2 DISCS! PLAYABLE CHEATS CD PLUS DVD VIDEO

CUBE

NO. 37

THE UK'S BEST SELLING UNOFFICIAL GAMECUBE MAGAZINE

2 FREE DISCS

DONKEY KONG JUNGLEBEAT

WORLD EXCLUSIVE SCREENS

THE RHYTHM'S GONNA GET YA!

EXCLUSIVE REVIEW

DONKEY KONGA

31 BRAND NEW BONGO BEATS FOR THE UK!

OVER 70 NEW TITLES INSIDE

NINTENDO DS

PLUS!
FIFA 2005
CALL OF DUTY
MEGA MAN X CM
TIGER WOODS 2005
PRINCE OF PERSIA 2
ANIMAL CROSSING PAL
DEF JAM FIGHT FOR NEW YORK
TERMINATOR THE REDEMPTION

MARIO TENNIS

Nintendo delivers another winning smash. You're gonna 15-Love it!



IN-DEPTH

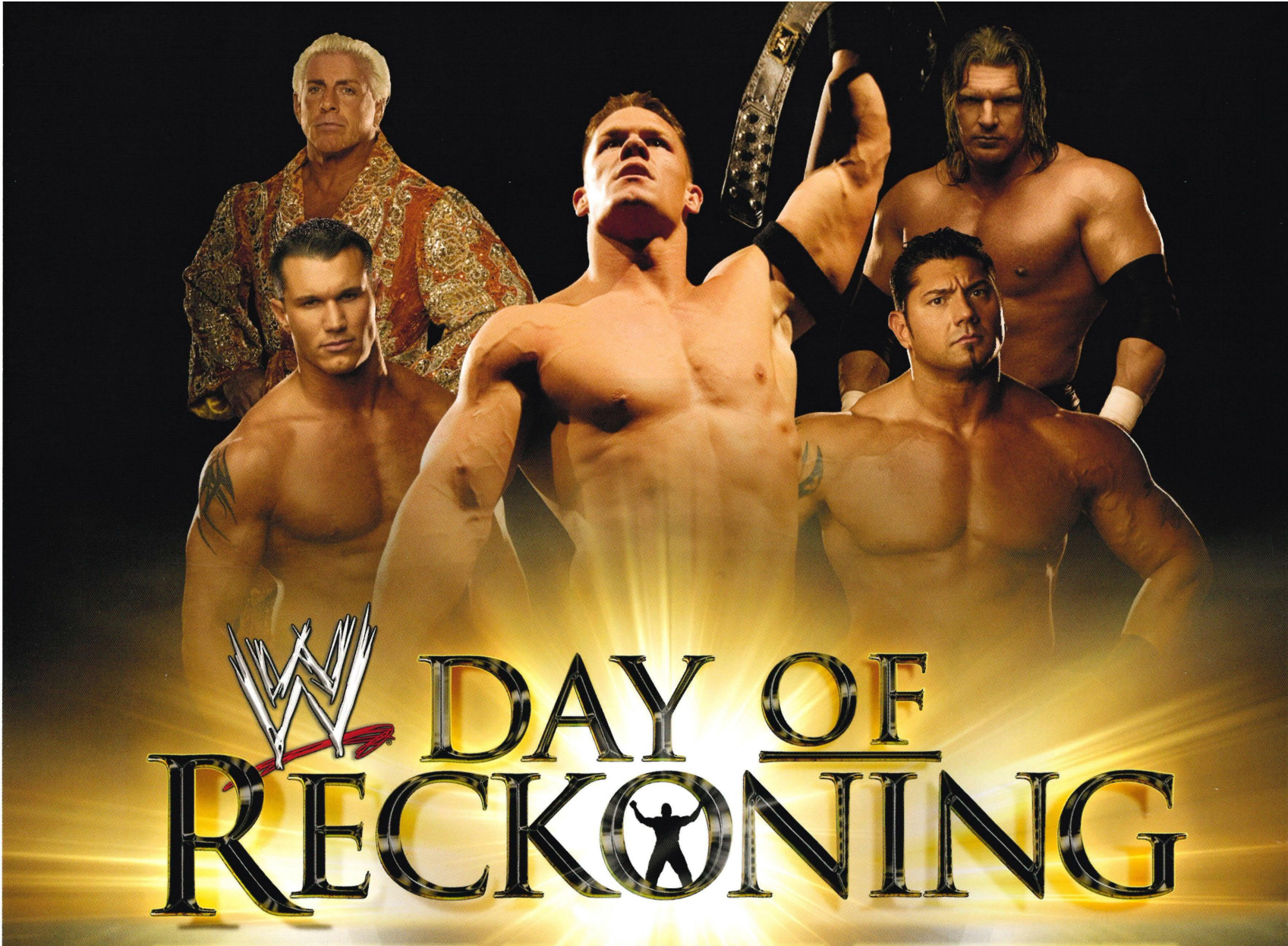
"excite, enthuse and inform"

ISSUE 37 £3.99

HIGHBURY

9 771475 139021 37

CUBE ISSUE 37 ■ DONKEY KONG SPECIAL ■ MARIO TENNIS

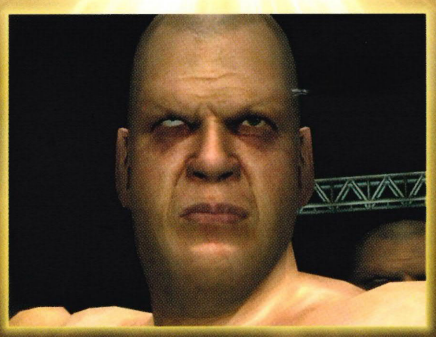


WWE DAY OF RECKONING



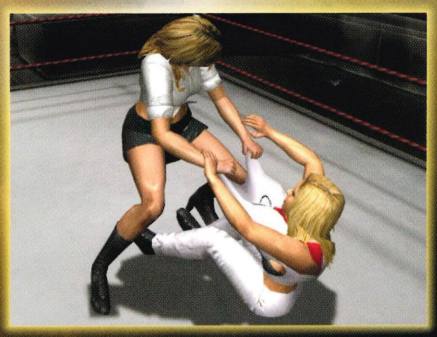
SCHOOL OF HARD KNOCKS

Take your created Superstar up the ranks in a completely original story mode all the way to the big time of WWE programming.



REDESIGNED GRAPHICS AND ENVIRONMENTS

New detailed models and crowd environments with dynamic lighting and pyrotechnic effects featuring TV-style presentation.



BRA & PANTIES

For the first time in a WWE GameCube product, choose your favourite WWE Divas and go head-to-head in the famous Bra & Panties Match.

Future Media Creations Yuke's

JAKKS Pacific Inc.

WWE

NINTENDO GAMECUBE™

THQ

The names of all World Wrestling Entertainment televised and live programming, talent names, images, likenesses, slogans and wrestling moves and all World Wrestling Entertainment logos are trademarks which are the exclusive property of World Wrestling Entertainment, Inc. © 2004 World Wrestling Entertainment, Inc. All Rights Reserved. © 2004 THQ/JAKKS Pacific, LLC. Used under exclusive license by THQ/JAKKS Pacific, LLC. JAKKS Pacific and the JAKKS Pacific logo are trademarks of JAKKS Pacific, Inc. Developed by Yuke's Co. Ltd. Yuke's Co. Ltd. and its logo are trademarks and/or registered trademarks of Yuke's Co., Ltd. THQ and the THQ logo are trademarks and/or registered trademarks of THQ Inc. All Rights Reserved. All other trademarks, logos and copyrights are property of their respective owners.





WELCOME

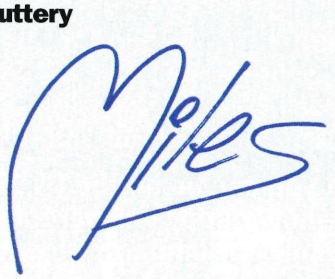


YOU WON'T NEED telling there's something of a monkey theme to this issue. *Donkey Konga* finally hits the UK plus we've got a totally exclusive feature on *Donkey Kong: Jungle Beat*. A platformer you control with Bongos – crazy, no? But somehow it works. There's more to the issue than just rhythmic simians though. We go in-depth on *Mario Tennis*, having got to play it for the first time at the GameStars event, and it was good to meet a few of you there. The show was a great success with Nintendo able to showcase many of its new titles to you, the gaming public, for the first time. We also take an extensive look at *Prince Of Persia: Warrior Within* which is going to further solidify Ubisoft's position among the foremost publishing houses in the world. It shows just how far the company has come in the last two or three years.

We've also got a bumper reviews section for you to paw over. I've already mentioned *Donkey Konga*, but let's not forget a little thing called *Pikmin 2*. *Def Jam Fight For New York* is perhaps the big surprise of the month. *Vendetta* was a decent grappler but EA has literally pumped up the jam and come up with arguably the best fighting game on the GameCube. It's excessively violent, and although Gary's infatuation with Flava Flav did reach disturbing levels, we love it. Speaking of which, we bid a sad farewell to the boy Adams this month. After 30 issues he's decided to hang up his joypad and sod off to university to learn about things other than levelling up and double jumps. The office will be a far less abstract place without him. But back to the reviews... we've also got *Terminator 3: The Redemption*, the latest *Tiger Woods*, *Tales Of Symphonia* in English (yay!) and finally *Animal Crossing* comes to Europe after a will they/won't they debate spanning two whole years. Better late than never, eh lads?

So it's a packed issue, and the pace is really picking up as we head towards the festive season. You better start saving your pennies because there's going to be an awful lot to spend them on over the coming months and you won't want to miss out on any of it, now will you?

Miles Guttery
Editor



AT A GLANCE

Animal Crossing	78
Call Of Duty Finest Hour	10
Def Jam Fight For New York	68
DK Jungle Beat	46
Donkey Konga	64
GPX Cyber Formula	86
Madden 2005	80
Mario Tennis	52
Megaman Command Mission	12
NFS Underground 2	41
NHL 2005	80
Pikmin 2	70
Powerful Pro Baseball 11	84
Prince Of Persia 2	56
Shark Tale	40
Shrek 2	116
Star Wars : Apprentice Of The Force	114
Tak 2 The Staff Of Dreams	39
Tales Of Symphonia	82
Terminator 3: The Redemption	74
The Incredibles	41
The Polar Express	40
The URBZ: Sims In The City	42
THUG 2 World Destruction Tour	38
Thunderbirds	115
Tiger Woods 2005	76
Ty 2	39

CUBE

ISSUE THIRTY SEVEN

ON THE DISC
PAGES 6 & 7

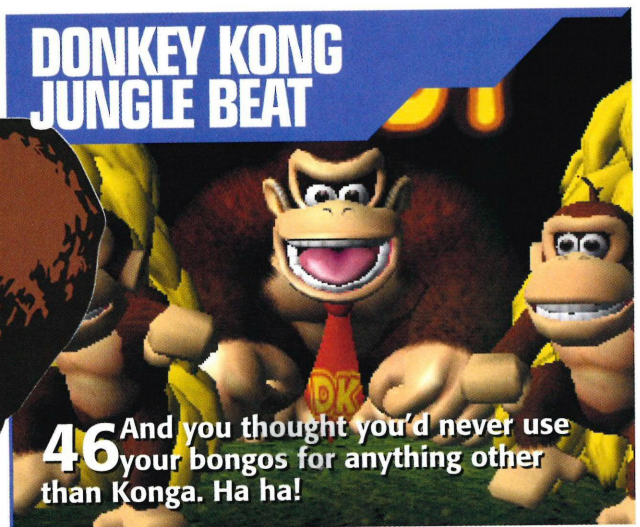
CONTENTS



In the world before monkeys, primal chaos reigned. Heaven sought order... from it came CUBE. The nature of CUBE was irrepressible!

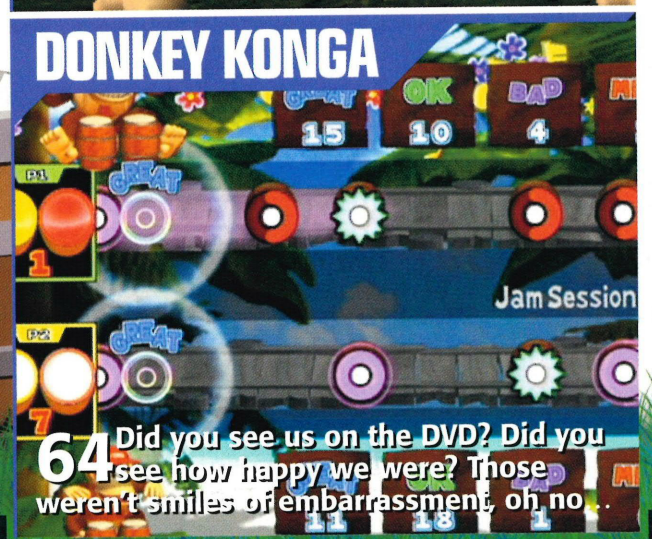


DONKEY KONG JUNGLE BEAT



46 And you thought you'd never use your bongos for anything other than Konga. Ha ha!

DONKEY KONGA



64 Did you see us on the DVD? Did you see how happy we were? Those weren't smiles of embarrassment, oh no...

HISTORY OF DONKEY KONG

34 Nintendo's third biggest mascot (after Mario and Link) tells us about his life, the games he's starred in, the drink, the women, his rise, fall and rise again.

UP FRONT

Finest Hour looks to be one of the first war games with some real empathy. And then there's Technicolor Megaman.

Call Of Duty Finest Hour 10
Megaman Command Mission 12

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

ON THE RADAR

Ooo, it's new. And it's wee, tiny previews succinctly wrapped up in one byte sized portion.

THUG 2 World Destruction Tour ...38
Tak 2 The Staff Of Dreams 39
Ty 2 39
The Polar Express 40
Shark Tale 40
NFS Underground 2 41
The Incredibles 41

PREVIEWS

Those people that live inside your console have gone all 'street' and 'bling' on your ass.

The URBZ: Sims In The City 42

IN-DEPTH

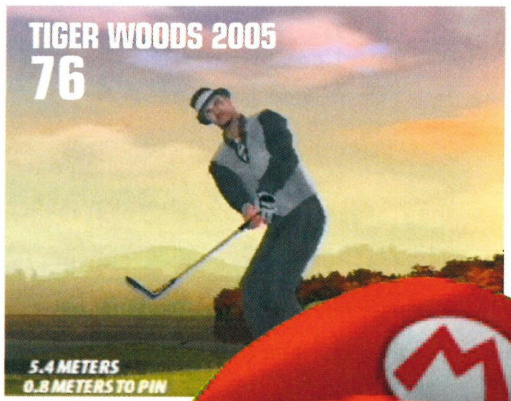
Platforms, bongos, plumbers, tennis rackets and a Prince with a grudge...

DK Jungle Beat 46
Mario Tennis 52
Prince Of Persia 2 56

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

SUBS PAGE 33







MARIO TENNIS

52 Mario's got new balls, and he's not afraid to show them off! Due for imminent release, Mario shows Henman where he went wrong.

REVIEWS

Three titles with 2005 in their titles – yep, it's an EA feast in this month's packed reviews section. Oh, and there's some Nintendo goodness for you to get your teeth into as well.

Donkey Konga 64
Def Jam Fight For New York 68
Pikmin 2 70
Terminator 3: The Redemption 74
Tiger Woods 2005 76
Animal Crossing 78
Madden 2005 80
NHL 2005 80
Tales Of Symphonia 82
Powerful Pro Baseball 11 84
GPX Cyber Formula 86

NETWORK CUBE

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

Viewpoint 92
On The Forum 96
Beat The World 98
Cheating Monkeys 102
Action Replay 104
Guide: Second Sight 106
Directory 122
Horizon 126
Back Issues 128
Back Page 130

ADVANCE

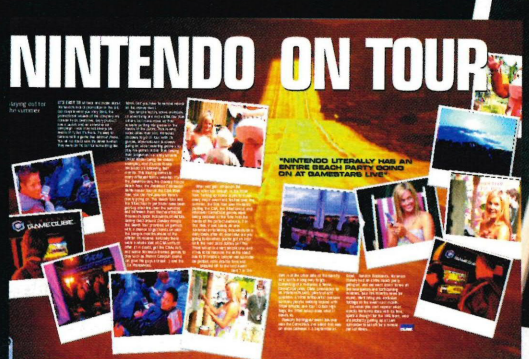
The Advance section just got bigger and yet smaller. Oww this hurts our brains.

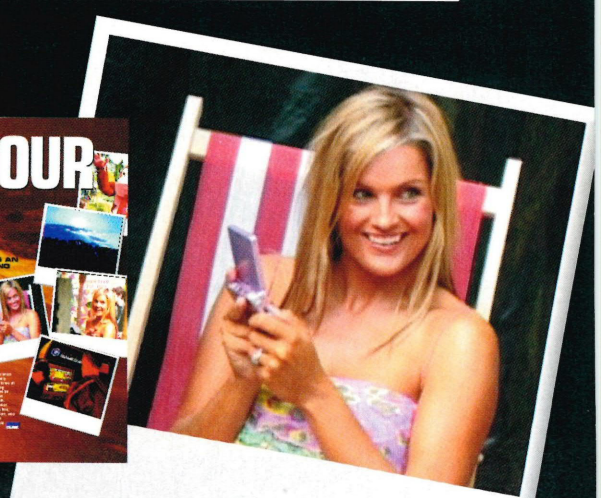
Star Wars Trilogy: Apprentice Of The Force 114
Thunderbirds 115
Shrek 2 116



NINTENDO ON TOUR

118 It's time to start thinkin' about a little... Revolution. Nintendo's Revolution that is, and will the new games be mere updates or something truly revolutionary?





POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

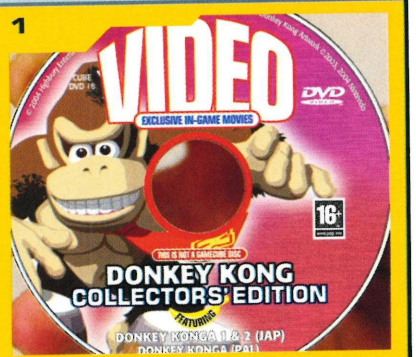
Your monthly fix of brand new videogame footage and cheats for four of the month's biggest games.

HERE AT CUBE we've always been big fans of monkeys: it's just the way we were brought up, and finally, after working on it for nearly three years, we've managed to bring you a DVD full of the damn things. Oh, and have you ever seen such a great Cheats Disc line-up? Erm... we think not.

USING THE DVD

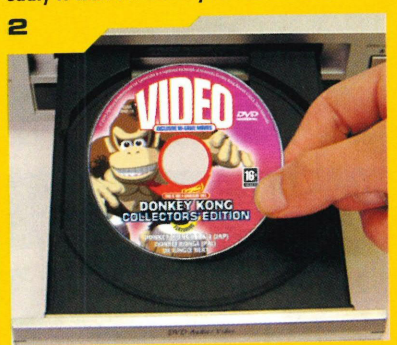
SLAP IN AND PRESS PLAY

1



It may be GameCube disc-shaped, but sadly it won't work in your GameCube.

2

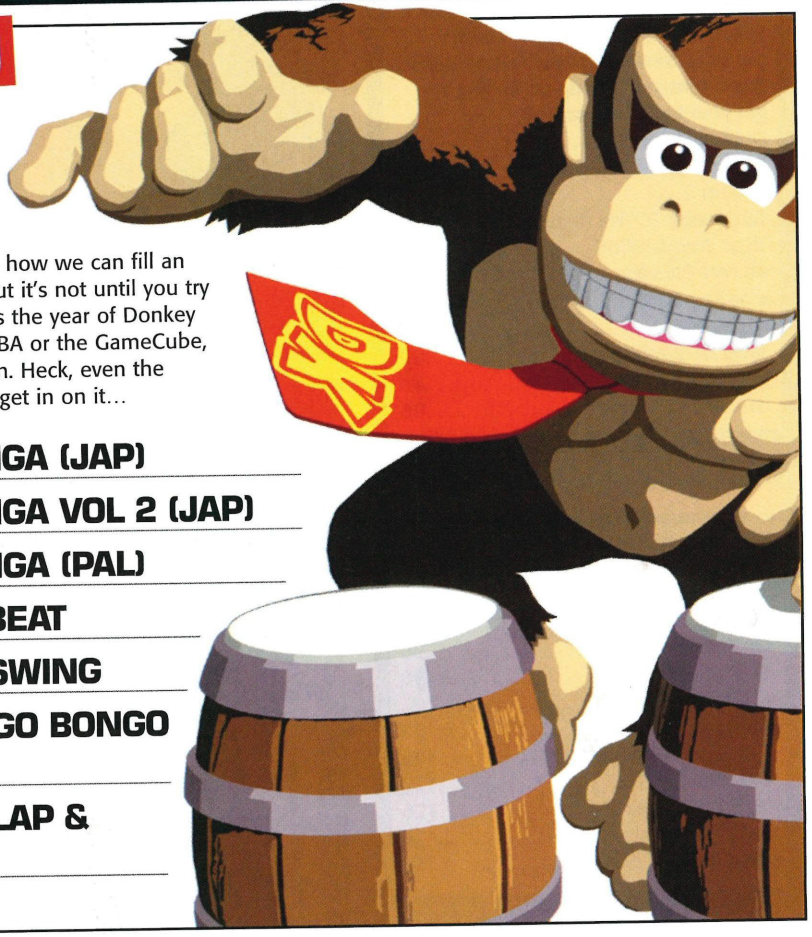


The VIDEO disc will only work in a Region 2 or multi-region DVD player, see?

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

DONKEY KONG SPECIAL

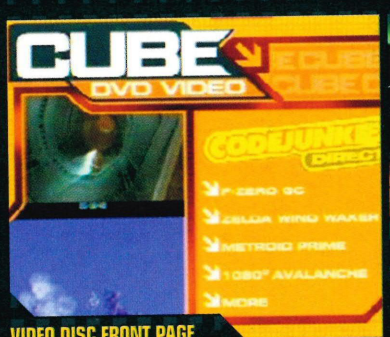


It might be difficult to see how we can fill an entire disc with monkeys, but it's not until you try that you realise 2004 truly is the year of Donkey Kong. Whether it's on the GBA or the GameCube, there's an awful lot going on. Heck, even the celebrities are desperate to get in on it...

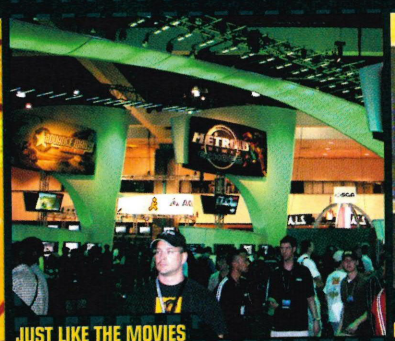
- **DONKEY KONGA (JAP)**
- **DONKEY KONGA VOL 2 (JAP)**
- **DONKEY KONGA (PAL)**
- **DK JUNGLE BEAT**
- **DK KING OF SWING**
- **CUBE TEAM GO BONGO CRAZY**
- **KATIE HILL SLAP & TICKLE**

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.



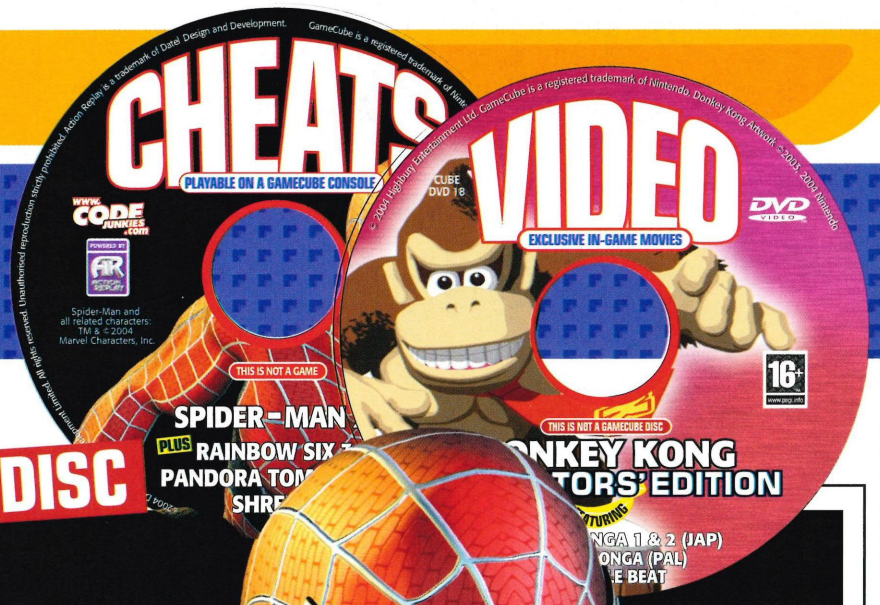
JUST LIKE THE MOVIES
Choose from a whole load of movies.



CODE JUNKIES DIRECT
Is she even in there anymore?

DISC NOT WORKING? CHEATS NOT LOADING? THEN PLEASE CALL CUSTOMER SERVICES ON 01202 200 200 AND THEY'LL SORT YOU RIGHT OUT.

ON THE CHEATS DISC





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

● SPIDER-MAN 2 (PAL)

INFINITE HEALTH
MOON JUMP

● TOM CLANCY'S RAINBOW SIX 3 (PAL)

INFINITE HEALTH
INFINITE AMMO

● SHREK 2 (PAL)

COMPLETE SCRAPBOOK
INFINITE COINS
SLOT 1: ALL CHARACTERS
INFINITE HEALTH
MOON JUMP

● SPLINTER CELL: PANDORA TOMORROW (PAL)

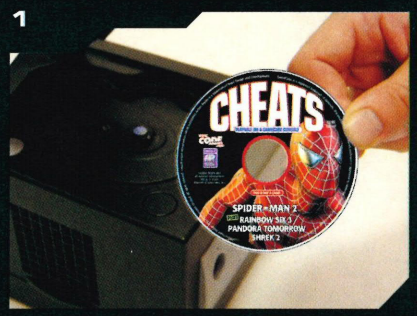
INFINITE AMMO

USING THE CHEATS

CHEAT TO WIN

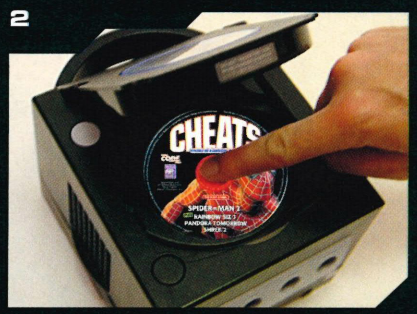
Insert the CHEATS disc into your GameCube and turn it on. Select from the on-screen menu the game you want to hack and then the cheat or cheats you'd like enabled. Follow the on-screen instructions and you'll have those troublesome titles beaten in no time. Then ruin all your favourite games, waste your money and more than likely feel a little dirty. The shame.

1



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

2



...then follow the simple prompts.

NEXT MONTH

You may have noticed that we've spent the last two months bringing you special edition DVDs, so next month we've got a whole load of new footage that's been on the backburner. How are we going to fit it all in!?

THE GAMES

RESIDENT EVIL 4
METROID PRIME 2
PRINCE OF PERSIA 2
PAPER MARIO 2
THE INCREDIBLES
PHANTASY STAR UNIVERSE
ECTS 2004
EGN/GAMESTARS LIVE!



PlayStation.2 XBOX NINTENDO GAMECUBE PC CD-ROM GAME BOY ADVANCE N-GAGE

It's in the game.™
www.easports.co.uk/fifafootball

PHOTOGRAPHERS FOLLOW MY EVERY MOVE. ON THE PITCH.

Fernando Morientes

What makes a player great? On the pitch, it's not about image. The boot deal. Or the celebrity girlfriend. It's about ability. It's about great first-touch.

First-touch separates the great players from the good ones. FIFA Football 2005's all-new player kinetic system accurately reflects the first-touch of every player on the pitch at the push of a button, generating breathtaking passages of fluid play.



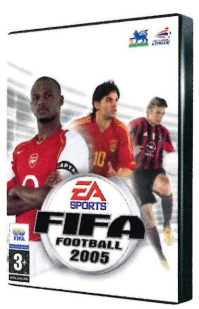
Put your skills to the test by tackling FIFA players from all over the world. Play FIFA Football 2005 online on PC, Xbox and PlayStation 2. Talk the talk via EA Messenger, then walk the walk on the pitch.



FIFA Football 2005's deeper Career Mode takes you through a 15-season quest for silverware. Choose the team and tactics, trade players to enhance your squad then do the business when it matters on match day.







FLUID FOOTBALL

Out October

© 2004 Electronic Arts Inc. Electronic Arts, EA SPORTS and the EA SPORTS logo and It's in the game are trademarks or registered trademarks of Electronic Arts Inc. in the U.S. and/or other countries. Official FIFA licensed product. The FIFA Logo © 1977 FIFA TM. Manufactured under license by Electronic Arts Inc. © 2004 Electronic Arts Inc. All rights reserved. Player names and likenesses used under license from The International Federation of Professional Footballers "(FIFPro)", national teams, clubs, and/or leagues. All sponsored products, company names, brand names and logos are the property of their respective owners. All other trademarks are the property of their respective owners. EA SPORTS™ is an Electronic Arts™ brand. "PlayStation" and the "PS" Family logos are registered trademarks of Sony Computer Entertainment Inc. Microsoft, Xbox, and the Xbox Logos are either registered trademarks or trademarks of Microsoft Corporation in the United States and/or other countries. Nintendo, NINTENDO GAMECUBE and the NINTENDO GAMECUBE logo are trademarks of Nintendo. © 2004 Nintendo. All rights reserved. Game Boy, Game Boy Advance are trademarks of Nintendo. © 2004 Nintendo. N-Gage is a trademark or registered trademark of Nokia Corporation.

UP FRONT

CUBE INFORMATION

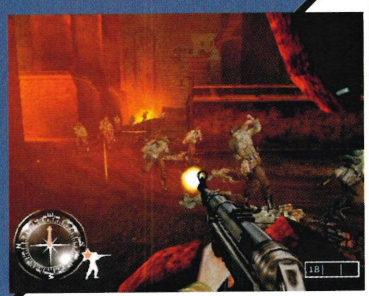
CALL OF DUTY: FINEST HOUR	
PUBLISHER:	ACTIVISION
DEVELOPER:	SPARK UNLIMITED
ORIGIN:	US
GENRE:	FPS
PLAYERS:	1

WHAT'S NEW

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

New Info! We've got more screenshots and details about this phenomenal game.

NOV '04 TBA NOV '04



Tim's Grandad flew Spitfires in the RAF.



CALL OF DUTY:



Liz's Gran decoded Nazi comms in WWII.

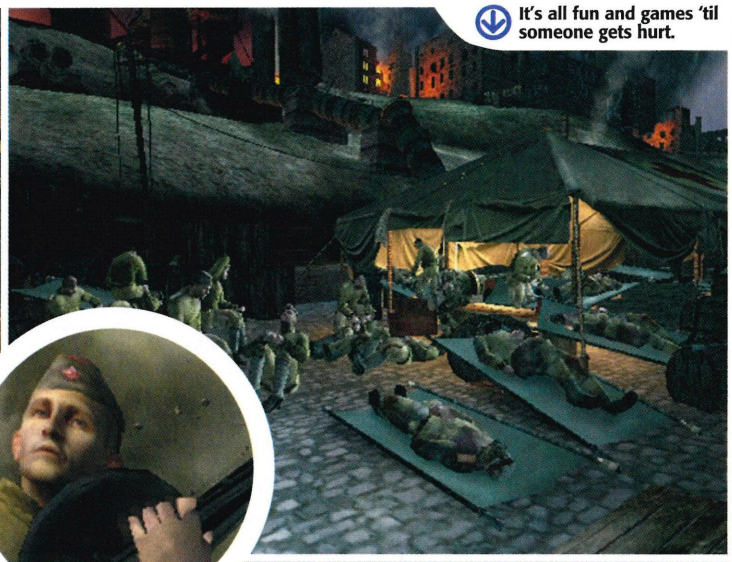
War – what is it good for? Videogames…

NOW HERE'S A new thing – a war game that isn't out to glamorise the events of World War II. Instead of acting like a bullet-proof robot and disposing of the entire Nazi threat via natty headshots and a couple of medi-packs, you're instead thrown straight into the battlefield as a young Russian where you witness your commander being shot as he delivers a speech, hundreds of your comrades crushed by falling masonry as the Germans blitz Stalingrad with all their might, and your friends mowed down by machine-gun fire around you. All this and you're not even armed.

This is how the war was really fought on the Eastern front – half a million Russian troops dead and nearly a quarter of a million Germans killed or captured inside seven months of battling. This is the setting for the first level, and watching your virtual friends use their own AI to skirmish with the German troops, seeing buildings topple under heavy fire from the Nazi War Machine, flinging yourself from cover to cover, desperately searching for a fallen soldier's rifle, ducking the bullets whizzing overhead, well, it immediately sets itself apart from the relatively sedate and sanitised experience offered by the likes of *Medal Of Honor*. And we like it. We like it a lot. We like the idea that in this game bullets really do kill – no sweaty grunting and then back to normal – we like the fact that you work as a team rather than a lone soldier

'IT'S BRUTALLY HONEST IN ITS DEPICTION OF WORLD WAR II'





It's all fun and games 'til someone gets hurt.









Stop cowering there like a big girl's blouse and shoot something!

Of course we've learned from the past and no one wants war anymore...



FINEST HOUR

(and no, this isn't like *Ghost Recon* where you're ordering them about – they rush forward, duck and cover, fall back and above all, die of their own accord. And they don't come back).

Unlike a lot of console war games, this is about realism, the heroics that become everyday occurrences and the awful situations people were forced into. It's about fearsome, lumbering tanks crushing civilian homes underneath their hastily manufactured tracks, about storming a tactically important location that happens to play home to a small town and having to flush families out and face the consequences of their often violent outrage, and most exciting of all, it's about seeing the war from three different perspectives. You will get to play as a young Russian infantryman, a British soldier and a Russian sniper. You'll also get to drive tanks as part of the American 761st Black Panther Battalion – an all-black armoured unit who were targets for racism from both their own countrymen and the Germans. *Call Of Duty* doesn't shy away, doesn't slap make-up over shameful acts like this then hide under the label of being 'just a videogame'. It's brutally honest in its depiction of World War II, and with around 30 people on the development team who were previously involved in the *Medal Of Honor* series, you know it's going to be a fantastic game in its own right. The *Call of Duty* series has been wowing PC owners for some time, and now it's our turn for a piece of the action. Look out for more info in the coming months and expect a release towards the end of the year.

CUBE

...unless it's for oil or will buy votes or distract from immediate problems.



CUBE

INFORMATION

MEGA MAN X: COMMAND MISSION

PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	RPG
PLAYERS:	1

WHAT'S NEW

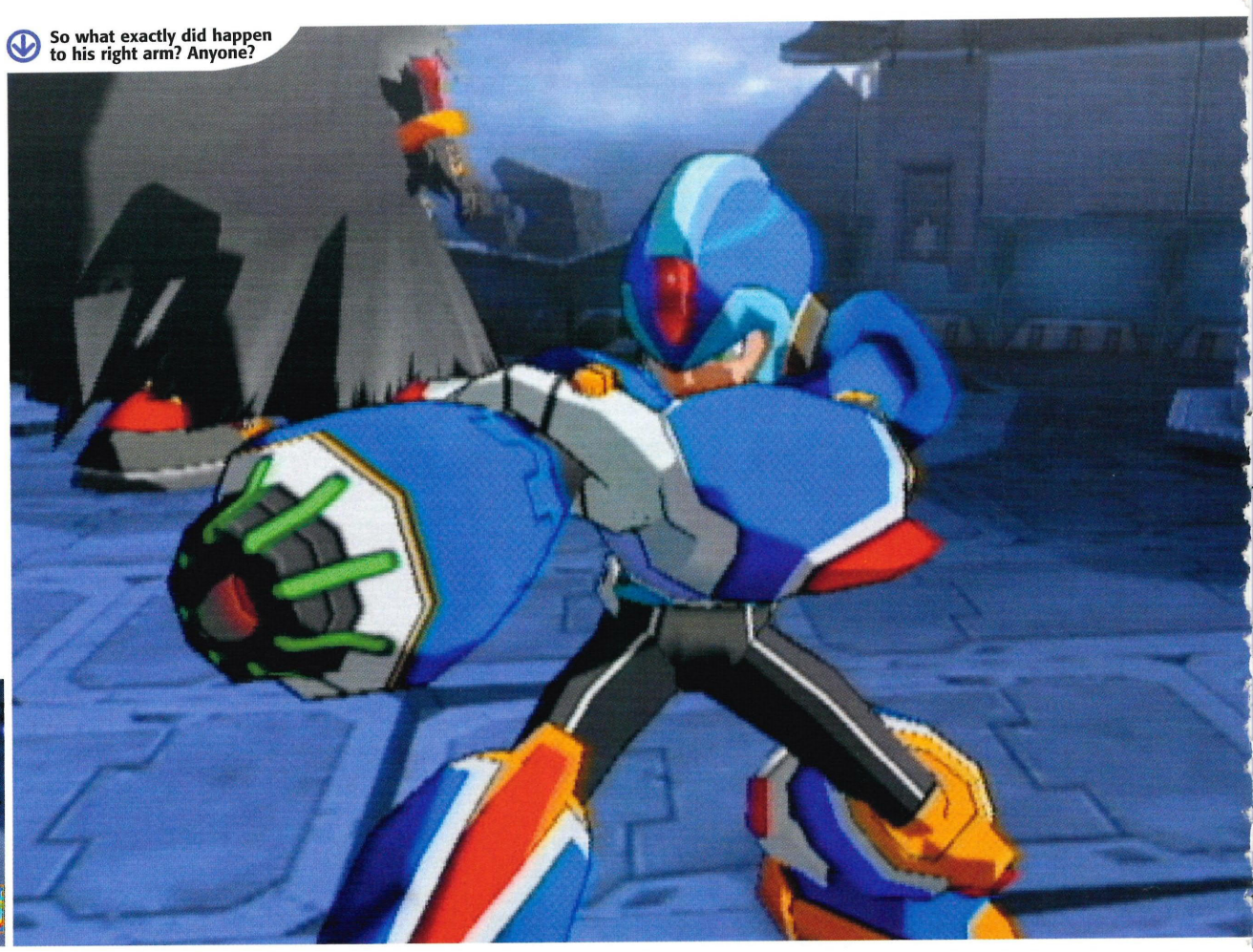
- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✓ CHARACTER INFO
- ✗ STORYLINE SPOILERS

Hands-On!: Now we've got it we can tell you exactly what it's all about.

DEC '04 | OUT NOW | OCT '04



So what exactly did happen to his right arm? Anyone?



MEGA MAN X: COMMAND MISSION

The boy in blue is looking good...

DESPITE BEING ONE of the longest running sagas in videogaming history, the *Mega Man* games don't come with the same kind of anticipation that other mascot-based games do. That's probably because they rarely do anything amazingly new, but with *Mega Man X Command Mission* that's all set to change, and about time too.

Regular readers will already know that we've been touting this game as the GameCube's very own *Final Fantasy*, and this is *Final Fantasy VII* in the *Mega Man* universe. Kind of. We've played the game for a few hours now, and while we can't assure you of how deep the battle system goes, we can give you a good idea of what to expect.

The game starts by throwing you straight into a mission. Mega Man is sent to join his team-mates after they

"A QUICK DESCRIPTION WOULD HAVE TO BE 'FINAL FANTASY VII IN THE MEGA MAN UNIVERSE'"





If you're happy and you know it clap your hands!

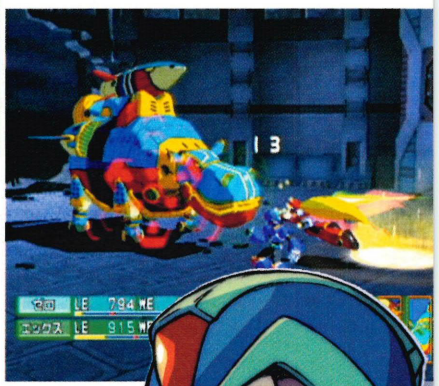


Zero's Limit Break attack requires you to tap in *Street Fighter*-esque moves.





David Attenborough was right about hippos being very dangerous creatures.



discover that a section of their HQ has been sabotaged. Until you reach them though, you have to learn how to fight on your own. The battle system, although extremely simple at this stage, works very well. Initially Mega Man has three attacks: his standard gunshot, a primary missile-launcher and a secondary missile-launcher. These weapons are assigned to A, X and Y. The battles are turn-based, and in each round you can perform as many attacks as your Weapon Energy allows. Each time you use a weapon you deplete your Weapon Energy gauge. For example, if your WE is at 50% you may be able to fire a standard shot and a missile. With the gauge at 100% you can probably afford to use a standard shot and three missiles. Your WE replenishes itself a little every round, but the amount used is totally dependant on what weapons you have attached to your armour. As you might expect, throughout the game you'll be able to upgrade and buy new weapons and attachments, though we're not entirely sure at this point whether the upgrades will be aesthetically noticable. We can but hope.

