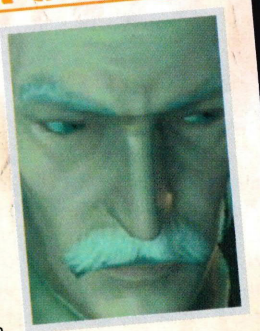


BOSS

TOP SECRET

REVOLVER OCELOT

Real Name: Unknown
Sex: Male
Age: 50s
Nationality: Russian
Height: 182cm



Ex-Spetsnaz. After the fall of the Soviet Union, he joined the Russian police. Then he joined the special tactics division of the SVR, which was the KGB Administration Headquarters No1. However, he did not adapt well to the old KGB system and he was scouted by the US to join Fox-Hound.

A gun nut who loves cowboy movies and spaghetti westerns, he uses a revolver (single-action army). He shoots with one hand (western style) and is an amazing gunfighter, using all the angles. He hates wasting bullets.

He fought mainly in Afghanistan, Eritrea, Mozambique and other local dispute areas in central Asia. This is when he met and was scouted by Big Boss who was running his mercenary business in Africa.

STEP 1

As long as you haven't been wasting your C4, this fight should be over pretty quickly. Revolver Ocelot will always try to keep his distance from you and, since he's faster than you are, he'll do a good job of it. His gun is very powerful so you can't afford to get hit too many times. And to make it worse he'll never miss a stationary target, so keep moving at all costs. Remember though: touch a wire and it'll be game over.

STEP 2

When you're ready, run round to the top-right corner of the room and stick some C4 to the wall. You'll need to detonate this when Ocelot is next to it, so chase him round and blow it up when he is running past. Although this can be done in any corner, it's much easier to judge when he's close to the explosives in the top right.

STEP 3

Once you're out of C4 you're going to have to rely on your trusty SOCOM to take the rest of his energy off. There are three SOCOM ammo packs in the room – two are in the corners and the third is in the centre (you'll have to crawl under the wires to reach them). Run round the room until Ocelot is forced to reload his gun. This is the only time he'll stay still, so quickly switch to first-person mode and take a few shots at him. Repeat this until his health is gone and a cut-scene starts. Watch where you're shooting though: if you kill President Baker you'll have to start over.







TANK HANGAR

Leave President Baker and head back up to the Tank Hangar via the Armoury. With your new Level 2 Security Card you'll be able to enter a few more of the Armoury's rooms and build your ammo back up.

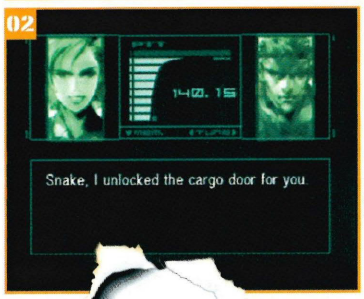
As soon as you can, use your Codec and enter the frequency 140.15 [01]. This will put you in contact with Meryl; after a bit of chit-chat she says she'll open the large gate in the Tank Hangar. How many guards are now inside the Hangar will depend on whether you killed or just stunned them the first time around [02]. Head up the stairs and check out the two rooms that you can now get into using your Level 2 Security Card and pick up the **Chaff Grenades**, the **Box** and, most importantly, the **Mine Detector**.

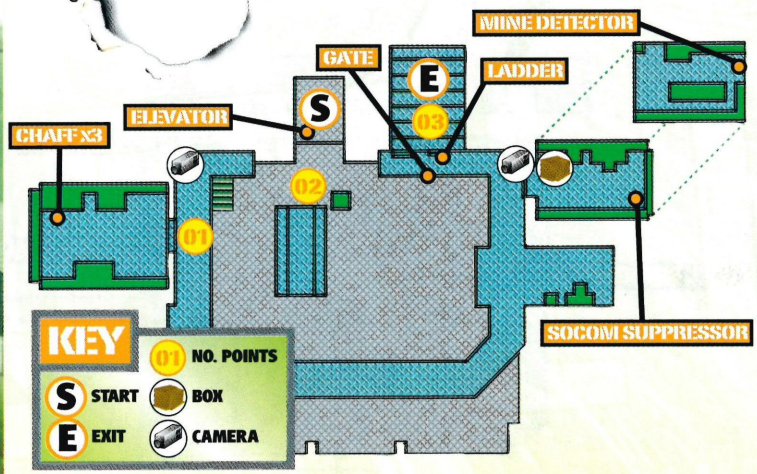
As long as you haven't caused a panic among the guards, Meryl will have contacted you to inform you that she's opened the gate for you so make your way downstairs again and enter the now open door. Although the way might look clear, if you switch your Thermal Goggles on you'll notice that there are moving laser tripwires all over the place that you'll need to avoid [03]. One touch will mean automatic death, so take your time and either walk or crawl beneath each laser when it moves out of your path. Once you're through all the lasers, you can leave the Hangar and head out to the Canyon to face (VULCAN RAVEN).

01



02





BOSS

TOP SECRET

VULCAN RAVEN

Real Name: Unknown
Sex: Male
Age: 30s
Nationality: Half Alaskan Indian / Half Eskimo
Height: 182cm



Hates the word 'Eskimo' used by the white man. Calls the white man by the Yupik word of 'Kasack'. Being an Eskimo, he can stand severe temperatures. An elite soldier who graduated from the University of Alaska. he knew Ocelot well in his GRU days and took part in a special mission in the former Soviet Union. He was demoted upon the coup in Moscow 1993 and so, like fellow members, left Russia.

He then joined the mercenary-dispatching company Outer Heaven and was introduced to Fox-Hound by Revolver Ocelot.

STEP 1

Your first task in the canyon is to get over to the tank. There are mines scattered around the floor, so use your Mine Detector so they show up as yellow dots on the map and move through them. If for some reason you didn't pick up the Mine Detector, using your Thermal Goggles will help you see them.

STEP 2

When you get close enough the tank will start firing shells at you. These are really hard to avoid, so keep moving and use rolls to get out of the way quickly. When you get close enough, the tank will stop firing and start trying to run you over.

STEP 3

Now you're close enough, you need to take care of this tank once and for all. Use a Chaff Grenade to scramble its sensors and then run up close to it. You need to hit the guard on top of the tank to actually do any damage – and the best way to go about this is with a Frag Grenade. You can take off quite a bit of damage by just getting the grenade close to the guard, but to really hurt him you'll want to get the grenade right down the hatch. This is easier than it sounds as, if you're close to the tank, just a tap on the button should launch a grenade at the hatch with fair accuracy. Take out both the guards and eventually Vulcan Raven will give up and let you pass.

01



02



03



NUKE BUILDING

LEVEL 1

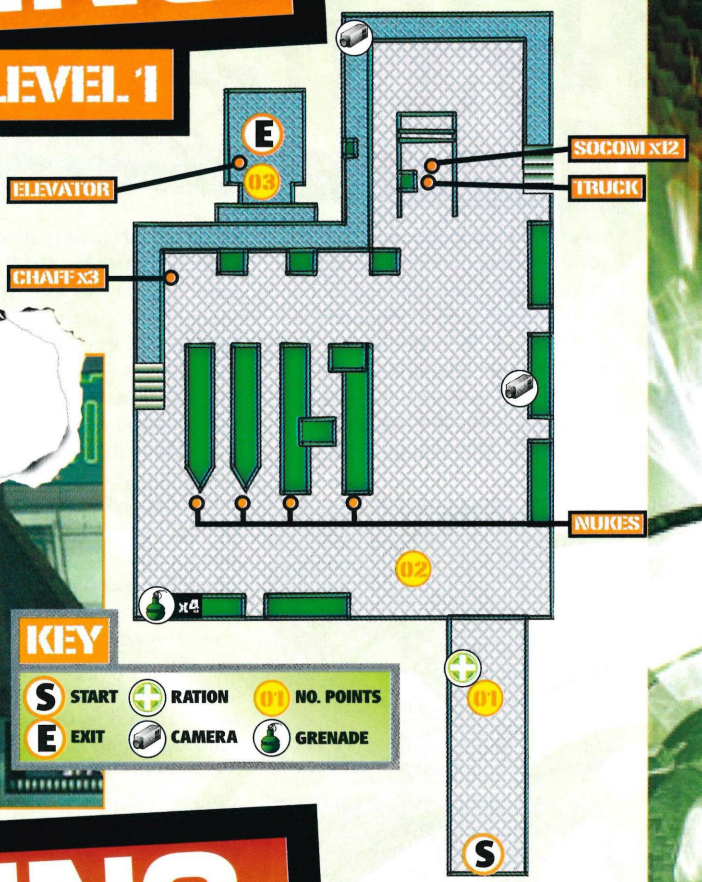
There's a **Ration** up in the left corner of this room, so walk up the thin ledge on the left and grab it before crawling under the door at the end [01]. This room is full of nuclear warheads so firing any weapons isn't a good idea – not that it's your choice, all your weapons will be locked whenever you enter this room, so make sure you equip your M9 as it's the only thing you'll be allowed to use [02].

There's plenty of cover here so it's not too difficult to avoid all the guards. Your target is to get to the lift that's up the stairs on the left of the area, but there are a few grenades and some SOCOM Ammo around if you want to chance getting them.

Once you make it to the lift, head down one level to The Nuke Building (B1) [03].





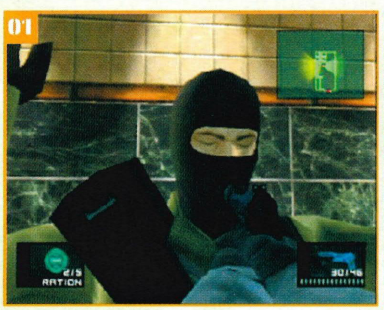


NUKE BUILDING

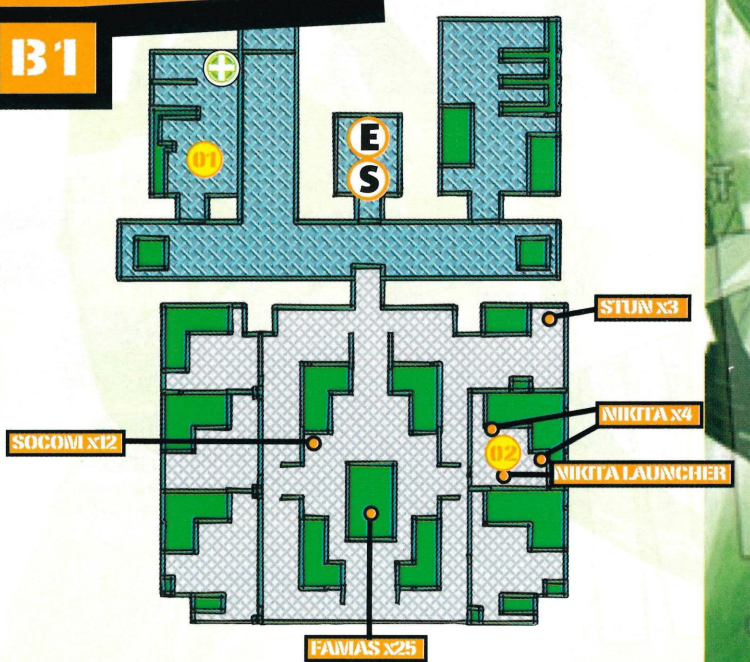
B1

There's not much to do here just yet, but there's one item found here that's essential if you want to progress any further. Before you go through the door opposite the lift, go through the door to your left and enter the gents' toilet [01]. You can sneak up on the guard using the toilet and kill him with ease, which leaves the **Ration** in the corner free for the taking. Make sure you don't make any noise though.