As with any good RPG, *Command Mission* has Limit Break moves, although they're a little different from usual. You can actually choose to use them whenever you want, but again they're dependant on your WE levels, so you won't get a worthwhile result unless you wait for full power. Mega Man's initial Limit Break is a simple task. When the prompt appears on-screen you just hold down the B button while the move charges up, then let go. Other characters have more complex versions though. In one case you have to pull off *Street Fighter* style button combinations in order to perform the specials. The chain of command inputs gets more complex as you progress through the game.

As well as looking nicer and running more smoothly, the GameCube version also has one other aspect that puts it above and beyond its PS2 counterpart: the GBA link-up. You can send bots into previously cleared dungeons to search for treasures that you may have missed the first time around, but with the GBA plugged in you can actually see where the treasures are via a PDA-style map. It's only a little thing, granted, but it's a nice extra all the same, makes a change anyway.

All-in-all we're very impressed with the Japanese code of the game, but as with any in-depth RPG, we're missing out on the storyline. English-language code is due any time now, so we'll bring you more detailed impressions next month, along with an exclusive interview with the man who invented Mega Man himself. Yes, we really are that nice!



GCN GAMECUBE NEWS

NEWS CONTENTS

AT A GLANCE

GAMESTARS LIVE

We went, we saw, we handed out a few flyers, then gorged ourselves on games and candylfloss.



PAGES 12-13

NEWS ROUND UP

Movie game news featuring *Scarface* and *The Incredibles*, and of course Trailer Of The Month. And no pictures of Miles! Yaaay!



PAGES 16-17

VANISHING POINT

Are games the last form of decent entertainment? It's not like you're ever going to see *Game Idol* is it? Perish the thought.



PAGE 22

CHARTS/RELEASES

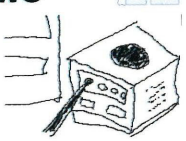
The release list and the chart – there's so much in here it'll make your brain bleed and your eyes leak tears of joy. Maybe



PAGE 24-25

WORLD NEWS

Lots of Nintendo news from all over the globe, plus news of the worst game announcement ever and some more stuff!



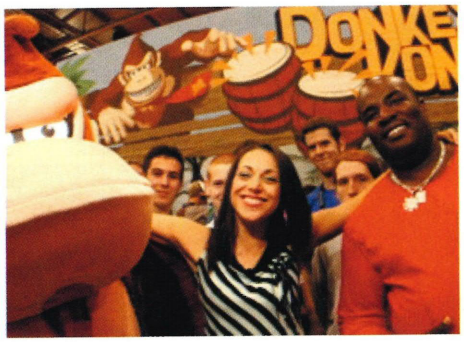
PAGE 26-27

BOYS R US

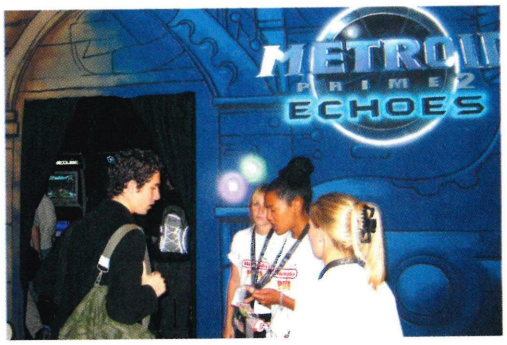
It's the section for all your GBA needs. Okay, the name's a bit crap. Do write in and tell us if you can think of a better one!



PAGES 28-29



Emily Booth enjoying being down with the kids after her evening stints on Live TV.



The queue for *Metroid Prime 2* was very long, indeed, although you can't tell here.

GAMESTARS

Nintendo impresses the crowds at GSL



DESPITE A ROCKY start to the show (a complete lack of electricity until 4pm on the first day, oops), Nintendo managed to entertain the masses at this year's GameStars Live show held at ExCel in London, on 1-5 September.

The Nintendo Pier certainly managed to impress the punters, with a full sized Helter skelter ride situated in the centre of an 'old-fashioned' games arcade. The arcade itself featured a range of stalls themed on classical fairground attractions, such as the *Animal Crossing* fishing pond, the Pink GBA SP candyfloss store (yummy), a fortune telling tent, and the World of Mario stall.

The main focus of the Nintendo Pier was the *Donkey Konga* Coconut Shy, which gave attendees a taster of the new rhythm-action title, and the chance to enter in the *Donkey Konga* Bongo Battle, the final of which was held on the main GameStars Live stage. Handily, there was a professional bongo player on site to show players how to improve their techniques.

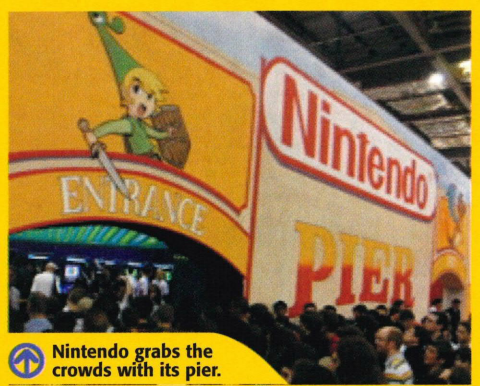
Other attractions included the *Metroid Prime 2: Echoes* and *Legend Of Zelda: The Minish Cap* stand, which featured playable code of both games. Unsurprisingly, this particular stand was jammed – good news for Nintendo after it spent so much time and money plugging these titles.

Other new games making an appearance were *Pokémon FireRed* and *LeafGreen* at the Pokémon Funfair stall, *Mario Tennis* in the Nintendo Arcade and *Paper Mario 2* and *Super Mario Ball* on the World Of Mario stand.

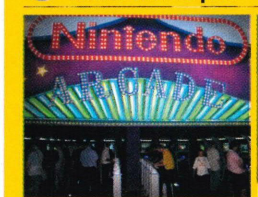
It wasn't all out with the old in with the new however, as the Nintendo Pier gave attendees the chance to play some a few games that are already available such as *Mario Vs Donkey Kong*, *Mario Kart: Double Dash!!*, *Animal Crossing* and *Mario Golf: Toadstool Tour*. Players could even test their skills out on the Mario Golf crazy golf course, before trying their hand at the game.

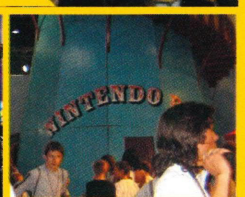
If this wasn't enough to keep everyone happy, Nintendo was also giving out free fake-tattoos as part of the Tribal Tour which has been touring the country promoting the new Tribal edition GBA SP.

In all it was a successful show with Nintendo, proving once again that it's trying to reach out to gamers and give them exactly what they want – entertainment. And sweets and candyfloss, damn our sticky fingers – it makes typing so difficult!



Nintendo grabs the crowds with its pier.





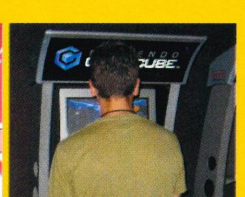
CUBE AT GSL

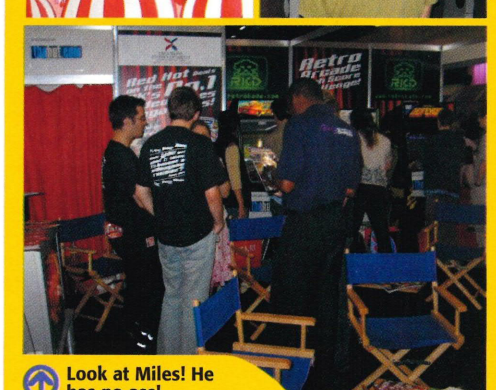
Role up, role up, and meet the CUBE team

If you were one of the lucky devils to attend GSL this year, then you might have noticed a few familiar faces lurking about the Nintendo Pier Sweet Shop, stuffing their gobs with free candyfloss and jelly babies. T'was us! Whoo!

We had our own stall at GSL, where game fans could come along and try their hand at writing a review, and even get a few helpful tips on how to get into the business. Aren't we lovely? Attendees could also enter into our fab daily competitions to win a GameCube, or simply pick up a copy of their favourite mag and chill out with the team. Which, lets face it, would have been worth the entrance money alone.







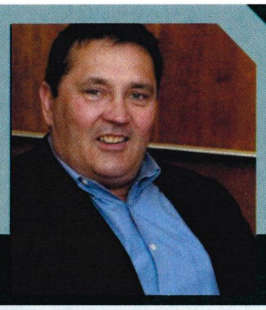
Look at Miles! He has no ass!

"I REALLY THINK SOME OF THE PUBLISHERS TOOK THEIR EYE OFF THE BALL AND DIDN'T REALISE HOW SUCCESSFUL GAMECUBE HAD BEEN"

DAVID YARNTON, NOE

IN THE CUBE WITH...

DAVID YARNTON



POSITION: UK GENERAL MANAGER
COMPANY: NINTENDO EUROPE

CUBE: Communication with NCL (Nintendo Japan) seems to be a lot better these days. They seem to pay far more attention to Europe and listen to what we have to say. Would you agree with that?
DY: Yes, and that's a reflection of a way in which the company is changing. Mr Iwata wants to know more and more information about the business, so that when you go to him and discuss things, he understands. He understands the markets and he understands how they are different. We have to look at things differently and that's slowly filtering through. He comes to Europe every six to eight weeks for management meetings so that he can see first hands how things are, so things are definitely evolving.

CUBE: It's been a weird year: several publishers dropped their GameCube support and we had stores cutting off support, but now things seem to be getting better again. Why do you think that is?
DY: I think there are a number of issues there. I really think some of the publishers took their eye off the ball and didn't realise how successful GameCube had been. The statistics and the facts are out there: the GameCube has sold a lot. Europe has been very successful: okay, the UK has been tough but the sales for the last 12 months are 20 percent up on the previous year. We've a lot of good product coming up that will help to boost the installed base, but we've also been talking to the third-parties more. We've been telling them what our plans are and involving them in the business

CUBE: The line-up for Q4 '04 and even Q1 '05 is very strong. Looking forward though, the period between next summer and the launch of Revolution is a bit vague. What exactly is going to fill that void?
DY: I don't think the situation is any different to how it's been in the past. There are games in development but traditionally we don't say "this will be available on this day and this season". If we look back on the N64 and the SNES we were never really looking that far ahead in terms of what we announce. So, if you're looking at next summer... we're working on Easter at the moment. The next stage after that, we'll be hearing some more stuff, but we never work that far ahead in terms of announcements. I don't think that's ever been any different.

CUBE: Everyone knows what Nintendo's attitude towards online is, but when you have games such as *Burnout 3* and *Star Wars Battlefront* not coming to GameCube specifically because of the lack of online facilities, surely you have to be concerned?
DY: I don't think we're in a position to look at that market in more detail just yet. We've got enough on our plate as it is. We're still making judgments on that area. It's a big thing for the opposition: it's their big push, because it's their point of difference. Long-term though, the big question is what does it mean to retail?

CUBE: You've got a video of Miyamoto-san talking about the DS at GameStars, so you're obviously ready to start pushing the new handheld to European gamers. When do you think you'll be showing more and talking about your launch plans?
DY: We're not really pushing it to gamers: we're just saying that it's coming. At this sort of show people want to see something like that. It's just a subtle way of saying that there are things coming and that we have got things in development. At this stage we're concentrating on this Christmas because we have a lot of good product this Christmas. Our focus in the UK is that period.

CUBE: With the lack of any GBA2 announcement, the general public will understandably compare the DS directly with the PSP. What's Nintendo's angle on that?
DY: We never release a new product just for the sake of it. There always has to be a new experience and innovation. If we're looking at the DS, it is a progression from the SP, and it's backwards compatible, but it has to offer new ways of gaming. So while PSP is a totally new product, we wouldn't design something just to compete with something else.



Centrefold. Samus gets the pin-up treatment on DS.

SOUND BYTE

"TRANSCENDS GENERATIONS AND APPEALS TO CONTEMPORARY AND URBAN AUDIENCES ALIKE"

Vivendi Universal Games refers to *Scarface*. Does it now?

REVOLUTION RUMOURS WAY OFF THE MARK

New patent stirs up more speculation

WE ALL KNOW HOW much Nintendo likes to file patents, but when a US patent was granted recently, rumours started to spread about the possibility that the mystery device described in the document was the much anticipated Revolution.

The patent, number 6,769,989, described a device that would include "additional communication and storage capability via a modem and hard disk drive". The contraption would also include a "picture in picture" mode that would allow gamers to simultaneously watch television whilst playing games.

In addition to these features, the patent also went on to describe the device's ability to download complete games from the internet onto the machine's hard-drive. Given Nintendo's current stance on the internet and towards online services, this news came as a bit of a shock, and suspicions began to arise. Still, some believed that given the timing of the patent, it was indeed referring to the Revolution's functions or, possibly, a peripheral for the GameCube.

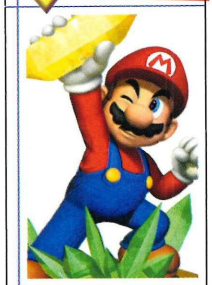
However, after a little digging, it was learnt that the patent was filed way back in 1999 so it was unlikely that Nintendo was planning the Revolution back then. By far and away the biggest clue to the device's true identity, however, was the picture included with the patent that clearly showed a 64DD unit attached to an N64. PING! The penny finally dropped.

The 64DD peripheral featured many of the functions mentioned in the patent, but despite its potential the 64DD was spurned by gamers and quickly discontinued by Nintendo. Ooops. Maybe that's why the GameCube is decidedly lacking on the online-services front. Well, we live and learn. Lets just hope Nintendo doesn't hold a grudge, and adds some of these features to the Revolution. Why does that seem unlikely though?



The 64DD added Jordan-esque dimensions to your N64. Bags of fun to fool around with.

NEWS FLASH



MARIO PARTY 6

Nintendo has confirmed what the *Mario Party 6* controller is... a microphone. The game will feature voice-activated mini games and a game-show mode.

TRAILER OF THE MONTH

SCALER

Scaler must save the world from an army of lizards, un chein, andalusia, wanna grow up to be, be a descaler, descaler. Ha ha ha ho. Pixies, innit?



GOOD, BAD AND THE UGLY

More of the industry's goodie-two-shoes and bad boys.

GOOD: Nintendo

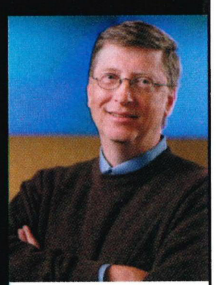
THE COMPANY RECENTLY saw its shares rise by 3.8 per cent after it was rumoured that Bill Gates was planning a takeover of the company. He wasn't. According to Microsoft, Gates' comments to German magazine, WirtschaftsWoche, were misrepresented due to a translation error. Nintendo issued a statement confirming there were no talks of a takeover.

BAD: GameCube

POOR OLD GAMECUBE. It's been a tough few month for the console, although things were starting to look up when the price was dropped and sales increased. But now trouble is looming for, as Sony and Microsoft have dramatically slashed the price of their machines in the run up to Christmas. The PS2 is now £104.99 and the Xbox is an attractive £99.99.

UGLY: Nintendo

NINTY IS AT the sharp end of a new bill being passed by the Japanese government. The government's bill would enforce charges every time a wireless LAN device is used. This could cause serious problems for Nintendo and Sony whose portable devices use LAN technology.



Bill Gates buying Nintendo, again? When will the rumours end?

(OVER THE) COUNTER CULTURE...

If there's one thing a kid doesn't want for his/her birthday it's a Pikachu oven glove. Us older Pokémon fans, however, are a totally different matter. Honestly, who wouldn't want a Teflon coated Pikachu adorning their kitchen counters? Just us? Oh. Never mind, just get one. You'll be the envy of all your mates. You will, honest. For your Pikachu oven mitt visit www.pokemoncenter-online.com

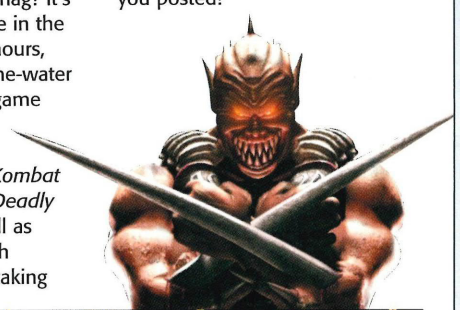


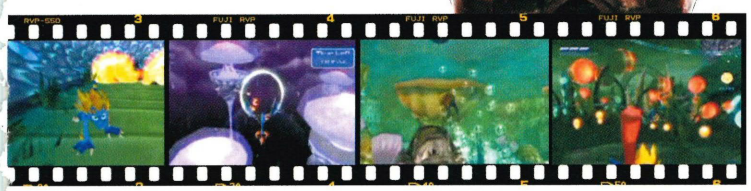
MIDWAY'S DECEPTION

RUMOUR ALERT

Mortal Kombat: Deception coming to the GameCube

Midway has revealed its plans to release *Mortal Kombat: Deception* on the GameCube. The snag? It's only going to be available in the US. According to the rumours, Midway intends to test-the-water by seeing how well the game does over in America, before launching it in Europe. The last *Mortal Kombat* title on the GameCube, *Deadly Alliance*, didn't do as well as expected in Europe which explains why Midway is taking precautions, if these rumours are to be believed. CUBE will keep you posted!



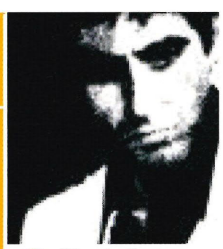


SCAREFACE

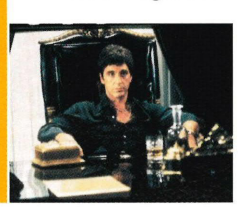
Classic movie gets game

VIVENDI UNIVERSAL GAMES has bagged the licence to *Scarface*, the 1983 mobster movie starring Al Pacino as the ruthless gangster Tony Montana.

The third person shooter game puts the player in the role of Tony as he attempts to rebuild his empire, all the while avoiding his rivals and the DEA. The game takes place across a number of locations, such as Miami, the Florida Keys and the Bahamas, all recreated to match the time-period in which the film was set. *Scarface* is scheduled for an autumn 2005 release.

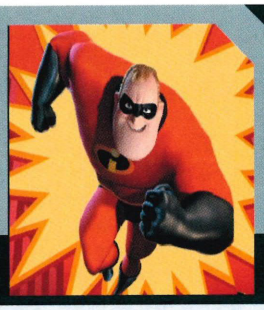


"Say hello to my little friend... and goodbye to my legs." Director's Cut coming soon.



IN THE CUBE WITH...

LYLE HALL



POSITION: EXECUTIVE PRODUCER
GAME: THE INCREDIBLES

CUBE: In a nutshell, what is the game about?
LH: The game follows the major plot points of Disney/Pixar's film, which is about a family of superheroes that must come out of hiding, resume their super identities and ultimately save the world.

CUBE: How many characters from the movie will appear in the game?
LH: All of the key characters from the film are in the game... and more! We created almost 20 characters in partnership with Pixar to fulfil the needs of translating the film into a great game.

CUBE: How many of these characters are playable?
LH: There are five player characters in the game, each with unique and Incredible powers.

CUBE: Can you describe the characters special powers/moves?
LH: Their special powers are super strength, super stretch, super speed and super force.

CUBE: How do their unique powers/moves affect the style of gameplay? (ie is one character stealthy? Another puzzle orientated?)
LH: Mr I is a classic brawler, Mrs Incredible has more of a stealth approach, Dash plays like a high-speed racer and the rest you will have to play the game to see!

CUBE: Are the characters voiced by the actors from the movie? If so, which ones? Or will you be using sound a-likes?
LH: We negotiated with the film's original cast to get the authentic voices in the game, and we got them all except for one. In particular, Samuel L Jackson was amazing to work with.

CUBE: How many levels are there in the game?
LH: Eighteen levels, including four unbelievable bosses!

CUBE: What types of environments are we going to be seeing?
LH: There is an amazing range of environments in the game. We take the player through a metropolitan cityscape, a burning building, busy suburbia, a dense jungle, a secret island base, and high tech facilities, all beautifully lit and detailed to match the distinct look of the film.

CUBE: What set-pieces from the film have made it into the game?
LH: We haven't used any assets directly from the film, but we have faithfully recreated all of the film's key locations for the game. The team worked very hard and did an impressive job getting the game to so closely resemble the film.

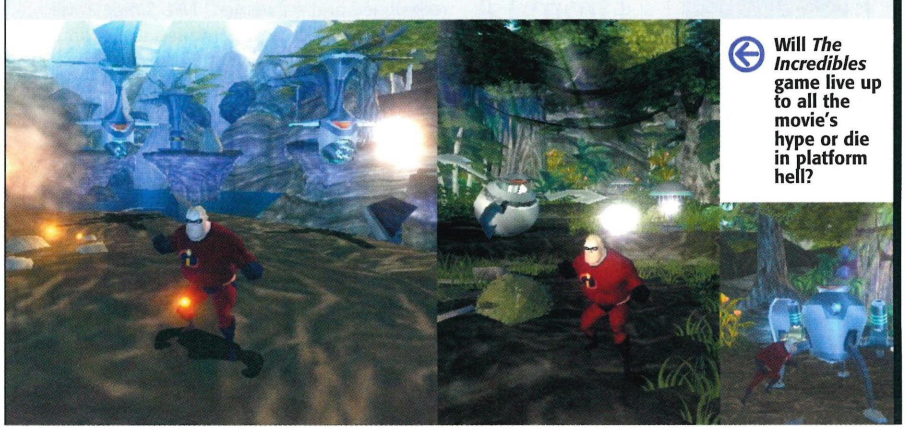
CUBE: How does the game differ from the film? For instance, have you amended any of the characters? Or changed the story in anyway, to make it more playable?
LH: The game offers players the interactive experience of the film and an extension of the world and characters seen in the movie. We worked hand in hand with Pixar to ensure the characters in the game are true to the film, and we have added some environments to the game that are alluded to but not fully explored in the film.

CUBE: Considering the massive success of Pixar's last film, *Finding Nemo*, has there been added pressure on the team whilst developing The Incredibles game?
LH: There is always tremendous pressure when you are working with people of such high calibre and with a specific deadline, but it gives us all the highest of expectations to achieve together. The film definitely gives us tremendous content to work with in developing a game.

CUBE: The movie is aimed at an older audience. Is the game also hoping to attract the older gamer? If so, how has this been reflected in the gameplay?
LH: Yes, we are. We started by executing on the amazing action, super characters and look and feel of the film, and then we added gameplay and level design that really takes advantage of each player character's unique abilities. This rich mix should give all players enough to challenge and entertain them.

CUBE: Will there be a multiplayer mode? If so, what challenges/mini games will be on offer?
LH: *The Incredibles* is a one-player game with five very different player characters. But we do have an awesome battle arena that can be unlocked if you make it far enough through the game.

CUBE: Will you be making use of the GBA to GameCube connectivity?
LH: There will be GBA to GameCube connectivity.



Will *The Incredibles* game live up to all the movie's hype or die in platform hell?

STREETS OF RAGE

NBA Street V3 comes to the GameCube

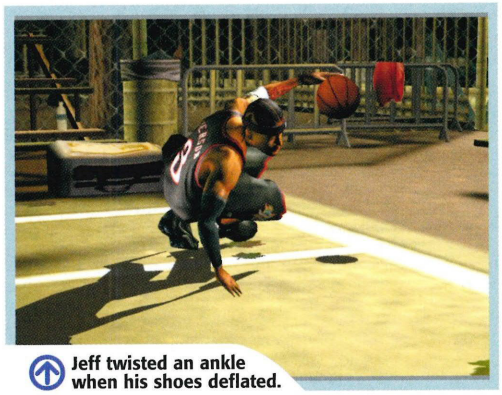
TO CONTINUE ITS global dominance of American sports titles, EA is releasing a new instalment of its multi-platinum selling *NBA Street* series, imaginatively titled *NBA Street V3*.

The game will push the boundaries of basketball games, with its range of game modes including the new Slam Dunk contest, special moves and customisable options. As well as being able to change the appearance of the *NBA Street* stars by adding accessories and swapping their clothes, players will also be able to design their dream court from scratch. Not that *NBA Street V3* doesn't already have an impressive array of environments, such as The Cage, Rucker Park and Venice Beach.

Senior producer for the project, Wil Mozell has this to say: "*NBA Street V3* is a celebration of the culture and inventive style of street basketball," he continued, "we're excited to continue to push the possibilities of customisation, self-expression, and creativity in the new school revolution of hoops." And there we were thinking it was just a basketball game. Shame on us.

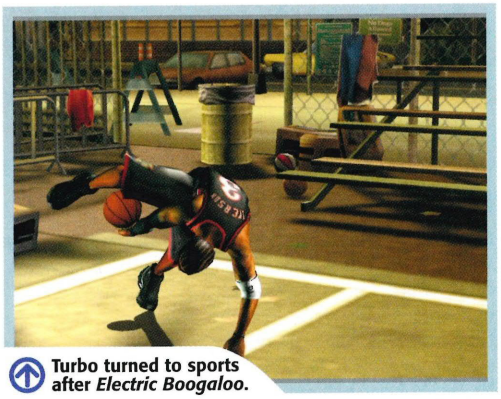
So far there has been no talks of any GBA connectivity, but considering both PS2 and Xbox versions will have an online option, we can't see EA leaving us GC owners out.

NBA Street V3 will be out on all major platforms at the start of 2005.



Jeff twisted an ankle when his shoes deflated.





Turbo turned to sports after *Electric Boogaloo*.

Spider-man 2

2,000,000

Units shipped in one week



Waaaaaa Luigi!

Japanese gamers can get their mitts on Nintendo's new GC controller, inspired by Luigi. The lime-green fronted controller is emblazoned with an L logo, has a dark blue back and costs 500 points. It's pretty ugly, so it can happily stay in Japan as far as we're concerned. So there.

Not coming to Europe

NEWS FLASH



INTELLIVISION LIVES!

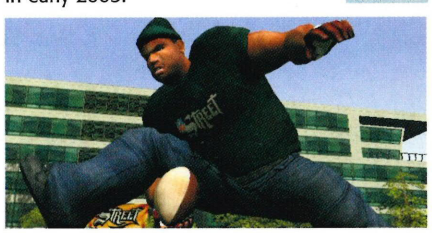
Intellivision Productions is releasing a compilation title featuring 60 of its classic games Currently, it will only be available in the US.

WORD ON THE STREET

More football action from EA

HOT ON THE heels of *NBA Street V3*, EA has announced another Street sequel, with *NFL Street 2*. The original game sold over 1.5 million units, so its little wonder EA is expanding the brand. The "completely redesigned and reinvented" *NFL Street 2* will feature a range of new game modes, although EA has yet to confirm what these are.

NFL Street 2 will be published under EA Sports BIG brand and will be released in early 2005. CUBE



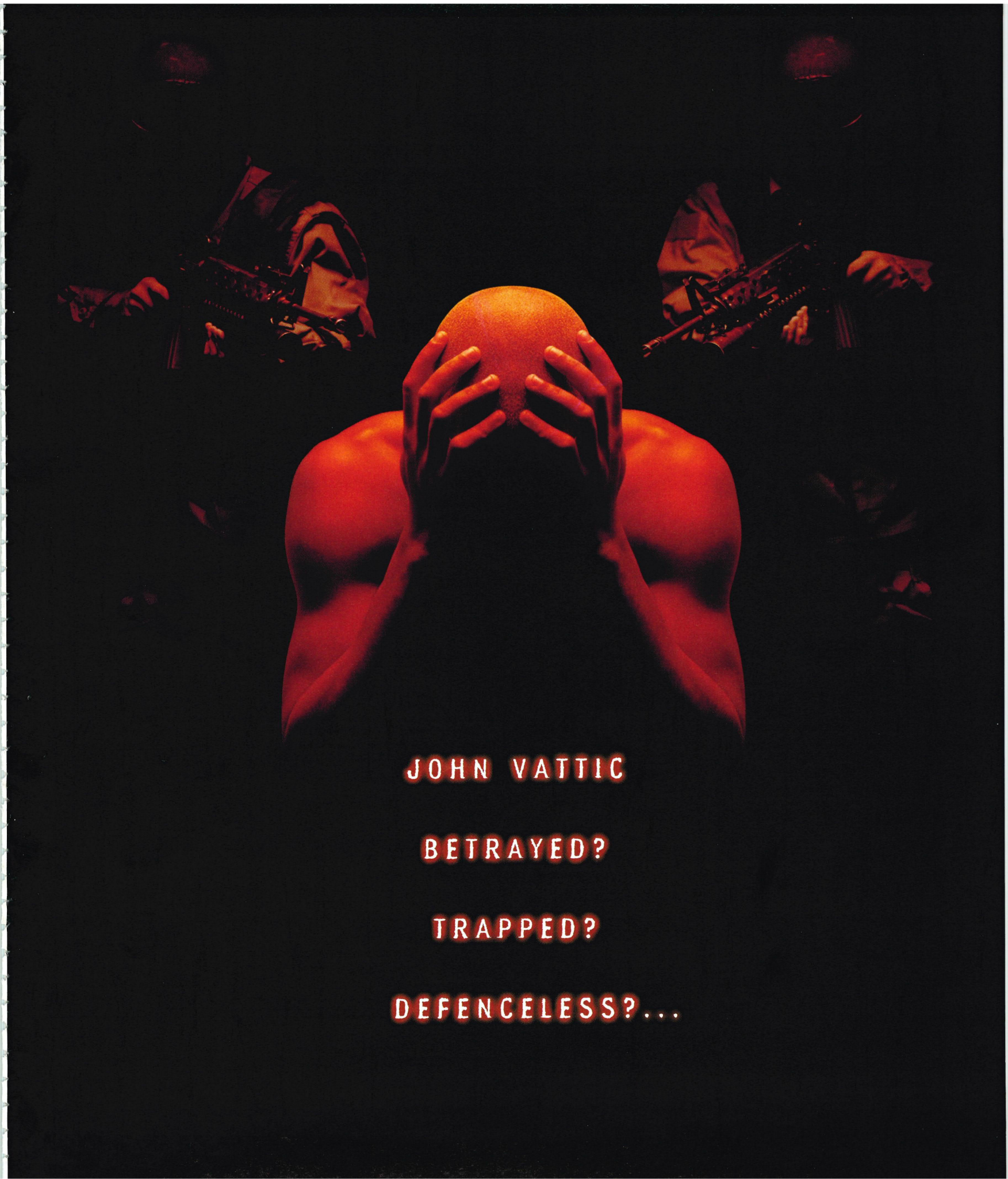
ULTIMATE SPIDER-MAN

More web-slinging adventures from Activision

ACTIVISION ANNOUNCED A new *Spider-Man* game at its recent Activate event in Barcelona. Activision, having enjoyed huge success with *Spider-Man 2* which has topped the charts for several weeks running, will be releasing *The Ultimate Spider-Man* game, based on the popular Marvel comics.

Activision has also confirmed the release of *Spider-Man 3* in 2007, to coincide with the third instalment of Sam Raimi's blockbuster *Spider-Man* movies. CUBE




JOHN VATTIC
BETRAYED?
TRAPPED?
DEFENCELESS?...

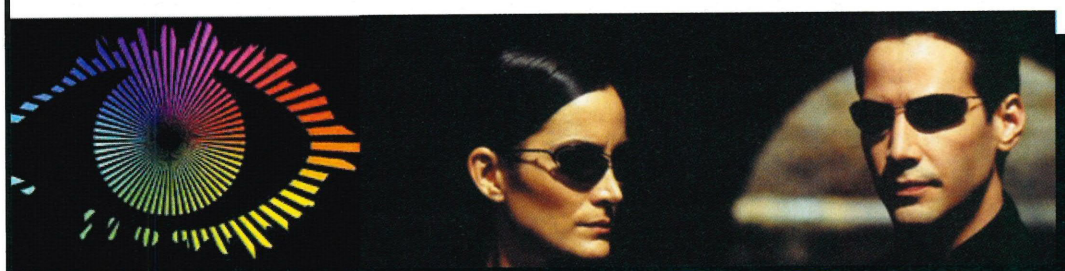


© 2004 Free Radical Design Limited. All rights reserved. "Second Sight"™ and "Free Radical Design"™ are trademarks of Free Radical Design Limited. Developed by Free Radical Design Limited. Published by The Codemasters Software Company Limited ("Codemasters"). "Codemasters"® is a registered trademark and "GENIUS AT PLAY"™ is a trademark of Codemasters.


...NEVER AGAIN
As John Vattic, experience an intense psychological journey where the past plays into the hands of the future, a mind-blowing mix of stealth, gunplay and incredible psychic powers.
From the Makers of Goldeneye 007 & Timesplitters
UNLEASH 7 AWESOME PSYCHIC POWERS INCLUDING: TELEKINESIS, PSI BLAST, PROJECTION & POSSESSION
TAKE DOWN YOUR ENEMIES WITH A VAST ARRAY OF WEAPONRY
USE STEALTH TO CLOSE IN FOR THE SILENT KILL OR AVOID TROUBLE ALTOGETHER
out now.
www.codemasters.co.uk/secondsight
XBOXWORLD GAME OF THE MONTH 9/10
NGC STAR GAME 90%
.FREE RADICAL
Codemasters
GENIUS AT PLAY

VANISHING POINT

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





Chavvy popstresses Girls Aloud. Hot or not? Our survey said...

WE GOT GAME

Do games represent the salvation of the entertainment industry?

VIDEOGAMES ARE forever getting a bad press. The popular tabloids are never slow to point the finger at this brain-rotting hobby when some unbalanced child goes off the deep end and does something really bad. The usual suspects are wheeled out time and again to explain the degeneration of society. Well here's one for you – videogames represent the most vibrant and creative force in popular culture. Take a look for a second at the music industry. In the post-*Pop Idol* world where are the true stars? Where are the bands emerging to push back the boundaries of musicial expression? Dunno about you, but Vanishing Point wants his musical idols larger than life, edgy and perhaps a little bit dangerous. The kind of people who create a hush when they enter the room. Not some kids handpicked to tick all the boxes of today's chart fodder. Here today, gone tomorrow, wheel out the next batch, repeat ad nauseum. Pete Waterman and Simon Cowell sit smugly passing judgment on the talentless stream of celebrity-obsessed wannabes who are prepared to humiliate themselves in front of the nation for their 15 minutes of fame, yet they are responsible for the mindless durge that fills the charts and offers nothing to the advancement of an industry on an apparently irreversible downward spiral into utter banality.

TV has gone the same way with television production companies falling over themselves to come up with the latest car-crash reality scenario, be it 'normal' people or grasping celebrities who will literally do anything to ensure they get their daily mention in the The Sun's showbiz column. Is this what people really want, or are these shows popular simply because we're being given any alternative? When *Big Brother* started out it was meant to show real people dealing with situations, enabling the viewer to form a genuine opinion of the people they were watching. Now it's just a freak show, made even more obnoxious by the show's producer's attempting to artificially induce more and more outrageous behaviour from the contestants. Is Vanishing Point alone in wishing them all pain?

Now let's talk about movies. Must we? Well, for the purposes of the point of this column, yes. 'Gross out' comedies were all very well at first, but how much more grossed out can we become? It's like everything in life, the more you're exposed to something, the less of an impression it leaves on you. CGI has to a great degree killed the art of film-making since pretty much anything can be made to appear on screen with the minimum of effort. A case in point is George Lucas, creator of perhaps the greatest film of all time, and yet the new *Star Wars* movies lack any sort of interesting story and so saturated are they with unnecessary computer generated effects that any sense of a believable universe is lost. Somebody tell the guy that sometimes less is more. Now, don't even get me started on *The Matrix*. The first film was vaguely diverting to watch the first time round. The silly story was simply the backdrop for some nice and innovative action sequences, but so bereft are we of truly noteworthy blockbusters that it's now made out to be some finely crafted alternative bible. The Wachowski brothers are so up themselves they must spend 23 hours a day looking for the lightswitch. Hopefully that won't leave them any time to foist *Matrix 4* upon us, praise the Lord.

Of course there's an awful lot of pap infesting the shelves of game stores, but there are also many titles for which we should be truly thankful. Games that make our lives a little bit better and offer new and stimulating experiences. This is perhaps because beneath the corporate gloss of the games industry beat the hearts of dedicated, creative people with dreams and visions. The people who get their hands dirty on the keyboards want to create games, they love games and they play games. They don't simply want to be famous because the currency of celebrity is forced down our throats every single day. They want to make something to be proud of. Are Girls Aloud proud of what they do, or is their goal simply to be famous and get in OK magazine every week?

There's no question that marketing and sales people have stifled creativity in the games industry, and also led to some great titles being sullied with unnecessary and inferior sequels. However, thankfully, the creators at the core of the business are people with the same ideals as you and I. The results aren't always stunning, but most of the time they're infinitely preferable to whatever's on the telly.

CUBE



Not content with breaking the music biz, Cowell is getting into games as well. Noooooo!


MILLA JOVOVICH
My name is Alice and I remember everything.
RESIDENT EVIL: Apocalypse
15
Soundtrack album now available on Road Runner Records featuring new music from Killswitch Engage and Rammstein.
SCREEN GEMS, DAVIS FILMS/IMPACT (CANADA) INC., CONSTANTIN FILM (UK) LIMITED PRESENT A CONSTANTIN FILM (UK) LIMITED / DAVIS FILMS/IMPACT (CANADA) INC. PRODUCTION
MILLA JOVOVICH SIENNA GUILLORY ODED FEHR THOMAS KRETSCHMANN WITH JARED HARRIS AND MIKE EPPS "RESIDENT EVIL: Apocalypse" MUSIC SUPERVISOR LIZ GALLACHER MUSIC BY JEFF DANNA
BASED UPON CAPCOM'S VIDEOGAME "RESIDENT EVIL" ASSOCIATE PRODUCERS HIROYUKI KOBAYASHI DAN KLETZKY EXECUTIVE PRODUCERS BERND EICHINGER, SAMUEL HADIDA, ROBERT KULZER, VICTOR HADIDA
Constantin Film
DAVIS IMPACT
PRODUCED BY JEREMY BOLT, PAUL W.S. ANDERSON, DON CARMODY WRITTEN BY PAUL W.S. ANDERSON DIRECTED BY ALEXANDER WITT
DISTRIBUTED BY COLUMBIA TRISTAR FILMS (UK)
A CANADA/UNITED KINGDOM CO-PRODUCTION
Soundtrack on ROADRUNNER RECORDS
www.residentevil2-movie.co.uk
Official film novelization published by Pocket Books
AT CINEMAS EVERYWHERE FROM OCTOBER 8

TIGER WOODS

GRRRROOVY



Tiger's back on form in EA's PGA Tour update, that boasts a course designing system, new characters including legends like Jack Nicholas and an improved Gameface mode. If only the real Tiger Woods was on top of his game...

ANTICIPATION ★★★★★

UK RELEASE LIST

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

NHL 2005	Sports	EA	24 September 2004	★★★★
Animal Crossing	Strategy	Nintendo	24 September 2004	★★★★
Tiger Woods PGA Tour 2005	Sports	EA	24 September 2004	★★★★★
WWE Day Of Reckoning	Sports	THQ	17 September 2004	★★★★
Ribbit King	Sports	Atari	Sept 2004	★★★
Second Sight	Adventure/Action	Codemasters	Sept 2004	★★★★
Pikmin 2	Puzzle	Nintendo	8 October 2004	★★★★
Def Jam Fight For New York	Beat-Em-Up	EA	8 October 2004	★★★★
Donkey Konga	Puzzle	Nintendo	15 October 2004	★★★★★
Future Tactics: The Uprising	RPG	JoWooD	22 October 2004	★★★
Ty The Tasmanian Tiger 2	Platform	EA	Oct 2004	★★★
X-Men: Legends	Action	Activision	Oct 2004	★★★★
Scaler	Platform	Take-Two	Oct 2004	★★★
Digimon Rumble Arena	Beat-'em-up	Atari	Oct 2004	★★★
Starsky And Hutch 2	Driving	Empire	Oct 2004	★★★
NBA Live 2005	Sports	EA	Oct 2004	★★★
Tony Hawk's Underground 2	Sports	Activision	October 2004	★★★★★
The Lord Of The Rings: The Third Age	RPG	EA	Autumn 2004	★★★★
FIFA Football 2005	Sports	EA	Autumn 2004	★★★★
Tom Clancy's Ghost Recon 2	Action	Ubisoft	Autumn 2004	★★★
Bad Boys: Miami Takedown	Action	Empire	Autumn 2004	★★
Paper Mario 2	RPG	Nintendo	12 November 2004	★★★★
Megaman X: Command Mission	RPG	Capcom	19 November 2004	★★★★
Neighbours From Hell	Strategy	JoWooD	26 November 2004	★★★
Metroid Prime 2	Shooter	Nintendo	26 November 2004	★★★★★
The Urbz	Strategy	EA	November 2004	★★★
GoldenEye: Rogue Agent	Shooter	EA	November 2004	★★★★
King Arthur	Adventure	Konami	November 2004	★★★
The Polar Express	Platform	THQ	November 2004	★★★
Tak 2 The Staff Of Dreams	Platform	THQ	Winter 2004	★★★★
Call Of Duty	FPS	Activision	Winter 2004	★★★
Tales Of Symphonia	RPG	Nintendo	Winter 2004	★★★★
Prince Of Persia 2	Adventure	Ubisoft	Winter 2004	★★★★★
Timesplitters: Future Perfect	FPS	EA	TBC 2005	★★★★★
Star Fox	Action	Nintendo	TBC 2005	★★★★
Donkey Kong Jungle Beat	Platform	Nintendo	TBC 2005	★★★★
Odama	Strategy	Nintendo	TBC 2005	★★★
Geist	Action/Adventure	Nintendo	TBC 2005	★★★★
Resident Evil 4	Action	Capcom	TBC 2005	★★★★★

THUG 2

SCALLYWAGS



After the success of *THUG* it was only a matter of time before a sequel was released. This time round players need to work their way through the 'hilarious' story mode, which takes them on a road-trip round the world. With even more options and more moves, this is one for any Sk8er Boi.

ANTICIPATION ★★★★★

FUTURE TACTICS: THE UPRISING

BLOODY COUP



This game has been in the works for yonks, but it's finally got a release. The RPG/strategy/ action game (JoWooD obviously couldn't decide) follows a band of heroes as they attempt to regain control of the Earth from pesky aliens.

ANTICIPATION ★★★

BAD BOYS

FOR LIFE AND DEATH



Bad Boys II went down like a lead balloon, but that hasn't put Empire off releasing a new *BB* title. Yet another new drug has hit the Miami streets and it's up to TNT cops Mike Lowrey and Marcus Burnett to bring down the ringleader, in this fast-paced shooter.

ANTICIPATION ★★

SOUND BYTE

"MARRIAGE MAKES YOU HORNY... WHEN YOU'RE EIGHT"

Gary, in the pub, dicussing boardgames. That's it, the last Gary quote, unless he calls us.

SLIP-O-METER

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

STAR FOX

Okay you knew it wasn't coming out 'til early 2005, but now you'll have to wait even longer. It's slipped until March 2005 in the US so don't expect it 'til the summer... at least.



SLIPPED!

PAPER MARIO 2

This was originally pencilled in for release 11 October but that's been rubbed out (probably by using the other end of the pencil) and someone's written 12 November on the page instead.



SLIPPED!

TALES OF SYMPHONIA

It's only slipped by a week, but what will be added in that extra week? Another dull converstation between Lloyd and Colette? Hopefully not.



SLIPPED!

IMPORTANT DATES...

Well look at that. Japan doesn't have the best games this month, unlike the US which has a great blend of sports, RPG and platform goodness to keep gamers inside where they belong. Ha!

JAP RELEASE DATES

ZOIDS VERSUS III	TOMY	SEPT '04
FIRE EMBLEM: SEIMA NO KOUSEKI	NINTENDO	7 SEPT '04
MARIO TENNIS	NINTENDO	23 OCT '04

US RELEASE DATES

THUG 2	ACTIVISION	5 OCT '04
PAPER MARIO: THE THOUSAND YEAR DOOR	NINTENDO	11 OCT '04
THE INCREDIBLES	THQ	25 OCT '04



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

Activision's friendly neighbourhood *Spider-Man* has clung to the top spot, beating off Sam Fisher, who has entered the charts at a disappointing sixth place, but then what did they expect with this cut down version of the Xbox classic?

Other than that it's the usual suspects, with *The Simpsons* and *Mario Kart* still shifting oodles of units. And it looks like Amy Henchcliffe has been rallying support for *Sonic Heroes* as it's charged back into the charts. Damn it.

UK CHART

ChartTrack

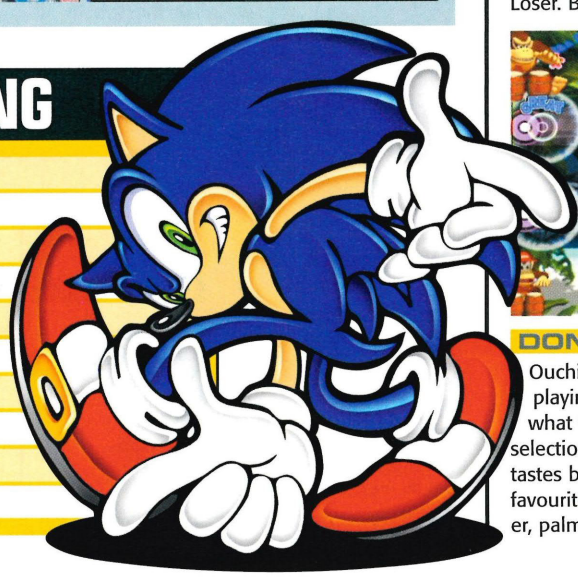
All information is compiled by ChartTrack and is the strict copyright of ELSPA (UK) Ltd.

			PUBLISHER	CUBE RATING	
1	-	SPIDERMAN 2	ACTIVISION	8.8	Does everything Gary can... no, really.
2	▲	MARIO GOLF: TT	Nintendo	8.0	Roll up! For the magical mushroom tour...
3	▲	POKEMON COLLOSEUM	Nintendo	8.6	Lickitongue? Cunnilin-gator-anoid-a-saurus.
4	▲	SONIC HEROES	SEGA	7.0	Amy H, you've got a lot to answer for. Damn you!
5	▼	SHREK 2	ACTIVISION	7.8	Och look at ma wife – she's all green an' lumpy.
6	NEW	SPLINTER CELL: PT	UBISOFT	8.5	Adrian sulked when Pandora removed Sam's splinter.
7	▲	THE SIMPSONS: H&R	VIVENDI UNIVERSAL	7.4	Then Bart said "Eat my shorts!" nearly died laughing.
8	▼	MARIO KART DD!!	Nintendo	9.4	Are the blue shells unavoidable? Nope.
9	▼	HARVEST MOON: IWAL	UBISOFT	9.0	Get orf moi wife... er land. And gimmie a hoe.
10	▼	HARRY POTTER: POA	EA GAMES	6.8	We used to bully kids like Potter at school.

ON A SHOE-STRING

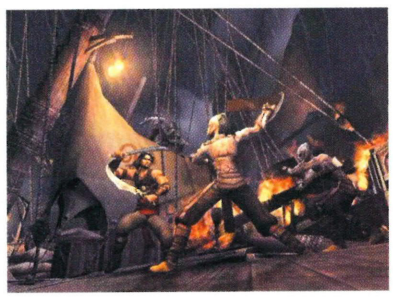
Budget GameCube games still making the rounds

1. SONIC ADVENTURE 2 BATTLE
2. SUPER MARIO SUNSHINE
3. NEED FOR SPEED: UNDERGROUND
4. STAR WARS ROGUE SQUADRON III: RS
5. MERCEDES-BENZ WORLD RACING
6. SUPER SMASH BROS MELEE
7. SUPER MONKEY BALL
8. FIFA 2004
9. SCOOBY DOO: NIGHT OF 100 FRIGHTS
10. LOTR: RETURN OF THE KING



CUBE MOST PLAYED

THE GAMES WE'VE BEEN TAKING HOME AT THE END OF THE DAY



PRINCE OF PERSIA 2

Well, *POP* goes our weasel, the prince is back and lucky ol' Chandra's been getting his mucky paws all over him. Ahem. This is starting to sound dodgy, so lets just say the game looks awesome and we can't wait to play the final code, if we can pry Chandra's fingers away from it of course...



ANIMAL CROSSING

It's about flaming time this game came to PAL territories. So has it been worth the wait? Lets put it this way: Gary spent an entire weekend on the internet trading fruit and refused to go out to the pub until he'd talked to one of the characters. Loser. But the game is cool.



DONKEY KONGA

Ouchie! Our hands are red raw from playing this, but at least we now know what the blazes is going on! The selection of music won't be to everyone's tastes but this will be a guaranteed party favourite, so get out your rhythm sticks... er, palms and get bongo-ing.

WORLD OF NINT

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

Classic GoldenEye for DS? (UK)

To be honest it's rather difficult to tell exactly where in the world EA makes its big corporate decisions. We secretly suspect it's in some sort of giant orbital space station à la *Moonraker*, but either way the rumour currently doing the rounds, and being reported as cast iron fact by many, is that the *GoldenEye* game currently listed for release on the DS is not in fact anything to do with the somewhat dodgy looking *Rogue Agent*, but in fact a conversion of Rare's classic *GoldenEye 007* for the N64. According to the grapevine it will feature between eight and sixteen players supported over a wireless LAN and possibly also Wi-Fi. Now, as amazing as that would be (although we're slightly suspicious of how it would work without an analogue controller) it all seems terribly unlikely considering that the game was originally produced when Nintendo owned not only the Bond licence but also Rare itself. Of course it's entirely likely that Nintendo would try to overcome these obstacles, but until a giant flying pig delivers us the review code we're not sure we believe any of it.

The non-secret of the DS (US)

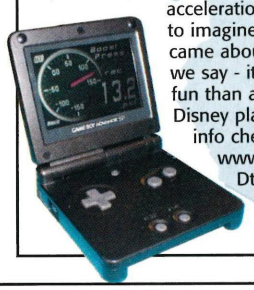
American fan boys are a funny lot. Renowned experts at cutting off their noses to spite their faces, they'll complain about just about anything and see conspiracy in absolutely everything else. Take for example the saga of the "secret" Nintendo DS socket.

To be fair Nintendo started it themselves when a Japanese spokesman commented on a mysterious square socket on the back of the DS: "There's a little secret to this [hole], It looks as though you can plug something in there, but the stylus pen is going to be connected to the back so... we'll reveal more in the future." Which, as you can imagine sent the fan boys into a game of bizarre conspiracy theory top trumps with the hole being accused of being everything from an ethernet socket to an interface for virtual goggles. Unfortunately what it turned out to be was a headphone/microphone socket. Erm...

Car tuning the GBA way (US)

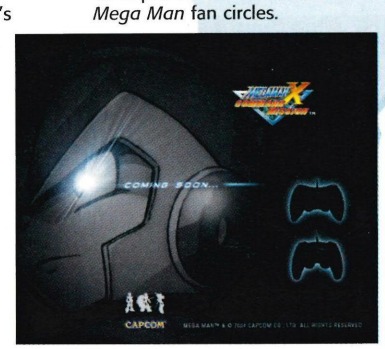
The good old GBA's been used for a lot of things in its life from fishing sensor to MP3 player but car performance tool is a new one on us. The un-snappily named TurboXS DTEC plugs into your GBA like a normal cart and lets you use it as a boost gauge, exhaust gas temperature gauge, air temperature gauge and tachometer.

Apparently future plug 'n' play sensors will also allow everything from knock indication (don't ask us, we're just telling you what it says in the press release) to vehicle acceleration. We can't begin to imagine how this idea came about, but good on it we say - it's probably more fun than another lame Disney platformer. For more info check out: www.turboxs.com/Dtec/dtec.shtml



Mega New Controllers (US)

Much as we admire almost all of Capcom's output it's always been a bit of a puzzle how *Mega Man* ever made it to a second sequel, let along the three hundred and thirty-first he's currently on. The Japanese and Americans love him though and to celebrate the forthcoming RPG-esque *Mega Man X: Command Mission*, odd-sounding peripheral maker Nubytech are going to create a brand new GameCube controller to use with the game. We don't know exactly what it'll look like yet (although the silhouette in this pic offers a clue) but it will apparently feature a "high-tech design" and customised Mega Man stickers. Which is probably what passes for must have in *Mega Man* fan circles.



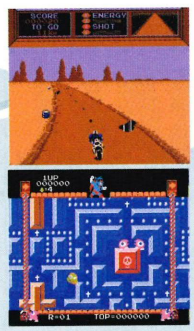
Pokémon pre-orders a-go-go! (US)

As soon as a new *Pokémon* game is announced everyone suddenly starts proclaiming the franchise dead and the attention of the world's youth well and truly averted. Then they go and sell a million copies in a week in Japan and all of a sudden the naysayers go quiet. Well, exactly the same thing has already happened with *Pokémon FireRed* and *LeafGreen* in Japan and now the games have gone and clocked up 150,000 pre-orders in America in just 15 days. That's over a month before the game even came out, never mind the fact that it's hardly a title likely to be under-stocked, thereby necessitating a pre-order in the first place. Still, maybe the pokéhaters will be lucky and the next one will flop.

ENDO

Wave four for Famicom Mini (Japan)

The Famicom Mini/Classic NES series was supposed to be a quick celebration of the NES's 20th birthday with only one wave of games and little in the way of sales expected. Six months later and it's one of Japan's most popular franchises of the year and despite Nintendo proclaiming that each wave will be the last it now looks like a fourth batch will soon be on the way. According to a Japanese newspaper report Nintendo are scouring the back catalogues for new titles to re-release, with *Super Mario Bros 3*, *Donkey Kong Jr*, *Mother*, *Devil World*, *Wario Woods* and *Mach Rider* apparently on the shortlist. Since the series has been least successful in the UK it's uncertain whether we'll see them however.



New PictoChat features ahoy! (Japan)

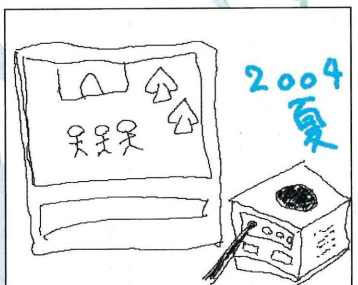
The Japanese patent office has yet again been the portal for further Nintendo revelations, with a series of new patents for the DS making the device's online functions seem even more arousing. The patents in question are for "wireless voice mail services", "wireless electronic transmission of voice signals", "online videogame news and hints", "data transfer", "demo downloads" and "message boards".

If the DS is going to do any of this stuff it would seem reasonable to assume it'll be via PictoChat, which otherwise would just be a glorified chat room. But either way, downloadable demos and data transfer sounds particularly intriguing and if the DS links up to the GameCube it could mean Xbox Live style downloadable content this generation... sweet.

Worst Game Unveiling Ever (Japan)

We're all for cutting down on the hype and hyperbole that sets up so many newly announced games for a fall, but we can't help but think that second party developer Brownie Brown could've made a bit more of an effort with the unveiling of its first GameCube game. Instead of some multimedia style press event at a posh hotel they've scribbled out the following "screenshot" in *Microsoft Paint* and expected everyone to get excited about it.

To be honest we are excited about it anyway, since Brownie Brown is staffed by a bunch of ex-SquareSoft bods – those primarily responsible for SNES classic *Secret Of Mana*. Although its only game so far is the Japanese-only Game Boy RPG *Magical Vacation*. Whatever the heck this new game is going to turn out to be we couldn't say, but we can confirm it includes at least three characters on screen at once, as well as featuring both trees and a cave.



夏休みは、
避暑地で
最新の ゲーム
遊んでました。
とても 優雅な夏でした。

GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

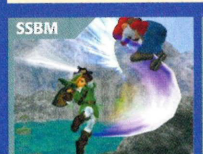
Paper Mario 2 seems to have done the business and no mistake in Japan, with copies flying off the shelves along with a healthy number of new GameCubes. The second highest new entry though is the amusingly rude sounding *Golden Gashbell!! Friendship Tag Battle – Full Power*, which rather disappointingly turns out to be an anime-based driving game – and a PS2 port at that. Over in Yankee Doodle land there's rather less of interest going on, although it's nice to see *Tales Of Symphonia* keeping *Madden* from the top spot. And *SSBM* is still there to... well it always is.

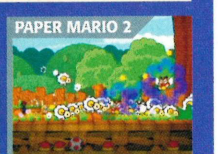
JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	PAPER MARIO 2	NINTENDO
2	2	LOZ: THE WIND WAKER	NINTENDO
3	1	PIKMIN 2	NINTENDO
4	NE	GOLDEN GASHBELL!!	BANDAI
5	6	HM: AWL FOR GIRLS	MARVELOUS
6	3	DK 2: HIT SONG PARADE	NINTENDO
7	RE	TALES OF SYMPHONIA	NAMCO
8	5	DONKEY KONGA 1+2	NINTENDO
9	RE	NARUTO 2	TOMY
10	NE	CHIBI ROBO!	BANDAI

US CHART

POS	LAST	TITLE	PUBLISHER
1	1	TALES OF SYMPHONIA	NAMCO
2	NE	MADDEN NFL 2005	EA
3	3	SUPER SMASH BROS MELEE	NINTENDO
4	5	ANIMAL CROSSING	NINTENDO
5	2	SPIDER-MAN 2	ACTIVISION
6	9	MARIO KART: DOUBLE DASH	NINTENDO
7	8	POP: THE SANDS OF TIME	UBISOFT
8	10	SUPER MARIO SUNSHINE	NINTENDO
9	6	POKÉMON COLOSSEUM	NINTENDO
10	9	SKIES OF ARCADIA: LEGENDS	SEGA







BOYS R US

Budget games and Mario's balls, portable gaming doesn't get much better, well until the DS comes out. Look at that list of games! It's very long!



NEWS FLASH



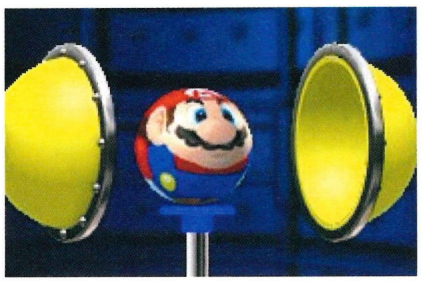
WAVY WARIO

Nintendo has announced a sequel to *Wario Ware Inc*, titled *Spinning Wario Ware Inc*. It will use motion sensors instead of the D-pad. Cool.

SUPER MARIO BALL

Where did all the monkeys go?

SINCE IT WAS announced very little has been revealed about Nintendo's pinball title. Until now. *Super Mario Ball* is an ingenious blend of pinball action with adventure gameplay. Players take control of Mario, who has been turned into a ball, as he ploughs through the Mushroom Kingdom crushing enemies in a bid to rescue Princess Peach, who has been



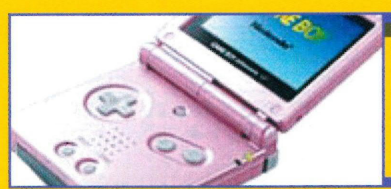


kidnapped by Bowser and taken to another dimension. Players get to choose their own path through the various environments that range from a fairground to the countryside, where they'll meet a huge array of enemies as well as the chance to battle bosses and collect coins and power-ups. *SMP* is out on the 26 November. CUBE

LESS IS MORE

MAJESCO IS GIVING GBA owners even more for their money with three new budget titles, *Texas Hold 'Em Poker*, *Monster Trucks* and *F-18 Super Hornet*. "Our latest offerings target the mass market with a variety of new game play options, all at a cost-friendly price point," commented Jesse Sutton, chief executive officer, Majesco.

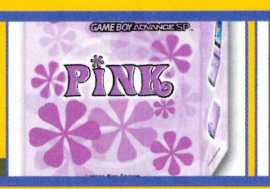
In *Texas Hold 'Em Poker*, players can compete in the single player mode, or in face up to ten computer controlled opponents/four human opponents in multiplayer mode. Alternatively, *Monster Trucks* takes the player out of the casinos and into the scrap yards, where they have to build a monster truck from scratch and then enter it into a number of competitions to become the ultimate trucker. Finally, *F-18 Super Hornet* takes to the skies, as players embark on 19 land and sea missions over Iraqi cities. Each game will cost roughly £10 and should be available in Europe by the end of the year. CUBE



Pretty in...

In a fairly uninspired bid to get more girls buying GBAs, Nintendo has released this delightful edition of the GBA SP, which sports a pearl pink casing and is packaged in a garish pink box. We're sensing a theme here. Has anyone ever thought to mention to Nintendo that not all girls like pink (They don't? – Ed)? No? Pity.

...pink



Wario Ware...

NEARLY 100,000 COPIES SOLD

...in its first week of sale

FOOTBALL CRAZY

Premier Manager sequel announced

EVER LOOKED AT Ferguson, Mourinho or Benitez and thought "I could do better than that"? Well, now's your chance to put your money where your mouth is with Zoo Digitals' *Premier Manager 2004-2005*. The game remains fundamentally the same as before – select one of the teams on offer, then try and raise the profile of the club by winning matches, earning sponsorships and selling merchandise while trying to keep your team under control and the chairman happy. However, *PM 2004-2005* has undergone a bit of tweaking, and now has an improved interface with easier to access menus, more up-to-date information and stats and additional financial options.



The old 4-4-2 formation is great for defending and midfielding... probably.

DS UPDATE!

GAMES! GAMES! GAMES!

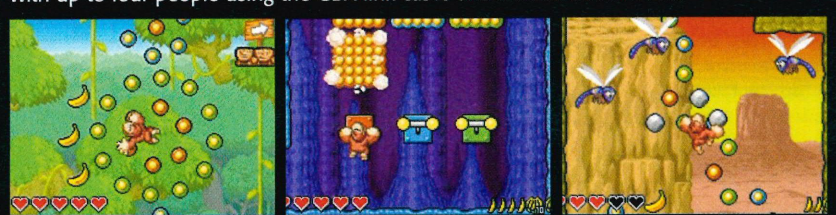
GAMES DEVELOPERS THE world over have been busy as bees getting a wide selection of DS games underway. Whilst Nintendo stated at E3 that it had 100 development studios interested, we had little idea that this many games would be confirmed. Interest from game publishers has been strong, with the likes of EA, Ubisoft, THQ, Atari, Namco and Konami already on board. Here's a taste of what to look forward to:

Atari Classics
Caduceus
Snowboard Kids DS
Meteos
Mobile Suit Gundam Seed
Mega Man Battle Network
Viewtiful Joe
GoldenEye
Madden NFL
Need For Speed Underground
Tiger Woods PGA Tour Golf
The URBZ: Sims In The City
Bomberman
Dynasty Warriors
Boktai
Castlevania
Dragon Booster
Frogger 2005
Survival Kids
World Soccer Winning Eleven series
Vandal Hearts
WINX
Yu-Gi-Oh! Nightmare Troubadour
Moonlight Fables
Nanostray
New Mr Driller
Pac 'n' Roll
Pac-Pix
Project Rub
Sonic DS
A new story of Secret Of Mana
A new story of Slime Morimori Dragon Quest
Dragon Quest Monsters series
Egg Monster Heroes
Final Fantasy Crystal Chronicles
Air Assault 2
Organizer Plus
Monster Rancher
Ultimate Brain Games
Ultimate Card Games
Ultimate Pocket Games
SpongeBob SquarePants
Asphalt GT
Rayman
Robots

Available in Japan:
MIKKE!
Brain Twisting Game Vol 1
The Game Of Life DS
Shin Megami Tensei DS
CHORO-Q DS
One Piece
Dragonball z
Gyakuten Saiban (Objection Court) series
FUSHIGI NO Dungeon
Detective Kibukawa
Living High Killing Low
Winding Road Racer
Tengaimakyo series
Spectral Force
Historical Simulation Game
Mah-jong
Jikkyo Powerful Proyakyu series
Ganbare Goemon
Uruseiyatsura
Harvest Moon for DS
Legend Of River King series
Minna no Mahjong
Race Game
Dobutsujima no Chobigurumi 3
Jissen Pachislot Hisshoho! Hokuto No Ken
Rakigaki Ohkoku series
Puzzle Bobble series
Naruto
Zoids

KING OF THE SWINGERS

2004 MUST BE the Year of the Monkey, as we've been treated to a bundle of Donkey Kong goodness, the latest being *DK: King Of Swing*. The game's main gimmick is the ability to control Donkey Kong's right and left hands separately, using L and R, so you can swing through the jungle with the greatest of ease. The game can be played with up to four people using the GBA link cable and it's due out in 2005.



COMING UP

WHAT YOU'LL BE PLAYING IN THE MONTHS TO COME

NAME	PUBLISHER	DEVELOPER	RELEASE
POKEMON FIRERED/LEAFGREEN	NINTENDO	GAME FREAK	1 OCT 2004
TITEUF: THE TCHO ATTITUDE	ATARI	ATARI	1 OCT 2004
LEGO KNIGHT'S KINGDOM	THQ	THQ	15 OCT 2004
KILLSWITCH	ZOO DIGITAL	ZOO DIGITAL	15 OCT 2004
MS PAC-MAN MAZE MADNESS	ZOO DIGITAL	ZOO DIGITAL	29 OCT 2004
BANJO KAZOOIE: PILOT	THQ	RARE	OCT 2004
DUEL MASTERS: SEMPAI LEGENDS	ATARI	ATARI	OCT 2004
METAL SLUG ADVANCE	IGNITION	SNK	OCT 2004
SHARK TALE	ACTIVISION	ACTIVISION	OCT 2004
ZELDA: MAGICAL HOOD	NINTENDO	CAPCOM	12 NOV 2004
MARIO VS DONKEY KONG	NINTENDO	NINTENDO	19 NOV 2004
SUPER MARIO BALL	NINTENDO	FUSE GAMES	26 NOV 2004
LOTR: THIRD AGE	EA	AMAZE	NOV 2004
WWE SURVIVOR SERIES	THQ	THQ	NOV 2004

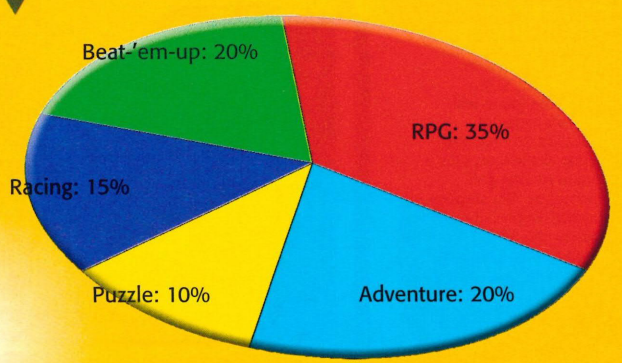
THE CHARTER

WHAT YOU'RE ALL BUYING...

POS	LAST WEEK	TITLE
1	-	SONIC ADVANCE 3
2	-	SHREK 2
3	S	SUPER MARIO BROS
4	-	SPIDER-MAN 2
5	▲	PACMAN
6	NEW	YU-GI-OH! RESHEF OF DESTRUCTION
7	▲	RAYMAN 3
8	▼	POKÉMON RUBY
9	▼	CRASH BANDICOOT: FUSION
10	▼	POKÉMON SAPPHIRE

OVER TO YOU

WE ASKED WHAT GENRE YOU WOULD LIKE TO SEE MORE OF IN THE GBA'S BUDGET RANGE



(* if you wish to cast your own vote then log on to totalgames.net and visit the GameCube Forum)

GAMER'S DIGEST

GAMECUBE RUMOURS, GOSSIP AND NEWS

ROUND-UP

THICKER THAN WATER...

The busty bloodsucker BloodRayne is featuring in her very own Hollywood movie. The film already boasts an impressive cast such as "Terminatrix" Kristanna Loken as BloodRayne, *Girlfight*'s Michelle Rodriguez and Ben Kingsley (AKA Ghandi) as Kagan, the King of the Vampires. We wonder if Loken's jubblies will be as wobbly as the original BloodRayne's? We sincerely hope not. Except Gary. He likes them. Very good for snuggles, he says.

SUPERSTAR DJ

EA has signed up DJ Paul Oakenfold to score the new Bond game, *GoldenEye: Rogue Agent*. As the music supervisor, Oakenfold will be responsible for writing an original score for the game which will reflect the "hard-driving" feel of the title. This isn't Oakenfold's first foray into music composition – he has already worked on a range of Hollywood movies such as *Get Carter* (2000), *Swordfish*, *Planet Of The Apes* (2002), *The Bourne Identity* and *The Matrix: Reloaded*.

THE HERITAGE CLUB

Gusto Games is never one to do anything by halves and in a bid to create the most realistic golfing game ever the company has become a patron sponsor of The Heritage At Woburn. According to Gusto Games the game will feature a range of unrivalled 18-hole golf course challenges, plus a unique on-line golf community. Oh, surprise, surprise, GameCube owners will be left out in the rough. And we don't want online, eh, Iwata-san? Grrrr.

CHEAP AS CHIPS

Player's Choice gets four new titles

NINTENDO'S POPULAR PLAYER'S Choice is getting four brand-spanking, erm, old titles, which will be released on 22 October. The new titles include the legendary *Legend Of Zelda: Wind Waker*, *Soul Calibur II*, *F-Zero GX* and *Mario Party 5*. Each game shall retail at an estimated £19.99.

Nintendo has seen a lot of success with its Player's Choice range, which has seen the sales of games like *Super Smash Bros Melee*, *Super Mario Sunshine* and *Metroid Prime* leap considerably. Other titles currently available under the Player's Choice banner are *Luigi's Mansion*, *Starfox Adventures*, *James Bond 007 Nightfire* and *Medal Of Honor: Frontline*.



MOVING ON UP, MOVING ON OUT

Studios bulk up for the DS and beyond

ACCORDING TO REPORTS by Seattle based company Bizjournals, US development studios are hiring more staff in preparation for the arrival of the Nintendo DS in November and the new wave of next-gen consoles in 2006. Surreal Software Inc (*The Suffering*, *LOTR: The Fellowship Of The Ring*, *Drakan: The Ancient Gates*) is expecting to expand its workforce from 52 to 70 employees by December, whilst Zombie Studios – another Seattle-based games developer – will almost double its workforce from 24 to 40 employees in the same period. Other studios, such as Snowblind (*Baldur's Gate*) also hope to increase the number of staff within the next few months.

However, it might be in Surreal Software's best interests to take a moment and reflect on its decision to hire more staff, since the company had to cut its workforce recently when its other *Lord Of The Rings* title, *The Treason Of Isengard*, failed to get published.

RARE TURNOUT FOR MICROSOFT

Nintendo gets the last laugh

AFTER DEVELOPMENT STUDIO Rare jumped ship and into the beckoning arms of Microsoft, we all thought it was the beginning of the end for Ninty. How wrong we were.

Since its time under Microsoft's reign only one Rare game has been released, Grabbed By The Ghoulies, which completely bombed. However, in an ironic twist of fate, Nintendo has seen the majority of Rare's spoils over the last few years with *Banjo-Kazooie: Grunt's Revenge*, *Sabre Wulf*, *Banjo Pilot* and *It's Mr Pants* all developed for the GBA. More titles, including *Gnomeman* for the GBA and a Perfect Dark port for the Nintendo DS are also in the works. Microsoft, however, is still hanging on for a big release but it doesn't look like *Conker: Live & Reloaded* or *Kameo: Elements Of Power* will fit the bill. You can take Rare out of Nintendo but you can't take Nintendo out of Rare!





GREAT GIVEAWAY!

THE DEADLINE FOR THIS COMPO IS 20 OCT 2004



Go online! You know you want too...

DESPITE ITS BEST efforts, we won't allow NCL to thwart our online gaming fun. That's why the kindly folk at US Robotics have teamed up with **CUBE** to help one lucky reader get online, with US Robotics' 805430 Wireless Gaming Adapter and the 809106 SureConnect ADSL Wireless Gateway - an all-in-one wireless modem/router/access point. To win this superb prize, simply answer this question:

WHEN DID THE GENERAL PUBLIC GAIN ACCESS TO THE WORLD WIDE WEB?

WAS IT: A) 1982 B) 1992 C) 2002

CALL 0905 168 0691

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

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

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

Zelda: Wind Waker

SOLD OUT IN EUROPE

in the first week of release



Bundle...

Nintendo has released a *Metroid* GameCube bundle in America, which comes complete with a GameCube, a copy of *Metroid Prime* and demo of the upcoming *Metroid Prime 2: Echoes* game. It will retail at $99.99

...of joy

NINTENDO SHARES

DOWN 1.69%

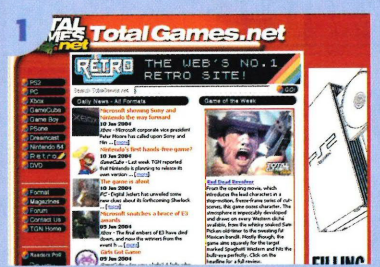
www.totalgames.net

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

Our site features searchable news, cheats and reviews, opinion polls and the forum.

TOTAL GAMES .net

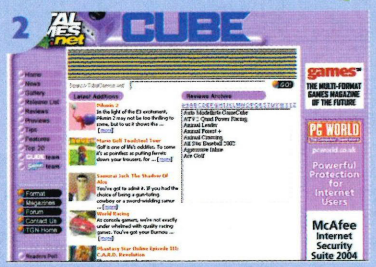
1



UP-TO-THE-MINUTE NEWS

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

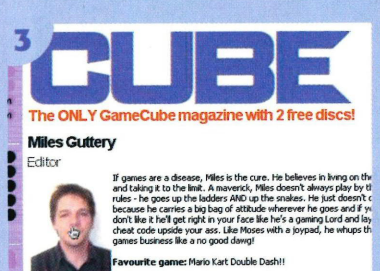
2



CUBE, WITHOUT THE PAPER

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

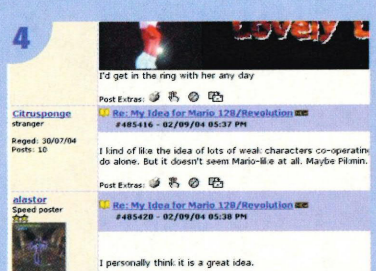
3



HOTTEST GUYS (AND GIRL) IN TOWN

Meet the team! Sort of! This hasn't been updated in over a year! Look Byron's still on it! And Steph! And Gary! Where's Liz?

4



THE FORUM

The **CUBE** forum is one of the most subscribed and lively GC discussion salons in the country. Be there, be way cool, really...

GCN GAMECUBE NEWS

FINAL THOUGHT...

ADULTS ONLY

IT'S NOT OFTEN that we concur with American politics, but on the point of educating parents about the videogame rating system, we happen to be in agreement. Over the last few years, US and UK politicians have blamed videogames for increased violence in children and young adults, even going so far as to name and blame individual titles such as *Manhunt*, *GTA* and *The Getaway*.

However, what these critics fail to mention is why so many parents are buying these games for their children when they are clearly rated as Mature, Adult or 18. Ignorance is partly to blame, so it's good to see the US government taking an active role in educating parents in this matter, thus preventing them from purchasing games that are not suitable for their children. Maybe then, and only then, can society stop pointing the Finger Of Blame at the games industry every time a child commits a crime and start tackling the real reasons why such tragic events occur.

CUBE

COMPETITION TIME

NINTENDO UM BONGO

Donkey Konga goodies just waiting to be snapped up!

WE NEVER THOUGHT the day would come when we'd stand here and say it, but we just can't handle it any more. We admit it: we've had our fill of monkeys for this month. No more, please! It has got to the stage now where we can't even look at a kiwi without mistaking it for a Kong. Chandra even went down to his local pub's acoustic night with a pair of bongos and tried plugging them into the PA system. Tim, Gary and Liz (as you may well have seen on the DVD) figured it would be a good idea to walk the streets of Bournemouth in an attempt to convert the tourists. This nonsense really has to stop.

All of which means that we need to clear the office of some of the rhythm-meister's merchandise, and that's where you come in. Obviously we're not going to give away too much... that would just be silly. We need some of it to tise us over when the inevitable Kong drought kicks in towards the end of next year (plus we'll be able to sell it on eBay for a ton), but we're willing to give away one of those special *Konga* bundles and a few copies of the game if you're up for it.

HERE'S WHAT YOU CAN WIN:

The winner gets a limited edition *Donkey Konga* Hardware Bundle (console, bongos and the game), while three runners up each get a copy of the game. All you have to do is answer this question:

Q: HOW MANY SONGS ARE IN THE FINAL LINE-UP FOR THE PAL VERSION OF DONKEY KONGA?

A: 27 B: 31 C: 33

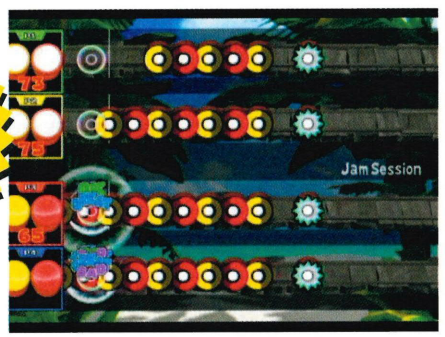
Call 0905 168 0690

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

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

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

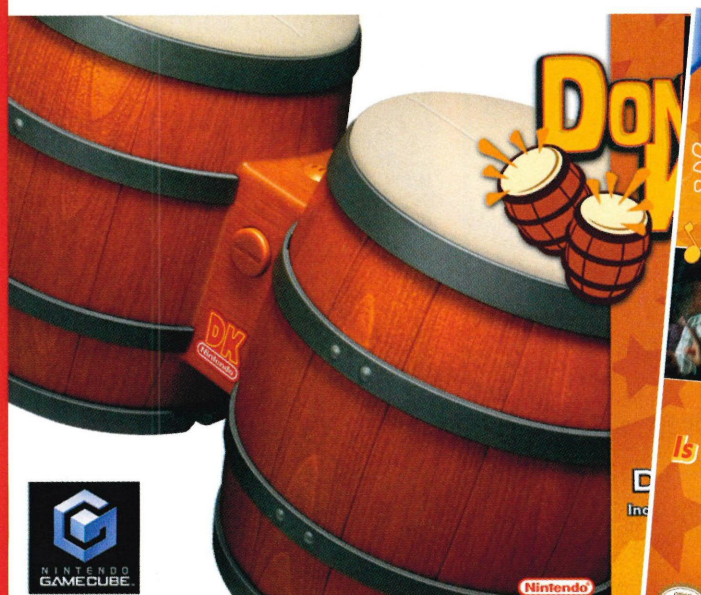
THE DEADLINE FOR THIS COMPO IS 20 OCT 2004

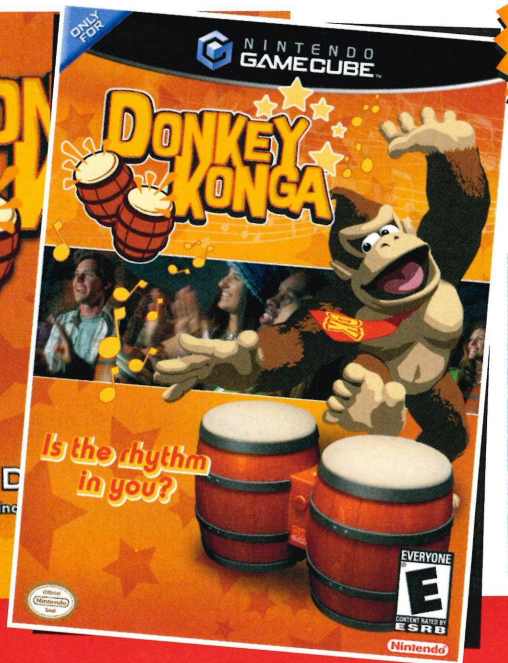






WIN!





At long last the PAL version of the game is here in the UK!



EXCLUSIVE READER OFFER

SAVE UP TO 42%
When you subscribe today!



YOUR SUBSCRIBER BENEFITS:

- ✔ Substantial savings
- ✔ Free home delivery
- ✔ Free playable cheats CD and DVD video disc each issue
- ✔ Money-back guarantee

If you are ever unhappy with our magazine or services, we will immediately refund you for all remaining issues

To subscribe or renew your subscription, simply call 0870 444 8682 or complete the voucher below.
Offer valid in the UK only. Call 44870 444 8682 for international prices. THIS OFFER EXPIRES WITHOUT NOTICE

DISCOUNT SUBSCRIPTION VOUCHER

Yes, I'd like to subscribe to CUBE as indicated below:

☐ Best Deal – Two years (26 issues) for just £59.99 – SAVE 42%

☐ One year (13 issues) for £33.99 – SAVE 34%

☐ Spread my payments with Direct Debit (£7.79 every three issues)

MY DETAILS

Name:.....

Address:.....

.....

.....

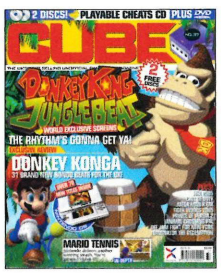
Post Code:..... Telephone:.....

Email:.....

☐ New Subscription..... ☐ Renewal.....

Please tick the box if you DO NOT wish your details to be used for internal promotions by Highbury Entertainment ☐

Please tick the box if you DO NOT wish to receive information about products and services from other carefully selected companies ☐



MEDIA CODE: CUBE0437

CUBE

Please post the voucher to:
HIGHBURY ENTERTAINMENT LTD
FREEPOST NATW1809
SOMERTON
TA11 6ZA

YOUR PAYMENT DETAILS

☐ Cheque enclosed (made payable to Highbury Entertainment Ltd)

☐ Visa ☐ Mastercard ☐ Switch ☐ Delta

Card number:.....

Expiry Date:..... Issue No:.....

Signed:.....

Date:.....