Now head into the room with all the computers opposite the lift. As well as the usual grenades and ammo that's lying around, you'll also find the **Nikita Rocket Launcher** on the far right of the room [02]. Pick this up with all the ammo around it and take the lift down to Nuke Building (B2).







NUKE BUILDING

B2

Again, head through the door opposite the lift and head into the area filled with gas. While in here your oxygen will constantly drop, so you have to move fast [01]. The floor ahead of you is electrified, so walking on it is impossible until you have taken out the power source. This is located right round the back of the area, so you'll have to use a rocket to get round there. You'll take control of your rocket the moment you fire it, so guide it down the corridor and round to the right [02]. At the far end of this room there is a door that you'll need to guide it through, then round to the right again. You'll see the power point in the left corner of the room, so run the rocket straight into it to cut the power.

It's now safe to walk on the once-electrified floor, but you'll be running low on oxygen, so go back out to the lift first to get your breath back. Return to the gas-filled area, turn right at the bottom and go through the next few doors. After a particularly gory cut-scene, you'll come face-to-face with (THE NINJA) [03].







BOSS

TOP SECRET

NINJA

Real Name: Unknown
Sex: Male
Age: Unknown
Nationality: Unknown
Height: 181cm

Little is known about this 'cyborg Ninja'. He uses stealth camouflage and wields a Japanese Katana that can cut through steel like butter and can even deflect bullets. He is suspected to be an ex-member of Big Boss's organisation (who dies in the Uprising Of Zanzibar). His code-name is Grey Fox. He was both friend and enemy to Solid Snake.



STEP 1

First things first, put your gun away – this should be a fistfight, not a shootout! If you try to fight with a weapon, you'll have to face the Ninja's sword, which can do some serious damage; whereas without your weapon, the Ninja will throw his sword away and try to take you down with his fists

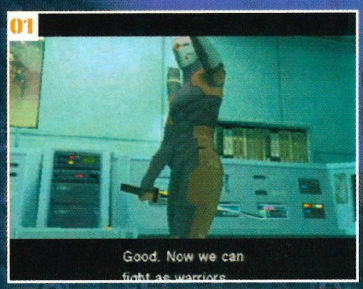
He'll start by leaping around and throwing punches and kicks at you. The best time to attack is when he has just landed from a jump and is preparing to strike. To get as many opportunities as possible, you should hang around the middle of the area where there are plenty of obstacles, so the Ninja has to jump around more to get at you.

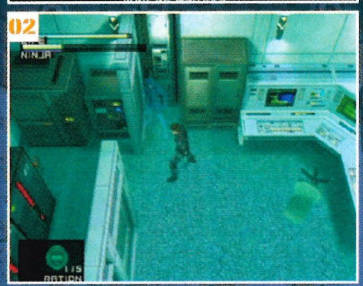
STEP 2

When the Ninja figures out that this jumping attack isn't going to work, he'll switch on his stealth armour and hide from you. You'll now have about 30 seconds to find and attack him before he comes after you. This isn't very hard as, even with his stealth armour on, you can see him quite clearly. If you're having problems though, you can use your Thermal Goggles to make him a bit more visible. After hitting him enough he'll give up using his stealth armour and change his tactics.

STEP 3

The Ninja will be fed up now and will just walk into you and start punching. Just move off to the side when he gets close and hit him with a few punches. Keep repeating this until all his energy is gone and he runs off.

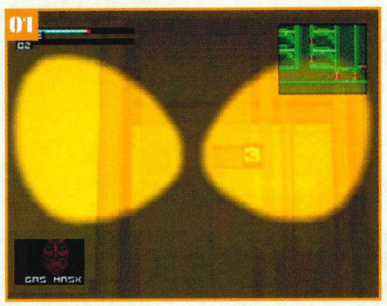




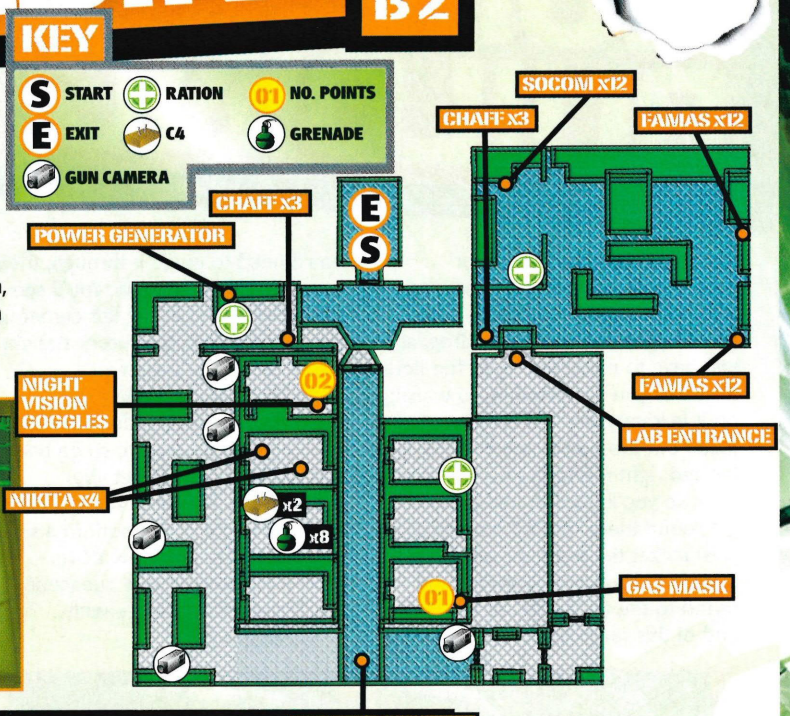


NUKE BUILDING B2

Once you have finished talking with Otacon you'll be given another security card that'll give you access to all the Level 5 security doors. This means you can now get into every room in the gas-filled area, but you still have the problem that you can't breath in there for long. To sort this out, check out the three rooms near where you first entered the area and find and equip the **Gas Mask** [01]. Although you'll still lose oxygen, it'll happen much slower and you'll have enough time to pick up all the goodies from the rooms. There are plenty about, but make sure you grab the **Night Vision Goggles** from the back room, as you'll need them later [02]. When you're done here, go back to the lift and head up one level to B1.







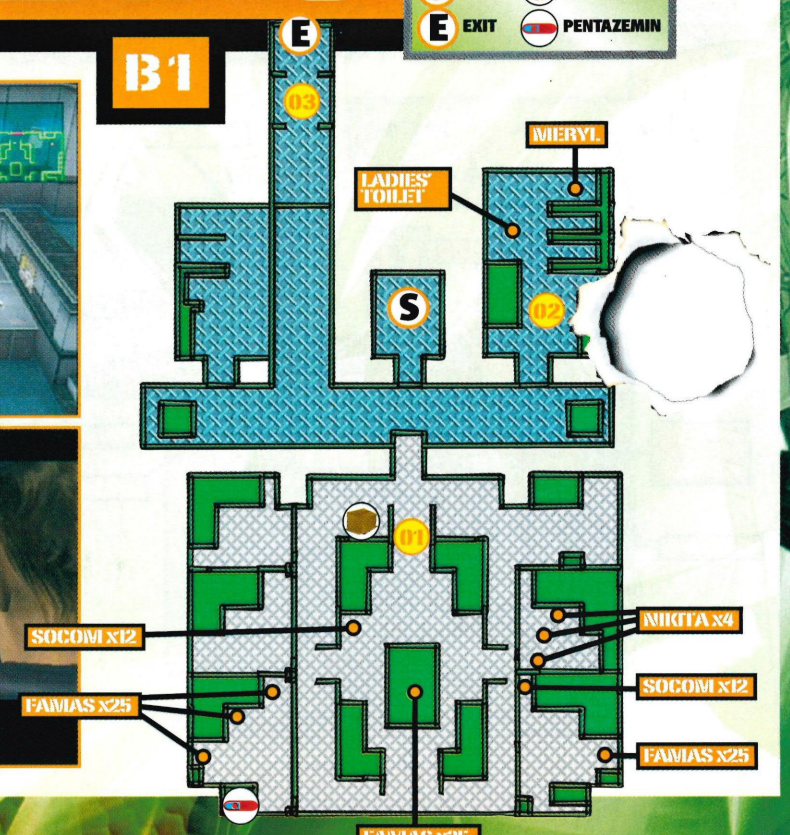
NUKE BUILDING B1

Go back through the door opposite the lift and crouch down. There are now two guards patrolling the room, but if you look at them carefully you'll notice that one of them is walking a little differently from the rest of the guards you've seen [01] – that's because one of them is Meryl in disguise! It is random which guard is her so you'll have to see which guard is wiggling his bum the most, then approach that one! If you picked the right one, she'll squeal and run out of the room and hide in the girls' toilets outside. Go in there and have a chat with her about the cards she's supposed to have [02]. Once this is done, you'll both leave the room and she'll follow you wherever you go.

Head up to the Level 5 security door between the two toilets and watch the cut-scene where Meryl gets possessed, then follow her into the commander's office where you have to battle (PSYCHO MANTIS) [03].





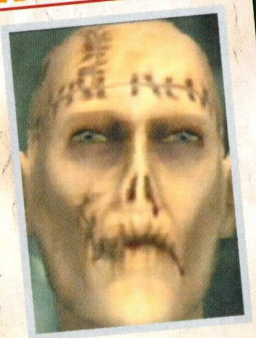


WOLF CAVES

BOSS

TOP SECRET

PSYCHO MANTIS



Real Name: Unknown
Sex: Male
Age: 30s
Nationality: Russian
Height: 190cm

Was a psychic secret agent for the KGB. Losing his position in the Soviet Union after its collapse, he moved to the US and served in the FBI for a while. He was in charge of several cases in the FBI. He dived into the minds of serial murderers but ended up uniting with such minds, becoming a serial killer himself. He then became a freelance espionage agent and was scouted to join Fox-Hound. Has powerful psychokinesis powers and the ability to read minds. He wears a gas mask to hide the facial burns he suffered while wiping out his hometown. The mask is also necessary to protect him from spiritual powers and thought powers in the ai

STEP 1

After a fairly long cut-scene and a few mind tricks, Mantis will start attacking. He won't attack in person though – he'd rather send Meryl to do his dirty work. You don't want to hurt Meryl, so either use throws, punches or a Stun Grenade to take her out. Now you can turn your attention to Mantis himself.

STEP 2

As he can read your mind, you'll need switch your controller to port 4 on your GameCube before you'll be able to do him any damage at all, so do this immediately then hit the deck. As long as you're lying on the floor, the vast majority of his attacks won't be able to touch you; so whenever he's throwing vases, painting or armour about, make sure you're on the floor where they can't get you.

In between his attacks is the time to get a few hits in, so get up and hit him with a few punches. You can try to shoot him if you like, but your aim will have to be pretty spot on – and if you use your first-person view for too long, he'll enter you're head and you'll end up looking through his eyes!

STEP 3

After you have taken off half his health, he'll seize control of Meryl again. He'll try a couple off tricks (including trying to make her kill herself), but all you have to do is stun her again as you did before and he'll lose his control over her. Now just keep chipping away at his health as you did before; and if you're attacks stop working again, just switch ports again to confuse him. Before long you'll have unmasked this monster and he'll open the way forward for you.

01



02



03



Follow the path that Mantis uncovered all the way along until Meryl does a runner, then head over to the east of the area and continue on your way. Before taking the path to the north that you find, continue onwards and pick up the RATION and SOCOM AMMO. Then head back and follow the north path, into the caves.

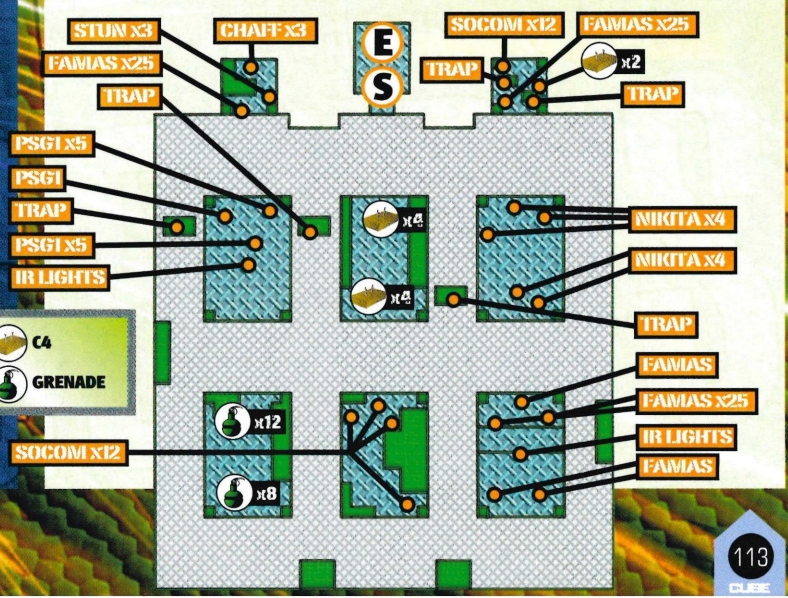
You'll need to crawl through the small gap to get into the caves [01]; but once you're inside, stand up straight away and equip your FAMAS. There are plenty of wolves in these caves and any that you cross will attack, so you need to be ready to take them down.

Head northeast and keep following the path round until you come to two more small gaps. It's a good idea to equip you're Night Vision Goggles in this area, as it's going to get a little dark. Crawl though the one on the left first and take the RATION, PENTAZEMIN and FAMAS AMMO.

Crawl out again and head through the other small gap and walk up to where you can see Meryl and the wolves. There are too many wolves to avoid and it'll be a huge waste of ammo if you try to shoot them all, so you need to find a better way to get past them – and that's where Meryl comes in handy. Equip a Box and then de-equip it, then walk up to Meryl, punch her and then equip the box again quickly so you're hiding beneath it. Despite having just punched her in the face, Meryl will quite handily call over a wolf cub, which will urinate all over your cardboard box for you. Now, as long as you're underneath it, no wolves will come near you!

Take the RATION next to Meryl and go through the door to the north to the Underground Passage. This area is littered with mines, so follow Meryl's footprints and make your way through them and over to Meryl, who somehow made it through the mines with no help at all – she's quite a gal!

Meryl will be shot a few times by Sniper Wolf in an attempt to lure you out into the open, but you'll be contacted and warned that you don't stand a chance against her unless you have a sniper rifle of your own. Unfortunately this means you'll have to go all the way back to the Armoury to get yourself one. Head back the way you came, using the urine-covered box as protection whenever there are wolves about. Continue all the way back to the Armoury where the PSG1 SNIPER RIFLE will be waiting for you in the top left-hand room. There are security lasers active in this room though, so use your Thermal Goggles and crawl through the gap in the middle of them. Collect up any other ammo that you want, then go back to where Meryl was shot to take on (SNIPER WOLF).



BOSS

TOP SECRET

SNIPER WOLF

Real Name: Unknown
Sex: Female
Age: 20s
Nationality: Iraqi (Kurd)
Height: 176cm



Genius in sniping. Has such incredible patience that she can keep aiming at her target for a long time (even a week) without eating or drinking. Learned sniping techniques from a Gurkha sniper from Nepal, known to be the world's best. Scouted by Fox-Hound for just that reason. She even goes as far as falling in love with her victims, before killing them. Uses special mercury chips (bullets packed with mercury).

STEP 1

Now that you have a sniper rifle yourself, this is a much fairer fight. Use some Pentazemin to steady your hand, then equip the PSG1 to automatically enter first-person view. This boss is easy enough as long as you're fast: you'll only have a few moments to take aim and fire at Wolf before she takes a shot at you – and she doesn't miss!

STEP 2

When you have hit Wolf once, she'll run for cover behind the pillar in the centre. Now all you need to do is wait for her to run out again and take another shot. You really can't afford to miss too many times, as she definitely won't and her shots do quite a bit of damage.

STEP 3

Keep repeating this until she falls and is no longer a threat. If your Pentazemin starts to wear off during the fight and your heartbeat starts to rise, quickly take some more, as your odds of hitting her greatly decrease if you can't keep your hand steady. If you start to run low on ammo for your PSG1, there are two refills in the corners of the area.

Once Wolf is down, run up to where she fell and take all the nearby items before heading back down the stairs and going towards the Level 6 security door in the corner. Before you get there you'll be intercepted by three guards and the supposedly dead Sniper Wolf and be dragged off to the Torture Room.





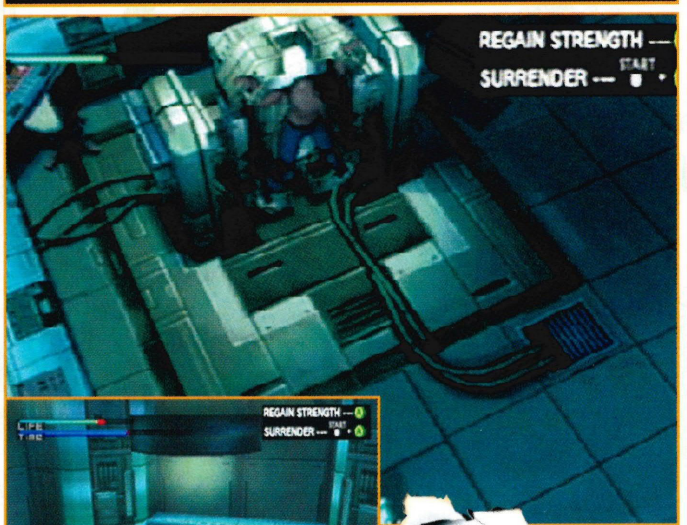


TORTURE ROOM

This is fairly simple as it's impossible to die here. You'll be put through three separate bouts of electrical torture and all you need to do is pummel the A button fast enough to keep your health above the length of the torture. Whether you manage to do this or not will determine which of the two endings you'll get to see, but whatever happens you'll end up in a cell with a decomposing DARPA Chief.



And we'll find out what kind of man you really are.





MEDI ROOM

After examine the DARPA Chief's body and learning a few things about Naomi, you'll be told to find your way out of the cell. All your equipment has been taken and there doesn't seem to be anything about to help you escape. Go into first-person view and look at the guard; he'll start to feel ill and will run off to the toilet [01]. This gives Otacon a chance to run in and hand you a **Ration**, **Sniper Wolf's Hanky**, **Level 6 Security Card** and a **Bottle Of Ketchup**.

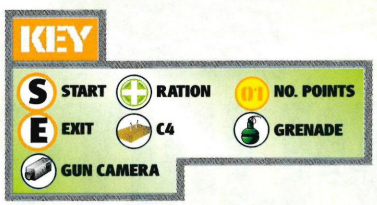
Now that you have a few items, there are two ways that you can make your escape. Either hide under the bed and take out the guard when he comes in to look for you. Or lie down and use the ketchup to make it look like you're dead [02]; then, when the guard comes to examine your body, jump up and snap his neck. If you mess this up and the guard gets away, you'll be forced to endure more of Ocelot's torture. Once it's done though, the Ninja will turn up and cut the door off your cell.

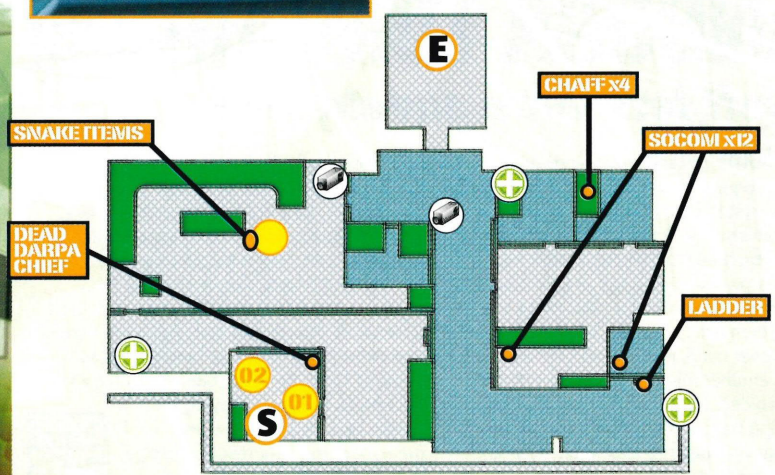
Now the path is clear, you can enter the Torture Room and collect your things from the box. Check your inventory quickly and get rid of the bomb that was hidden amongst your items [03] – phew, that was close!

After you have spoken to the Colonel again, head through the door in the corner of the room and go into the area that you should recognise from the first time you met the DARPA Chief. A few gun cameras will have been installed since the last time you were here, so use some Chaff Grenades to shut them off and make a dash for the lift. Now head down to the Armoury.