HIGHBURY ENTERTAINMENT

Instruction to your Bank or Building Society to pay by Direct Debit

DIRECT Debit

Please fill in the form and send it to: Highbury Entertainment Limited, FREEPOST NATW1809, (Customer Interface), SOMERTON, TA11 6ZA

Name and full postal address of your Bank or Building Society

To: The Manager Bank/Building Society

Address

Postcode

Name(s) of account holder(s)

Branch sort code

Bank/Building Society account number

Originator's Identification Number: 8 5 1 4 1 2

Reference Number

Instructions to your Bank or Building Society
Please pay Highbury Entertainment Limited Direct Debits from the account detailed in this instruction subject to the safeguards assured by the Direct Debit guarantee. I understand that this instruction may remain with Highbury Entertainment Limited and, if so, details will be passed on electronically to my Bank/Building Society

Signature(s)

Date

Banks and Building Societies may not accept Direct Debit instructions for some types of account

A6 instruction form

EXPRESS ORDERS: PHONE 0870 444 8682 OR FAX 01458 271146

MONKE BUSINE

Donkey Kong through the ages, spread over the next four pages... take that DK Rap

HE MAY BE seen as little more than a giant ape with a fetish for kidnapping women, but Donkey Kong's popularity has spanned 23 years and shows no sign of diminishing.

Ever since he made his first commercial appearance in the titular *Donkey Kong*, everyone's favourite ape has proven to be as diverse as he is hairy and has turned his hand to all manner of genres. From his early, single-screen arcade and NES antics, to his recent collaboration with Namco and those superb bongo drums, our man Kong is game for anything and can seemingly do no wrong.

If you don't fancy taking a fat plumber for a spin in *Mario Kart* then why not use DK? If Yoshi's back swing in *Toadstool Tour* is proving too annoying, then simply ditch the green dino and let the big K take to the fairway instead.



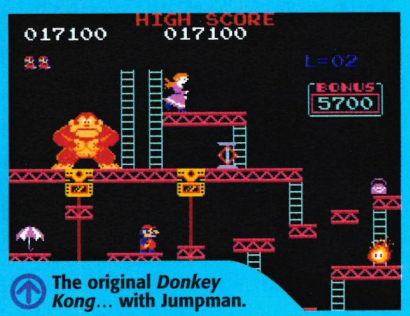
The tables were turned in *DK Jnr*.

Donkey Kong's diversity is simply staggering and with three new titles all hopefully due by the end of the year, he's still proving to be massively popular. With this in mind, **CUBE** feels that now is the perfect time to look back over the career of one of gaming's most beloved simians and give you the complete low down on the real Donkey Kong.

THE EARLY YEARS

At the beginning of the Eighties, Nintendo was having an extremely hard time breaking into the arcade market. The title *Radarscope* had proven to be a massive flop and Nintendo's president Hiroshi Yamauchi was soon looking for anyone who could somehow turn around their most recent disaster and salvage something from the wreckage.

With most of his staff tied up with other (no doubt) more important projects, Yamauchi-san turned to the 27-year-old Shigeru Miyamoto and demanded that he made Radarscope a success. Despite not knowing how to program, Miyamoto-san (who freely admitted that he spent most of his class time down the local arcade) obviously felt confident and totally ditched the original game in favour of a brand new product.



The original *Donkey Kong*... with Jumpman.

Enter Donkey Kong, a huge ape that had captured the girlfriend of his owner and was now doing his best to stop Jumpman (who would later be known as Mario) from rescuing his beloved gal. Although Donkey Kong was initially cast as a villain, it wasn't something that the large primate had a problem with: "Sure, it's normally commercial suicide to play a bad guy in your first role, but after seeing my hero in King Kong, I was prepared to do anything," explains the lovable primate. "And besides, Nintendo paid me upfront with a massive amount of bananas, it was really a win, win situation and because of the hardware's limitations, you didn't have to hear my awful British accent."

YSS

SPECIAL FEATURE



THINGS TURN NASTY

Almost instantly, *Donkey Kong* became a massive success and was soon to be found in arcades up and down the country. Nintendo was ecstatic, but as the cash registers continued to ker-ching for the Japanese giant, Universal Studios (creators of the original *King Kong* film) were far from happy with all the adulation Nintendo was receiving and immediately sued Nintendo for breach of copyright. "I remember this like it was yesterday," DK reveals with wistful disbelief. "I've watched *King Kong* hundreds of times and he's been a massive influence on me. I even attended his funeral when the old buffoon choked on Fay Wray, so to be accused of plagiarism hurt me deeply. I mean there's not a single barrel in *King Kong* so how can they say we copied it? Still, Nintendo apparently got a huge payout (it was to the tune of $1.8 million) and I was given a new loin cloth, so everyone was happy."

MORE NEW TITLES

With the annoying court case drama a thing of the past, Miyamoto-san and Nintendo once again went back to work and delivered two new games that appeared

Where it all began... with big 10 pence pieces.

GUEST STARRING ROLES

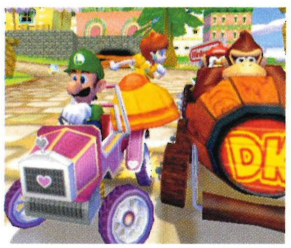
AS WELL AS STARRING IN HIS OWN TITLES, DONKEY KONG HAS GUEST STARRED IN PLENTY OF OTHER GAMES FOR NINTENDO, JUST CHECK THIS LITTLE LOT OUT..

Mario Kart Series: Super Mario Kart (SNES), Mario Kart 64 (N64), Mario Kart Super Circuit (GBA), Mario Kart Double Dash!! (GameCube)

Fantastic Mode 7 effects and some stunning gameplay all combine to create a great racer that's still great fun to play. Donkey Kong featured similar stats to Bowser and while he was rather slow, he had excellent handling and was great at taking corners. No doubt enjoying tearing around circuits in *Super Mario Kart*, Donkey Kong headed back to the asphalt again for *Mario Kart 64*.

Whilst the crashes could be a little off-putting, there was no mistaking that this was another top racer and Donkey Kong once again proved himself to be an extremely competent karter. Despite the small screen, *Mario Kart Super Circuit* proved to be just as good as the home console versions and was a graphical mix of both the original SNES and N64 titles. It was once again possible to play as Donkey Kong and he was a great choice for the more experienced player.

Last, but by no means least is the recent *Double Dash!!* The ability to team up with a second carter added some much-needed gameplay enhancements and the visuals (based on *Super Mario Sunshine*'s engine) look simply sublime. It might be fairly easy to complete, but there's a lot of depth to *Double Dash!!* And the multiplayer is superb. Donkey Kong has now been teamed up with Diddy Kong again and they make for a ferocious pair.



Mario Golf Series: Mario Golf (N64) Mario Golf: Toadstool Tour (GameCube)

Not content with jumping on platforms and speeding around in go-karts, Donkey Kong's next outing was on the golf links, where he proved to be very competent with a nine iron.

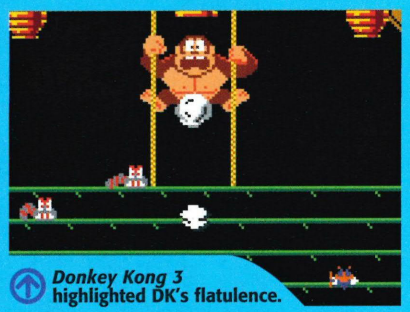
Thanks to his sheer bulk, the ape was a dab hand at taking long, powerful strokes and while his accuracy could be a little off, his distance more than made up for it. Despite being out in the US for ages, the GameCube update of *Mario Golf* has only just made it to the UK and is very good indeed.

Whilst Mario and his pals won't be giving Tiger Woods too much trouble, they still play a decent round of golf.

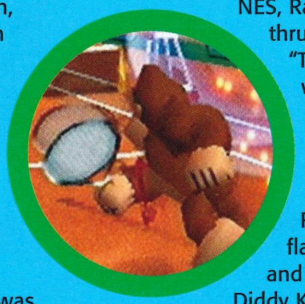


Both Donkey and Diddy Kong are available as playable characters and unsurprisingly, Donkey Kong's immense power serves him well on the larger courses. Let's hope Nintendo hurry up and release the Game Boy Advance version over here, and maybe we'll even a DS version. How cool would that be?

in 1982 and 1983. *Donkey Kong JR* saw DK being chained up by Mario and it was down to his son Donkey Kong JR to rescue him, while *Donkey Kong 3* was completely different to the first two titles and saw an unforgettable character called Stanley having to shoot at DK with insect repellent while trying to protect five plants at the bottom of the screen. Whilst *Donkey Kong 3* was fairly enjoyable, it wasn't a patch on the first two titles and along with the rather dire *Donkey Kong JR Math*, is one of the few weak links in DK's considerable history. With Nintendo's Famicom now available in Japan, all the *Donkey Kong* games were available for the machine and also appeared on practically every other console as well. "The Atari 2600, Intellivision, Colecovision, I appeared on them all and had already upgraded my jungle pad in anticipation of all the extra money my appearances would be bringing in," revealed a proud Kong. "Despite promises to the contrary though, the money never actually materialised and I was soon forced to mortgage my newly expanded property. Disillusioned with the industry I decided it was time to call it a day..."



Donkey Kong 3 highlighted DK's flatulence.



Mine cart chases, riding animal helpers, plentiful mini games and the ability to tag between the two primates meant that *Donkey Kong Country* was a huge leap forward for both Donkey Kong and the platform genre in general and after a successful period on the NES, Rare was once again thrust into the public eye. "They say to never work with animals or children, but *Donkey Kong Country* was quite a pleasant experience," recalls DK. "Sure Rambi's continual flatuance was a problem and the less said about Diddy Kongs sweaty paws the better, but overall I really enjoyed myself. And besides, those boys at Rare certainly knew how to make me look good and shiny."

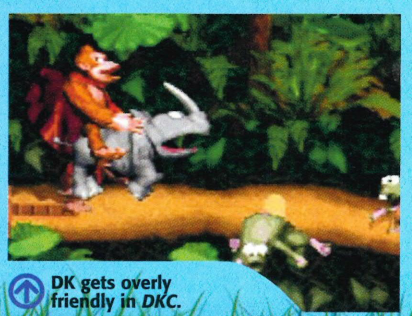
KARTING FUN AND THE RARE CONNECTION

It was nine long years before Donkey Kong once again returned to videogames (rumours persist that he went through several celebrity break-ups) but his appearance on the SNES in *Super Mario Kart* proved that his fans hadn't forgotten him. Despite *Super Mario Kart* proving to be an excellent karting title (and for many, still as enjoyable today as it ever was) it's Rare's *Donkey Kong Country* that truly put DK back on the map.

Featuring incredible detail and fantastic animation, *Donkey Kong Country* was nothing like the other 16-bit titles of the period and still looks impressive today. Donkey Kong had been joined by close friend Diddy and was out for King K Rool's blood. This evil foe had stolen DK's precious banana collection and the angry ape was on a mission to make sure he got every last one back.

THOSE GAME BOY APPEARANCES AND MORE RARE SHENANIGANS

With *Donkey Kong Country* proving to be a massive success on the SNES (and showing there was still plenty of life in Nintendo's cartridge format), a title for the Game Boy seemed like the next logical step. Tieing in with the release of Nintendo's Super Game Boy, *Donkey Kong* was an all-new homage to the original arcade classic. Although the first four levels were identical to the arcade versions, later stages were totally

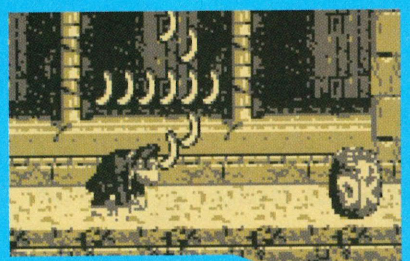


DK gets overly friendly in *DKC*.

different and were basically a cross between the original game and several levels from *Super Mario Bros 2*. Mario himself was now equipped with masses of new moves and while they made the original levels very easy to complete, they were extremely fun to play.

By 1995 a second *Donkey Kong Country* game had launched, *Diddy Kong's Quest*, and this time around Donkey Kong had actually been captured. It was now down to Diddy and his girlfriend Dixie to rescue the beloved ape, and whilst it was pretty much business as usual, the fantastic aesthetics and new animals made it another huge success.

Rare had also finished a conversion of the original *Donkey Kong Country* for the Game Boy and despite the limited hardware, the conversion was absolutely stunning and really showed off Rare's technical abilities. Not content to rest on its laurels, Rare released a further three Game Boy titles (*Donkey Kong Land 2* and *3* and *Donkey Kong Country*) as well as *Donkey Kong Country 3* for the SNES (which featured an N64 in one of the houses and gave a hint to Rare's next game).



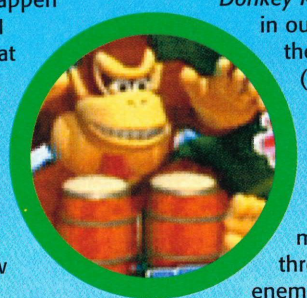
***Donkey Kong Land* on the Game Boy – pixely.**

Monkey Rap (that was extremely similar to the musical showdown in *Banjo & Kazooie*) and huge levels, *Donkey Kong 64* brought a whole new layer of depth. "God that rap. Sure, it was good fun, but the choreography was a nightmare," explains DK. "Tiny insisted on getting all the best lines for herself and Lanky just couldn't keep his arms to himself. As for Chunky... well put it this way, if a 300-pound gorilla steps on your foot, it's really going to hurt. Thank god I haven't had to work with them since..."

"300 POUNDS OF PURE MONKEY GOODNESS"

THE APE GOES 3D

"I knew it was going to happen sooner or later, but even I was surprised at how great I looked in 3D although I never realised I had such a fat arse." DK is of course talking about *Donkey Kong 64* on the N64. Utilising the N64's expansion pac and featuring three brand new members of the family – Chunky, Lanky and Tiny – *Donkey Kong 64* was a great platformer that had loads to do, looked wonderful and took ages to complete. Featuring massive bosses and plenty of Rare humour, *Donkey Kong 64* may not have been as innovative as *Mario 64*, but it still proved to be a hell of a lot of fun. Cynics moan that it was Rare at it's 'collect everything you can find' worst, but we reckon they were just jealous because they couldn't play it on their PlayStations. With an outrageous



THE FUTURE'S BROWN, THE FUTURE'S DONKEY KONG

It's now 2004 and we should hopefully all have *Mario Vs Donkey Kong*, *DK: King Of Swing*, *Donkey Konga* and *Donkey Kong: Jungle Beat* nestling in our collections by the end of the year. He may be 23 now (that's 79 and a half in ape years) but it would appear that Donkey Kong is about to enjoy his most innovative era yet. In the space of a few months we'll be swinging through trees, punching out enemies and laying down some mental beats and it's all thanks to Nintendo's wonderful primate. Donkey Kong, we salute you.

CUBE

GUEST STARRING ROLES



Super Smash Brothers Series: Super Smash Brothers (N64) Super Smash Bros Melee (GameCube)

Now this is more like it, Nintendo got some of its most famous characters together and had them face off in fantastic brawls that catered for up to four players at once. Donkey Kong's ground slams and spinning arm attack proved extremely effectively and he soon became the character of choice for many of the more competent players.

Featuring a massive amount of extras to unlock and plenty of Nintendo trophies to collect, *Super Smash Bros Melee* will keep you going for an eternity. The enhanced power of the GameCube means that Donkey Kong and his pals now look better than ever and the on-screen action is still as frenetic as it's always been. A great little title and its addition to the GameCube's budget range means that it's now cheaper than ever.

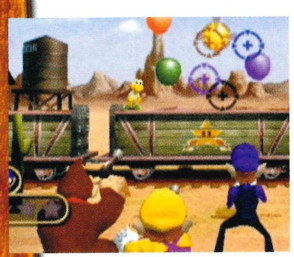
Mario Tennis (N64)

If you're looking for a serious game of tennis, then you're sadly going to be a bit disappointed with Nintendo's variation on the sport. It still plays a great game of the famous lawn sport, but let's face it, it's not everyday that your opponent is a 200lb gorilla wearing a tie. Donkey Kong's brute strength allows him to pull off some lethal smashes and he's also got a great reach in order to reach the trickier returns. Whilst the N64 version is proving to be quite expensive now, with any luck, the GameCube iteration should be available early next year and looks like a great continuation of the series.

Mario Party Series

Titles Mario Party (N64) Mario Party 2 (N64) Mario Party 3 (N64) Mario Party 4 (GameCube), Mario Party 5 (GameCube)

Although the *Mario Party* series is extremely good fun, Donkey Kong doesn't really get a chance to show off his abilities and is no different from the other characters available. Each player takes it in turns to move around a giant game board based on one of several different themes and seek out the elusive stars. Each round then ends in a mini-game, where all the characters will fight in order to collect coins and hopefully receive more stars. Whilst he was a playable character in the first four games, Donkey Kong was demoted for the fifth. Don't worry though – we still love you...



More Cameos

Donkey Kong has also starred in lots of other titles. As well as appearing in several Game & Watch titles for the various Game Boys, Kong can also be seen in *Punch-Out!*, *Super-Punch Out*, *Earthbound*, *Super Mario RPG*, *Tetris*, *F1-Race* and many more.

"What can I say? I love diversity and will try my hand at anything," explained Kong. "I've made a lot of friends in the industry and whenever I can I like to raise their IP status by appearing in their games. Actually scratch that, I can't stand them and only do it for the money."

DAS PREVIEWS

Gonna take you to the radar, radar. And here we are! Waiting for games to come out is annoying, and now we're going to annoy you even more, cos most of these won't be out for ages. Sickening isn't it.



ON THE RADAR

Nuggets of Ninformation on games that are mere blips on our sonarscope

The suped up Segway gets major air.





What a wuss! He's wearing a helmet – does he not want to make a hilarious bails video?

You will learn to hate this git, don't pity him just because he's in a wheelchair.



Hooligans the lot of them

THUG 2: WORLD DESTRUCTION TOUR

PICTURE IT – YOU'RE skating about with your buddies, styling and profiling if you're good (or maxing and relaxing if you're just standing there), and all of a sudden a van screeches to halt and out jumps a masked chainsaw wielding maniac. Has Leatherface suddenly moved on from high-school fornicators to skaters? Nah, it's that wacky guy Bam Margera from CKY and *Jackass* (and the last three *Tony* games). Him and his mate Tony Hawk (remember him?) want to challenge you to a crazy world tour of, well, destruction.

Choose to be part of either Team Tony or Team Bam and perform those gnarly combos, chains and slap stickers on things all in the cause of getting points. The Sticker Slap move lets you mark the territory with your own custom designed sticker and gains you a few points too.

As ever a new gimmick has been added to your skating abilities and... aww crap, it's bullet time. Yep you can slow down time to get a few more tricks in in slow motion – hopefully this will prove itself to be a worthy addition.

Again you're not just confined to a plank of wood on wheels, there's turbo charged Segways to scoot (and trick) about on for various tasks. The humour has been upped too. Obviously with Bam I-can't-believe-it's-not-Margarine taking a bigger role than before there's lots of jokes about farts, which should amuse. But the best news is Faith No More's *Midlife Crisis* is on the soundtrack. Rock!

That's a Ho Ho Sad Plant, yep we're well up on skater terminology.

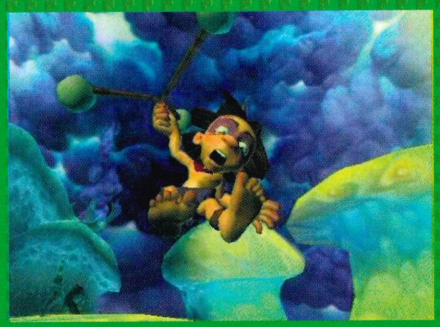


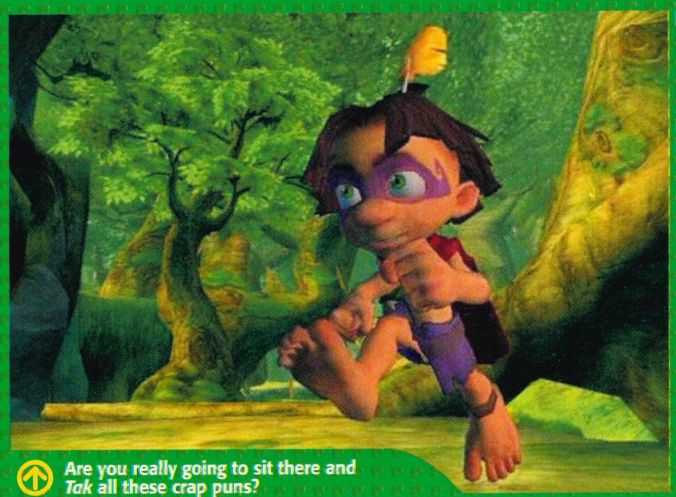
TAK 2: STAFF OF DREAMS

Tak it to the bridge!

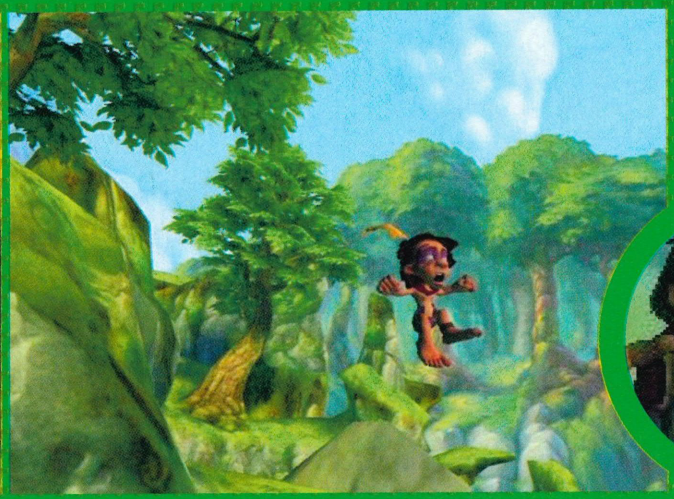
THE FIRST TAK was good – this is even better. Tak's popularity has certainly taken off since he got his own TV show on Nickelodeon – he can now demand more money and has spent it on getting a makeover. His nose is smaller and everything looks to be more in proportion than before – sure his feet are still huge but there's not much surgery you can do to feet.

With fame comes five minute friends and a few from the original return such as Flora, Jibulba, and Lok. But what's this? Jibulba has been turned into a flea! What madness is this? But he turns out to quite handy really as you can use him to bite other animals to provoke a reaction and hopefully solve some of the more devious puzzles. There will be more animals including a bear who loves his honey, that you can use a trampoline to get to higher ledges. Tak hasn't lost his sense of humour so expect lots of quips, asides and even the odd witticism here and there.





Are you really going to sit there and *Tak* all these crap puns?



In his spare time he plays tic-*Tak*-toe, whilst eating tic-*Tak*s and reading his ma's *Tak 5* magazine.



Are you serious?

TY2

TY'S BACK – GRRREAT. Are you up for another of Ty's 'quite good but not as good as other stuff, like eating expensive sushi with Angelina Jolie (that would be class)' adventures? We didn't bother reviewing the first one, but never mind – sequels are always better, bigger, badder… bouncier?

This time Ty has to stop Boss Cass from taking over the world with his evil Uber Reptiles (they're bound to be as gnarly as they are phat then). Ty gets his boomerang quota upped to 21 including the Lasharang and the Kaboomarang, we're sure you can guess what they do. Also, in the best tradition that giant robots are the coolest things ever, Ty can use five different mech units to further enhance his range of abilities and to beat off large numbers of baddies. Oh and it's set in Australia's outback rather than Tasmania. Flaming galas!

CUBE





Ty was a distinctly average platformer the first time round. Fingers are poised over 7 on the scoring keyboard.



The only thing we can see that's uber about the Uber reptiles is their eary, wingy things – massive!

THE POLAR EXPRESS

When your life's in a mess

BEEN TO THE dentist recently? You might want to get a check up just to survive this Christmas and all the cutesy, sugar-coated 'family' films. Tom Hanks stars and Robert Zemeckis directs this odd but undoubtedly heart-warming tale of a journey to meet Santa Claus, at the North Pole, on a train. Us cynics are expecting delays.

Apparently you'll meet memorable characters from the film including Know-it-all Girl, Lonely boy, Smokey & Streamers, and the Hobo (though we're not sure of his size, it's more than likely he's not the littlest). As you can tell from the screenshots... well, you can't tell much but we're sort of hoping that it'll be a brave move and bare some resemblance to Densha De Go! (Let's Go By Train!). But it won't.

Still at least it put us in mind of The Divine Comedy, everybody sings ba-ba-badda ba-ba-badda... CUBE





Going to the North Pole in his pyjamas – he'll get pneumonia.



Dressing gowns are the new pashimas soon to be seen on catwalks all over the globe.

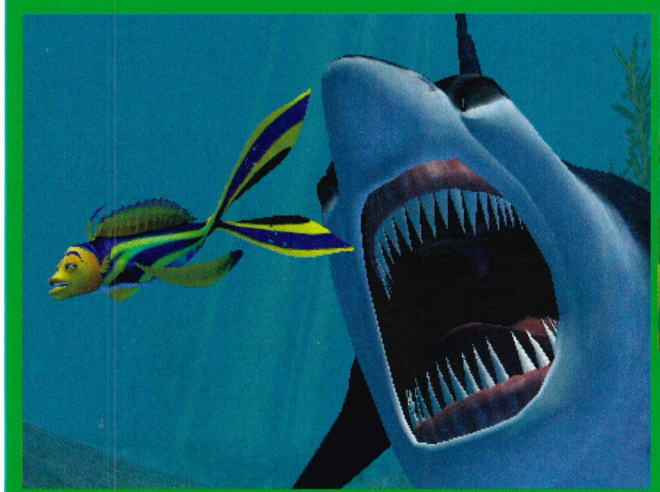


Bite me

SHARK TALE

A COUPLE OF years after Pixar scored a big hit with the film *Finding Nemo* (not with the game, that was a bit average) Dreamworks is about to release *Shark Tale*, another fishy animated film. But with a much more impressive cast including Robert De Niro, Jack Black, Angelina Jolie, Will Smith and absolutely no Ellen Degeneres whatsoeva!

The game is going to be an amalgamation of various genres including racing, fighting and dancing... not all at the same time of course, that would be silly. CUBE





If you stroke a shark one way you're fine, stroke the other way and you'll be cut to ribbons.



Impressive cast for *Shark Tale*, but will the script and the game be as impressive? We shall see...



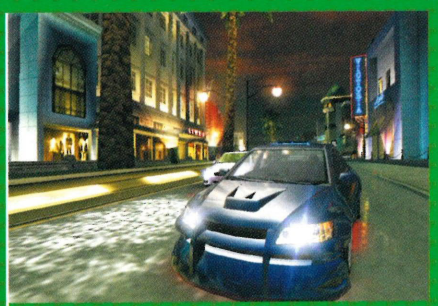
NEED FOR SPEED: UNDERGROUND 2

Pimp your wife, er, ride

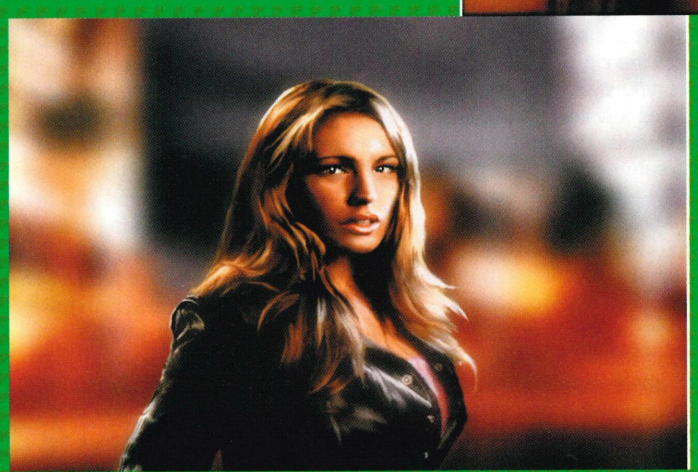
AND THE BIG news is some bird called Brooke Burke from E! Entertainment's *Wild On* TV show is in it as the narrator/guide to the game.
(We think *Wild On* is on Sky around the channel 200 mark – but it's such American drivel that no matter how perfectly arched her eye-brows are, it's not long before you switch over.)

Like that guy from EA said in the last issue, the new game will be much more open and will have a non-linear story mode, loads more types of races to show off the stickers, spinning hubcaps and the goddamn neon underlighting.

Or as Brooke likes to put it: "*NFSU 2* really captures one of the reasons I love my cars so much – they're a canvas for self-expression." Uh-huh... CUBE

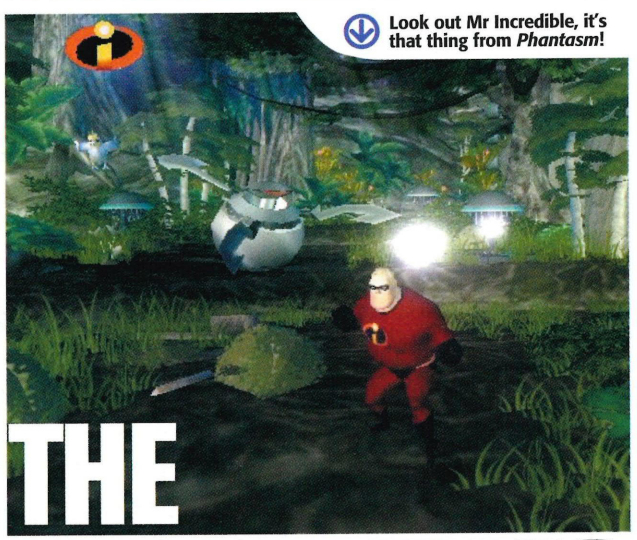






Brooke Burke – her eyebrows were trimmed with lasers! Expensive, but very effective.

And here's Kelly Brook. She's in it too, you see. No complicated lines to learn, we hope.



Look out Mr Incredible, it's that thing from *Phantasm*!

THE INCREDIBLES

That's bloomin' amazing

SPEAKING OF NEMO and Pixar – here's *The Incredibles*. The big, new, mega-hyped film starring a family of superheroes. Lets look at the ingredients: cartoon film, family entertainment, cast of characters with different abilities – well it can only mean one thing, can't it – heads up for another platform adventure! Using the various strengths and abilities you can navigate the levels and save whatever it is you're supposed to save, collect 100 somethings and get an extra life (probably) and generally have a damn sweet time doing it. There was rumoured to be a big announcement at the Edinburgh Games Festival last month – there wasn't. CUBE



As always pants must be worn on the outside – nobody knows quite why, but it's tradition.

Doesn't this screen just scream "FUN! EXCITMENT! REALLY NICE DOUBLE JUMP!"



CUBE
INFORMATION

THE URBZ: SIMS IN THE CITY	
PUBLISHER:	EA
DEVELOPER:	MAXIS
ORIGIN:	US
GENRE:	PARTY/PUZZLE
PLAYERS:	1

PERCENTAGE COMPLETE
00 25 50 75 100

NOV '04 TBA NOV '04

A BIT OF PREVIOUS

THE SIMS
GAMECUBE

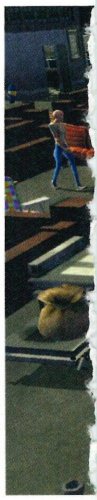
TIGER WOODS PGA TOUR 2004
GAMECUBE



Bright lights, big city



MAXIS HAS STEERED AWAY FROM THE RPG-ISH ELEMENTS OF THE PREVIOUS SIMS GAMES





FIRST REACTION
Great idea, but traditionalists and long term fans of the series might not take to it immediately.

THE URBZ: SIMS IN

And not a Carrie Bradshaw in sight...



THE COMPANY LINE

"GO TO WORK AND BE CHALLENGED BY BOSSES"

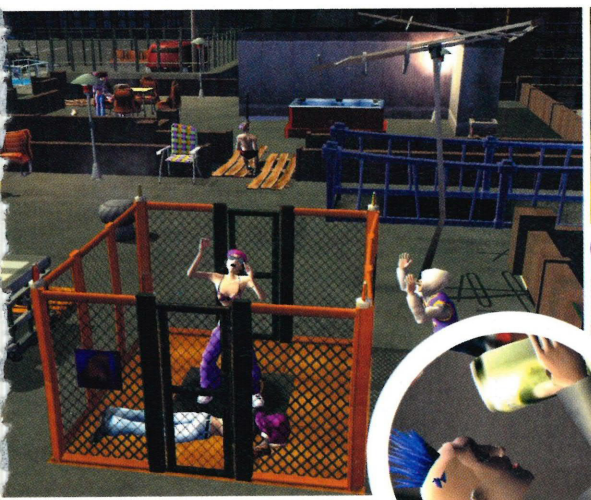
EA PRESS RELEASE

CUBE BACKATCHA
Are they being ironic?

AFTER THE SUCCESS of *The Sims: Bustin' Out*, Maxis has had a hard job trying to up the stakes. The result? *The Urbz* – a new brand of street savvy, tough-as-nails Sims that only care about money and their reputations.

Cashing in on the current trend for all things urban and 'bling' (urgh), Maxis has taken the franchise out of the suburbs and into the city. Like the previous games, you start off with a basic Sim who has few social skills and no discernable talents. This time, however, the Create-A-Character options have been greatly reduced, yes we said reduced. Why? Maxis claims it's because you need to unlock new clothes so you can blend in with the people around you and improve your rep. Apparently this won't be easy, as *The Urbz* is separated into nine districts, each of which has a unique personality and style that you must conform to. The districts are Neon East, Cozmo Street, Diamond Heights, South Side Bridge, 125th Street, Gasoline Row, Central Station, Kicktail Park and The Foundry. Each district is home to a variety of miscreants, such as bikers at Gasoline Row, sk8ter bois at Kicktail park and gangsters at 125th Street. Eeep!

The game itself is pretty simple. At the start you need to select a district, where you will stay until you have completed a range of challenges set out for you. These tend to fall into one of three categories: 1) getting a job, like Pro Skater, Ferret Tamer or Bar Tender 2) socialise with those around you 3) get into the VIP lounge. During your time in each district you have to build your reputation by getting a promotion at work and learning new social moves. Once you have increased your reputation sufficiently, you can unlock an apartment so you have somewhere to live (before this, you will live in a squat), unlock a pet (a bulldog, a cat

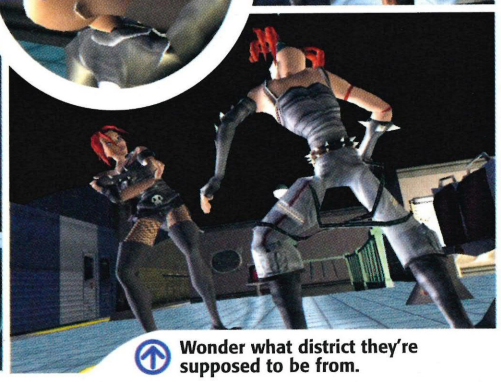




Girls fighting! In cages! And talking funny!





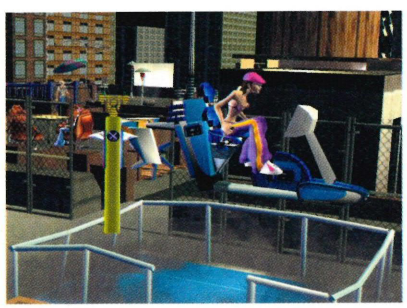


Wonder what district they're supposed to be from.

THE CITY

and a monkey are on offer) and gain entrance to the VIP lounge. This is vital, as once inside the VIP lounge you will learn the Power Social move needed to defeat the district's bad-guy, who is running around the 'hood stealing everyone's money. Once he/she is beaten, the next district is unlocked. Once you've completed all nine districts and taken over the city, you can play in Free Mode, which EA promises will contain plenty of incentives, such as new items to buy for your apartments. In this mode you can also become infamous by annoying everyone you meet and getting the lowest reputation score possible. Neat.

From what we've seen so far, it seems that Maxis has steered slightly away from the RPG-ish elements of the previous *Sims* games, by reducing the amount of Motivation bars (like hygiene, energy, environment) to just five, so players can focus on interacting with



other Urbz and doing the jobs successfully, rather than constantly worrying if their character is happy in its surroundings. The action is also centred around the workplace, so the game is focused on completing challenges – like serving drinks – rather than entertaining your neighbours.

The Urbz is shaping up to be another chart topping title and one any *Sims* fanatic should look out for this November. CUBE

BIG BOX, LITTLE BOX

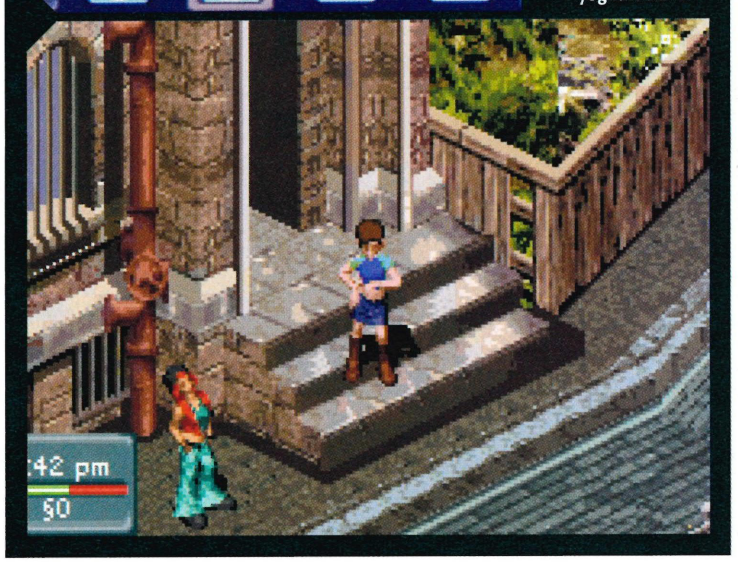
MORE URBZ ACTION ON YOUR GBA

Maxis is releasing a GBA version of *The Urbz*, although it's styled more on the GBA *Bustin' Out* than on the GC game. Still, the basic premise is the same but this time you must stop Daddy Moneybags from taking control of the city. In order to do this, you need to socialise with other Sims to earn their trust, then convince them not to sell their property/business to Daddy. At the same time, you will need to complete a number of challenges set out to you by these people, including finding a place to live, getting a new job and earning the respect of your social group. There are also the usual minigames, where you can win money and earn respect. One of the great features about the GBA version is that you can download the specific GBA characters into the GameCube version of the game.



We don't, it makes her look really stupid and vacuous. And take that hat off!

"Right, five more minutes, if he's not here by then I'm off to the frozen yoghurt store."



CUBE EXPECTATIONS

QUIRKY, ENTERTAINING, BUT IT'S NOT THE SIMS



- ⊕ Concentrate on work life
- ⊕ Great new locations
- ⊖ Story mode only 10 hours long
- ⊖ More adventure orientated

■ This is a mixed bag – it's funny, got some inspired ideas and loads of great objects to buy but the gameplay is short and the lack of motivation bars will disappoint many *Sims* fans. Plus there's the whole having to conform aspect that we don't really like. Conformity's not fun and neither is having someone dictate your fashion sense.


PIKMIN 2
Where am I going to get 10,000 Pokos from?
NINTENDO GAMECUBE
8·10·04
Are you alright?
Yeah i just poisoned it.
Be afraid, be very afraid.
Who's the scary one on the end?
?
Nice body, do you work out?
Multi Player
No, look for treasure with me.
Anyone seen the onion?
I may be small, but I'm fast
One...Two... Three... Lift.
CAPTAIN OLIMAR
www.nintendo.co.uk


Come with me to search for treasure
LOUIE
Nah, I'm fine thanks
Do you need a hand?
Do you come here often?
I'll just sit here for a while
Ouch.
I should take up wrestling with my physique.
Yeah, feel my muscles. Burp.
Sssss
Pikmin getting lazy? Spray them with Ultra spicy Sprays to give them a power boost (Made from red berries)
A
Nintendo
I'm toxic baby.
Look into my eyesssssss.
Nintendo®







CUBE

INFORMATION

DK: JUNGLE BEAT

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PLATFORMER
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

TBA | Q1 '05 | Q2 '05

PREVIOUS

FROM THE MAKERS OF...

SUPER MARIO SUNSHINE



■ Gameplay galore with the GameCube's only true Mario game. It's essentially *Mario 64 II*, but who cares?

TOTALGAMES.NET RATING: 94

WORLD EXCLUSIVE SCREENS

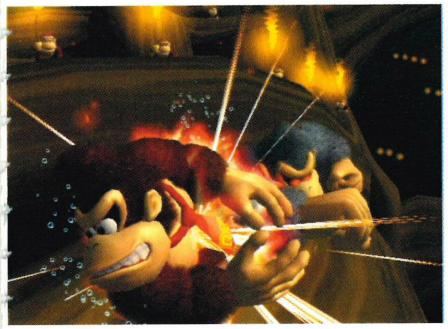
DONKEY KONG:

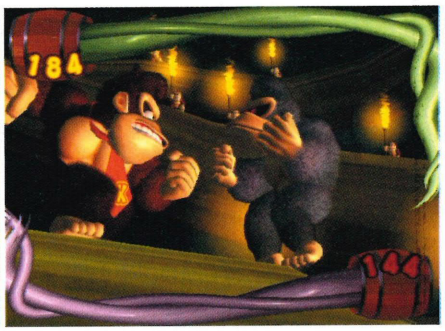
The beat is on, the beat is oh-onnn!