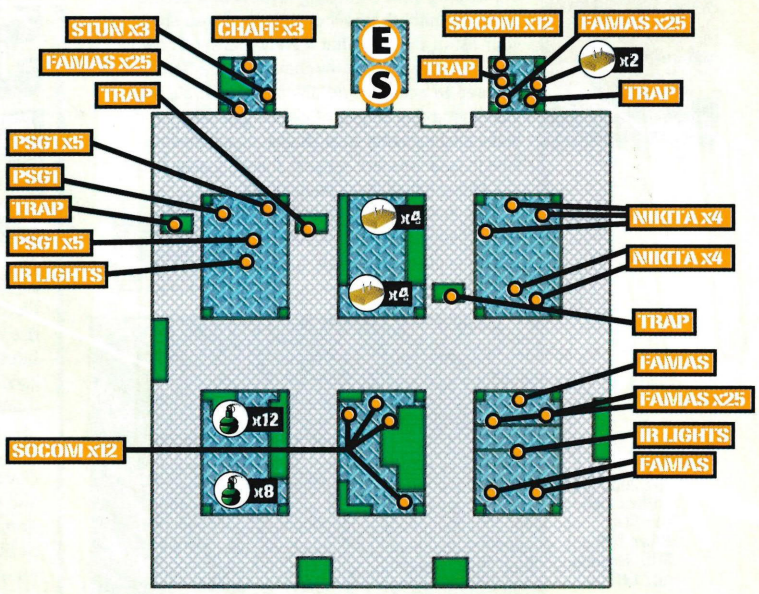


ARMOURY

You should be well used to this room by now, so do the usual rounds and collect up all the weapons that you want. There are a couple more guards around now, so either kill or evade them to avoid setting off any alarms, then head through the hole in wall at the bottom of the room. Follow the corridors as you did before and blow a hole in the weak wall right next to the room where you first faced Ocelot. There are a few more rooms in this new corridor, but you'll need to make good use of your Chaff Grenades if you want to survive the gun cameras inside them and get the items they hold.

When you're done kitting yourself up, head back up to the Tank Hangar and go through the Canyon to the Nuke Building. It's worth checking out B2 for items, but when you're ready, head back through the caves and go through the Level 6 security door that Sniper Wolf prevented you from entering earlier.





WELCOME TO ADVANCE...

Yup, it's Advance again! Take a wee look at the wee games and see what you'll be playing the next time you're sat in a filthy train carriage trying not to catch the eye of that really ill-looking woman or the bloke who's clearly looking at a rude magazine...



ADVANCE

Little reviews of little games. Aww, aren't they cute?

TAK AND THE POWER OF JUJU

Can ju handle this?

CUBE
INFO

PUBLISHER:	THQ
DEVELOPER:	HELIXE
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	OUT NOW

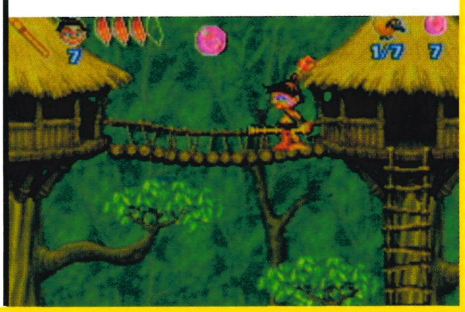
STATS
- EIGHT WORLDS
- RIDE ON ANIMALS

THE CONSOLE VERSION of *Tak And The Power Of Juju* is an interesting title, mixing tons of different genres and game styles in and around a fun jungle environment. The GBA version is a little different. In this, you run around a 2D world collecting sheep and clubbing small animals over the head.

The problem with this iteration of *Tak* is that it's so deeply average. Take any single element of the gameplay and you'll be able to find the same mechanic in another title used to much greater effect. The level design is horribly uninspiring with confusing layouts and several 'leaps of faith' that will quickly have you shaking your fist in the air. What variety there is in these levels is spread so thinly that you'd be hard pressed to actually find any in there at all, and after just a few stages of climbing ladders and vines and jumping over bushes the boredom sets in and you feel it travel through your body like rising damp in a cheap house.

This may look lovely, but it feels half-finished. Unless you're a serious platform aficionado, you're best off avoiding it.

CUBE RATING 5.0



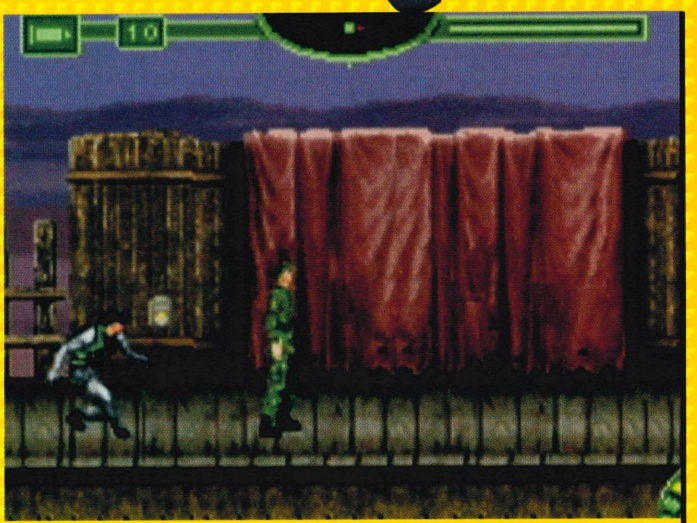
It's a bit like *Return Of The Jedi*, but without all the *Star Wars* bits. Still, Ewoks, eh? EH?!

CUBE
INFO

PUBLISHER:	UBISOFT
DEVELOPER:	IN-HOUSE
GENRE:	SNEAK-'EM-UP
PLAYERS:	1
RELEASE:	OUT NOW

STATS
- LOOKS LOVELY
- TOUGH AS A NUT

That's it... just a little closer... nearly there... almost... TAG! YOU'RE IT! Hee-hee!



SPLINTER CELL PANDORA TOMORROW

Ubisoft lets out a sneaky one

IT MAY HAVE dozens of little intricacies to discover, a gorgeously stripped-down, easy-to-use control system and marvellous animation, but the problem with *Splinter Cell* lies at the core of its structure. You see, no matter how many layers you pile up on top of it, it's still trial-and-error. Hide behind a pillar, make a move and then get caught out by an unseen camera? Never mind, just start all over again... and make another mistake you couldn't have possibly avoided. Repeat ad infinitum until you finally scrape through the level (all the time memorising your path up to that point), and then you have to do it all over again!

It's good fun, ducking and weaving through the shadows and hitting people with the butt of your gun then dragging their body away into the shadows, but unlike its console big brother, it's entirely possible to walk in like the Terminator and simply stroll up to enemies and punch them in the head. Until later levels, the stealth feels optional. *Pandora Tomorrow* contains some fantastic ideas, features stunning animation and is tough enough to keep you playing for weeks. But it's also extremely frustrating and as a result won't be to everyone's taste.

CUBE RATING 7.2



Now would be a good time to jump. So jump!

Pit yourself against the jungle



Has that beefy looking bloke on the right just sneezed, or is it a blob of purest green, m'lord?

PITFALL: THE LOST EXPEDITION

CUBE

INFO

PUBLISHER:	ACTIVISION
DEVELOPER:	TORUS
GENRE:	PLATFORM
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- DIFFERENT GAME STYLES
- VERY FUNNY AT TIMES

LAST ISSUE WE reviewed the GameCube version of this very title, so it's probably not worth repeating the whole 'the original *Pitfall Harry* is great' thing. But it was, and so we welcome this latest version with another dose of trepidation.

Graphically, *Pitfall* is no slouch. The backgrounds, while simple, are colourful and feel lively, and the sprites are large and well-animated. Only, this isn't such a good thing. You see, as a result of Harry and his foes being on the colossal side of things, the visible area of the levels is greatly reduced, meaning that you spend a lot of time jumping into the air with no idea of where you're going to land. These so-called 'leaps of faith' were commonly thought to have been eradicated around 1997AD or so, but it seems that some foolish scientist has been messing around with frog DNA and dead insects, and they're back with a vengeance. If Miyamoto was dead, he'd be spinning in his grave. But he's not, and in all likelihood, busy pottering around his garden, feeding small biped animals with no noses and forcing them to fight multicoloured slugs.

The majority of *Pitfall* is played in the form of a 2D side-scroller, but there are instances where the perspective will shift and you'll have to tackle things from another angle, so to speak. You see, the game is split into different sections, each of which contains four or so levels. Travelling to each of these sections is done through a hub, but before you can start throwing pebbles and swinging on vines you have to take part in a mini-game of sorts. These range from an overhead shooter-style challenge to a jungle-themed take on the ancient game *Frogger*, to controlling Harry as he slides down a mud-covered mountainside. Despite being minor additions to the overall structure, these sections do manage to inject some variety into the proceedings.

With pleasant looks, hum-along tunes and a fair amount of variety, *Pitfall* has all the ingredients to become a classy platformer, but too many cooks must have got their hands on this broth. It isn't a bad game by any means, and it's lovely to see some of the old *Pitfall* elements back after such a long hiatus, but some dodgy level design causing a multitude of unfair deaths means you quickly become frustrated. Even the fact that you've been blessed with unlimited lives doesn't remedy this. Approach with caution.

CUBE RATING 7.0



Does this remind anybody else of *Secret Of Evermore*?



Could be quite pleasant, if you ask us. It would have to be done by a professional, mind

CUBE TRAVELS THE WORLD TO FIND SUITABLE STUDIOS FOR THE STUDIO EYE, AND THIS MONTH WE'RE OFF TO SLOVAKIA...

STUDIO EYE

THIS MONTH... CAULDRON LTD

STUDIO EYE INFORMATION

START-UP DATE:	1996
FOUNDERS:	PETER RJAPOS, DAVID DURAK, MARIAN FERKO
WEB SITE:	WWW.CAULDRON.SK
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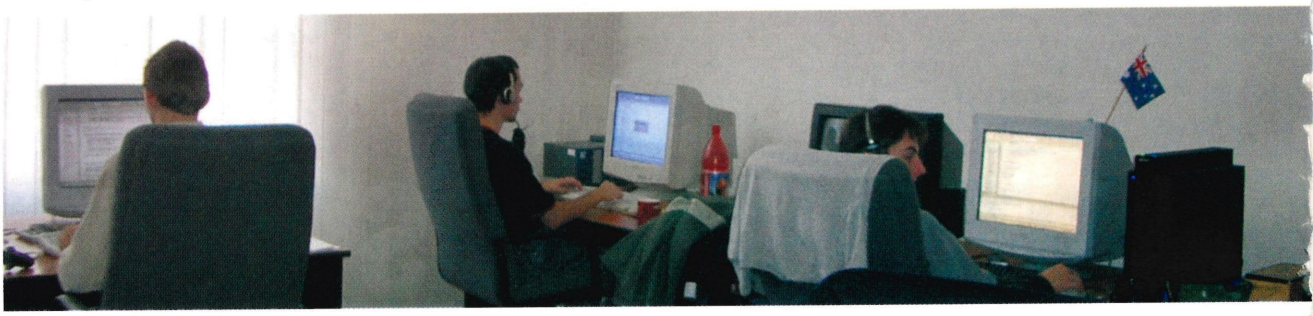
PLATFORMS