NINTENDO HAS NEVER been one to do things by the book but we've learned that however ridiculous something may seem, if it has anything to do with Nintendo, it's more than likely to be good. There have been three notable exceptions to this rule: the Virtual Boy, E3 2003's focus on connectivity, and creating a platformer that is controlled with bongos. Yes, we admit it: when we first saw Nintendo's bizarre new game at E3 in May, we weren't terribly impressed. It smacked of a company that was desperately trying to release more games for a peripheral that thus far had only one use. It didn't look all that either. In short, we weren't all that bothered.

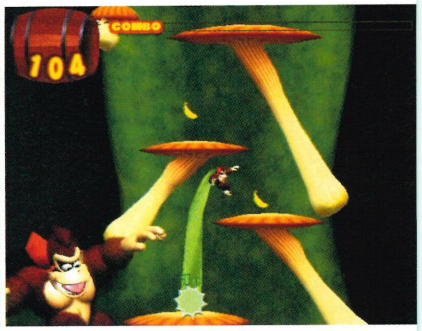
"WE ADMIT IT: WHEN WE FIRST SAW NINTENDO'S BIZARRE NEW GAME AT E3 IN MAY, WE WEREN'T TERRIBLY IMPRESSED"

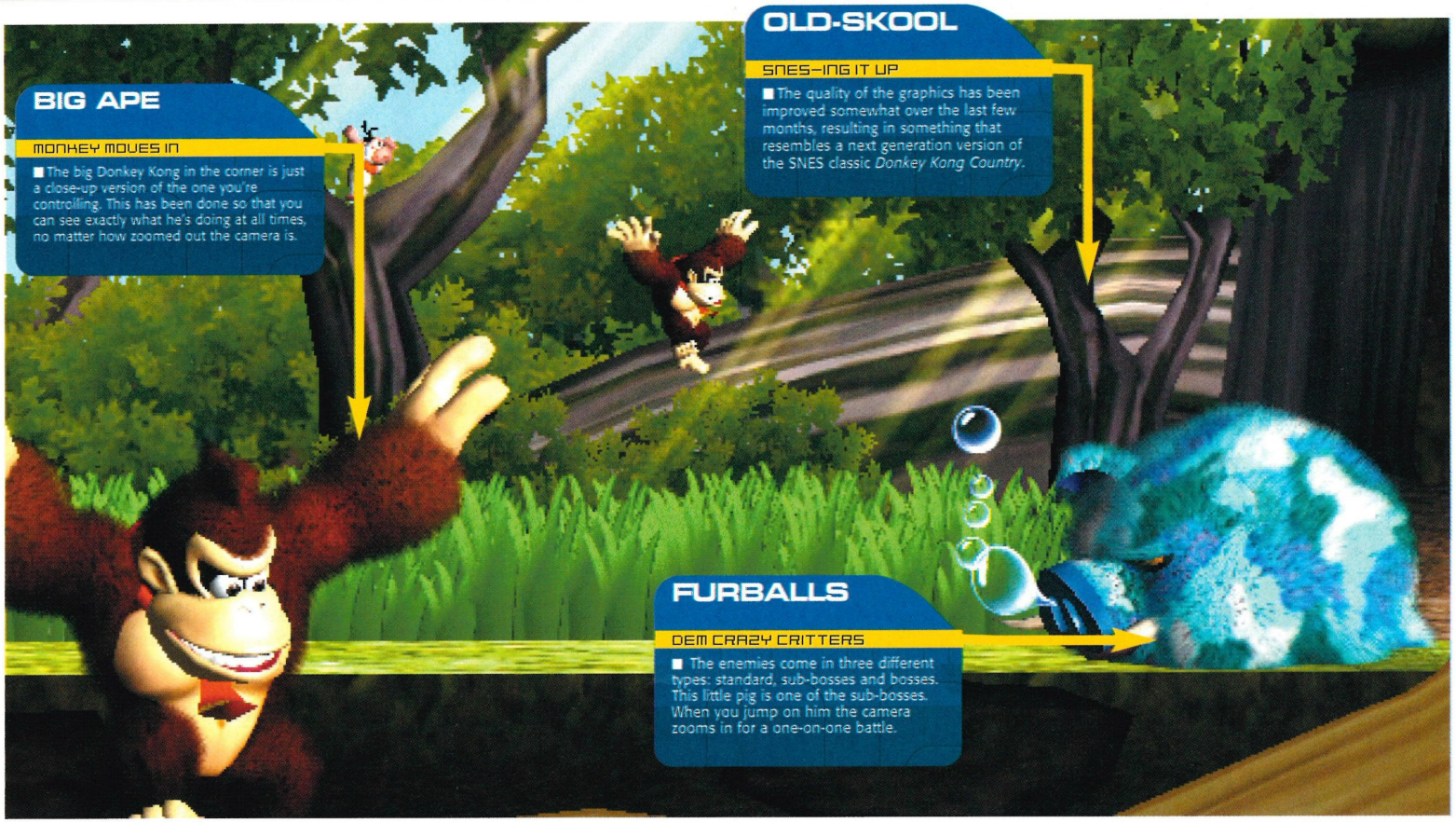












JUNGLE BEAT

It wasn't until four weeks later at Nintendo's Post E3 Games Day that we got to sit down and give the game our full attention. We came away very impressed and made it our mission to get more out of Nintendo. We couldn't print our positive impressions because quite frankly there's only so much you can do with five screenshots. Three months later the team at Nintendo is finally ready to show us more. What follows are six pages of World Exclusive new information and screenshots for what is now one of our most anticipated GameCube titles.

First things first: we fully understand what's going through your minds right now. How on earth could something

SPOT THE DIFFERENCE

CHANGE OF SCENERY?

We've gone on about how much the game has changed since it was shown at E3 back in May, but it's difficult to see in most of the screens unless you have a direct comparison. Thankfully Nintendo has provided us with just that, and this pair of screenshots perfectly illustrates what's happened to the game over the past few months.



CONTINUED

like this possibly work? How can you control a character with bongos? And even if you could, what a stupid idea! Well here's the lowdown: you control Donkey Kong (there's no sign of Diddy or any of the others at this stage so maybe we'll get lucky and be rid of their sorry asses this time). To make him travel left you tap the left bongo. The faster you tap it, the faster DK will run. The same works for travelling to the right, only you have to use the right bongo. Tapping both bongos at once will see the big ape jumping into the air. Clapping has a different effect depending on the situation you're in. If you clap while DK is on the move he'll perform a clap as well, which is basically an attack of sorts. If you clap (and repeatedly clap) while DK is stationary he'll beat his chest and howl. This sends out a shockwave that bursts banana bubbles and takes out any nearby enemies. Essentially then you've a standard attack and a power-up attack. In the E3 version of the game there was also a Combo Meter, but this appears to have been removed for the new build.

The entire game is built around these very simple gameplay ideas, and anything else that you may have to do is merely an extension of these moves. So, if you're on a springy toadstool and are trying to build up a jump, you just press down both bongos and let go when you're ready. If you want to perform a wall jump (there are many areas where you have to repeatedly do this to gain access to higher levels) you just jump towards the wall and hit both bongos when you get there. Naturally there's a lot of swinging involved, and again this is a simple task. Just jump towards the vine and DK will grab hold of it. You use the bongos to swing left and right, and tap both when you want to jump off.

There are also parts of the game where DK gets to use other methods of



"THE E3 VERSION DIDN'T REALLY IMPRESS IN THE GRAPHICAL DEPARTMENT BUT THIS PROBLEM HAS BEEN ADDRESSED"



A WHOLE NEW WORLD

WELCOME TO DONKEY KONG COUNTRY...

It's still very early days as far as specific details go, but we can tell you a little about the five levels that we've seen so far. Believe it or not the levels don't seem to be following the cliché of fire/ice/desert. No, seriously...

MORNING FIELD

Set on the edge of the jungle, this level consists of grassy slopes and the occasional tree, backed up by the deep jungle in the background. The open ground doesn't leave much cover for the smaller animals, but you'll get your fair share of snoozing Fluffhogs who won't take too kindly to being woken.

DEEP JUNGLE

As you venture further into the jungle the tree coverage becomes denser, and you'll have to resort to swinging or jumping across bouncy toadstools. Some gaps are too wide even to swing across, and it's at this point that you'll have to make use of the flying squirrels. There should be more flying squirrels in games, we reckon. In fact there's no situation that can't be improved in some way by squirrels!

WATERFALL RETREAT

This level is chock-full of annoying little enemies such as bees. DK has to use bubbles to float up the waterfall to the levels above. He can steer the bubbles but he can't attack, as clapping will burst the bubble and send him to his death.

SKYGARDEN

Once you've trundled through the various jungle levels you eventually get up to the treetops and discover a strange new world called the Skygarden. There are some weird and wonderful creatures up here, such as the freaky Rooster Plant that you can see in this screenshot.

ICY PLAIN

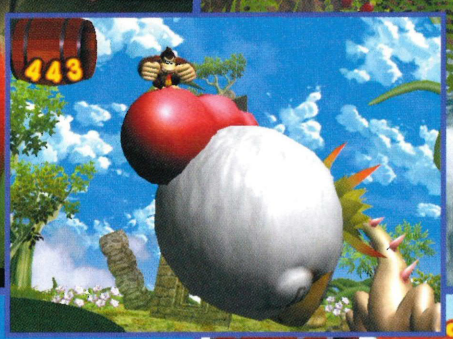
Plenty of you will have seen this level before. It's the classic shot where DK and the Mooshin are desperately trying to get away from a massive fish. This level also puts you up against other unbeatable enemies (you have to avoid them rather than kill them) such as Yukimogura (spiky moles).

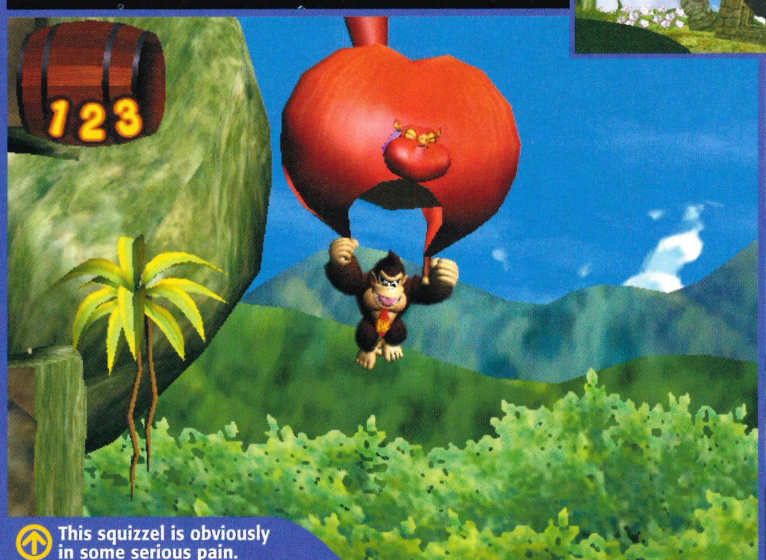


Those stinkin' piiiiigs! DK shows them what for...



What a magical world DK lives in...





This squizzel is obviously in some serious pain.





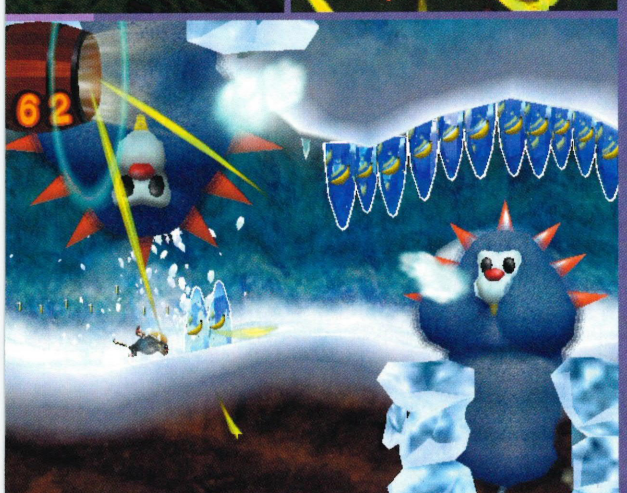
BRUCIE BONUS

WHAT DO BANANAS GET YOU? ALL TOGETHER NOW...

As per usual some cheeky get has gone and nabbed all of DK's bananas (what are the odds, eh?), and it's your job to get them all back. At the end of every level you'll find a huge stash of the things which, naturally, are guarded by a boss. Defeat the boss and a little monkey tribe will jump out and do a celebratory dance (possibly the best part of the game) while you stand proud in front of your prize. At certain points in each level you'll have an opportunity to grab hold of a Bonus Bird and fly up to a Bonus Barrel. This gives you access to one of the many bonus levels. One of these sees you gobbling down as many bananas as possible in the time limit.

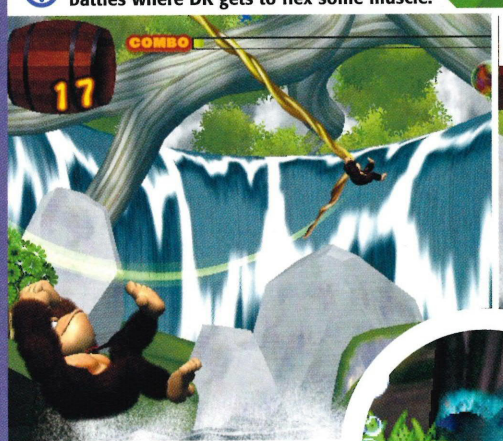








The bigger enemies require one-on-one battles where DK gets to flex some muscle.





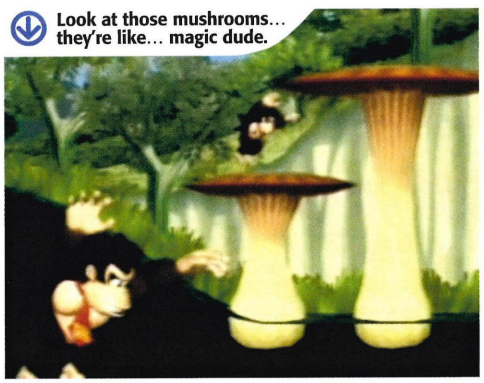
The big image mimics whatever you're doing.



Morning has broken, like the first...

"WHILE IT SOUNDS RIDICULOUS, THE CONTROLS ARE IN FACT FLUID AND INTUITIVE"





Look at those mushrooms... they're like... magic dude.



Evil monkey goes flying at the hands of DK!



The backdrops are very nice. Let's hope they're interactive.

CONTINUED transport. The air bubbles and the Mooshin immediately spring to mind. On the waterfall level DK has to float up to the lofty mountain peaks in a giant bubble. You can steer the bubble with the bongos (DK leans to either side) and when you want to get out you just use your power-up move. The Mooshin is a bull/ram creature that turns up in the ice world (think Rambi from *Donkey Kong Country*). There are ice pillars everywhere and Mooshin is the only creature that can ram through them... with his face.

The combat in *Jungle Beat* has three different styles: the first style is your standard clap and power-up attack, which is useful for taking out the smaller enemies (birds, bees and such). Then you have the larger enemies and the groups of enemies, such as the Fluffhogs and the Killer Mice. Standard attacks aren't enough to get rid of these foes, so when you encounter them the camera switches to a special battle mode and zooms in on the action. With the Fluffhog you have to jump on his back and repeatedly whack the left, then right bongos. Once you get a momentum going you can speed up and get a massive combo. The Killer Mice attack in groups, and the only way to kill them is to shake them off by tapping the bongos and clapping like a madman. These are the equivalent of sub bosses in the game. The third and final style of combat comes in the form of boss fights. These are one-on-one fights where you have to figure out the boss's weaknesses. For example you go up against an evil Kong at one point and have to block his attacks before jumping in with a flurry of fists. If you don't get the momentum just right your combo will fall short and the evil ape will be able to sneak an attack in.

Something we mentioned right at the start of this In-Depth was that the E3 version of the game didn't really impress in the graphical department. We're pleased to report that this problem has been addressed. Elsewhere we've put together some comparison shots for you to highlight the specific improvements, but basically it all comes down to texturing and modelling. A large number of the character models have been completely remodelled, and now resemble next-generation versions of the creatures from *Donkey Kong Country*. They even have the same sheen to them. DK himself hasn't changed, but he always looked great anyway.



If you're happy and you know it (or if you want DK to howl like crazy) clap your hands!

It suddenly clicked in our heads at some point (kind of like a eureka moment) that *Jungle Beat* is actually a spiritual sequel to the *Donkey Kong Country* games. It's a side-scrolling platformer that features DK travelling through different worlds collecting bananas. He even gets to ride other animals. The fact that the game is controlled by bongos is just Nintendo's way of advancing the series, and you know what? It works. While it sounds ridiculous, the controls are in fact fluid and intuitive. We won't see anything new until the end of the year, so you'll have to make do with the DVD footage and these mouth-watering new shots. CUBE

CUBE SAYS...

FIRST IMPRESSION

■ This is another one of those classic Nintendo games that you can't imagine working until you've actually played it. In the same way that *Wind Waker* is totally suited to toon-shading, DK *Jungle Beat* is totally suited to the bongos. You could map all the controls to a control pad if you wanted to, but the bongos add even more to the game, and make it a refreshing, and surprisingly natural-feeling play.

CUBE

CUBE

INFORMATION

MARIO TENNIS GC	
PUBLISHER:	NINTENDO
DEVELOPER:	CAMELOT
ORIGIN:	JAPAN
GENRE:	SPORTS
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

Q1 '05

PREVIOUS

FROM THE MAKERS OF...

MARIO GOLF: TT

Mario's trip to the green looks great, plays well and is full of multiplayer fun and stuff.

TOTALGAMES.NET RATING: 8.0







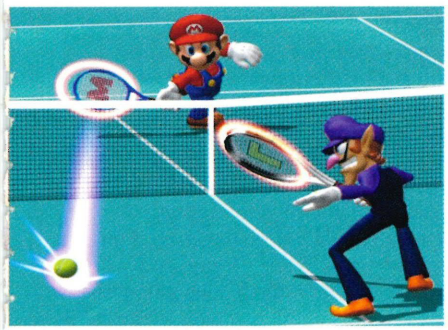


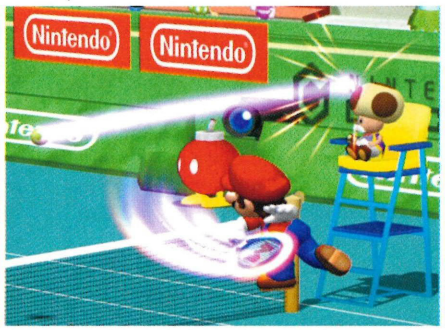
MARIO TENNIS GC

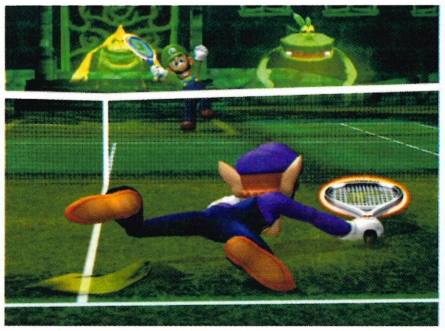
Camelot serves up another offering...

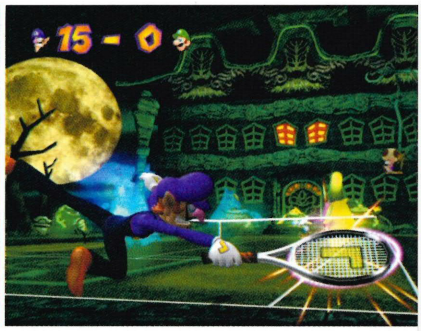
VIDEOGAME TENNIS – AT its most basic level, when you break it down a bit, well it's *Pong*, innit? But over the years we've seen hundreds of tennis games, some good, some bad, some almost as good as *Virtua Tennis*. It's amazing that there could be such range for such relatively simple game. Of course, the reason for this is that best ones aren't all that simple once you get digging underneath the skin – subtle controls, clever AI, scope for trick shots that confuse your opponent... and most importantly of all, a multiplayer mode that works. Only a few tennis games have managed to be truly remarkable in this respect, and *Mario Tennis* is one of

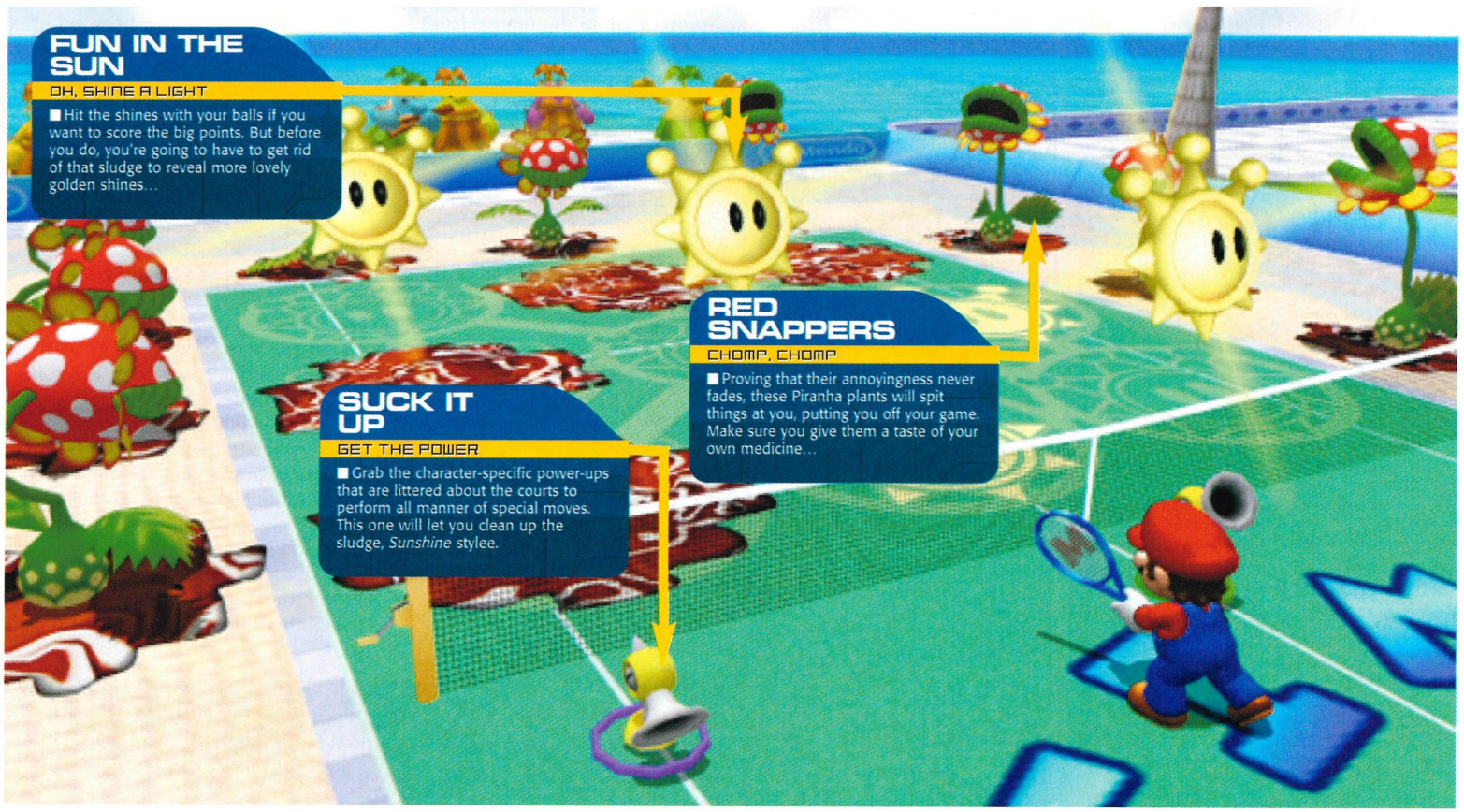
"CAMELOT KNOW THAT THE PUBLIC WON'T BE APPEASED WITH A SIMPLE GRAPHICAL UPDATE"











them, the licence allowing the developers to cram in all kinds of features that you simply wouldn't be able to do otherwise. We've seen it on the N64 and the GBC, and now it's the turn of the GameCube, and happily it appears that developers Camelot know that the public won't be appeased with a simple graphical update – as proved by the revelation that as late as March last year the project was scrapped and started all over again once the team realised that they weren't taking the series in a direction they cared about. Apparently while the gameplay was deep and rewarding, there was the danger that people who had played the N64 version would have difficulty seeing any difference in the game beyond the graphics and a few extra modes. So that would explain why this has taken so long to get this far, then...

Happily, with Nintendo publishing the game (and they've not been exactly punctual over the years), Camelot have been given the time to completely rework their concept, and the end result, which we're just on the verge of getting to review ourselves looks to be nothing short of amazing.





With power ups and added Kremlins this'll be a blast.

RARELY SEEN MONSTERS

WHO'S GOT WHOM?

So what is it that Rare own, exactly? We thought they'd taken everyone but Donkey, Diddy, Dixie et al – but look at this. Snapping up stray balls on the court and looking on at the action is a selection of Kremlins, the usual stars of the *Donkey Kong Country/Land* games.

Now, we're not complaining that they're there, because we like the idea of having even more characters involved in the game, and playing as K Rool (if that's possible) would be fun... but we're just wondering what else Rare forgot when it packed its suitcase.





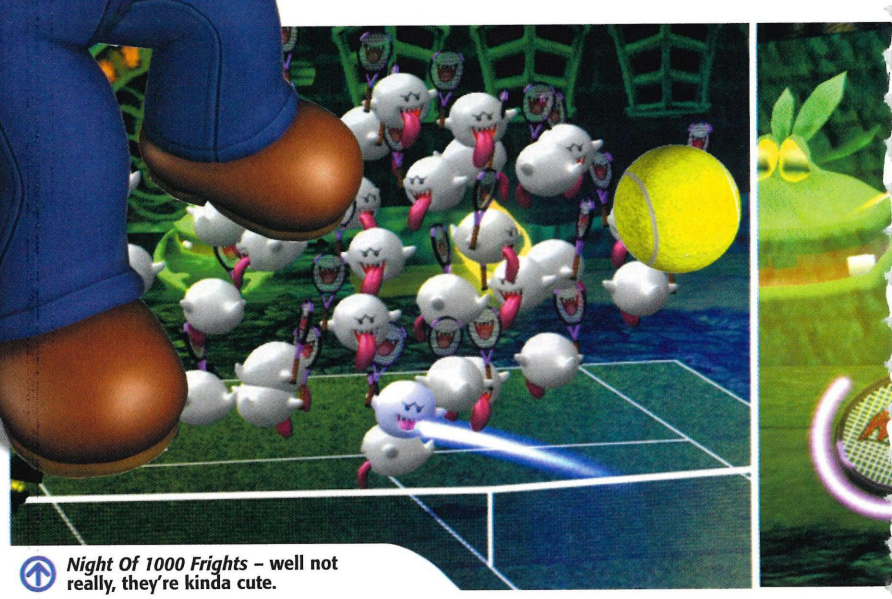


CONTINUED

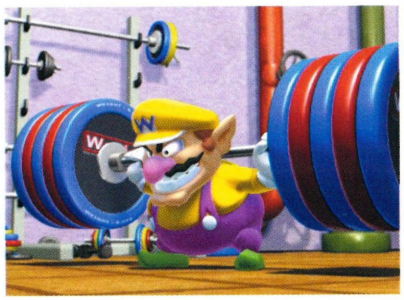
The graphics, as you can see, look spectacular... but did you expect anything else? The sheer amount of colours on screen at any one time is of particular note, and once again we're pleased to see that everything ties in with the Mario universe nicely. We're given courts based around his previous outings such as *Super Mario Sunshine*, and one based around Luigi's recently acquired mansion, but it's not only these that keep everything consistent. Down to the tiniest detail you'll be spotting old enemies and cameos from ancient games – even the plants and trees surrounding the jungle court look very familiar! Ahh, nostalgia.

But while this is all very nice, the real draw of *Mario Tennis* will be how it plays – this is what Camelot wanted to rework, after all. The original version, as said before was very deep but it felt, a little too serious and lacking in new features. Like any other decent tennis game but with token nods to Nintendo. Now, while still retaining the subtlety and control of before, it has sped everything up, added stacks of new features and modes, multiplayer games by the bucket load and given the overall package a prod into the realm of arcade thrills rather than sedate simulation. As with the GBC and N64 versions, it will be incredibly accessible for everybody, with even an absolute beginner being able to jump into a game and have fun – but hidden underneath the layers of glossy paint and talking animals (and dodgy people with Wa at the start of their name), is a control system that's deep and complex enough to keep you playing with





Night Of 1000 Frights – well not really, they're kinda cute.



similarly-minded friends long into the night, discovering new ways of tricking each other and getting the upper hand – in short, everything we noted above that qualifies a tennis game to be preferable to the real thing when it's raining outside. And this isn't even considering the huge amount of other features that will be included – special characters, power-ups, bonus games, unlockables, extra tournaments, the multiplayer mode – you just know that there are going to be surprises all the way, and even when you've found everything you'll still be playing, especially when you've got your friends round for a spot of doubles action.

The Japanese release date for *Mario Tennis GC* is awfully close – in fact, by the time you read this it should be out. So you can be sure that we'll be giving you the ultimate review next issue – CUBE style. For now, just enjoy these incredible screens and dream about swatting balls with your favourite fat Italian. It's going to be special.

CUBE

LET THE GAMES BEGIN!

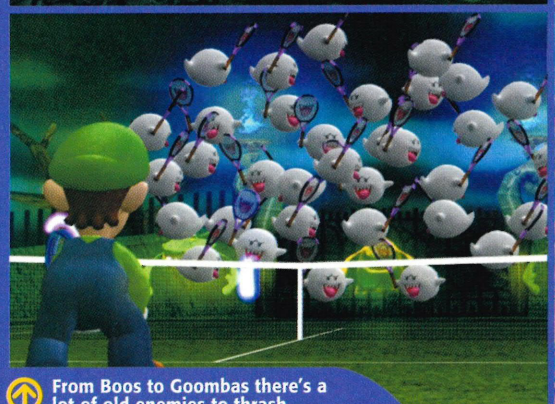
FOUR PLAY

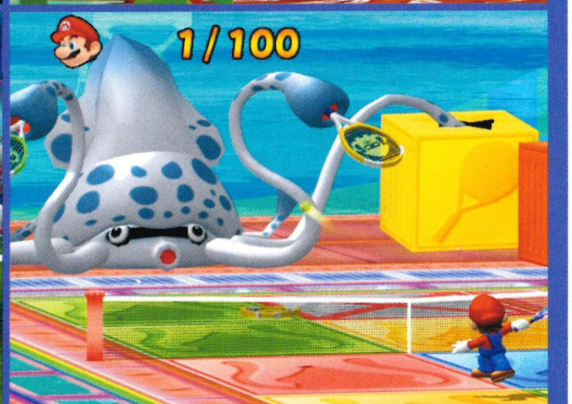
True to pretty much every *Mario*-branded title ever developed, there'll be no shortage of minigames to play either on your own or with other players. Just from this small selection of screens you can see how some games will ask you to smash Shines, try and beat an entire wall made out of Boos, hit the bubbles that come from Piranha plants and take on the squid boss from Mario Sunshine. You may also note that up to four players can play on the same side of the court in some of these games.



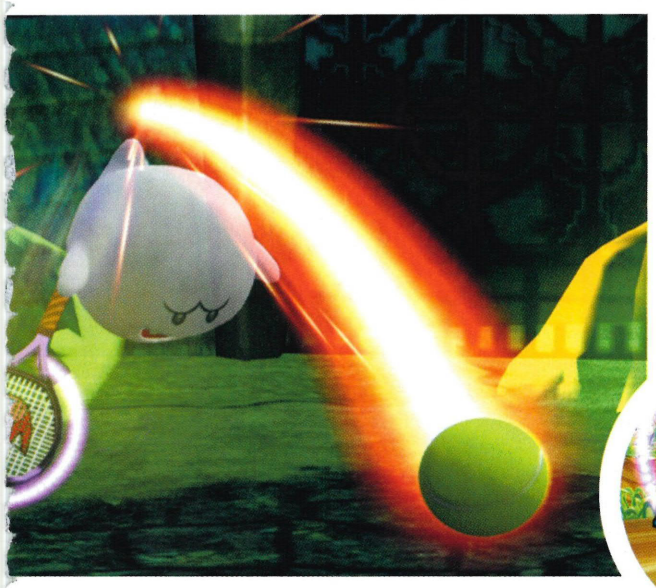


Dude, you're not a ballerina. Eat some pizza or summink.





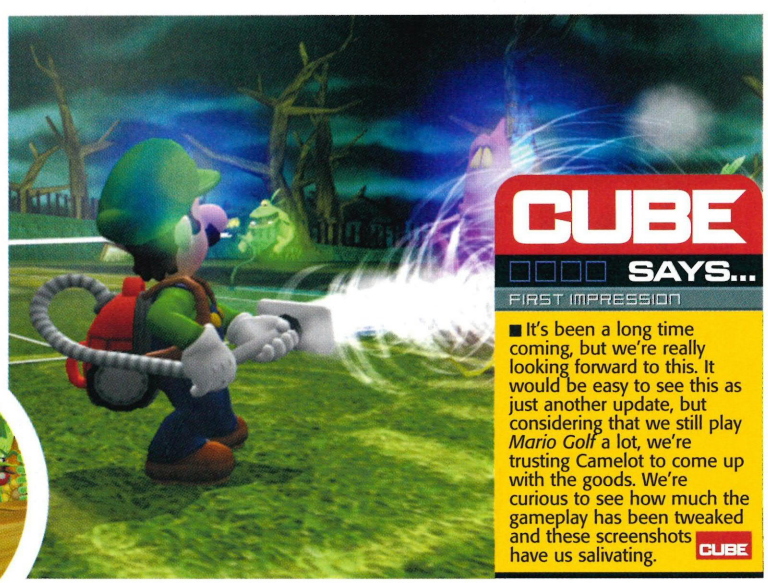
From Boos to Goombas there's a lot of old enemies to thrash.



Henman – does he have a ghost of of a chance at Wimbledon next year? Worst. Pun. Ever.

Luigi sucks! We all know that but how's his vacuum cleaner going to be put to good use?





CUBE SAYS...

FIRST IMPRESSION

■ It's been a long time coming, but we're really looking forward to this. It would be easy to see this as just another update, but considering that we still play *Mario Golf* a lot, we're trusting Camelot to come up with the goods. We're curious to see how much the gameplay has been tweaked and these screenshots have us salivating. CUBE



CUBE

INFORMATION

PRINCE OF PERSIA 2	
PUBLISHER:	UBISOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	CANADA
GENRE:	PLATFORM ADVENTURE
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

DEC '04 TBA DEC '04

PREVIOUS

FROM THE MAKERS OF...

BEYOND GOOD & EVIL

■ Highly under-rated adventure that's well worth a few weeks of anyone's time. Beautiful.

TOTALGAMES.NET RATING: 94

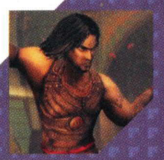
PRINCE OF PERSIA:

Revenge has never tasted so sweet...

CONSIDERING HOW MUCH praise we showered upon last year's resurrection of the retro classic, *Prince Of Persia 2* hasn't seen that much coverage in these pages. That's mainly because Ubisoft has been very quiet on the subject. Sure, you may have seen covers on other magazines, and pages upon pages dedicated to it, but there hasn't really been that much to say. All that Ubisoft had shown is the ship level, and impressive though it may be, we've been waiting to see more. Just a few weeks ago we managed to sit down with a brand new version of the game and chat to the man in charge, Yanis Mallot, who revealed much about the sequel.

Some of you will already know from previous coverage that the entire game is far darker than before. The Prince's

"AN ANCIENT CREATURE OF TIME CALLED THE DAHAKA IS HUNTING THE PRINCE DOWN, ITS ONLY PURPOSE BEING TO DESTROY HIM"

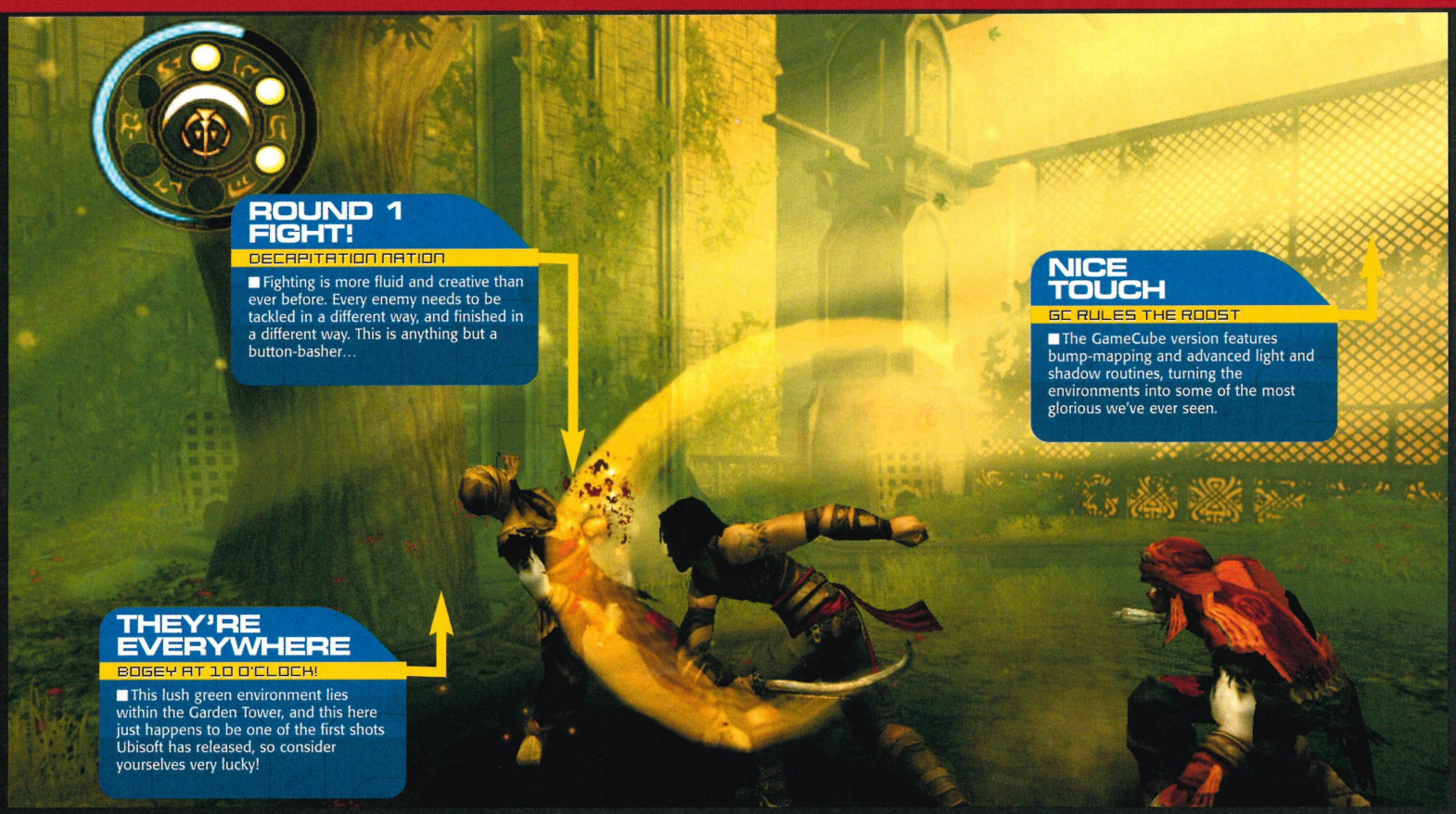












ROUND 1 FIGHT!

DECAPITATION NATION

■ Fighting is more fluid and creative than ever before. Every enemy needs to be tackled in a different way, and finished in a different way. This is anything but a button-basher...

NICE TOUCH

GC RULES THE ROOST

■ The GameCube version features bump-mapping and advanced light and shadow routines, turning the environments into some of the most glorious we've ever seen.

THEY'RE EVERYWHERE

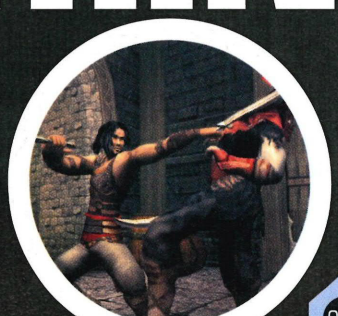
BOGEY AT 10 O'CLOCK!

■ This lush green environment lies within the Garden Tower, and this here just happens to be one of the first shots Ubisoft has released, so consider yourselves very lucky!

WARRIOR WITHIN

appearance has changed, and the new character is wiser, more experienced and more determined than ever before. Saying that, his immense knowledge has made him arrogant, and he sets off on his journey despite his mentor The Old Man telling him not to. It's a similar situation to Anakin Skywalker and Obi Wan, and we all know what happened there. Prince, you've been warned fella.

The story goes that the Sands of Time from the prequel have caused a massive rift in the timeline. Upon his return to Babylon the Prince learns that his time tinkering has put his life in extreme peril: an ancient creature called the Dahaka is hunting him down, its only purpose being to destroy him, thus repairing the rift. The Dahaka is unbeatable in battle (think of it as an even tougher



IN THE CUBE WITH...

YANIS MALLOT



POSITION: PRODUCER
COMPANY: UBISOFT

CUBE: Can you tell us a bit about the new game, and how it ties in with the old game?
YM: By opening the hourglass in the last game he unleashed the Sands of Time and corrupted the timeline. By doing that he called upon himself a creature called the Dahaka, which is from Persian mythology. The Dahaka is the incarnation of fate, everyone's fate, especially people who screw up the timeline. The Dahaka's only goal is to correct the timeline, and will have no rest until he kills the Prince. The Prince is trying to go back in time, to before the creation of the Sands of Time. No Sands of Time, no Dahaka.

CUBE: From a gameplay perspective, what are the new additions?
YM: We were pretty harsh with ourselves after the last game. We looked at Sands of Time and thought about what wasn't as good as we would have wanted it to be in our opinion. We identified three main areas where the game needed enhancement. Firstly there was the fight system. Again, we were being harsh, but it could get a little boring and repetitive, and there was little variation with the enemies. Secondly there was no real boss in the game, which was quite a big thing to be missing. Lastly there was no real replay value, and no incentive to play again, aside from the true replay value of enjoying the game again.

Those are the main areas, which we've concentrated on for *POP2*. We have given much more depth to the gameplay experience. For example, in *POP* the players were enjoying cool moves and smooth animation, but they were merely triggering the moves, then enjoying watching the Prince do all this crazy stuff. With *POP2* we're giving the control to the player. I don't like the word 'combos' but this is pretty much what it's all about. In *POP2* when the Prince is on an enemy's shoulders we're giving the player a whole tree of different ways to finish the attack: should you decapitate in the air, should you throw him against the wall, should you grab him round the neck and use him as a human shield, should you strangle him... we're letting the players do what they want.

CUBE: We've seen a lot on the PS2 and Xbox versions. What can you tell us about the GameCube version?
YM: The GameCube version, in my personal opinion, is the little gem. We're optimising the data for each specific console. The GameCube version will benefit from high-speed refresh rendering as well as all-new visual effects such as physics and water, which will be much more optimised. We're also using bump-mapping, dynamic lighting and shadowing. This little machine is really up to what we want to do.

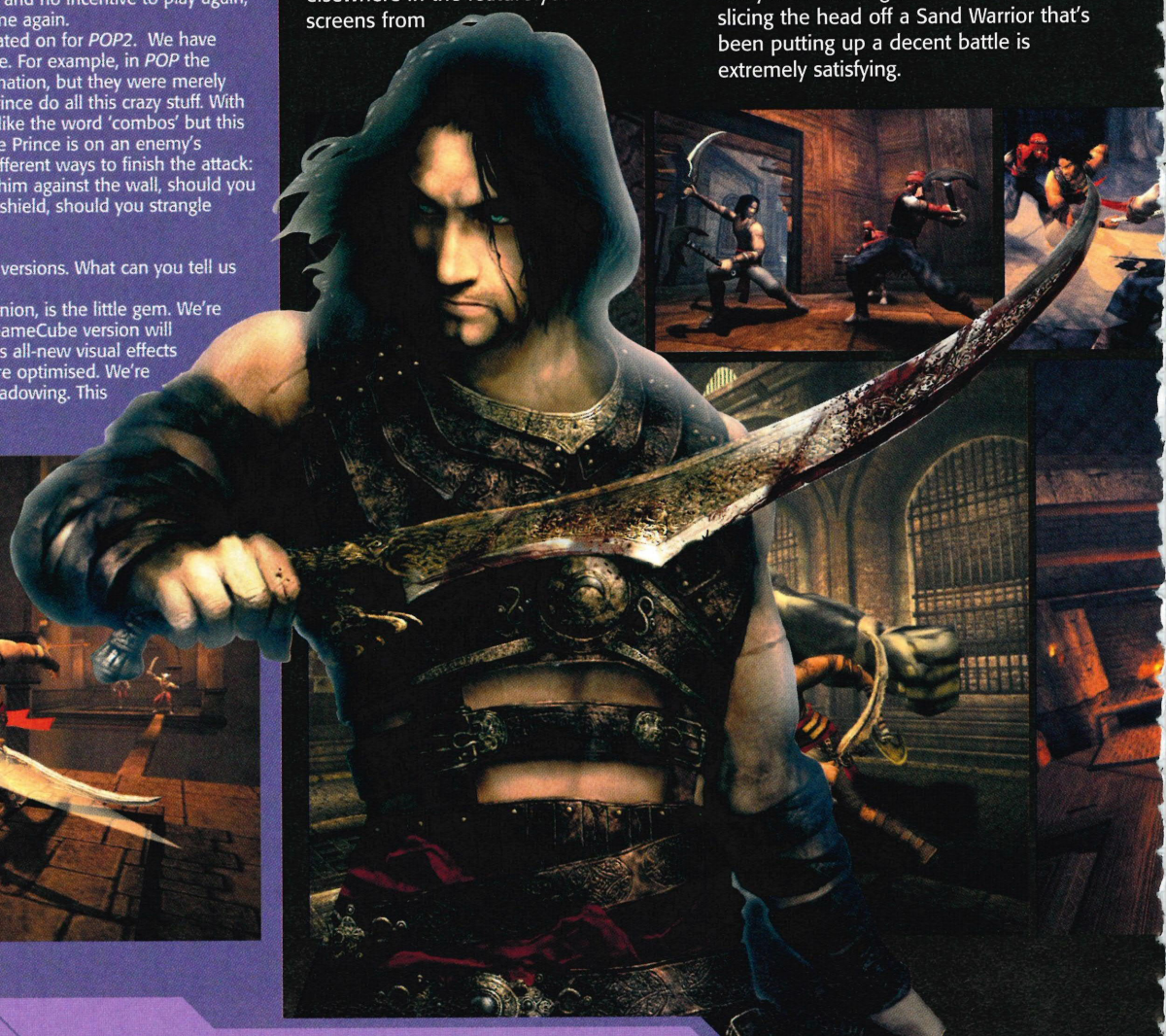
CONTINUED

version of the Balrog from *Lord Of The Rings*, that travels round in a black hole) – the only way to save your life is to go back in time and prevent the Sands of Time from ever being created. With this done the death-bringer will never appear.

The start of the game sees you sailing to the island where the Empress of Time dwells, and this is the level that we've all seen. It's a very strong start to the game, what with the flame effects, the rain, the rocking boat and all those enemies. It only gets better from here though. It turns out that stopping the creation of the Sands of Time isn't going to be quite that simple after all, and you'll have to explore three towers (Mechanical, Garden and Weapon Towers) in order to unlock the gate to your goal (the Central Tower). Ubisoft is still being very secretive (come on guys, the game's out in two months!) but elsewhere in the feature you can see screens from the Mechanical and Garden Towers.

Aside from the graphical improvements (which we'll go into a little later on), the biggest change comes with the combat, and it seems that 'Free-Form Fighting' is the buzzword this time around. The team are trying their best to distance themselves from similar style games that base their combat on mindless button bashing. Instead, *POP2*'s combat will be so varied that you'll be able to create your own individual style. There are many different types of enemy in the game, and the AI for each type is very different. Some enemies will walk along walls, some will fire projectiles, some will explode, and some will retreat, forcing you to chase them. There's no room for button bashing, as every enemy requires a different tactic, and enemies can only be finished off with certain moves. Overall though, the combat is more intricate and more elegant than before. You really feel like you're creating the combos, and slicing the head off a Sand Warrior that's been putting up a decent battle is extremely satisfying.





"COMBAT IS MORE INTRICATE AND MORE ELEGANT THAN BEFORE. YOU REALLY FEEL LIKE YOU'RE CREATING THE COMBOS"



As far as the graphics are concerned, the entire environment has become darker to fit in with the Prince's new attitude. It may also shock you to learn that the GameCube version is looking fantastic. Series producer Yanis Mallot even described it as "a little gem". While the PS2 version is improved over the original, the GameCube and Xbox versions absolutely shine, coming as they do with bump-mapped textures and superb lighting dynamics.

Prince Of Persia 2 is one of those games that'll you simply have to play regardless of whether or not you buy it. It improves on the original in every way, has a fantastic storyline, and actually takes advantage of the GameCube's abilities. With *Pikmin 2* in October, *Paper Mario 2* and *Metroid Prime 2* in November and this in December, the next few months are sorted. CUBE

INTRODUCING...

THE WARRIORS OF TIME

Ubisoft has at last told us a little bit about the characters that you'll meet in the game, so here's everything we have:

The Old Man
Unnaturally old and wise beyond his years. The King sought him out to look after and bring up his son the Prince. He is the Prince's mentor.

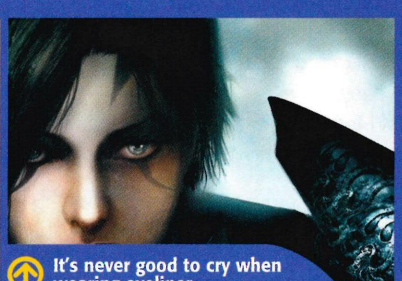
The Dahaka
A supernatural guardian of the Timeline. This immortal being lives in a black hole, but is incapable of travelling through water...

Empress of Time
Created eons ago by the Gods, she carries part of the Timeline within her and is extremely powerful. Knows how she will die and will do anything to prevent that event from occurring.

Shahdee
This ferocious servant of the Empress is charged with stopping the Prince from reaching the Island of Time. However, she has come to hate her maker and secretly schemes to kill her.



You're not scaring us, all in shadow. Um, mummy!

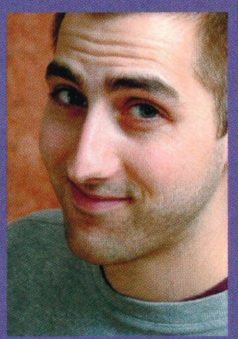


It's never good to cry when wearing eyeliner.



IN THE CUBE WITH...

JEAN-CHRISTOPHE GUYOT



POSITION: CREATIVE DIRECTOR
COMPANY: UBISOFT

CUBE: Can you tell us a bit about the enemies and the combat system?
JG: To have a very deep combat system, we need to offer players a large variety of enemies. Every enemy will have distinctive strategies: the ones that try to keep away from the Prince will require chasing, the small ones will swarm around you, some will run on walls, some will generate smaller enemies, some will explode, some will attack from far with projectiles, some will be sneaky and acrobatic, etc... Even standard fighting enemies will require the player to perform special techniques, depending of what kind of attack they can block or not.

Some enemies will have synchronized attack patterns. As their gameplay is distinctive, combining them is what brings the spice in the game. For example, after having beaten a standard fighter and a long range enemy separately, you'll have to fight them together...

CUBE: How does the Free-Form Fighting affect the gameplay?
JG: There are many options offered by the Free-Form Fighting system and it will be up to the player to define his own style in combat. Combat is definitively the main focus of this sequel and we want a lot of diversity and a real freedom. We want to bring movement into the fight sequences. For example, if the prince stays surrounded he will have a very hard time. He will have to use his acrobatics to escape from the circle of enemies and then attack them.

Depending of the enemy type, some attacks may or may not work. An enemy that blocks all regular "square button" attacks will require the player to go airborne over him or to grab him, or to use the environment, or a secondary weapon, or time powers.

Finally, the combat system is done in a way that after some beating, the enemies will enter a weakened state, then the player will have to perform special actions to finish them spectacularly: this helps preventing the "only one button" gameplay style. Heads will fly, bodies will be cut in half, both vertically and horizontally, you'll be able to strangle your opponents. Also when you throw a weapon on an enemy it will pierce him and remain in his body, leaving him harmless for a while.

CUBE: Can enemies be used to solve puzzles in the game?
JG: Yes, in several ways. First, of course, you can be fighting while solving a puzzle, but also you will be required to use the enemy to perform a given task. For example, one of the enemies "explodes" when he's killed, and you'll be able to use him to destroy things and by doing so you will resolve a puzzle...



CUBE SAYS...

FIRST IMPRESSION

■ After the complete farce that was the *POP/BG&E* PS2 exclusivity it's nice to see Ubisoft not only planning on releasing the GameCube version on time, but also pushing the machine on a technical level. Yanis Mallot is very proud of how the GameCube version is coming along, and he has every right to be. Come December you'll need to have this game. Ask Santa for it. CUBE

RAISE YOUR GAME...

NEW! LOOK!



ACTION REPLAY™ - Cheat System

BEST SELLER!

The only true cheat code system for GameCube™ comes packed with over 12,000 powerful codes that put you in control of the action.

Whether it's unlocking hidden levels in Zelda™ or giving you infinite cash in Pokemon® Channel, Action Replay™ makes the impossible possible. This best-selling cheat device is so easy to update, so you can always stay ahead of the latest games. Also included is the revolutionary FreeLoader™, allowing you to play GameCube™ games from any country, on any GameCube™ console.

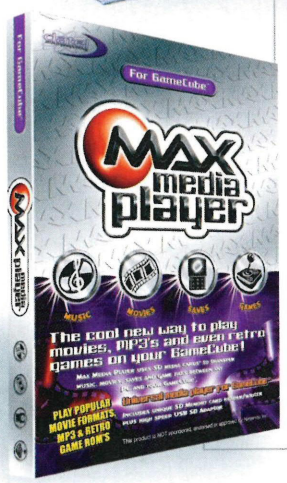
NGC BEST BUY

"It had to happen. The cheater's best friend is now available for GameCube™...this clever device has the potential to obliterate any world records you'd care to have a crack at. Some of the codes activate weird and wonderful special effects that can give you a reason to load up long-forgotten games. Codes for newer titles can be added as they appear on Datel's codejunkies.com web site, which is generally very quickly... a remarkable piece of programming."

NGC - BEST BUY AWARD WINNER

ACTION REPLAY £19.99

PACKED WITH 100% UNOFFICIAL CHEAT CODES FOR 100% UNLIMITED PLAY!



MAX MEDIA PLAYER™ - Universal media player for GameCube™

THE COOL NEW WAY TO TRANSFER AND PLAY MOVIES, MP3's, GAMESAVES & EVEN RETRO GAMES.

MAX Media Player™ is the cool and new way to transfer and play movies, MP3 music, game saves and even retro games on your GameCube™.

Use standard SD media cards* (*available separately) to transfer your data between any PC and your GameCube™ console. With one 256MB SD card* you can watch over 3 hours of AVI movie footage. The supplied software makes it all so easy.

Play retro Genesis/Megadrive games with MAX Media Player's™ unique emulator function - direct from an SD card*! MAX Media Player™ is also perfect for budding programmers, allowing you to load and execute your own creations.

MAX Media Player™ comes complete with an SD Media Adaptor which fits into a GameCube™ memory card slot.







MAX MEDIA PLAYER £19.99

100% UNOFFICIAL

NEW!

MAX MEMORY 128Mb™ - Memory card for GameCube™

With over 2000 blocks of save data, this 128Mb monster is the biggest memory card in the world- *but it doesn't cost the Earth!*

100% SECURE

32 TIMES BIGGER *THAN A STANDARD MEMORY CARD*



INCLUDES BONUS DISC

JAM-PACKED WITH POWERSAVES FOR THE BIGGEST & BEST GAMECUBE™ RELEASES

MAX MEMORY £19.99

ARE *YOU* PLAYING WITH THE WORLD'S BEST GAMING GEAR?

for more information visit:
WWW.CODEJUNKIES.COM

PLACE YOUR ORDER NOW!

☎ 0845 6010015

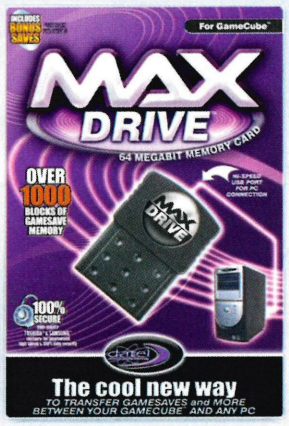
LINES OPEN MONDAY TO FRIDAY 8am-7pm, SATURDAY 9am - 3pm

WWW.CODEJUNKIES.COM

BY PICKING UP OUR EXCITING NEW ADD-ONS!

FOR GAMECUBE™

NEW!



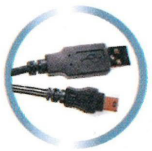
MAX DRIVE™ - 64 Megabit memory card

PLUS HI-SPEED USB PORT FOR PC CONNECTION

Max Drive is the cool new way to transfer gamesaves and more between your GameCube™ and any PC. Works as standard memory card with ***over 1000 blocks of gamesave memory!*** Even stores large gamesaves that don't fit on any regular memory cards. Connect to a PC to download levels, top scores, characters, and more via Max Drive's unique hi-speed USB PC connection.



Hi-speed USB port for connection to PC.



USB cable included to connect Max Drive™ to your PC



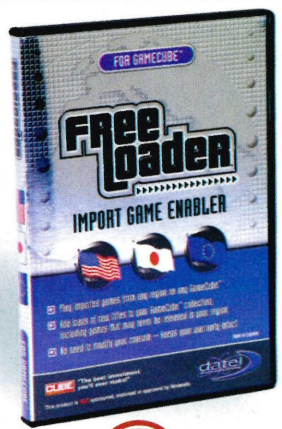
Share your files across the web. Download the latest gamesaves.

INCLUDES BONUS DISC JAM-PACKED WITH POWERSAVES FOR THE BIGGEST & BEST GAMECUBE™ RELEASES

100% UNOFFICIAL

MAX DRIVE £19.99

FREELOADER™ - Import game enabler



Play GameCube™ games from any country, on any GameCube™ console.

No need to modify your console! FreeLoader™ is fast and easy to use – simply load the disc before you play any game from another region.

Summary of features:

- Launch and play imported GameCube™ games from any region
- No need to modify your console – keeps your warranty intact
- Add loads of new titles to your GameCube™ collection, including games that may never be released in your region
- Play US and Japanese games on a PAL GameCube
- Play PAL games on a US or Japanese GameCube™
- Fast and easy to use

NGC BEST BUY "a lot better deal than an imported GameCube, and it effectively does the same job…a must-have."

FREELOADER £19.99

ADVANCE GAME PORT™ - Play Game Boy® Advance games on your TV!

GREAT VALUE!



Play your Game Boy® Advance/SP games on your TV! Simply slot AGP's cartridge **into your GameCube™** console, insert a GBA game cartridge, and start playing your favourite games in seconds.

AGP is small, portable and lightweight, and it's so easy to use - just plug in and play. AGP is compatible with Pokémon® - it even maintains your real-time clock and save positions.



SPECIAL FEATURES

ZOOM RIGHT INTO THE ACTION, WITH AGP'S™ ZOOM FEATURE YOU CAN MAGNIFY THE MAIN PLAYING WINDOW. WITH AGP'S™ UNIQUE SNAPSHOT FEATURE YOU CAN SAVE YOUR EXACT GAME POSITION IN ANY GAME. - EVEN IN GAMES THAT DON'T PERMIT SAVES!!

*"...probably the **cheapest route to GBA playing you can get...** this player is a good choice."*

Nintendo OFFICIAL MAGAZINE UK

*"Smaller and **cheaper** than **Nintendo's Game Boy® Player.**"*

Games Master

PLUS Use your GameCube™ to create stunning Game Boy® Advance & SP cheat codes – just like the pro's!

AGP £29.99

POWERBOARD™ - Perfect for online games

PERFECT FOR USE WITH PHANTASY STAR ONLINE™ III C.A.R.D. REVOLUTION™ & PHANTASY STAR ONLINE™ EPISODE I AND II

Whether you want to chat in Phantasy Star Online™ or halve the time it takes to enter new Action Replay™ cheat codes, this full-size computer-style keyboard is the number one choice of gamers all over the world.



100% COMPATIBLE WITH ACTION REPLAY™

POWERBOARD £19.99

FREE POSTAGE AND PACKAGING ON ALL ORDERS

*UK mainland orders only. Please allow up to 4 working days for delivery. Other delivery options available, please call us or visit the website for prices. Some products may not yet be available, please check availability. Prices correct at time of going to press, we reserve the right to change prices and special offers without prior notification. E&OE. Prices include VAT. Codejunkies Direct is a trading name of Datel Ltd, Stafford Road, Stone, Staffordshire ST15 0DG. Datel Ltd has been trading since 1983. GameCube is a trademark of Nintendo Inc. Final Fantasy: Crystal Chronicles ©2004 Nintendo and Square ENIX Co.,Ltd. These products are NOT sponsored, approved or endorsed by Nintendo or Square ENIX Co.,Ltd.

Customer Services Hotline: Call **0906 550 1236** *(calls are charged at £1 per minute at all times - lines are open Monday to Friday 9am-5pm excluding Bank and National holidays. You must be aged 18 or over to call Customer Services)*. or write to Datel Direct Ltd, Stafford Road, Stone, Staffordshire. ST15 0DG.

VISIT CODEJUNKIES.COM for the latest in ADVANCED GAMING TECHNOLOGY

CUBE REVIEWS

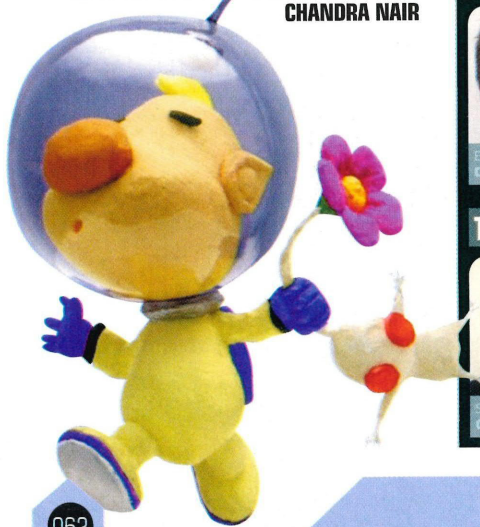
ISSUE THIRTY SEVEN

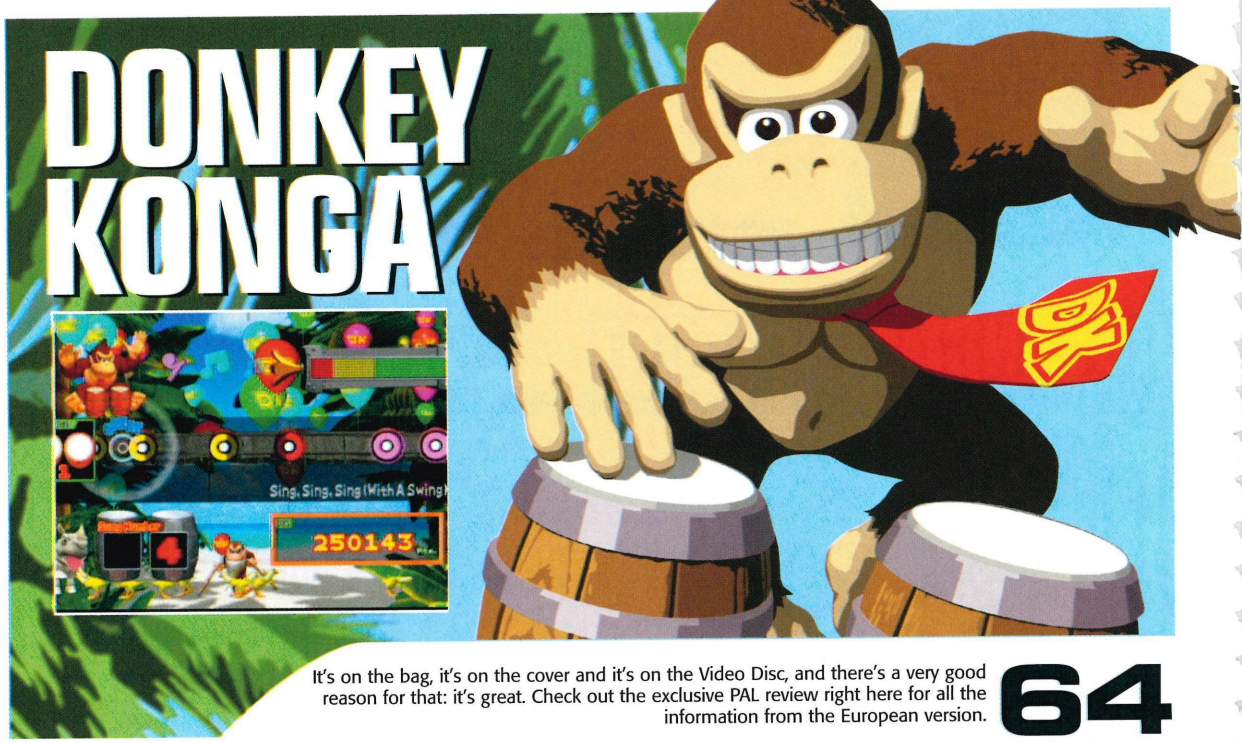
RIDE THE WAVE!

TOO... MANY... GAMES! Every September of every year we get inundated with new releases. We know it's coming, and you'd have thought that we would plan things a little better, but no: we still end up desperately trying to play through a dozen games in the space of three weeks so that you can read about them before they're sneaked into the shops. We can't have you unintentionally buying crap games now can we?

We've got three first-party titles for you. Sorry, we know that doesn't make your lives very easy, but like us, you knew this time was coming. It doesn't stop there though because all the EA titles this month are damned fine as well, especially *Def Jam*. Prepare yourself though because next month you've got *Zelda: Four Swords Adventures*, *THUG2*, *NFS Underground 2*, *LOTR: The Third Age*, *Virtua Quest*, *Paper Mario 2* and *Street Racing Syndicate*. This year's Q4 line-up is phenomenal, possibly the strongest ever, and if Nintendo markets the machine properly this could well be the holiday season that changes its fortunes in the UK.

CHANDRA NAIR





It's on the bag, it's on the cover and it's on the Video Disc, and there's a very good reason for that: it's great. Check out the exclusive PAL review right here for all the information from the European version. **64**

CUBISTS

First Byron. Then Steph, and now Gary has left us. All since Miles has been in charge. What's he really like to work with?

MILES GUTTERY



EDITOR, CUBE

FOR ME, MILES has always been an inspiration. A true gentleman and the sort of person you'd follow over the top and into battle. What a fellow, yeah, I hope my kids turn out like him, for real!

CHANDRA NAIR



DEPUTY EDITOR, CUBE

WHAT, YOU WANT me to be polite? Hang on a sec... (five minutes later)... his taste in music sucks, and his opinion on what makes a good haircut leaves a lot to be desired, but you've got to love him I guess.

RYAN KING



STAFF WRITER, CUBE

HAVING ONLY JUST got here and been given no time to get to know Miles, before getting swamped under tons of work. I've already been insulted by him and he's given me the worst chair... I'd say yeah, he's okay.

TIM EMPEY



SUB EDITOR, CUBE

ASIDE FROM THE bad taste in rock, ignoring his cowboys boots, and by choosing not to hear the requests for cups of tea (which he never gets, not from me anyway), he's good, bought me a pint.

LIZ MORRIS



NEWS EDITOR, CUBE

FOR STARTERS HE gave me a job so I can afford to eat occasionally and he doesn't let things like fashion or taste dictate his life. But who are we kidding? Chandra's the boss of everyone...

LEWIS SOMERSCALES



DESIGNER, CUBE

MILES WHO? IS that the guy who sits next to me? He keeps calling me Steph then appologising and crying. Strange. That's why I keep my headphones on all day. It's best for all concerned, I feel.

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

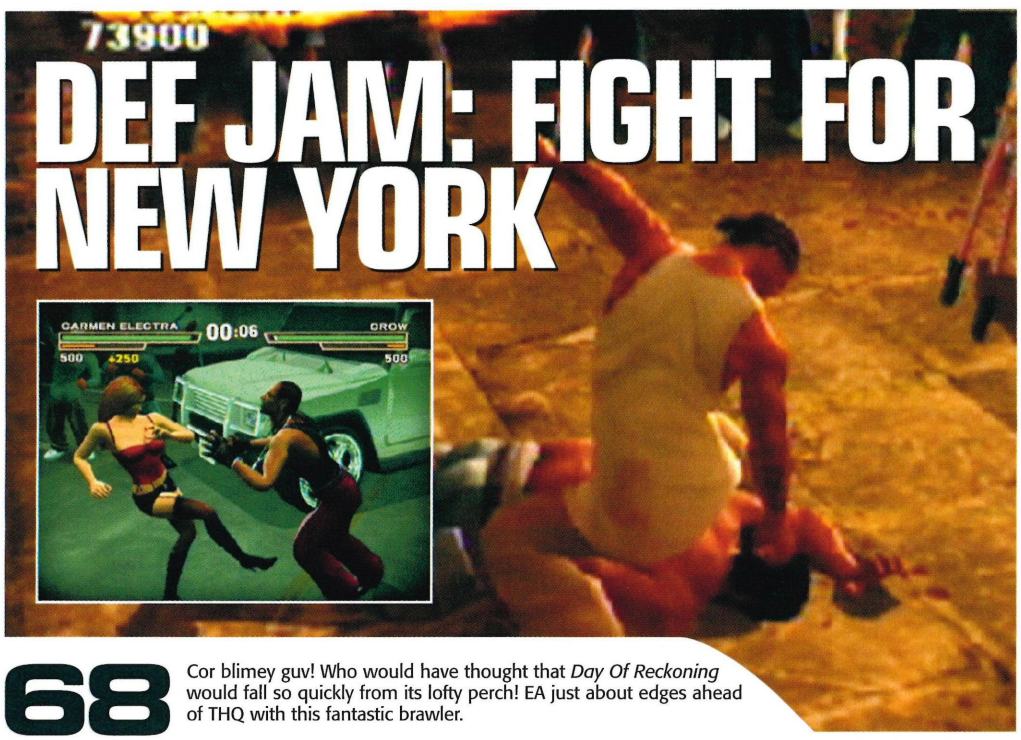


PIKMIN 2

70 It was phenomenal in Japanese and it's just as good in English. The little people are unleashed in the UK!

TERMINATOR 3: THE REDEMPTION

74 We never really held out much hope for this one. The final codes has moments where it's nearly good... but not quite good enough.



DEF JAM: FIGHT FOR NEW YORK

68 Cor blimey guv! Who would have thought that *Day Of Reckoning* would fall so quickly from its lofty perch! EA just about edges ahead of THQ with this fantastic brawler.

TIGER WOODS PGA TOUR 2005

76 Well what do you want us to say? It was superb last year, and surprise-surprise it's superb this year. But, you know, it's golf, innit?

ANIMAL CROSSING

78 It's testament to the magic in this game that all this time after the Japanese launch, we still love it. Fantastic.

NHL 2005

80 Okay, we're bored now. Another EA Sports title, and guess what: it's really good. What do you want us to say? Ice, pucks, yadda-yadda.

TALES OF SYMPHONIA (US)

82 We really enjoyed the Japanese version of this game, but alas, the English translation reveals a less-then-stellar storyline.

POWER PRO BASEBALL 11 (JAP)

84 So there's been 11 of them you say? And they're good but they haven't really changed that much over the years you say?

GPX CYBER FORMULA (JAP)

86 When you're coming out on a format that has the likes of F-Zero and XGRA, you have to do something special. GPX doesn't.

WHAT DOES IT ALL MEAN?

If you're feeling a bit daunted by all the information we've got on offer, don't panic - it's pretty easy to find what you need once you know where it all is...

INFORMATION
This is the place to look for all the essential statistics on the game including release dates, players, publisher, developer and whether or not you can watch movies of the game in action on **TotalGames.Net**.

COMMENT
The reviewer's frank and honest opinions on what he or she thinks of the game will be right here. You'll be needing this to make up your own mind...



BOXOUTS
If you want more detailed information on what the game's all about, or hot tips on some of the tougher bits, the wide selection of boxouts are ideal for you.

2ND OPINIONS
If you're still not one hundred per cent sure whether you're going to take one expert's opinion, you'll find an alternative point of view right here.

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

THE BREAKDOWN

Sure, every game gets a rating nut do they really mean anything? Of course they do - here's a detailed look at what we're saying in those all-important numbers...

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 7.5 — **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 5.0 — **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 2.5 — **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.

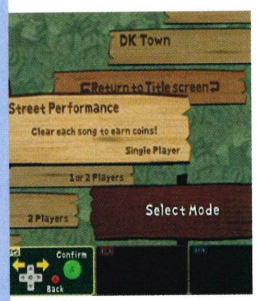
RATING 0.0 — **0.0 > 2.4**
It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!

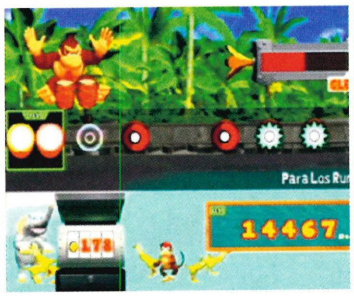


CALLUSES

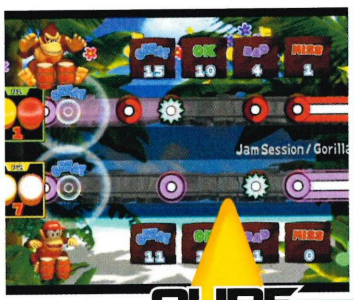
Make sure you get your hands ready for the bang-a-thon at the end of the multiplayer games.













CUBE

INFORMATION

DONKEY KONGA

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

STATS

- 31 ALL-NEW SONGS
- BONGOS
- NEW PLAYLIST
- MONKEYS!

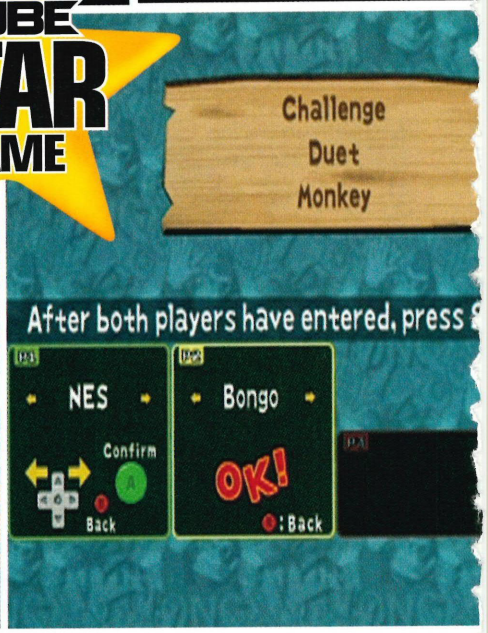


OUT NOW | TBA | OUT NOW

It's bangin'



CUBE STAR GAME



DONKEY

Finally, UK gamers get to bang their chests… uh, drums with joy



OKAY, it's kind of difficult to write this review. See, we've already dedicated six pages to this game back in Issue 28 when we reviewed the Japanese version. This usually wouldn't be much of a problem as when we're blessed with a European release there's so much more of the game to discover… but *Donkey Konga* isn't like that. Nope, once you've banged the drum once, it's safe to say that things aren't going to change. Of course, this doesn't mean that the game isn't glorious. *Tetris* didn't become dull after rotating the first block, after all.

You should know this by now, but the idea of *Donkey Konga* is to bang the supplied bongo drums in time to music. To do this, the game presents you with a scrolling timeline that gives you visual cues, telling you whether to bang the left drum, strike the right, pound both at the same time, or clap your hands. (Or if you're anything like us, and don't want to sting your delicate handies, knock the side of the drums.) It's simple enough to allow any limb-advantaged player to immediately start playing, and this is where the genius lies. If you're the sort of gamer who spends £36 on importing action figures that were given free with packets of prawn crackers in Japan, wastes countless hours tackling text-heavy RPGs in a language you don't understand, notebook in hand, likes to think that your average Square storyline is in any way profound and would rather listen to a video game OST than, y'know, 'proper' music then, well we don't like to pass judgement, but this is a social game. Like… it involves other people. In the same room. At the same time. They might even talk to each other. Look, we admire your dedication to videogames, but there's a whole world

SATURDAY NIGHT IN: If you've got no friends, then don't worry – Nintendo have included bots for you to play the multiplayer modes with.



KONGA

out there just waiting to be discovered. And yeah, some soundtracks are fantastic – *Chrono Trigger* springs to mind quickly. But… oh? Sorry. Back to the review.

Donkey Konga can be played by itself, sure, and it's a hell of a lot of fun, but we recommend that more than one player dons the bongos. See, when the different symbols scroll across the screen, signifying that your hands need to get busy, it's so much better when you're not the only person doing it. With up to four people, your drum hits will sometimes blend into each other, and other times dance in and out of each other's bars, creating a kinetic, tapping energy that's impossible to bemoan. You'll notice that the person sitting next to you will clap his hands as your left drum rolling takes a split-second break, and just as you start banging again somebody else will need to strike both of theirs at the

"WE RECOMMEND MORE THAN ONE PLAYER DONS THE BONGOS"

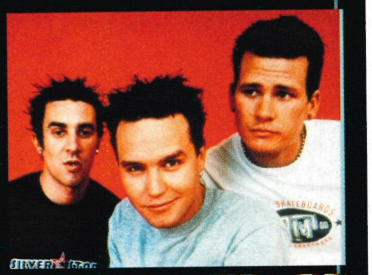


MUSIC REACH

MUSIC SOUNDS BETTER WITH YOU

Here's the list of all the songs present in *Donkey Konga*. Some will be available from the start, but the really interesting ones have to be unlocked using the coins you earn every time you play the one player game.

1. Lady Marmalade
2. Canned Heat
3. Don't Stop Me Now
4. Alright
5. The Locomotion
6. Dancing In The Street
7. Para Los Rumberos
8. Sing, Sing, Sing (With A Swing)
9. You Can't Hurry Love
10. All The Small Things
11. Oye Como Va
12. Louie Louie
13. 99 Red Balloons
14. The Impression That I Get
15. Busy Child
16. Tubthumping
17. I Want You Back
18. Cosmic Girl
19. Richard III
20. Wild Thing
21. September
22. Back For Good
23. Hungarian Dance #5 in G Minor
24. Turkish March
25. Super Mario Bros Theme
26. Donkey Kong Country Theme
27. Legend Of Zelda Theme
28. Rainbow Cruise
29. Super Smash Bros Melee Opening
30. Donkey Konga Theme
31. DK Rap





As you can see, the roster is wildly different to the Japanese release, so whether you buy this version is all down to which you prefer. But what's this? Nintendo, it seems, are too stingy to shell out for some licences! That's right – if you were looking forward to drumming along to Gary Barlow in *Back For Good*, or out-hairing Brain May then you're in for a disappointment. Instead you'll have to tap along to some two-bit impostor. For goodness sake, every other music game has managed to provide us with the real thing – what is it with Nintendo? Ah well, the impostors aren't that bad really, it just feels a on the cheap side.





"All the small swings, true care, truth brings."



GOT THE CLAPPERS

If your hands are getting tired from all that clapping, simply tap the side of the drums with your fingers instead. Hey! We don't consider it cheating! You still have to move your hands about, like...

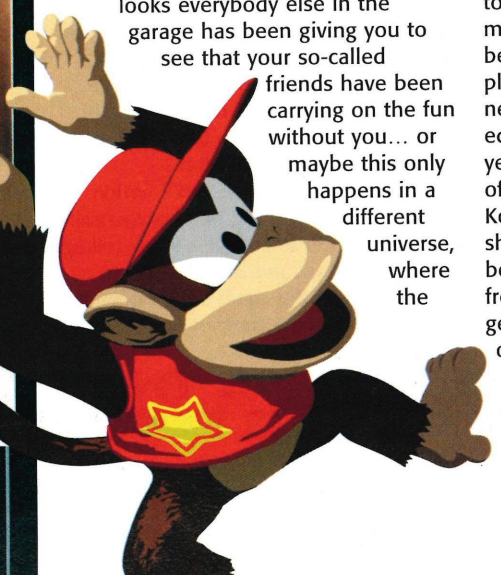






CONTINUED

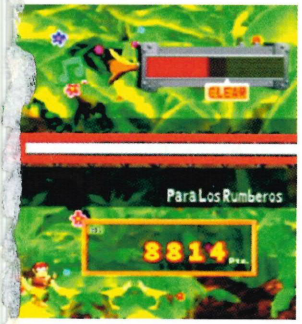
same time. Then as you finish, someone else will take over the drum roll. And so it goes on, over and over until you get bored or have to make a hand-cream run to the garage. And then you'll get back, out of breath and only beginning to recover from the strange looks everybody else in the garage has been giving you to see that your so-called friends have been carrying on the fun without you... or maybe this only happens in a different universe, where the cast of Friends played videogames instead of sniping at each other in a hideously trendy coffee shop all day. The truth is that we don't know. We don't get to play games like that. We have to play them in an office and suffer the annoyance of people pausing the game every three minutes to check their email, or the TV mysteriously turning off, only for it to be revealed that somebody stole the plug socket so they could test out a new wireless hub or something equally as interesting. But even then – yes, even with these hassles and lack of video gaming atmosphere, Donkey Konga stands head and hairy shoulders above anything else that has been played in recent months. (Apart from Burnout 3, but we won't be getting that, because...) It's the original game that we reviewed nearly 10 months ago (holy... what the? Where did that go? Somebody could have had a baby in that





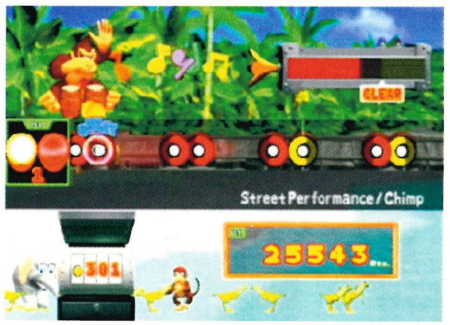
UNLOCK THIS: Not all of the songs are available at first. You'll need to get some practice in if you want to play along to pseudo-Kylie!