- PC, PS2, XBOX, GC

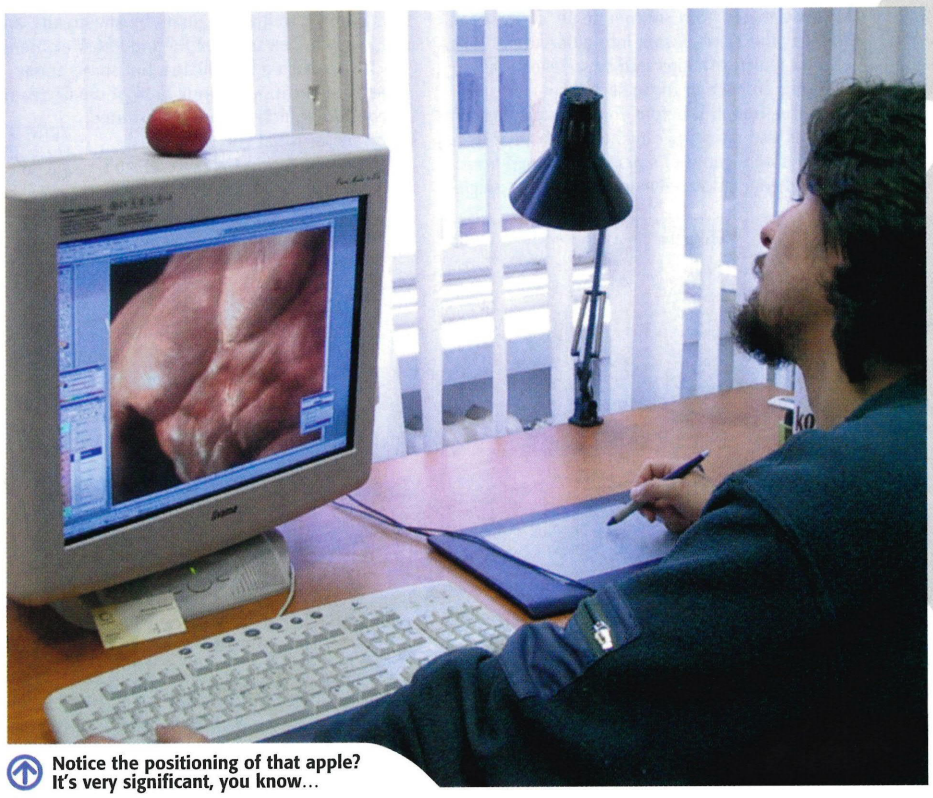
VACANCIES

- We are still searching for new talent so feel free to email us your presentation.

False papers at the ready, CUBE slips behind the iron curtain, except it's not there anymore, and everyone seems really nice!



CAULDRON LTD



Notice the positioning of that apple? It's very significant, you know...

WE'VE BEEN ALL over the world for our studio visits, but never have we ventured into Eastern Europe. The reason is simply because there aren't that many console developers out there. Those who are there concentrate mainly on PC titles, but Slovakian outfit Cauldron has recently started travelling down the multiformat road.

Formed in 1996, Cauldron immediately turned heads by developing the extremely successful (well, in terms of Slovakian sales) *Quadrax*. What do you mean you've never heard of it? Well, that's irrelevant anyway, because this was the perfect kick-start for the company.

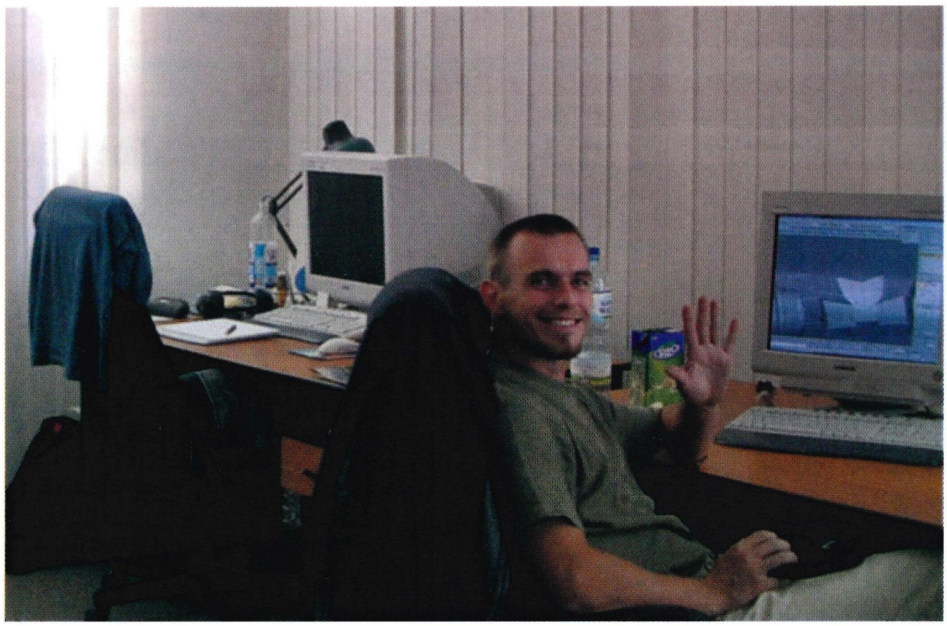
The team's success continued when it became the first Slovakian developer to sell its games outside Slovakia and the Czech Republic. Of course, it's doubtful that you're aware of these titles either, but this next one might ring a bell. Ever heard of *Battle Isle*? Cauldron is responsible for the entire series.

The company smashed into the 21st Century with a whole new direction and a brand new engine. The CloakNT graphics engine allowed for high-end particle effects, dynamic per-pixel lighting and specular lighting amongst others. This engine was to provide the basis for Cauldron's first-person shooter *Chaser*. That brings us to the present day, the latest project being the studio's first ever multiformat attempt, *Conan*.

Given Cauldron's level of success you would expect it to have fairly modest offices, but instead the Bratislava-based outfit resides in a massive office complex that takes up an entire floor of

TAKE A LOOK THROUGH THE EYE

"THIS BRATISLAVA-BASED OUTFIT RESIDES IN A MASSIVE OFFICE COMPLEX"

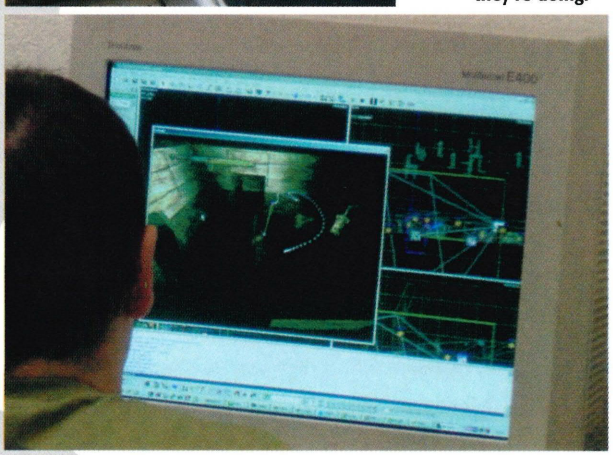


large rooms. The equivalent in the UK would be a few small rooms and a reception area. In fact, the Cauldron offices can be compared to publisher Acclaim's Cheltenham offices, which says an awful lot about the property prices in Slovakia. Even the press presentation room is about 50-feet long – these guys are drowning in space! It's an enviable position to be in, and it must be nice to have their financial income working that much harder for them.

Property prices and the cost of living aside, Slovakia also has another thing going for it: if your name is Chandra you can go out clubbing and have free drinks bought for you all night because everyone thinks you're Mr Craiiiiiiiig David. But that's a story for another day... Or maybe next issue. CUBE

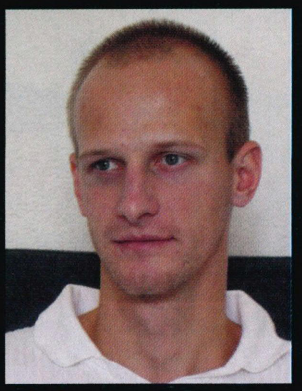


Happy to see us, huh? Yeah, you won't be once you realise what we nicked from your fridge, buddy...



All those trace lines and wireframes make us giddy, but these guys seem to know what they're doing.

IN THE CUBE WITH...



MARIAN HOLLER

NAME: MARIAN HOLLER
POSITION: PR MANAGER

CUBE: How long have you been at Cauldron?
MH: I started work here in July 2003.

CUBE: How did you get into the videogames industry?
MH: Since I was child I had always liked videogames and then I heard about Cauldron. So I said to myself that it would be a great opportunity to turn a dream into reality. I sent them a CV and they called me for an interview, and after a few months I found myself working here.

CUBE: Do you have any advice for people trying to get into the industry?
MH: Never stop trying until you achieve your goal!

CUBE: What's the most exciting project you've ever worked on?
MH: Definitely *Conan*: it's a huge multiplatform project (developed for Xbox, PS2, PC and GC), with more than 60 playable levels and hours of in-game animations. You feel like the main hero in a major motion picture. You, as Conan, set out on a journey to avenge the death of your relatives who were killed by the hideous Vulture Cult. Your path will lead you through six different environments, from the snowy mountains of Cimmeria, through to the deadly Stygian desert inhabited by ghouls and skeletons. The landscape and various places are enormous. Because of the diversity of the environments and strange array of characters it is really enjoyable to work on this game and its unique licence.

CUBE: Are there any advantages to being based in Slovakia, as opposed to being in the UK or the US?
MH: From the development point of view it's insignificant where the base is, because you can develop games almost everywhere. But I could mention lower costs for development, and eager and flexible people ready to bring their ideas into the games. In any case, when you develop a great game, the place is not that important – it'll find its way to the players.

CUBE: Where do you see the company going in the next five years?
MH: We are gamers too so we try to suit gamers' needs. We always ask them for their opinions and try to optimise the games for their requirements. So, in five years I see a vast community of Cauldron game fans and a great deal of talented team members showing what we can really do.



***Conan* is Cauldron's first multiformat project.**



Aww, skin like a baby's bottom. Maybe not...

CUBE DIRECTORY

ISSUE THIRTY ONE

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
Carmen Sandiego	Acclaim	Bam!	1	N	N	30	PAL	7.0
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

Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

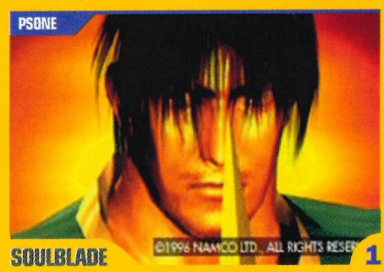
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
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
Dream Mix TV World Fighters	Hudson	Eighting	1-4	N	N	30	NTSC	3.4
Dr Muto	Midway	In-house	1	N	N	17	PAL	5.0
Driven	Bam!	In-house	1-2	N	N	6	PAL	7.0
Eggo Mania	Kemco	Hot Gen Studios	1-4	N	N	11	PAL	5.2
Enter The Matrix	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	30	PAL	9.0
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
Goblin Commander	Jaleco	In-house	1	N	N	30	PAL	6.2
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
I-Ninja	Namco	Argonaut	1	N	N	30	NTSC	7.5
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 Air Ride	Nintendo	In-house	1-4	N	N	30	PAL	7.0
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
Metal Gear Solid: The Twin Snakes	Konami	Silicon Knights	1	N	N	30	PAL	8.9
Metroid Prime	Nintendo	Retro Studios	1	Y	Issue 18	17	PAL	9.6

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

BEST INTROS EVER

They set the scene, they set the tone, they make you gasp, Nintendo don't do them, they look amazing, apart from *Wind Waker*, they strike a battle in your mind: do you watch it or skip it to get to the game?



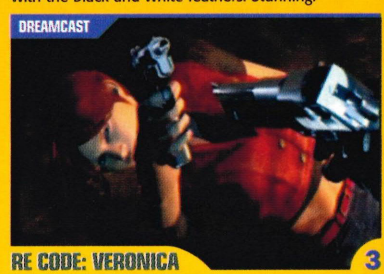
SOULBLADE 1

"Transcending history and the world, a tale of soul and swords eternally told." Amazing looking but an unintelligible soundtrack: "Uurrr na murrr ta do iemie naa ma GO!" We thought it was in Japanese.



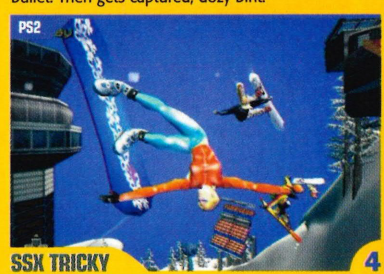
FINAL FANTASY VIII 2

Square out did itself with this one. It's all there: the characters, the fight between Siefer and Squall, the weave on Riona's top, and a wee bit of symbolism with the black and white feathers. Stunning.



RE CODE: VERONICA 3

After breaking into Umbrella's Paris base Claire is chased down by an armed mob and a helicopter. Claire turns it around and kills the mob with one bullet. Then gets captured, dozy bint.



SSX TRICKY 4

"It's tricky to rock a rhyme, to rock a rhyme that's right on time. It's TRICKY!" The Run DMC remix and the characters flinging themselves about the sky sets you right up for busting a few moves on the slopes.



STARFOX 5

At the time this kind of intro was unheard of. It looked good enough to be pre-rendered but it wasn't, it was in-game! This is Fox reporting in. Foxuuuuuuu… blib-blib,blib-blib… incoming enemy!

ROUND 1 FIGHT!

The best fighing games on the least violent console of the three. Maybe it's because it's so difficult to pull off a Dragon Punch on the GameCube D-pad. Fiddly!



SOUL CAILBUR II 1

Thankfully there is *Soul Calibur II*. The top notch fighting game on all three consoles. And we get Link to play with rather than that noob Spawn or the ancient Heihachi. Ha!



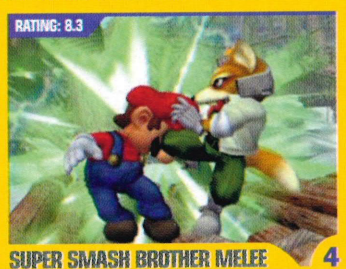
DEF JAM VENDETTA 2

Hip-hop wrestling? That'll never work. Only it does, somehow. Seeing the impressive finishing moves are worth the effort alone. Stitch that Jimmy, er, ho.



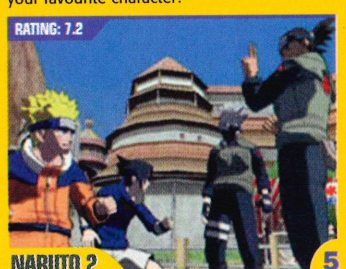
MORTAL KOMBAT: DA 3

Least violent console? Balls to that. Decapitations, arm ripping, blood everywhere, it don't get more gorey than *MK: DA*. We like it. A lot. Get over here!



SUPER SMASH BROTHER MELEE 4

"But it's not real fighting, just bashing," whinned Gary. Shut up! It's the best post-pub wreck-athon since *Super Monkey Ball*. Who's your favourite character?



NARUTO 2 5

The simple fighting mechanic behind this had us enthralled for hours. After days of constant playing we still haven't unlocked all the characters. But we will – we must.

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
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
Pitfall: The Lost Exhibition	Edge Of Reality	In-house	1	N	N	30	PAL	7.8
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	30	PAL	8.0
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
Puyo Pop Fever	SEGA	Sonic Team	1-4	N	N	30	PAL	7.8
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
Resident Evil Code: Veronica X	Capcom	In-house	1	N	N	30	PAL	7.1
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	7.0
Soul Calibur 2	Nintendo	Namco	1-2	N	Y	24	NTSC	9.2
Spawn: Armageddon	EA/Namco	Point Of View	1	N	N	30	PAL	5.3

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

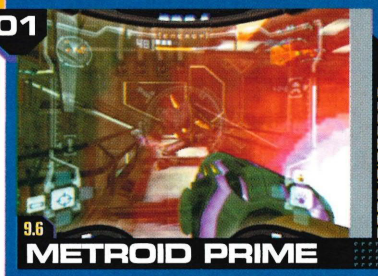
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
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
Tak And The Power Of Juju	THQ	Avalanche	1	N	N	30	PAL	8.6
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
Urban Freestyle Soccer	Acclaim	Silicon Dreams	1-4	N	N	30	PAL	3.6
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

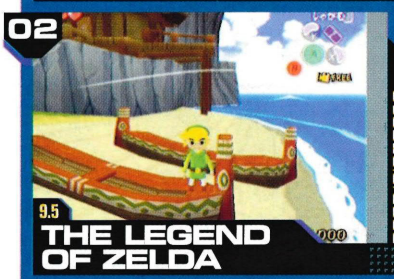
Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP 10 GAMECUBE

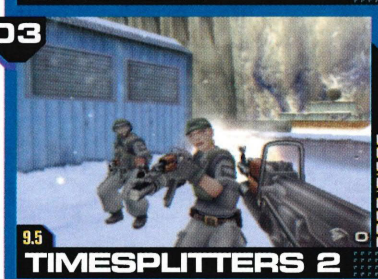
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01 METROID PRIME — 9.6 — 2002/NINTENDO



02 THE LEGEND OF ZELDA — 9.5 — 2002/NINTENDO



03 TIMESPLITTERS 2 — 9.5 — 2002/EIDOS



04 STARFOX ADVENTURES — 9.4 — 2002/NINTENDO



05 F-ZERO GX — 9.4 — 2002/NINTENDO

06 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

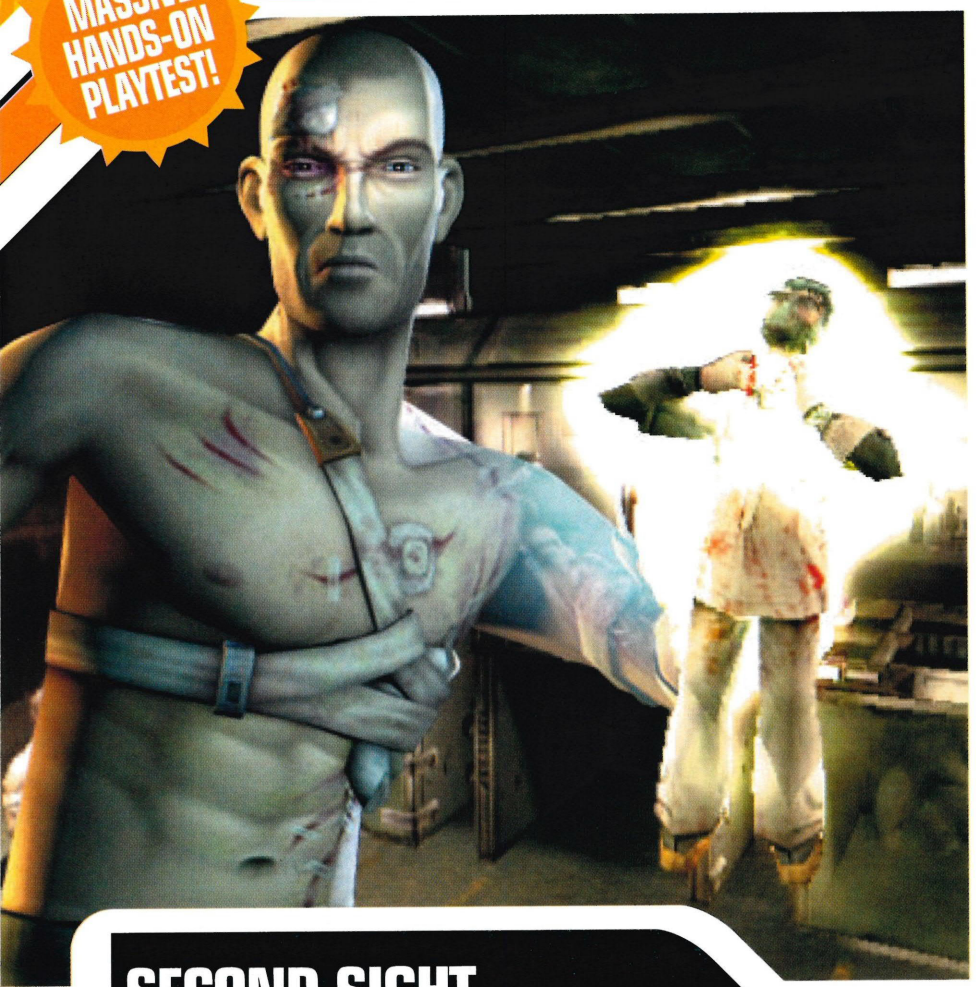
10 WINNING ELEVEN 6 FE — 9.2 — 2003/KONAMI

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Next Month... Next Month... Next Month... Next Month...

HORIZON

MASSIVE HANDS-ON PLAYTEST!



SECOND SIGHT

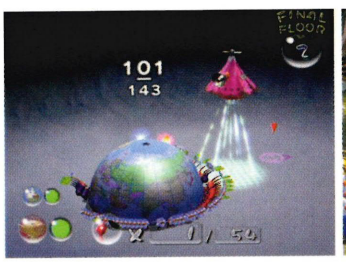
CUBE FULFILS YOUR NEED...

Forget *TimeSplitters 3*, Free Radical's mysterious new third-person adventure is the game you need to be setting your sights on at the moment. We'll be bringing you a massive hands-on In-Depth in the very next issue of **CUBE**!

PIKMIN 2

COMMAND THE HORDES IN JAPANESE!

There we were expecting the little people to slip to the end of the year, and Nintendo decides to release it in April. We're not complaining, we get to play the near-finished version for as long as we want!





HANDS-ON PLAYTEST

STUDIO EYE

PREPARE FOR A TOUCH OF CLASS

FREE RADICAL DESIGN

The team behind the *TimeSplitters* series has been quiet for a very long time, but now it's ready to talk about its latest multiformat offering, *Second Sight*. We take a look at their offices while we were at it.

SOLUTION

TRAVEL THE POKEMON WORLD

POKÉMON COLOSSEUM

The definitive walk-through guide to the GameCube's first ever proper *Pokémon* game. Trainers cap at the ready? We're going in – we may be some time...

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Bandai finally brings its robot series to the GameCube.



POKÉMON COLOSSEUM
The finished PAL version gets the once over...