Try to keep the combo counter going up for points.



Non-stop action aplenty – one second you're hitting the one...

...then, wap! You attack the other, then clap! You, ahh, have to clap.



BEACH COMBING

ONCE UPON A TIME...

Believe it or not, there's actually a storyline in here. One fine day the Kongs are mincing about a deserted beach when they find a strange barrel washed up from the sea. Experimenting with it in the way that monkeys do (ie hitting it with things), they soon discover it to actually be a magical musical instrument that they soon christen the 'DK Bongos'. Obviously they then decide to start a band with the noble plan of becoming rich enough to afford all the bananas they could possibly want. It's up to you to end this story, and possibly Donkey and Diddy Kong's hearts a few years early by allowing them to achieve this ode to Elvis and his burgers by actually doing their job for them. Still, it wouldn't be as much fun if the game consisted of you sitting there watching a monkey learn rhythm, would it? Well thinking about it...



"DK STANDS HEAD AND SHOULDERS ABOVE ANYTHING PLAYED IN RECENT MONTHS."

amount of time. "Life is something that happens while you're busy making other plans." John Lennon couldn't sing for toffee, but he had his head screwed on when he said that (Get the hell on with it – Ed)) and since then we've had the sequel, in Japan at least, which is much, MUCH better. But if you've not got a Freeloader, or can't handle the idea of going through menus in Japanese (c'mon, what's the matter with you? Too chicken?) then here it is. And it's as awesome as ever.

Actually, Donkey Konga isn't completely perfect. As well as the scrappy graphics (okay, they need to be simple to keep the game playable, but that doesn't excuse some of the woeful animation), when playing each other, at the end of a song you get to perform a massive drum roll, and no matter how well you've been doing, if the other player gets more hits in than you do at this point, they will win. End of. Unbalanced isn't the word for it. So kids, remember: it's only a game. Don't take things too seriously. The only other complaint that could be levelled against this game is that it isn't like the Bemani dancing games in that you can always improve how you play. Because of its limited nature – bang drum, clap, bang drum, bang, bang, bang – you simply can't achieve the kind of uber-skills that lead to internet video downloads of 14-year-old girls successfully completing 300 BPM songs while standing on their heads. But what the hell – this is pure, simple enjoyment and if you have any love for videogames, and don't like to get bogged down with the kind of elitist nonsense that the industry has been plagued with since the average gamer found a voice through message boards, then buy this, make some friends, open a bottle of plonk and enjoy life for once. After all, we're not around for long, so stop complaining and make the most of it.

GARY

CUBE VERDICT

DONKEY KONGA

CLAP-HAPPY FUN

VISUALS Simple and clear, but sometimes scrappy.

AUDIO Ignoring the licensing issue, perfect!

GAMEPLAY The best a monkey can get.

LIFESPAN If you have friends, a very long time indeed.

ORIGINALITY We're banking on you not having played *Taiko no Tatsujin*...

2ND OPINION

GIMME SOME SKIN!

"Drum skin that is. I prefer the original songs though. Banging away to covers of Supergrass and Blink 182 doesn't feel right at all."

TIM

ALTERNATIVE

Like the first game, but with loads more to it. If you've got a freeloader, you're best off buying this instead.



DONKEY KONGA 2

Reviewed: 35 CUBE Rating: 9.2

FINAL SCORE

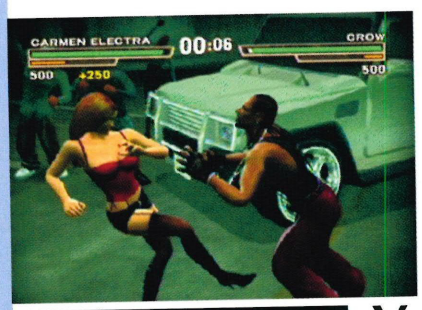
9.0

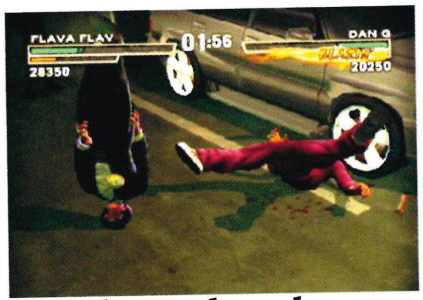
AMAZINGLY GOOD FUN, BUT OVERSHADOWED BY ITS SEQUEL

BLAZIN'

When you're Blazin' your character really doesn't hold back... that's gotta hurt *wince*.
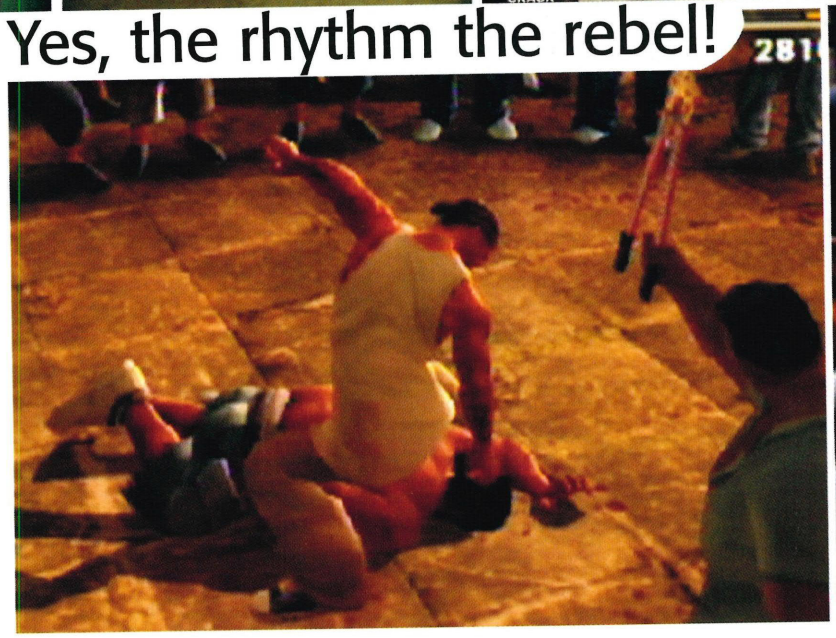






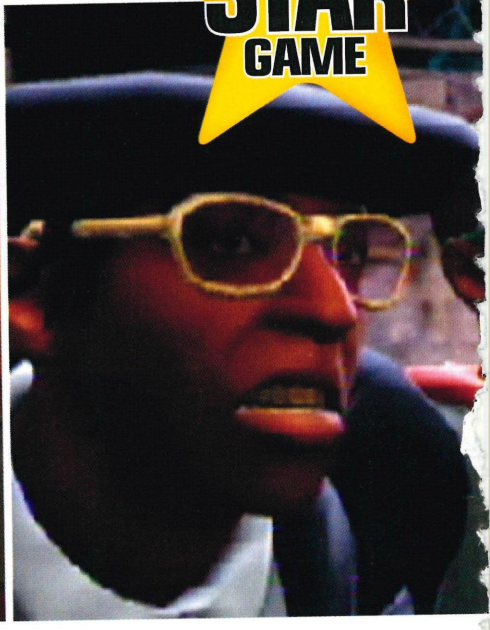




CUBE STAR GAME

Yes, the rhythm the rebel!





DEF JAM: FIGHT FOR NY

CUBE

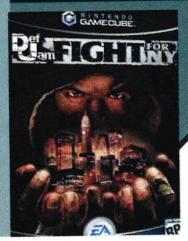
INFORMATION

DEF JAM: FIGHT FOR NEW YORK	
PUBLISHER:	EA
DEVELOPER:	AKI
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	8 BLOCKS

STATS

- NEARLY 70 STARS
- ABSOLUTELY BRUTAL MOVES
- 4-PLAYER BATTLING
- PLAY AS FLAVA FLAV!

OCT '04 | TBA | OCT '04

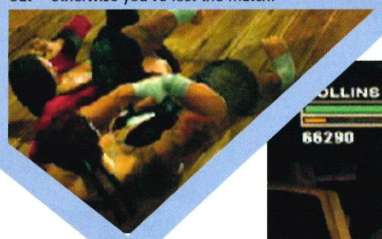


Beat up Sean Paul as Flava Flav. Does it get any better?

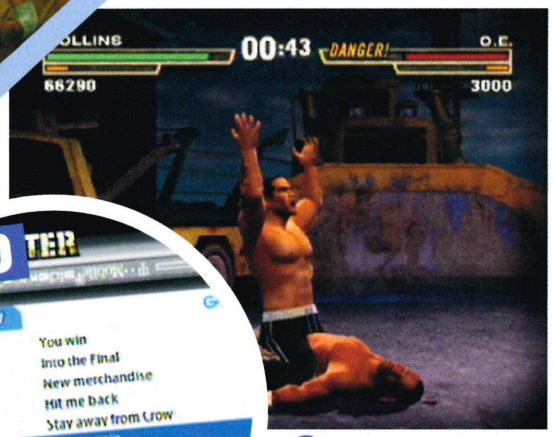


WITH THE Def Jam licence it would be very easy to dismiss this as some pappy rubbish. But don't. The first game was pretty damn good, but didn't set the world alight, but this will. It's faster, harder, dirtier, louder, and quite simply, the most brutal beat-'em-up we've ever had the joy of playing. In fact it's more than brutal – it's downright vicious. And smack our head repeatedly into an iron girder if it isn't fun. The set-up works much the same as Aki's other wrestling games. You can kick, punch, grapple, throw, jump and pull off the occasional special, all with the aim of pummelling your foe's energy bar down to the danger zone. Once you've done this, you have to KO your opponent, which is achieved either by smacking them round the face with a weapon, performing a Blazin' move (your Blazin' bar is filled a little every time you mix up your attacks or do something special. Once Blazin' mode is activated, you have to grab your enemy and flick the ⊖-stick to pull off something nasty), a flying kick, a special move or via submission, where you break somebody's arm, leg or strangle them. It's a simple game at its heart, but the sheer amount of variety in the characters, the overwhelming number of attacks to learn and the typically flawless EA presentation makes this a game to remember.

But back to what we really want to talk about – the Blazin' moves. Ouch. You've not really played a beat-'em-up until you've seen somebody kicked in the back of their knees by a member of the watching crowd, causing them to bend outwards, their crotch meeting the end of an already swinging boot. And this isn't just a normal kick you know. The deliverer of this lowest of blows will take a step back, spring forwards and really give it some. You can hear the wind whistling through his baggy jeans. And when it connects – first there's a cracking noise, then the receiver grunts and falls to his knees. And oh my God – his feet do that wiggling thing and his knee jerks about and his stomach crunches up. This is something only a male can relate to, but believe us, girls – it's realistic. All too realistic. And how about watching somebody first having both arms broken, then being roughly hauled up by what used to be their arms, then having their back broken over somebody's knee, so they tumble to the floor, then being kicked in the head with such ferocity that their neck snaps backwards. Or that one where their face is smashed into a chain-link fence over and over again, then as they slump forwards weeping, they're grabbed by the back of their head and their face is rubbed roughly across the



HOLD ME: When in a hold like this, tap any button as fast as you can to fill the bottom bar before the top bar runs out – otherwise you've lost the match!



Henry Rollins – hardest man in the world. FACT.



IT'S GOOD TO TALK

After every match you'll receive a load of messages, some acting as a story narrative, others giving you hints on how to get the most from the game. Try to ignore the blatant advertising...



"Flavor – a rebel in his own mind, supporter of my rhyme...

...designed to scatter a line of suckers who claim I do crime."

fence, left and right, left and right, leaving bloody trails and a room full of grown men cringing while watching through their fingers. Really, we've never seen anything like it. It's just utterly, UTTERLY nasty. Even a simple move like being bottled in the face will make you question the work ethics of those who recorded the sound effects.

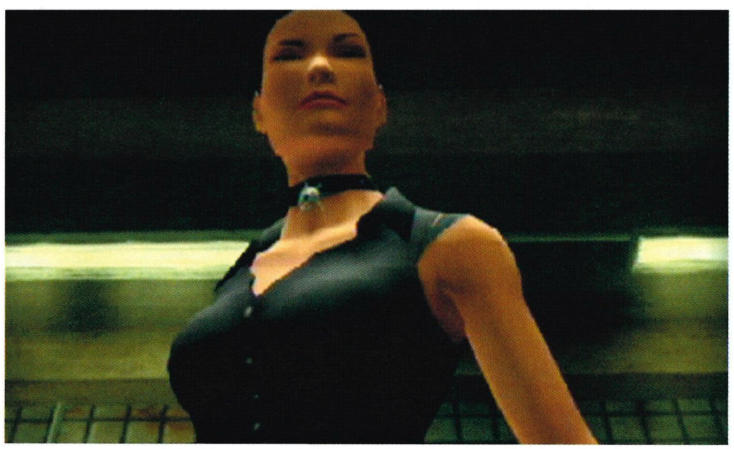
But enough of that – we know it's violent. There's more to the game than that. As well as looking absolutely, completely gorgeous (really, these screens do not do it justice at all, you need to see it with your own eyes) and sounding nasty, there are loads of features to play with. As hinted at earlier, you've got the crowd. Not only will they cheer and scream, but you can push – or indeed be pushed by – your victim into them, where they'll hold the person by their arms to give you an easier target. And they'll hand you weapons! Cheers! There's also the environments – you can smash people's heads into jukeboxes, throw them into lights, break their necks against girders, hold them against a car and knee them in the skull, leaving dents in the car bodywork, chuck them out of windows and under a train. You've also got a ton of multiplayer modes to play with up to four players, the usual create-a-fighter mode to mess around with, a massive selection of clothing, arenas and fighters to unlock (although there are no Run DMC-style Adidas tracksuits! Shocking...), four different fighting styles – street, wrestling, martial arts and kickboxing – and... and... oh you just know the review has been leading up to this epic moment... you can unlock and play as Flava Flav! OH YES. Because of the dispute between Def Jam and Public Enemy we weren't sure if you could... but he's there! With his clock! And when he enters Blazin' mode, while most people shout out ARRRGGHHH or something equally forgettable, well, you just know what Flava shouts out. Don't you? YEEEAAAHHH BOOOYYYYEEEEEEE! So, so awesome. Completely. The game is a marvellous one in its own right, but with the added Flava in there, you just have to buy this.

GARY

HEY LADIES!

THEY JUST WANNA HAVE FUN

As well as flatteringly-rendered versions of people like Ice-T, Method Man, Snoop Doggy Dog and so on and so forth, you've also got a selection of girls to play as, including the likes of Carmen Electra and Lil' Kim. These ladies are just as hard as their male counterparts, delivering all of the same painful kicks and arm-breaking holds without holding back. But, BUT, what's this? When you smash a bottle into a man's face he'll bleed. When you do the same to Carmen Electra her beautiful smooth skin will stay exactly so. Why is this? Are we the only ones who find this patronising? Now, hitting anybody is wrong. Violence, as Hari Seldon said, is the last refuge of the incompetent. But this is a videogame, you know... and if these ladies want to be in it then surely they've got to receive the same treatment as the men? We don't need to be told that hitting girls is wrong, and we don't need it to be insinuated that they're the weaker sex. Because if Lil' Kim delivering an uppercut to Ghostface Killah's balls is anything to go by, they most certainly aren't.



"WE'VE NEVER SEEN ANYTHING LIKE IT. IT'S JUST UTTERLY, UTTERLY NASTY"

CUBE VERDICT

DEF JAM: FFNY

FANTASTICALLY PAINFUL SMACKFEST

VISUALS
Rock solid ,smooth as you like and so, so painful.

AUDIO
Lots of Def Jam samples and beats, and cartilage ripping effects.

GAMEPLAY
Occasionally frustrating, but never faulty.

LIFESPAN
The battle modes will keep you playing for hours.

ORIGINALITY
Wrestling with a twist. For a second time.

ALTERNATIVE



The first decent wrassler on the GameCube. But *Def Jam* is better... just.

WWE: DAY OF RECKONING

Reviewed: 36 CUBE Rating: 9.1

2ND OPINION

BUST IT! "Leaving out most of the actual wrestling but salving on so much violence and including Henry Rollins makes this more fun then *DOR*, boyeeeeee!"

TIM

FINAL SCORE

9.2

ACTUALLY, THIS IS THE BEST BRAWLER ON THE GAMECUBE

JUNK IT

There's loads of stuff that can be used to pay off your debt: polish, discs and fruit. Easy money!



Making good use of the... PIKMIN 2

CUBE

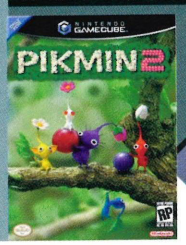
INFORMATION

PIKMIN 2	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	27 BLOCKS

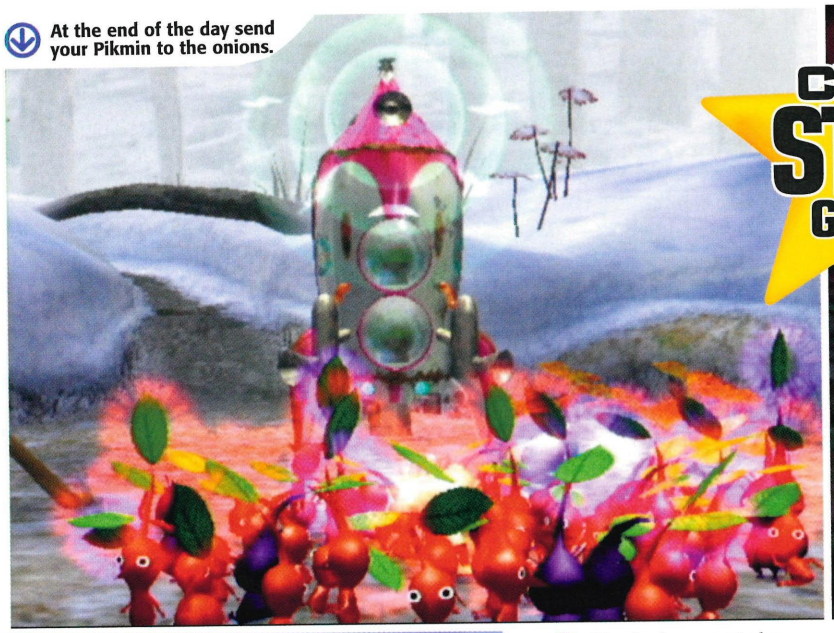
STATS

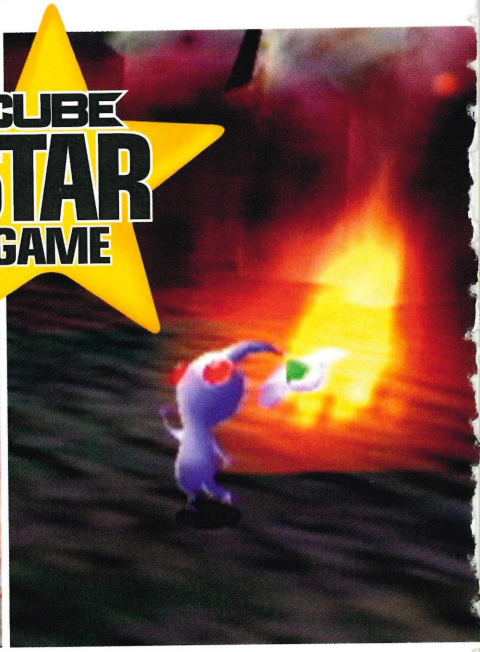
- COOL PURPLE PIKMIN
- SCARY WHITE PIKMIN
- TWO PLAYER DEATHMATCH
- TAKES LONGER TO COMPLETE

OUT NOW | OUT NOW | OUT NOW



At the end of the day send your Pikmin to the onions.





Wonder how vegetarians feel after playing this.

...things that we find, things the everyday folk leave behind

GARDENING sucks. All that planting, all the waiting thereafter and then the utter disappointment when you find out the birds have eaten all your seeds. So get off your mud-caked knees, take off those scratchy gardening gloves and come in, come in because there are much better things to do involving plants and wildlife right here on the GameCube.

The original *Pikmin* made you feel like a child, all wide-eyed and innocent. The concept of slavery never even entered your head because the wee Pikmin were always so happy to do your bidding – it was like growing your own friends. Which made it so hard to take when they were cruelly killed or accidentally drowned due to careless ⊖-sticking. *Pikmin 2* differs – it's like when a pop princess releases her second album and describe it as 'more grown up and sexier', usually that means less clothes



EGGSTACY: If you see an egg, smash it open. The Pikmin will slurp down the yellow goop inside and sprout flowers from their heads, and it makes them run faster.



PUFF THE MAGIC

MUSH-ROOM
On some of the levels this bizarre fungus is rampant. Kick it enough and it'll disappear letting the berry producing plants thrive. These then give the sprays. Super!





Sometimes you'll need to separate the Pikmin.



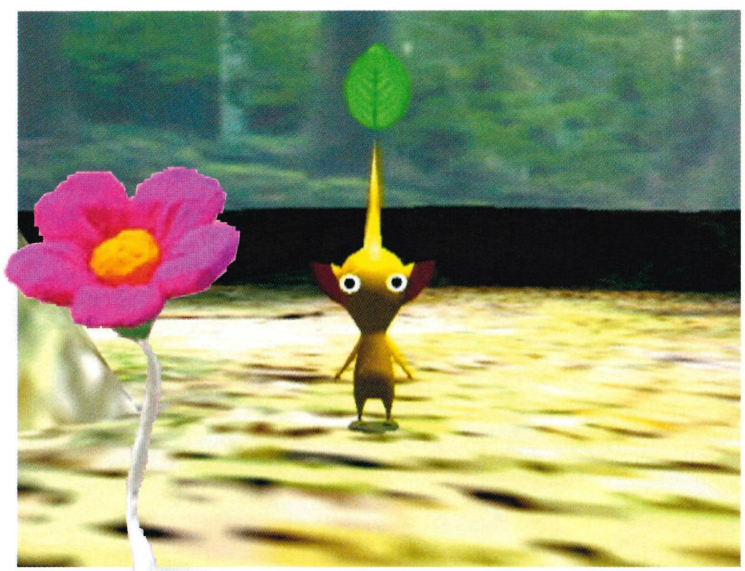
A pretty good fighting team – purple and red Pikmin.

If you whistle for him the fire will go out. Phew! Saved one.

TAKE YOUR PIK

TWO NEW PIKMIN - ONE FAT, ONE THIN

New to *Pikmin*? Here's the breakdown – the Pikmin now come in five flavours:
Red: Your standard attack Pikmin. The only Pikmin that can withstand fire so use them for taking out fiery traps and fire breathing enemies. You always have loads of these.
Blue: The opposite of the Reds in that they don't start screaming when they touch water, they love the stuff. Take them through water to make bridges for other Pikmin.
Yellow: Lighter and weaker than the others but they deflect electricity like a rubber boot. You can also throw them slightly higher to reach higher ledges.
Purple: With the strength of 10 Pikmin these guys are the heavy weights. Great for carrying dead bodies and treasure, and for slapping the face off enemies.
White: The albino Pikmin are immune to poison. Even better though, when they die they release a cloud of poisonous gas that knocks off a considerable lump of an enemy's energy. They also dig up buried treasure.



and more cleavage. In *Pikmin 2* it means small, white, gaseous Pikmin and big, fat kick-ass purple Pikmin. And that concept of slavery? That's right at the forefront of your mind due to the entirely capitalist nature of your mission…

After collecting all the ship parts (and getting the Good ending of course) Olimar returns to his planet home to find things are all messed up, fiscally. The intergalactic delivery company Olimar works for has gone bankrupt and even after they've sold Olimar's spaceship there's still the staggering debt of 10,000 Pokos to repay. So you and your fellow employee, Louie, fly back to the Pikmin planet in a rust bucket of a spaceship to collect 'treasure' to repay the debt.

This time you know what to do and you get on with harvesting Pikmin straight away. You quickly get to grips with switching between Olimar and Louie, multitasking effectively by having one taking down walls or completing bridges the other group is defeating and collecting the dead husks of enemies and creating even more Pikmin. Then you find a dungeon.

The levels are not just the beautiful garden environments they appear to be – these levels have holes, dark holes, with nasties in them. They're also where the purple and white Pikmin live, where some of the best 'treasure' is and where some really nasty bosses lurk. And traps. Thankfully though before you enter a dungeon you can see what kind of traps there are and plan which Pikmin to take down there. But really, take them all, 100 of them. Because once you're down there you can't make any more and you'll lose most of what you take with you – it can be a harrowing experience. But in another of Nintendo's long line of user friendly interfaces, the game autosaves after each floor. Did you cock it up by say running all your blue Pikmin into a Fiery Blowhog? Never mind, just reset and attack it with reds, it's all very quick to load again and lets you tackle the dungeons floor by floor.

Some of the treasures you find, among the ship parts and the stuff that is purely for money, give you extra abilities. The Nintendo Love Tester for instance will

"THE LEVELS ARE NOT JUST THE GARDENS THEY APPEAR TO BE"



HOW HARD?

PRETTY DAMN HARD

In the original *Pikmin* you had your 30 days to complete the game, but there's no such time limit here. Once you have enough Pokos you fly back to Olimar's home, only to be sent back to collect even more money. And then it gets really difficult. The dungeons get deeper until you're facing one with 15 floors that needs each type of Pikmin, so you take 33 of each hoping that there will be some flowers to transform your 'min into the purple and white ones. Of course, they all get slaughtered.

It's daunting, but it has to be done. Unfortunately we haven't done it yet. Tim, who is now writing in the third person and is feeling a bit funny about it, took home the NTSC version ages ago and still can't complete it. "Soon," he tells himself, "but at least I found that funny looking leaf." Remember kids winners don't use drugs.









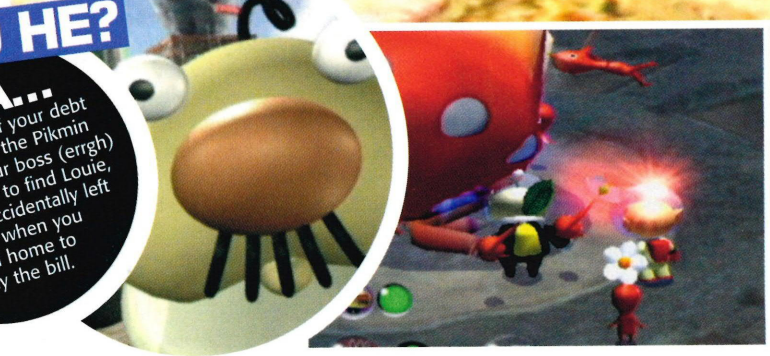
WHO HE?

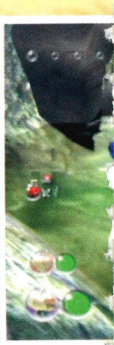
IT'S-A...

After paying off your debt you return to the Pikmin planet with your boss (errgh) as you set off to find Louie, who was accidentally left behind when you raced home to pay the bill.



You need loads of Pikmin but this opens up the map.





CONTINUED

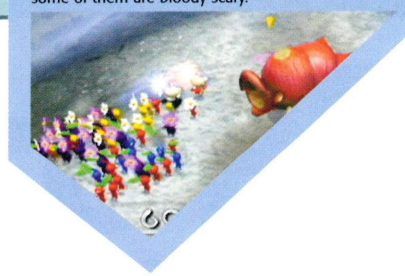
detect buried treasure – if the needle is in the red then get a load of white Pikmin over to that spot and they'll start scrabbling at the ground with their tiny claws until they unearth something. Later on there is a robotic arm to be attached and this lets you help your Pikmin beat things up from a slight distance rather than the Glasgow kiss that Olimar and Louie start off with.

Back to the slavery – it's not a criticism, just an observation – there is a sense of detachment from your legion (because they are many) of radishes. It's as if they have just become numbers this time, especially in the dungeons as you watch their population dwindle until you're unsure whether you'll be able kill the boss let alone have enough Pikmin to pick up the treasure the boss leaves behind. And when you've battled your way through seven floors only to find you're one Pikmin away from completing the dungeon by getting that treasure back, it can be incredibly frustrating – still, reset, try again, maybe one less will get stomped/eaten/ripped apart like a jellybaby.

It's not always like that though. As you wander about the proper levels you start to notice those little details that make next-gen games so beautiful. Sunbeams pierce the leafy environments, the cruel, cruel water dapples innocently against the banks, dandelions lose their seeds if you brush past them, the seeds then get caught on updrafts and float off in their inevitable quest to impregnate the ground.

But if you don't use the extreme close-up view, which makes navigating very difficult so it doesn't get used much, you'll miss out on all the cuteness of the Pikmin themselves. They sing, they dance, they run as fast as their little legs can carry them, and when they are carrying something and you witness that funny Can-Can walk they do – your heart can melt. On a

MONTROUS: Because you and your Pikmin are only about three centimetres high – everything is your enemy, and some of them are bloody scary.



couple of occasions that we seemed to be racing them too, Olimar can run at a fair rate but there was one plucky red Pikmin looking at him as it kept the pace, looking up at him as if to say: "Yeah look at me, I'm am the coolest." So we threw him in a puddle.

Berries! Haven't mentioned the berries yet. Two types, one red, one purple, collect ten of them and you can spray your Pikmin with the red ones to make them run and work faster. The purple spray meanwhile freezes enemies for a brief period, but when you're faced with Pikmin chomping monsters everywhere, any advantage you can take is necessary. Of course using the two at the same time does make taking out the larger monsters easier, but it can take a while to make new sprays.

Pikmin 2 is an infectious game, once you complete a dungeon or drag a piece of treasure back to your ship you have to find out what's next. Whether it takes you a day to figure out just how to get your yellow Pikmin past the water to that electric gate and then takes another day to actually do it, we're talking about serious sessions in front of the telly. But that's exactly what you want isn't it? Something to sink your teeth into, not something you play casually.

The fact that this is now in English doesn't matter too much – hence the same score as the import review – though it is nice to read all the information on the monsters and the everyday things that you find.

Pikmin 2 is full of strategy and resource management, it's just all wrapped up in Nintendo excellence.

TIM

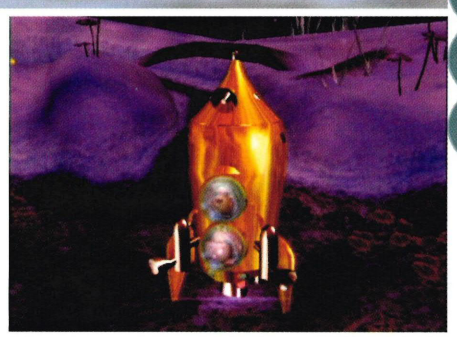


Olimar, king of the Pikmin, treats them like serfs too.



Once you pay off your debt you return to the planet in this shiny ship.

The red Pikmin had a breath-holding competition. They all lost.



MARBLE MADNESS

BRING A FRIEND, STEAL THEIR STUFF

Unfortunately the Story mode is not co-op but the challenge mode is! You and a mate can tackle a dungeon and try to clear it in the quickest time. You can do it on your own too, and if you get through them all without losing a single Pikmin then you'll unlock a special movie revealing how the company went bankrupt.

But friends fall out and fight, and Pikmin caters for hatred too. In the Versus mode you fight over marbles. You can win by taking five of the marbles dotted around the level or nab your mate's coloured one for an instant victory, if you can get it back to your Onion.



"BACK TO THE SLAVERY – THERE IS A SENSE OF DETACHMENT FROM YOUR LEGION (BECAUSE THEY ARE MANY) OF RADISHES"

CUBE VERDICT

PIKMIN 2

STRATEGY WITH FLOWERS

VISUALS
How can radishes be so expressive? Gardens to make Titchmarsh proud.

AUDIO
They sing, they chirp, they squeal in pain, lovely.

GAMEPLAY
We plant the seed, nature grows the seed and a Bulblax eats the seed.

LIFESPAN
Clearing the debt takes long enough, but wait – there's more...

ORIGINALITY
It's a sequel but there's enough new stuff to make it differently better.

ALTERNATIVE

There's no other game on the GC to compare it to, and the sequel is even better.



PIKMIN

Reviewed: 7 CUBE Rating: 9.0

2ND OPINION

HEY LOOK! "Tim isn't writing this! Anyway, I love *Pikmin*, but not as much as I love Cherry Coke. Coke adds life! (I could get the hang of this.)"

GARY

FINAL SCORE

9.3

SHOOTS RIGHT UP AND ROOTS YOU TO YOUR CONSOLE



No fate but what we make

TERMINATOR 3: THE REDEMPTION

CUBE

INFORMATION

TERMINATOR 3: THE REDEMPTION	
PUBLISHER:	ATARI
DEVELOPER:	PARADIGM
PRICE:	£19.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	4 BLOCKS

STATS

- PLAY IN THREE TIME PERIODS
- ARNIE'S LIKENESS AND VOICE
- 15 MIN OF VIDEO FOOTAGE
- DRIVE A RANGE OF VEHICLES

SEPT '04 | TBA | SEPT '04





Come with us if you want to save your cash



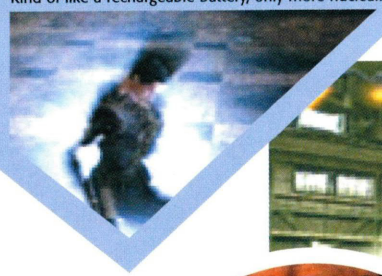
IT'S NOT often a game leaves you with a nervous tick and the sensation of utter despair twitching in your guts at the prospect of having to play it again, but that's exactly how *Terminator 3: The Redemption* made us feel. Why, you might ask? Because this is possibly one of the most frustrating games we've ever had to play. Which is a shame, as on paper it looks like a winner.

At the beginning of the game you awaken in a strange room, with an even stranger chap staring at you. You learn John Connor is dead. You killed him. Oh. So. Coooooool. Okay, there's a tick in the 'good' box. Suddenly you're faced with post-apocalyptic Los Angeles, overrun by the machines. Awesome! It's every *Terminator* fans' dream. So far so good. But that's because the game hasn't started yet.

When the action does start, you quickly learn that this game is a bit on the crap side. Not that *Redemption* doesn't try and disguise this fact, with a brilliant first stage that sees Arnie blasting his way through an army of HKs and terminators, shooting their heads off, ripping their power-cells out with his bare fists and running them over with a jeep or, get this, a T-1. And this doesn't even begin to measure up to the thrill factor of playing as The Terminator himself. You can even make the big guy say a range of phrases on cue, like "talk to the hand", "fantastic" and, of course, "terminated". Great stuff. But once the novelty factor wears off, which it quickly does, you start to notice the game's many flaws.

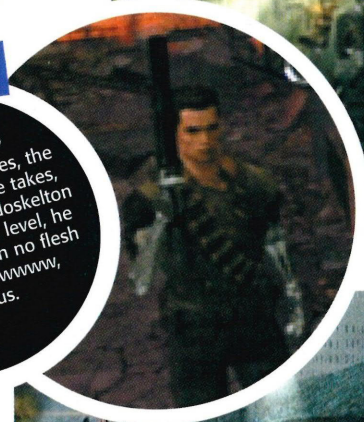
First of all, the action is incredibly predictable. The same enemies pop up in exactly the same place, at the same time, each and every time you play a level – which you do frequently thanks to *Redemption*'s misguided trial and error gameplay and sloppy control system. The main problem with this is there is little to no margin for error. For instance, on one stage you have to chase and catch the Terminatrix before she reaches John and Katherine. To do this, you need to take all the available short-cuts through the hillside or it's game over. Simple in theory, but the short-cuts aren't that easy to see – not only because you're driving at top speed, but because some are hidden behind bill-boards and others are just difficult to find because the backgrounds are so bland everything blurs into everything else (well, what do you expect for a budget title?). So you have to keep doing the level over and over again until you've found all the short-cuts and successfully navigated your way down the hillside without trashing your car. Yawn. And it's like that on every stage.

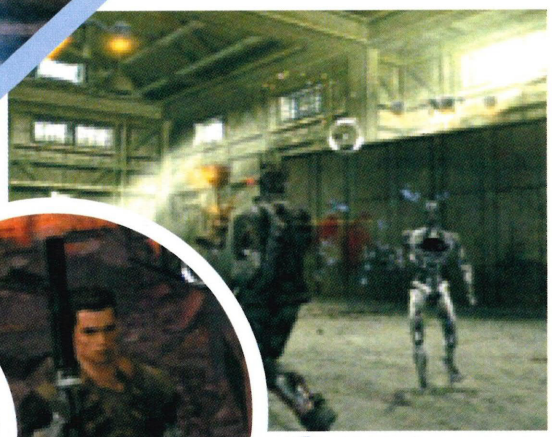
SHOCK WAVES: If you stamp on a terminator's power-cell, it will transfer the energy into Arnie's power-pack. Kind of like a rechargeable battery, only more nuclear.



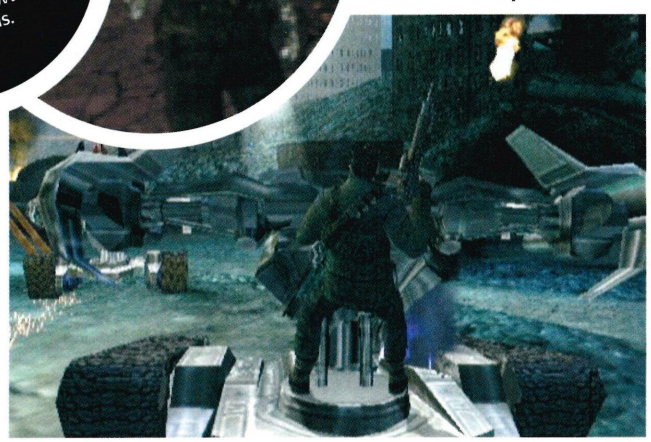
BODY PARTS

Just like in the movies, the more damage Arnie takes, the more of his endoskelton is revealed. In one level, he prances about with no flesh on his arms. Ewwww, infectious.





Shiny skeletons galore to blast away at.



After your car gets lasered to pieces you can jump on to one of the T1s, scoot about and shoot stuff

So you're against the clock, have a Terminatrix on your ass and you've got no idea what's going on. How can Paradigm possibly make this situation any worse? Oh yeah, they throw every enemy imaginable at you, give you limited health power-ups and a shoddy targeting system, which has a tendency to veer off aimlessly like your nanna's lazy eye. This wouldn't have been so bad if there was a targeting-lock system, but there isn't, so you have to continually wiggle the ⊖-stick to keep the enemy in sight, which isn't easy when the target keeps flitting about from one object to another. Argghhhh. Sometimes it's easier to just keep your finger on the R trigger and make a run for it. Totally boring and seriously painful on your index finger after a few rounds.

To make the situation even more annoying, you can only shoot certain enemies at certain times. For example, on one stage the Terminatrix keeps jumping onto the back of the car you're driving. You have to shoot her and then do a powerslide to shake her off the car. However, you can only attack her when she is standing fully on the car and has activated her weapon. Then, and only then, are you able to shoot your gun. Oh, but get this, because you're driving a car the shoot function is no longer on the R trigger – it's on the A button. That's frustrating. Especially when it reverts back to the R button half way through the level. Bah!

On a positive note, the challenges make clever use of the film's set-pieces, cutting seamlessly from movie footage to in-game action, and are varied in their style and content. One minute you're ploughing through SkyNet's base, driving tanks and shooting down HKs, and the next you're flying in a helicopter or trying to catch a SWAT van. As well as this, *Terminator* fans should revel in opportunity to take part in the fight against the machines in the post-Judgement Day world – something that we've only seen glimpses of in the films. And you get all of that for under £20. However, none of these elements are enough to redeem *Terminator 3: The Redemption* from its many faults. Ironic, considering the title.

LIZ

THE FUTURE'S BRIGHT

THANKS TO THE NUCLEAR WAR

Terminator 3: The Redemption does more than just follow the plotline of *Rise Of The Machines* – it gives players the opportunity to experience events that were only previously alluded to in the movie– such as the reprogramming of the T-800 after killing John Conner, and the subsequent journey to SkyNet to send the Terminator back in time. Players experience the world as it is after Judgement Day, as you're thrust straight into the heart of the action in the war against the machines. Totally awesome. As well as this, the game features an "alternate future", where the machines have won the war. Very creepy indeed, and something every *Terminator* fan has been begging for since 1984.