PLUS

- Robocop
- Mario Tennis
- StarFox 2
- Metroid Prime 2
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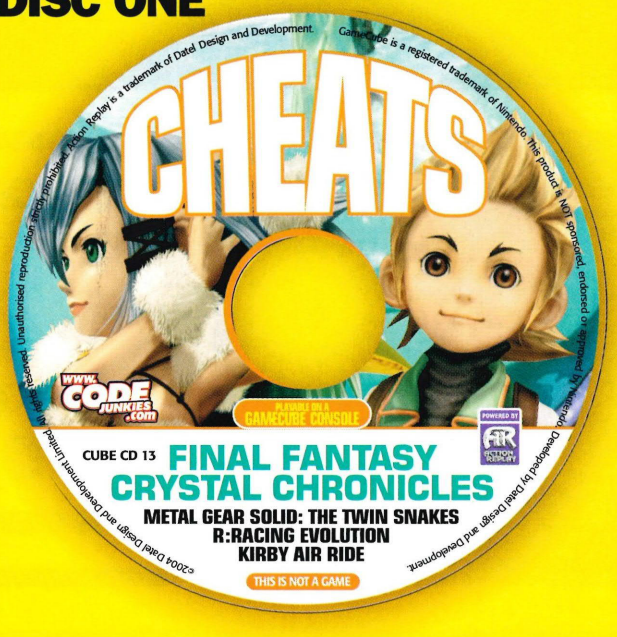
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- KNIGHTS OF THE TEMPLE

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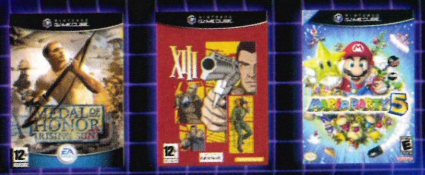
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THANK YOU-Jamelia	40545	412252
RED BLOODED WOMAN-Kylie Minogue	40619	412249
NOT IN LOVE-Enrique feat.Kelis	40681	411665
AMAZING-George Michael	40680	412293
HEY YA!-OutKast	40017	411689
MYSTERIOUS GIRL-Peter Andre	59728	412303
HEY MAMA-Black Eyed Peas	40647	412279
TAKE ME TO THE CLOUDS ABOVE-LMC V U2	40465	412106
IT'S MY LIFE/BATHWATER-No Doubt	40194	411894
DUDE-Beenie Man	40671	412261
STACY'S MOM-Fountains Of Wayne	40650	412333
YOUR GAME-Will Young	40741	412354
SHUT UP-Black Eyed Peas	40153	411780
SOMEBODY TO LOVE-Boogie Pimps	40272	411903
GIVE IT AWAY-Deepest Blue	40533	411872
THESE ARE THE DAYS/FRONTIN'-Jamie Cullum	40701	412311
OBVIOUS-Westlife	40527	412178
I MISS YOU-Blink 182	40614	411157
SOMEWHERE ONLY WE KNOW-Keane	40633	412243
IN THE MIDDLE-Sugababes	40856	412417
LOVE REVOLUTION-Phixx	40656	411567
LEAVE RIGHT NOW-Will Young	40098	411755
ANOTHER DAY-Lemar	40620	412254
MUST BE LOVE-FYA feat. Smujji & Predator	40631	411887
GOD IS A DJ-P!nk	40024	411682
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MILKSHAKE-Kelis	53276	411170
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LIFE FOR RENT-Dido	40155	411782
LOVE YOU LIKE MAD VS	40639	412260
TOO LOST IN YOU-Sugababes	40261	411888
CLUBBIN'-Marques Houston	40780	412334
FOUR TO THE FLOOR-Starsailor	40637	412257
WHERE IS THE LOVE?-Black Eyed Peas	53283	411073
THE WAY YOU MOVE-OutKast feat. Sleepy Brown	40672	412294
POWERLESS (SAY WHAT YOU WANT)-Nelly Furtado	40433	412068
SO CONFUSED-2play feat. Raghav & Jucxi	42255	411692

ringtones

42275	Busted : Crashed The Wedding
42276	Britney Spears : Me Against The Music
40656	Phixx : Love Revolution
40024	Pink : God is A DJ
80285	Britney Spears : Oops I Did It Again
53759	HIM : Wicked Game
40619	Kylie Minogue : Red Blooded Woman
40639	VS : Love You Like Mad
30138	Muppets : Mahnahmahnump
40574	Raghav : Cant Get Enough
53235	Beyonce Feat Sean Paul : Baby Boy
52351	Sean Paul : Get Busy
53765	Fatman Scoop : Be Faithful
40087	Lemar : 50 50
50661	Lemonescent : Help Me Mama
40096	Blink 182 : Feeling This
48950	The Foundations : Build Me Up Buttercup
40633	Keane : Somewhere Only We Know
40754	Belle & Sebastian : Im A Cuckoo
49588	50 Cent : Wankster (Wanna Be A Gangsta)
52980	Blu Cantrell & Sean Paul : Breathe
40631	Fya : Must Be Love
40780	Marques Houston : Clubbin
40527	Westlife : Obvious
40263	Jennifer Lopez : Baby I Love You
40295	Beyonce : Me Myself & I
40085	Girls Aloud : Jump (For My Love)
40627	Sam & Mark : A Little Help From my Friends
53784	Sugababes : Hole In My Head
40513	Michelle McManus : All This Time
40097	Westlife : Mandy
40693	Twista : Slow Jamz
40428	Franz Ferdinand : Take Me Out
40681	Enrique ft. Kelis : Not In Love

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411878	Dr Dre & Snoop Doggy Dog : Still D.R.E.
410546	2Pac : Changes
411173	Faithless : Insomnia
410335	Robert Miles : Children
412392	Howard Shore : The Bridge of Khazad Dum
412165	Kal Ho Naa Ho : Maahi Ve
412336	Cassidy & R Kelly : Hotel
411718	Dizzy Rascal : Jus A Rascall
410666	XTM : Fly On The Wings Of love
412351	Twista : Slow Jamz
410010	Cky : 96 Bitter Things
411940	Fleetwood Mac : The Chain Formula One
410373	White Stripes : Seven Nation Army
412266	HIM : Wicked Game
411894	No Doubt : Its My Life
411824	UB40 : Swing Low Sweet Chariot
412274	G Unit : Wanna Get To Know You
410559	Beyonce Knowles : Crazy In Love
410659	Metallica : Nothing Else matters
412387	Dr Dre & Eminem : Forgot About Dre
412273	Christina Milian : Dip It Low
412189	Jagged Edge : Walked Outta Heaven
410957	Ultrabeat : Pretty Green Eyes
410028	Metallica : Enter Sandman
410991	Pharell & Jay Z : Frontin
412188	Beenie Man : Dude (Garage Mix)
410464	A-ha : Take On Me
410069	Nelly & Kelly : Dilemma
411914	Gary Numan : Cars
410079	Darude : Sandstorm
411928	Offspring : Hit That
410720	2Pac & Dr Dre : California Love
412132	Soft Cell : Tainted Love
410194	Punjabi MC : Mundian To Bach Ke

tv & movies

mono:30143	Scooby Doo
mono:80325	Star Wars Imperial March
mono:54299	Starsky and Hutch
mono:80107	Addams Family
mono:30116	Button Moon
mono:80221	Hawaii Five 0
mono:30141	Rhubarb and Custard
poly:411612	Back to the Future
Poly:411949	Thunderbirds
Poly:410311	The Muppets
Poly:411381	The Persuaders
Poly:410807	Jaws
Poly:410900	Austin Powers
Poly:410312	Only Fools And Horses
Poly:410902	Friends
Poly:410630	Fraggle Rock
Poly:411815	Eye Of The Tiger : Rocky
Poly:410497	The Godfather
Poly:410629	Airwolf
Poly:410018	Exorsist
Poly:410803	Halloween
Poly:410620	James Bond
Poly:410634	Knight Rider
Poly:410500	Pulp Fiction
Poly:411933	Deliverance
mono:80344	Poly:410048 The Simpsons
mono:48339	Poly:410040 Pheonix Nights
mono:52963	Poly:410105 The Italian Job
mono:59288	Poly:410310 Great Escape
mono:59976	Poly:410313 Sex and The City
mono:80291	Poly:410499 Pink Panther
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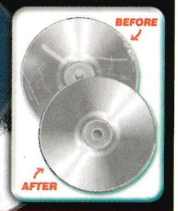
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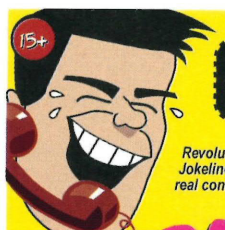
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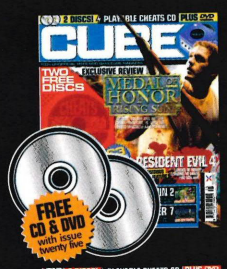
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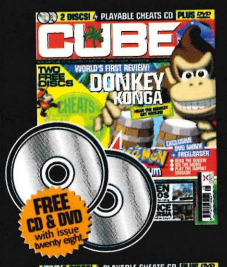
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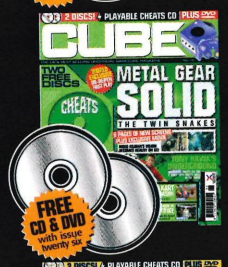
ISSUE TWENTY FIVE

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.



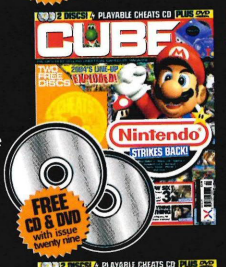
ISSUE TWENTY EIGHT

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.



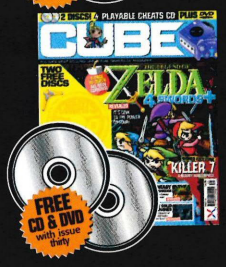
ISSUE TWENTY NINE

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*.



ISSUE TWENTY SEVEN

Like *Splinter Cell*, do you? What about six pages of new *Pandora Tomorrow* screens? Want an In-depth on *Pokémon Colosseum*? You got it! Plus lots more!



ISSUE THIRTY

FF: CC, *MGS: TTS*, *REC: VX*, *P: TLE*, *DMTVWF* – acronyms they may be but they're just some of the games in this issue's swollen reviews section. There's also *Zelda*, *Killer 7* and *Pandora Tomorrow* previews. Love it.



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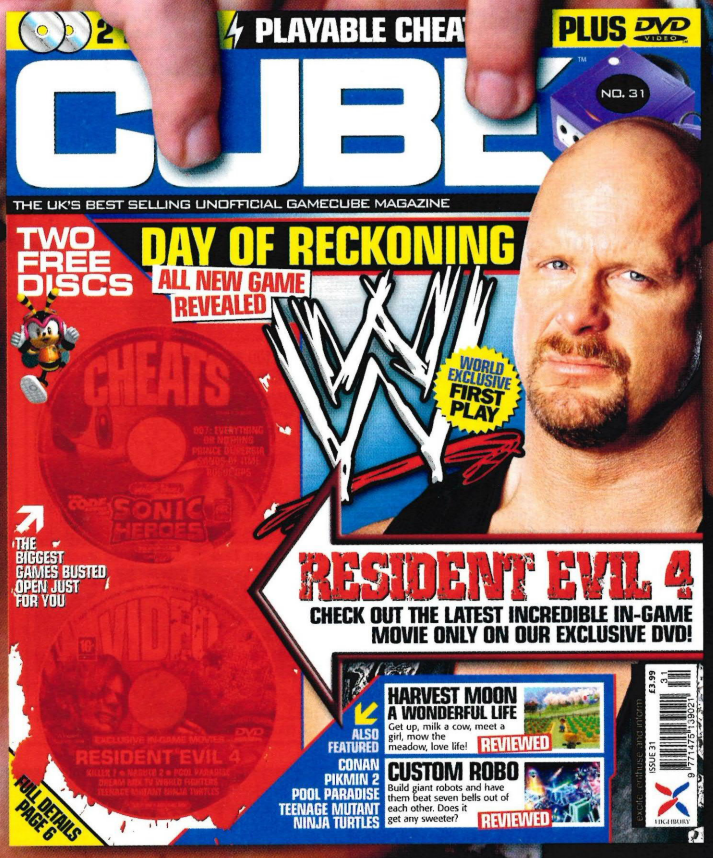
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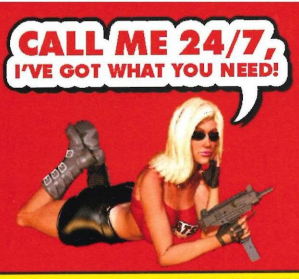
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Enter the Matrix
Everything or Nothing: 007
FIFA 2004
Futurama
Ghost Recon:Island Thunder
Grand Theft Auto 3
Grand Theft Auto: V. City
Halo
Hitman 2: Silent Assassin
Hulk
Indiana Jones: Emp.'s Tomb
James Bond 007: Nightfire
James Bond: E. or Nothing
Jedi Knight: Jedi Academy
Legends of Wrestling 2
LMA Manager 2003
LMA Manager 2004
Lord of the Rings: F. of Ring
Lord of the Rings: T. Towers
Max Payne
Medal of Honor: R. Sun
Metal Gear Solid 2: Subst.
Mission Impossible:O.Surma
Need for Speed Undergr'nd
007: Ev'thing or Nothing
Outlaw Volleyball
Prince of Persia: S. of Time
Project Gotham Racing 2
Project Zero
Rainbow Six 3
Rally Fusion
Raw 2, WWE
Robot Wars: Extr.Destruction
Secret W. Over Normandy
Sega GT 2002
Simpsons: Hit & Run
Simpsons: Road Rage
Sims: Bustin' Out
Spawn: Armageddon
Splinter Cell
Splinter Cell 2: P.Tomorrow*
Star Wars: Jedi Academy
Star Wars: Knights Old Rep.
Tenchu: Ret. from Darkness
Terminator 3 R.of Machines
The Fellowship of the Ring
The Sims: Bustin Out
The Thing
Tiger Woods Golf 2004
Time Splitters 2
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Total Club Manager 2004
True Crime: Streets of LA
Unreal 2: The Awakening*
X-Files: Resist or Serve*
XIII (Thirteen)

Plus Many More...

PS2

Age of Empires 2
Alias*
Bad Boys 2
Baldur's Gate: D. Alliance 2
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Colin McRae Rally 4
Crash B'coot: Wr. of Cortex
Dragon Ball Z: Budokai 2
Enter the Matrix
Everything or Nothing: 007
Evil Dead: Fist. of Boomstick
FIFA 2004
Final Fantasy X
Final Fantasy X-2
Fire Warrior
Getaway
Ghost Hunter
Gran Turismo 3
Grand Theft Auto 3
Grand Theft Auto: V. City
Harry Potter & Ch.of Secrets
Hitman 2: Silent Assassin
Indiana Jones: Emp.'s Tomb
Jak 2: Renegade
James Bond 007: Nightfire
James Bond: E. or Nothing
Jurassic Park: Op. Genesis
Kingdom Hearts
Legacy of Kain: Defiance
LMA Manager 2004
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Mafia
Manhunt
Max Payne
Max Payne 2
Medal of Honor Frontline
Medal of Honor: R. Sun
Midnight Club 2
Mortal Kombat: Deadly All.
Need for Speed Undergr.
Prince of Persia: S. of Time
Project Zero
Ratchet and Clank
Ratchet and Clank 2
Res. Evil: Code Veronica X
R-Type Final
Silent Hill 2
Silent Hill 3
Simpsons: Hit & Run
Sims: Bustin' Out
Smackdown! 5: H.C.T.Pain
SOCOM: US Navy Seals
Sonic Heroes
Soul Calibur 2
Spawn: Armageddon
Spiderman The Movie
Splinter Cell
Stuntman
Syphon Filter: Omega St.*
Terminator 3 R.of Machines
The Getaway
The Sims
The Sims: Bustin Out
Tiger Woods Golf 2004
Time Splitters 2
Tom Clancy's Jungle Storm
Tomb Raider: Angel of Dark.
Tony Hawk's Underground
Total Club Manager 2004
True Crime: Streets of LA
WWE Smackdown! 5: HCTP
Yu-Gi-Oh! Duellists of Roses

Plus Many More...

GAME CUBE

A = 0 1

A Goddess Reborn
Ace Golf
Agent Under Fire
Aggressive Inline
American Pro Trucker
Animal Crossing
Aquaman: Battle for Atlantis
ATV Quad Racing 2
Avalanche - 1080*

B = 0 2

Back in Action
Back to Baghdad
Baldur's Gate: Dark Alliance
Barbarian
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu
Battle for Atlantis
Battle Houshin
Battle, Sonic Adventure 2
Battlecry, Robotech
Beach Bandits Rocket Power
Beach Spikers
Beyblade
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
Black and Bruised
Blood Omen 2
BloodRayne
Blue Storm, Wave Race
BMX XXX
Bomberman Generation*
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bounty Hunter, Star Wars
Budokai - Dragon Ball Z
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bust a Move 2
Bustin' Out, The Sims

C = 0 3

Capcom vs. SNK: EO
Casper: Spirit Dimensions
Cel Damage
Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
Clone Wars, Star Wars
Code Veronica X
Combat Zones, Top Gun
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crush Hour, WWE
Crystal Chronicles

D = 0 4

Dakar 2
Dark Alliance, Baldur's Gate
Dark Legacy
Dark Tomorrow, Batman
Darkened Skye
Dave Mirra Freestyle BMX 2
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Desert Storm
Desert Storm 2
Destroy All Monsters
Die Hard: Vendetta
Dinosaur Planet
Disney Sports Football
Disney's Magical Mirror
Donald Duck: Quack Attack
Double Dash, Mario Kart
Dragon Ball Z: Budokai

E = 0 5

Eggo Mania
Eighteen Wheeler
Enter the Matrix
Eternal Darkness
Everything or Nothing: 007

F = 0 6

F1 2002
Fellowship of the Ring
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Final Fantasy C. Chronicles
Finding Nemo
Fire Blade
Fox McCloud in StarFox Adv.
Freedom Fighters
Freekstyle
F-Zero GX

G = 0 7

Ghost Recon
Gladiator: S. of Vengeance
Gladius
Glitch in the System
Goddess Reborn
Godzilla: Destroy all Monst.
Gotcha Force
Grand Heat, Burnout
Groove Adventure Rave

H = 0 8

Harry Potter & Ch.of Secrets
Harry Potter: Quidditch Cup
Haunted Mansion
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hobbit
Hulk
Hunter: The Reckoning

I = 0 9

Incredible Hulk
Inter. Superstar Soccer 2
Italian Job: L.A. Heist

J = 1 0

James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Judge Dredd:Dredd v Death

K = 1 1

Kirby's Air Ride

L = 1 2

Leg. of Kain: Blood Omen 2
Leg. of Zelda: Master Quest
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Leg.of Zelda: Majora's Mask
Legends of Wrestling
Looney Tunes:Back in Action
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lost Kingdoms II: Rune
Luigi's Mansion

M = 1 3

Madden NFL 2002
Madden NFL 2004
Majora's Mask
Mario Kart: Double Dash
Mario Party 5
Mario Sunshine
Matrix, Enter the
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man Network Tran.
Metal Arms:Glitch in System
Metroid Prime
Minority Report
Mortal Kombat: Deadly All.
MX Superfly

N = 1 4

NBA Live 2004
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
Nemesis, Resident Evil 3
NFL Quarterback Club '02
NFL Street
NHL 2003
Nightfire

O = 1 5

Ocarina of Time: Master
Ocarina of Time: Zelda
OO7 Agent Under Fire
007 Nightfire
OO7: Everything or Nothing

P = 1 6

P.N 03
Pac-Man World 2
Phantasy Star Online
Pikmin

R = 1 8

Rayman 3
Rebel Strike, R. Squadron 3
Reckless: Yakuza Missions
Red Faction 2
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Return of the King
Rise of Sin Tzu
Rocky
Rogue Leader
Rogue Ops
Rune: Lost Kingdoms 2

S = 1 9

Sanity's Requiem
S'Bob S'Pants: R.F.Dutchman
Scooby Doo: Night of 100 F.
Scorpion King
Scream Arena, Monsters Inc
Sega Soccer Slam
Shrek: Extra Large
Silent Assassin, Hitman 2
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Skies of Arcadia Legends
Smugglers Run 2: Warzone
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Heroes
Sonic Mega Collection
Soul Calibur 2
Speed Kings
Sphinx & Cursed Mummy
Spiderman The Movie
Spirit Dimensions
Splinter Cell
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Star Wars: Rogue Leader
Starfox Adventures
Starsky & Hutch
Streets of L.A: True Crime
Sum of All Fears
Summoner Goddess Reborn
Super Bust-A-Move 2
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
Superman: Sh. of Apokolips
Swingerz Golf
Sword of Vengeance

T = 2 0

Tak & the Power of Juju*
Teenage Mut. Ninja Turtles
The Hobbit
The L. of Zelda: Majora's M.
The L. of Zelda: Mast. Quest
The L. of Zelda: Oc. of Time
The L. of Zelda: WindWaker
The Matrix
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
Thirteen
Throwdown, UFC
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Top Gun: Combat Zones
True Crime: Streets of LA
Turok, Evolution

U = 2 1

Underground, N. for Speed
Underground, Tony Hawk's
Universal Studios Adventure

V = 2 2

Viewtiful Joe

W = 2 3

Wario World
Wind Waker
Wolverine's Revenge
Worms Blast
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Wrestlemania X8
WWE Wrestlemania XIX

X = 2 4

XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension

Z = 2 6

Zapper
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Oc. of Time
Zelda: Wind Waker

0-9 = 2 7

007 Agent Under Fire
007 Ev. or Nothing
007 Nightfire
1080 Avalanche*
13
18 Wheeler

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