"DOESN'T EVEN BEGIN TO MEASURE UP TO THE THRILL FACTOR OF PLAYING AS THE TERMINATOR"

CUBE VERDICT

T3: REDEMPTION

LOOKS COOL, BUT TEDIOUS TO PLAY

VISUALS
It's very grey in places, but the character likenesses are great.

AUDIO
Limited in its range, but uses Arnie's real voice. Fan-tas-tic.

GAMEPLAY
Okay in short bursts, but the action can be repetitive and infuriating.

LIFESPAN
Once you've played it through, you won't come back.

ORIGINALITY
Good for a movie tie-in. Nice use of alternate future.

ALTERNATIVE

Save the USA from them pesky comm-u-nists by raising flags and shouting.



FREEDOM FIGHTERS
Reviewed: 24 CUBE Rating: 8.0

2ND OPINION

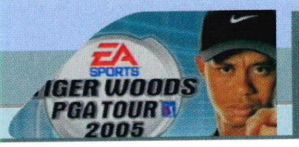
CYBER DAMN! "I told youse so. Oh the bliss of saying that, but I did in Issue 35 in the preview. I'm like a god or something."

TIM

FINAL SCORE

6.0

SOME NICE IDEAS WRAPPED UP IN THE MOST INFURIATING GAME.

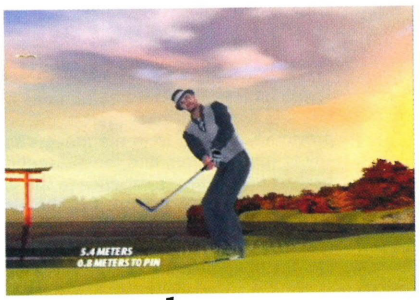


SLICE 'N' DICE

You know the drill – line up your shot, allow for the wind and BLAMMO!



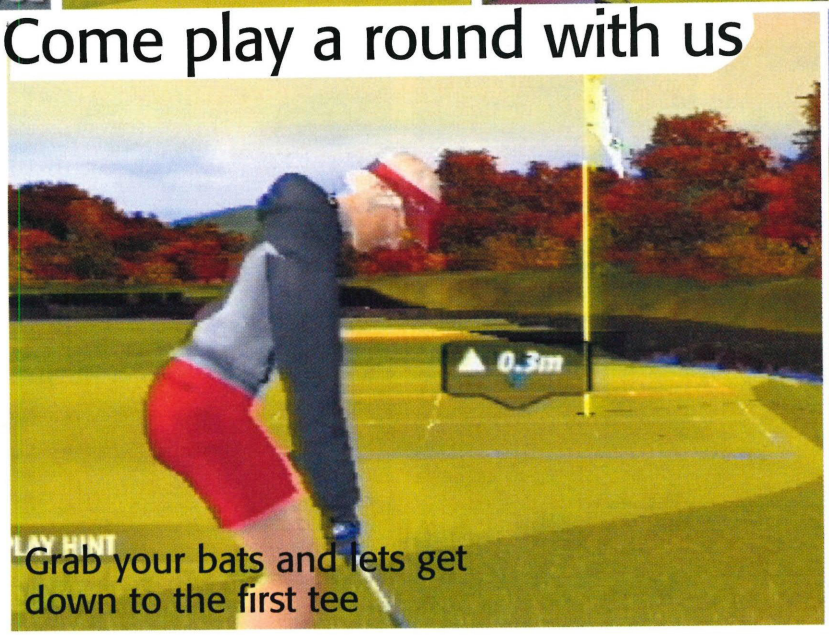


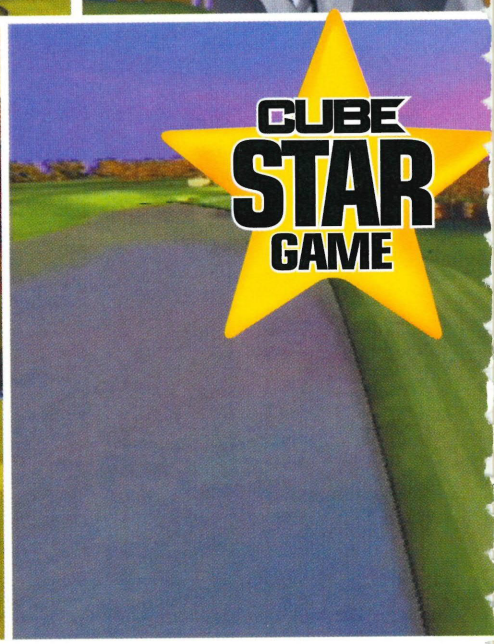






Come play a round with us





CUBE

INFORMATION

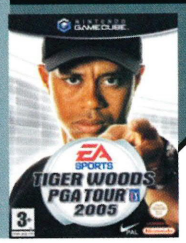
TIGER WOODS PGA TOUR 2005

PUBLISHER:	EA SPORTS
DEVELOPER:	EA
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	26 BLOCKS

STATS

- LOADS OF REAL COURSES
- MAJOR BRANDS OF EQUIPMENT
- MANY TOURNAMENTS
- PLAY AS GOLFING LEGENDS

OUT NOW | TBA | OUT NOW

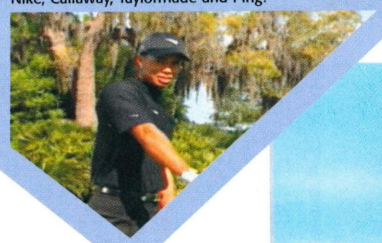


TIGER WOODS PGA TOUR 2005



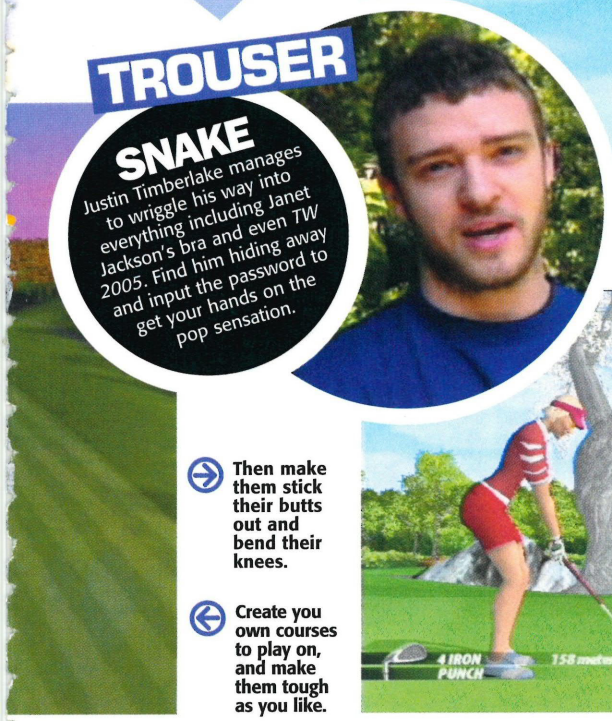
WHEN it comes to the beautiful game of golf, the people at EA really know how to put on a show. Right back from the early days of the SNES the *PGA Tour* golf games have always been market leaders and that is still very much the case now. Of course signing Tiger Woods to the franchise has made a huge impact as the world number one golfer is instantly recognisable anywhere and at only 29-years-of-age, there is plenty more to come from the talented golfing star. The latest addition to the franchise simply entitled *Tiger Woods PGA Tour 2005* has everything you would expect from the golf masters at EA and also a whole lot more to keep you entertained for hours, days and even all year until next year's update. Of course the game code is still very much like the previous games, and anyone who has played a *Tiger Woods* golf game will feel instantly at home. Those who remember *TW 2004* will know that EA left no stone unturned in their quest for gaming perfection and to think of the game getting any better is almost unthinkable. However once again the game has had a number of improvements and its fair to say that this is the most complete golf game ever released. The graphics are extremely well presented, with bright colours and beautiful looking courses that are modelled on the real life fairways played by the pros. The control system is extremely well polished and several new ideas have been added to keep the game fresh and also enable greater control over the ball. You can still add extra power and spin to the ball, but now you can also alter the position of the ball in your stance to create more loft for getting up and over trees, or less loft to keep your drives down under extremely strong winds. Another addition to the gameplay

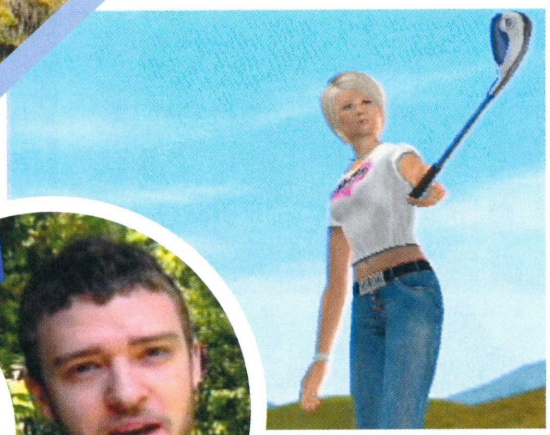
LETS GO CLUBBING: Almost every major golf equipment manufacturer is in the game including the latest gear from Nike, Callaway, Taylormade and Ping!



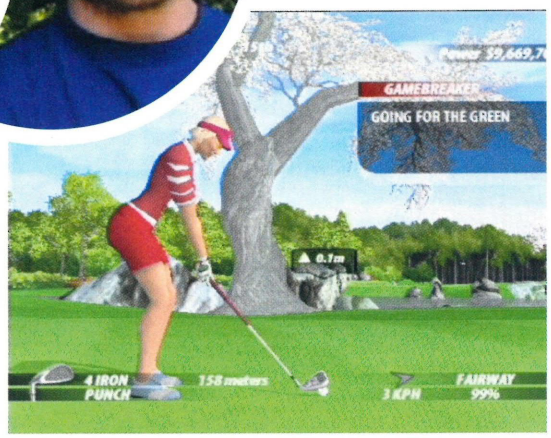
TROUSER SNAKE

Justin Timberlake manages to wriggle his way into everything including Janet Jackson's bra and even *TW 2005*. Find him hiding away and input the password to get your hands on the pop sensation.





Create some Sindy doll headed beauties.



Then make them stick their butts out and bend their knees.

Create you own courses to play on, and make them tough as you like.

TAKE A GOOD LOOK AT MY FACE

CHARACTER CREATION AT ITS BEST

The Game Face mode on TW 2005 is by far the best we have ever seen. Characters can be designed to look exactly like yourself or friends and there are just so many options it can take at least half an hour to design your player. Ladies can have make-up including eyeliner and lip-gloss, plus you can alter their main assets to be as big or small as you want. Guys can have beards, wrinkles, laugh lines and even designer moles and piercings. You can of course choose to play as one of the characters in the game once they have been unlocked, but it is so much more fun to design your own.



"WE DOUBT ANYONE ELSE WILL EVER COME CLOSE TO MATCHING THE PLAYABILITY OF THIS"

is the inclusion of a new tour mode that increases the difficulty making it more like the real thing. When playing in tour mode your caddy will not offer hints for putting and it will be up to you to work out the roll of the green by using the grid. Even when playing in tour mode there is another new saviour to help you sink the ball from extremely long range. The Tiger Vision ability can only be used a few times during each round, but it basically pinpoints the exact spot to aim your marker to get the ball in the cup. This can be really handy when facing a 30 footer to save par or win a skin.

Of course all the items and equipment have been upgraded to include the latest clubs and almost every major brand is included for those that are extremely fussy about their bats. Sponsorship is still a major revenue earner and also those that have kept their save game from the previous version will receive an extra sponsorship bonus right from the start of the game. There are loads of different play modes again to test your skills including the Legend Tour where you face famous golfing characters in a matchplay tournament. These legends include great players like Jack Nicklaus and Seve Ballesteros and once you have defeated them they will become available to play with as often as you like. The game face personal character design feature has also had a major upgrade and this time around you can adjust just about everything including make up for lady golfers and even the complete swing that your golfer will use as he plays. Once again EA have done a superb job updating the best golf game ever and to be honest we doubt anyone else will ever come close to matching the playability and golfing know-how that has been put into this wonderful game! It remains very easy to pick up and play, but has so much depth that you will be entertained all the way around to the next instalment sometime next year. This is how all golf games should be and if you don't already own a copy, you should go and invest immediately! For those of you that have already got last year's title it is still worth buying just for the added extras and new features. Just like Tiger this is a world-beater of a golf game!

RUSS

CUBE VERDICT

TIGER WOODS 2005

SIMPLY THE BEST GOLF GAME EVER

VISUALS
Bright and colourful with superb detail on every course.

AUDIO
You can clearly hear the birds twitter and the boom of the big hits.

GAMEPLAY
Golf games do not get any better than this.

LIFESPAN
Loads of tournaments and challenges, plus real time events.

ORIGINALITY
It is every bit as good as TW 2004, but with added bells and whistles.

ALTERNATIVE

A fun golf game with Mario and all his friends, and a few of his enemies too!



MARIO GOLF TOADSTOOL TOUR
Reviewed: 23 CUBE Rating: 8.0

2ND OPINION

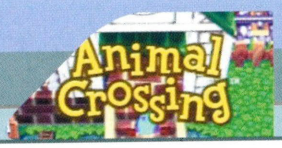
PHOAR! "The improvements may be slightly superficial but you can create practically everyone and every course... ever."

TIM

FINAL SCORE

9.1

IT'S HARD TO BELIEVE THAT GOLF GAMES CAN BETTER THIS

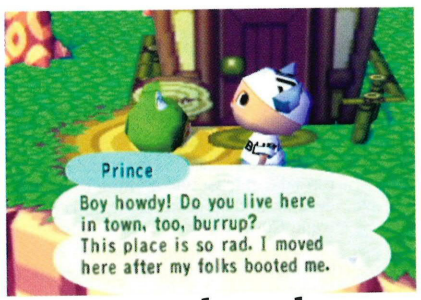


BONES!

Dig up a fossil, send it to the museum and they'll identify it for you! Now donate it or sell it.











Bury my body





CUBE

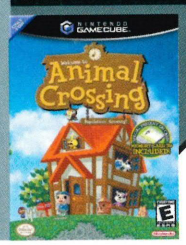
INFORMATION

ANIMAL CROSSING	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	59 BLOCKS

STATS

- PSUEDO-ONLINE SYSTEM
- OVER 200 ANIMALS
- GBA CONNECTIVITY
- EXPRESS YOURSELF

OUT NOW | AGES AGO | OUT NOW



ANIMAL CROSSING

What do you get if you cross The Sims and Nintendo?



ANIMAL *Crossing*... where do we start? The game is ancient – first seen on the N64 a few years ago, then onto the GameCube in Japan and the US then finally, after years of will it/won't it speculation, it's here. Hooray! But what have we got to celebrate for? Well, *Animal Crossing* is special. There's a reason for the numerous petitions for it's release floating around the internet, and you could argue that the Freeloader's success was entirely down to this game. The idea, you see, is to live a virtual life in a small forest village among walking, talking animals. Hmm. Wait, don't turn the page, it's good, honest! See, you start off with a tiny house and a huge debt, and you have to walk around selling items, digging up fossils, talking to your animal friends (who will leave town if you're not nice, but arrive in droves if your village obtains a favourable reputation), carry out simple favours for them, clean up weeds, plant and pick fruit... a million and one tasks that are required to keep everything running smoothly. The game is all about maintenance, and when you're keeping a town that you've spent four months shaping to your own personal vision ticking over, basic animal pride tears through any sense of logic. You know, that nagging at the back of your head that insists that none of this matters – if you can't find a black sofa to go with your white tile floor, or nobody on the internet wants to swap a pear for an apricot with you – the world isn't going to stop spinning and we're not going to fly into the sun. What's that? Swapping over the internet? Yeah, you read right. Because Nintendo refuse to step into the future and you know, take us all into an online nirvana, a system has been put into place that works remarkably well. If you find somebody you wish to send a gift, then all you have to do is take the item to local entrepreneur Tom Nook, tell him whom

RED ROCK: Make sure you bang each rock every day with your spade – if one turns red it means you'll be 100 bells up! Blinging and dinging!



DEEPER UNDERGROUND



DIG IT
You can tell if there's something exciting underground simply by looking at the floor. Look out for shining beams of light especially – these usually indicate expensive furniture or lots of bells.

Expensive Red Snappers can be found at the beach!

Stand too close to the water and the fish'll get scared... d'oh!

All of the animals have a nickname for you, nutlet!?



you're sending it to, along with their town name, and you receive a code. Hand the code out for them to type in, and they receive the item! Not only can you do this, but if you're trusting enough to send your memory card through Royal Mail, the person on the receiving end can slip it into their GameCube and visit your town! It almost feels as if you're doing it online.

If you want to get into *Animal Crossing* then you need to be prepared for some serious time investment. But we don't mean the whole RPG thing. This is more like looking after fish. After the playing-all-afternoon honeymoon, you'll probably spend half an hour every morning, maybe an hour at lunchtime to check your mail, see if anything unusual has washed up on the beach, and of course it doesn't hurt to run a few tasks in the evening. And this isn't taking the special occasions into account either – for instance, the fish and insects that only come out during certain times, or the time-triggered market openings and visiting animals who might have some rare items to trade. If you 'click' with *Animal Crossing*, don't be surprised to find yourself organising your real life around the game – at least for the first month or two. And if you do let yourself slip, the animals aren't quick to let you forget either... and this must be the only game in existence that lambastes you if you fail to save your game before switching off your console.

And this is the secret to *AC*. Because it runs in real-time using the system clock, the village changes through time – even when you're not playing. During winter it'll snow, in autumn the floor will be littered with rotting leaves, on special holidays events will happen. It feels alive, and it's all the better if you've got someone to share it with. Problems occur when you're on your tod. You see, there's no end to *Animal Crossing*. You can keep playing, improving your house, buying new items, seeing what events occur, but eventually you realise what you're doing: spending virtual money on items that you really, really do not need. Not even in the game's universe, seeing as the items don't actually do anything. They just sit there, looking pretty. It's amazingly well-constructed, and for some a way of life, but it's also just like real life in some ways – not so much escapism, but enterism.

GARY

DESIGN FOR LIFE

WEAR THEM OUT

One of the most addictive aspects of *Animal Crossing* is the designing. Look out for the tailors, as you'll be able to bring up a simple paint-like program that enables you to create your very own patters that you can paste onto shirts, umbrellas – even your own front door. But that isn't the best bit. If you put your design on display, and if it's good enough, pretty soon you'll notice your animal chums waddling around proudly showing off their latest threads. It's even more hilarious if you write rude words across the chest and you come across one of the bitchier types thinking they're all that... ha!



'DON'T BE SURPRISED TO FIND YOURSELF ORGANISING YOUR REAL LIFE AROUND THE GAME'

CUBE VERDICT

ANIMAL CROSSING

PRETTY COOL ANIMAL LIFE-'EM-UP

VISUALS
Simple, sometimes scrappy, but you won't care.

AUDIO
As is always the way with Nintendo, the tunes can start to itch.

GAMEPLAY
Ranges from utterly addictive to complete waste of time.

LIFESPAN
It has the potential to last forever, but realistically, a few months.

ORIGINALITY
Well it's no boring old FPS, that's for sure.

ALTERNATIVE

It can get repetitive, but there's no end of people to meet and toys to play with.



REAL LIFE

Reviewed: The Bible **CUBE Rating:** n/a

2ND OPINION

NOOKIE! "Bare with me... just got a few more ghosts to catch... oh what's the point? Bells, eh? Sod it I don't have time for this, for terminally ill people only."

TIM

FINAL SCORE

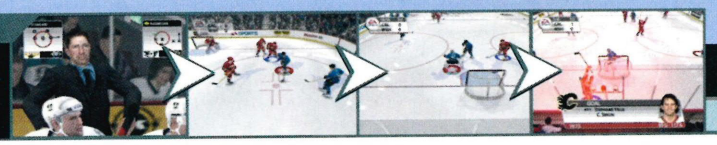
8.0

GREAT FUN IF EVERYONE ELSE IS PLAYING



PUCKLE UP

When in a face off, select your formation to make the most of the play and try to score.



CUBE INFORMATION

NHL 2005	
PUBLISHER:	EA SPORTS
DEVELOPER:	EA
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	32 BLOCKS

STATS

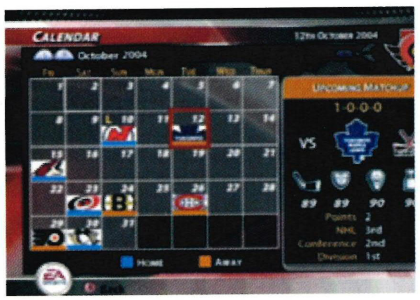
- OPEN ICE PLAY
- IMPROVED DYNASTY MODE
- UPDATED STATS
- BIG HEAD MODE

SEPT '04	TBA	SEPT '04



EA skate in with all the usual updates







NHL 2005

EA certainly knows how to market a product. Who else can release a game based on a sport that few people follow, let alone play, in this country and yet manage to shift bucket-loads of units?

Whilst the *NHL* franchise has had a few bumps in the road trying to find its feet, it looks like *NHL 2005* has finally got it right. It's essentially a sim game that's accessible to the non-ice hockey aficionados thanks to its easy-to-use controls, good training mode and fairly forgiving gameplay. This isn't to say *NHL 2005* isn't without its faults – you won't get the most out of game without a deep knowledge of the sport. Which is a pity, as EA has clearly tried its best to make this the finest ice-hockey game out there.

One of the notable improvements is the inclusion of Player Personalities. As its name suggests, each player has a unique personality that directly affects their game. Older players are more cautious and skilled, whilst younger players are aggressive and take riskier shots. Also, some players are better at certain shots, like the wrist shot, so learning the players' personalities and skills is vital.

However, despite EA's promises to the contrary, the players still tend to bunch together. This problem is made slightly easier with the inclusion of Open Ice, which allows you to take control of another player, so you can move up the rink and prepare to take the pass. Also, the Open Ice Support function calls players to you should you need some back-up. It's incredibly handy as it helps combat one of the problems from *NHL 2004* – the inability to move into the opposition's half without kissing ice. In fact, *NHL 2005* is a lot more forgiving on this front, preferring to trap players against the boards rather than just turn-them-over, making the flow of the game much faster. This is also helped by the new "skate backwards" AI, which automatically turns the players around whenever needed, and the inclusion of the Deke button that makes handling the puck a lot easier.

That's if you can find the puck. It might just be the fact that we're old, but we found it very difficult to see at times. Some sort of highlight would have been appreciated. But apart from these niggles, there's very little to complain about *NHL 2005*. There's a good range of modes which have been tweaked so they're easier to understand and a fun Free 4 All option that's great to play against your mates. However, as obvious as this sounds, if you're not an ice-hockey fan you won't get much from this game and despite the improvements, *NHL 2005* isn't exactly groundbreaking. Still, NHL enthusiasts will no doubt trade in their copies of *2004* and snap this up.

LIZ

CUBE VERDICT

NHL 2005

A TWEAKED VERSION OF NHL 2004

VISUALS Glossy and vibrant, with better player animations.

AUDIO Good running commentary, but the soundtrack is too American rock.

GAMEPLAY Smooth and fast with a nice blend of sim and arcade action.

LIFESPAN It'll take ages to complete , you'll always come back for more.

ORIGINALITY There's little to differentiate itself from 2004.

ALTERNATIVE

The only real alternative to EA's dictatorship and... well it's not much worse... or better.



NHL HITZ 2003

Reviewed: 14 CUBE Rating: 8.4

2ND OPINION

PUCK IT! "I just found this dull. You know because sports suck, especially American ones. Let them leave this over there."

TIM

FINAL SCORE

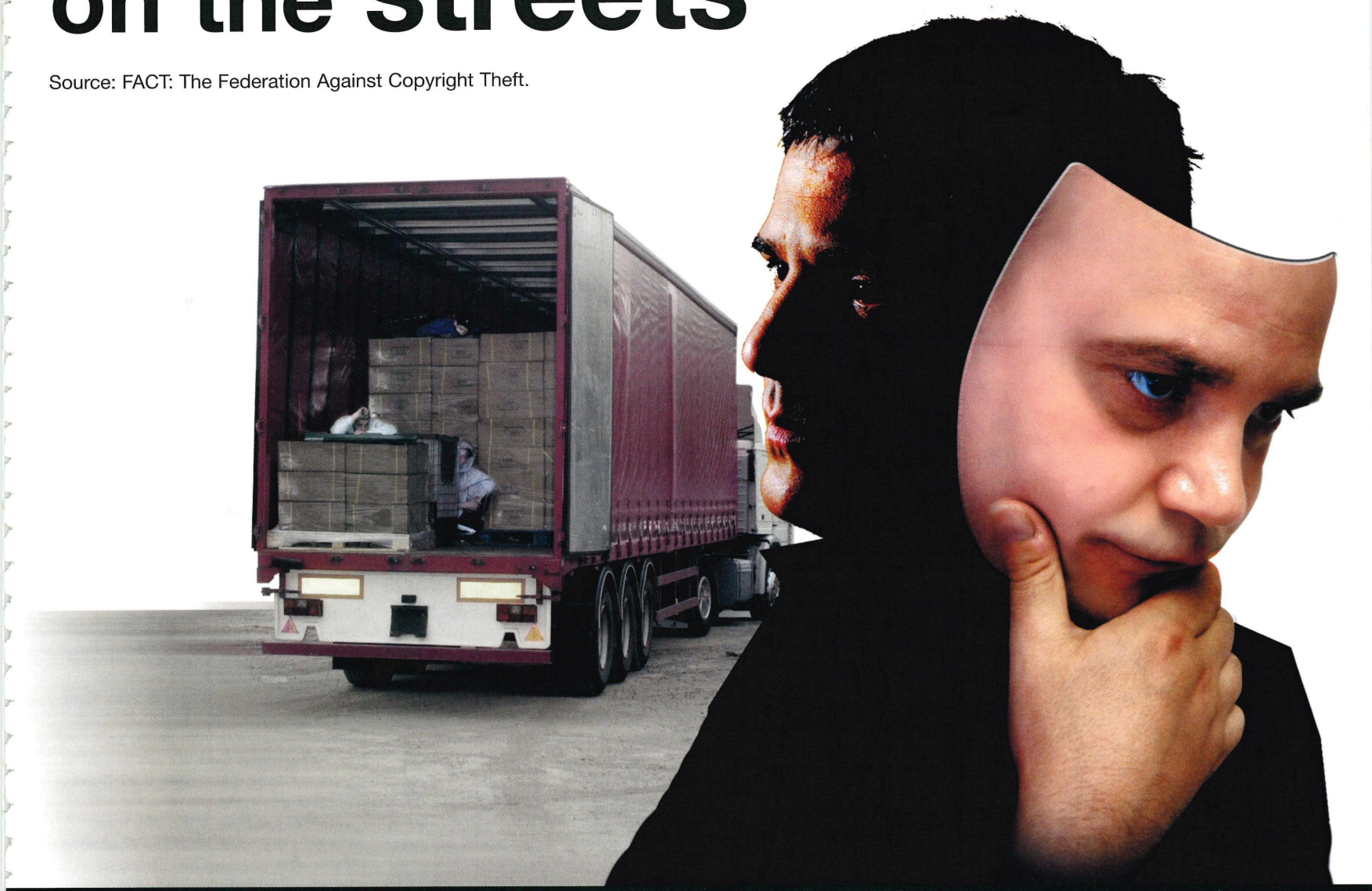
8.7

THE BEST ICE HOCKEY GAME YOU CAN GET, BUT IT'S STILL ICE HOCKEY.



People traffickers force immigrants to sell pirate DVDs on the streets

Source: FACT: The Federation Against Copyright Theft.



Piracy is a crime.
Report it: 0845 6034567



FIGHTERS READY

The squashy black things signify enemies on the world map. Run into them, then kill them.



Unfinished Symphonia

TALES OF SYMPHONIA

CUBE

INFORMATION

TALES OF SYMPHONIA

PUBLISHER:	NAMCO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	3 BLOCKS

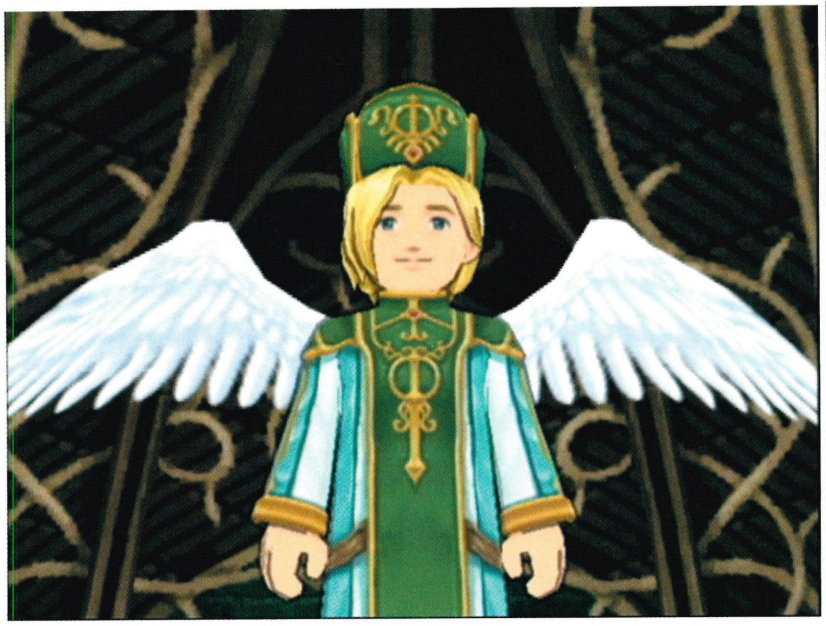
STATS

- MULTIPLAYER RPG
- INVENTIVE BATTLE SYSTEM
- GOOD VOICE ACTING
- NO RANDOM BATTLES

 OUT NOW

 OUT NOW

 OUT NOW





We waited in anticipation while it was translated. Now, was it worth it?



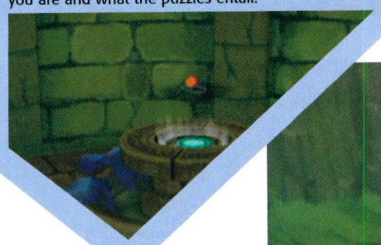
AFTER OVER a year of waiting and anticipating, and then waiting a bit more for the English language release, *Tales Of Symphonia* is here! And we can actually understand the story... sort of, ish. Better than that though, there's the battle system, the cooking, the AI, all those fiddly accessories and special attacks, in English! Unfortunately not long after loading it, everything turns out to be Just Alright and even A Bit Boring. Bugger.

Maybe it's just our exposure to the Jap version reviewed over 10 issues ago. Maybe it was what we were imagining was going on while the characters talked crazy to us. It could be that we were expecting too much – but then again, is it really too much to ask to be affected, amused and interested in the characters in an RPG? Of course not, look at *Final Fantasy X*, even *X2* to an extent. But here everyone seems so bland and innocuous that there's not much to latch on to.

The story reflects *Final Fantasy X* in that there's a Chosen One off to save the world by sacrificing herself, her friends rallying round to protect her on her journey and you get lost in all the scarily religious overtones and other nonsense. But while Yuna, Tidus and chums genuinely made you feel for their plight (and their love for each other that cannot be) here Colette, Lloyd and Genis just don't conjure up that 'care' that you have for *FF*'s intriguing bunch. Another gripe is the fact you have to press Ⓐ to advance the speech, this leads to very stilted conversations and ruins some of the dramatic moments.

And check out how linear it is. You're given a world to explore but if you don't go where you're supposed to there's nothing to do. Every time you think 'Ooo what's over there?' you're slapped back onto the world map with barely an explanation other than 'It's too dangerous to go there now'. Is it? Thanks for letting us decide.

Another problem is the old 'now what do I do?' one, on a few occasions – even after checking the Synopsis – you are left wondering and wandering about what to do/where to go to trigger the next conversation or event. And after you've scarred the map twice only to find you hadn't talked to a



ONE RING: The Sorcerer's Ring is the key to most of the puzzles. Its function can be changed depending on where you are and what the puzzles entail.



Whine all you want, you're still sleeping outside.

WHO'S THAT

BOY?
Meet Kratos, hard nosed mercenary and pretty handy with a sword. But will he turn out to be on the bad guys side? You betcha. Oh no, that's kinda spoilt it for you now hasn't it? Sorry.

Long winded story bits, some with speech, others silent.

Exciting battles, but only the boss fights challenge you.

JACKANORY

TELL US A STORY

Okay here goes: you play as Lloyd Irving, a pesky kid, not too bright but handy with swords, his friend Colette knows that she is the Chosen One and will regenerate the dying world of Sylvarant by unlocking the magic seals (not as in walruses) and turning into an angel. Unbeknownst to them Sylvarant has a parallel world called Tethe'alla and while Sylvarant dies Tethe'alla prospers. Both survive on the flow of Mana. With the unlocking of the seals Mana will start to flow back into Sylvarant, meanwhile with the loss of Mana Tethe'alla will begin to die.

As you go there are plenty more plot twists, actually the plot is completely flip-reversed – everything you thought was true turns out to be a lie and friends quickly become hated enemies. But the whole thing just isn't that engaging and so drawn out that it takes a lot of effort just to remain interested.



"SOMETHING WAS LOST IN THE TRANSLATION, THERE ARE PLENTY OF CRASS AMERICANISMS"

previously monosyllabic character, who this time decides to talk back, it can be very annoying.

Graphically *Tales* is as bland as its plot, with washed out pastels, lifeless scenery and a hideous world map populated by squidgy black things that signify enemies to fight.

Right the fighting, this might be *Tales'* saving grace. Rather than your standard turn-based fare you take control of Lloyd with his twin swords and go about hacking the enemy in real time! Three other NPCs (though if you do have friends over they can join in on the battles) provide assistance with magic, healing and some really explosive spells. As you progress more moves are unlocked and your capacity to juggle and really slaughter the enemy is upped. Eventually Unison Attacks become available which let all four characters take turns to attack an enemy – set these attacks properly and an extra powerful one is unleashed – very handy in boss fights. But after a while you'll notice that you don't really need to do anything other than press A. In the more difficult battles you can really unleash some combos but as your special moves use up a vast amount of Technical Points it's not long before you're back to hacking away, trying to build up some more TP.

By way of distraction there are a few mini games to mess around with, but some of these don't even give you any prizes, rendering them worthless, not even as cute additions to the game.

The voice acting is pretty good, but you can't help but feel that something was lost in the translation especially when crass Americanisms pop into the conversations. It might have been a good idea to leave the Jap speech and just use subtitles. That would build more atmosphere and, hey it wouldn't have taken so long to release over here.

This review is pretty harsh – but check the score – it ain't that bad. If you love your RPGs then you probably imported the American release and completed it already (maybe even started again for the New Game +) but if you're new to this sort of thing – lots of text, twisty plots, stats and special attacks – then there are better and more interesting places to start.

TIM

CUBE VERDICT

TALES OF SYMPHONIA

AN RPG WITH ADDED FRIENDSHIP

VISUALS
Cartoony, anime-ish not-quite-as-good-as-*Naruto 2* graphics.

AUDIO
Dramatic score and the expected plinky tunes.

GAMEPLAY
The battle mechanic is great with lots to see and lots to fiddle with.

LIFESPAN
80 hours apparently, but longer if you KEEP FORGETTING TO HEAL!

ORIGINALITY
The third in the *Tales* series, but it's a new story and if *FF* can do it...

ALTERNATIVE
The other four-player RPG, but one that costs so much more to play with friends.



FINAL FANTASY: CC

Reviewed: 30 CUBE Rating: 9.0

2ND OPINION

BLADDERDASH! "It's not the best RPG around, but if you need something to curl up with during the winter months then this is a lot more fun than an old cushion."

GARY

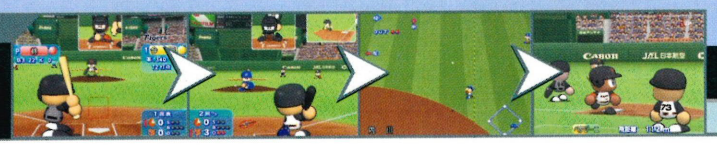
FINAL SCORE

8.0

LONG WINDED AND NOT ENTIRELY NECESSARY, BUT THE FIGHTING IS GOOD

IT'S A HOMER

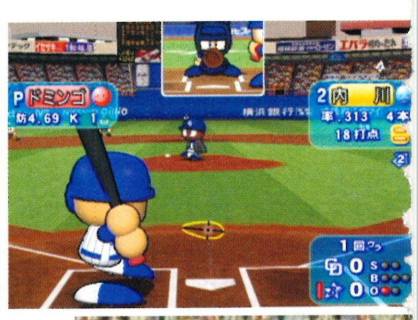
Step up to the plate and give the ball some major league bappage for a Home Run!











Swing, batter-batter-batter, swing





CUBE

INFORMATION

POWERFUL PRO BASEBALL 11

PUBLISHER:	KONAMI
DEVELOPER:	IN-HOUSE
PRICE:	£49.99 (IMPORT)
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	103 BLOCKS

STATS

- DETAILED MY LIFE CAREER MODE
- 12 DIFFERENT GAME MODES
- SIMPLE TO PLAY...
- BUT TOUGH TO GET GOOD AT

TBA | OUT NOW | TBA



JIKKYOU POWERFUL PRO BASEBALL 11

The world's favourite big-headed baseball players return



WHILE we're more than used to being mistreated as PAL gamers – late arrivals, poor conversions and glaring omissions are all regular occurrences – it's always interesting to know why we won't be getting our hands on a particular title. Sometimes it's felt that the subject matter isn't appropriate, sometimes a game can be deemed 'too Japanese' (whatever that means) or occasionally, technical issues are blamed, such as the need for extensive translation. Before now, we've heard all of these arguments on their own but *Jikkyou Powerful Pro Baseball 11* could be one of the first titles we've seen that does everything in it's power not to be released outside of Japan.

The first thing that hits you about the game is its extremely odd style. The rounded, super-deformed players look great but when they bring in characters with realistically shaped heads with the same minimal features, it just looks very strange indeed. Generally though, the cute style is a great choice and it never fails to amaze you just how much character a collection of colourful spheres with eyes can actually have.

Actually playing a game is made very easy by a remarkably intuitive control system. Until you get a really good feel for it, pitching is decidedly tougher than batting so it can get quite messy on the score front if your fielding isn't quite up to scratch. Once the ball is thrown, you have about a second to line up your bat with the ball marker, judge the distance and time your swing to belt the ball as far as possible. Since this basic shot isn't quite so powerful, there's a much harder risk shot, reducing your bat's sweet spot so it's about the same size as the ball and giving you the chance to absolutely slam one out of the park. Mechanics are simple but effective and while it can be quite difficult to actually get good at the game, the satisfaction of

SPOILED FOR CHOICE: From the front end there are some 12 different modes to sample – a slightly daunting prospect to say the least. At least one is the options menu…







TIME
The game's intro movie is among the best put together we've seen – misproportioned baseball stars go about their business while some crazy J-rock wails in the background. Awesome.

Choose the diamond you want to play on.

Yep… thought so, the screen is right – we do in fact rock… huh.

Maybe *Powerful Pro Baseball* really did influence *Rayman*.



doing so is as great as any sporting title you'll come across.

You see, such are the depths of each aspect of the game that it can be rather tricky to work them out on your own until you know that they're there. Pitching, for example, may initially seem like a simple process (aim, throw ball, repeat) but you'll see the AI come out with all kinds of insane curve balls and power pitches which, with a little practice and patience, you too can pull off. Batting, by contrast, is simple and easy as we've made it sound. In theory, at least. It's purely a question of learning the game's timings and positions and adhering to them but once you get in the zone, the home runs can come thick and fast.

One of the biggest shames for any potential importer is just how text-heavy the My Life mode is. Going through strings of menus to create your ultimate player, you then get to play out – as the mode's name might suggest – his entire life. From extensive training to match day tension to building a rapport with other players and characters, this is easily one of the best career modes to find its way into a sports game but without a good knowledge of the language, you'll find it nigh impossible to play, let alone do well. And herein lies the main problem for us poor PAL gamers.

There's no sense in shelling out your hard earned cash for a foreign game, half of which is more or less unplayable, even when the core game is as rock solid as this. Games like *Winning Eleven 6* make great import fodder simply because although they don't have a similar amount of text, it's easy just to drop into a game and sample all that it has to offer. While that isn't so much the case here, *Jikkyou Powerful Pro 11* is a great little game, of that there can be little or no doubt and being a sequel to a sequel to a sequel to a… well, you get the idea. Konami has had plenty of time to tweak the style, mechanics and content to be exactly as they want them. This is wonderfully evident in the finished product and while we can't wholeheartedly encourage you to run out and import the game purely on the grounds of how much you'll miss out on, it is something refreshingly different and enjoyable that is very unlikely to leave Japan.

LUKE

SWING AND A MISS

IT'S NOT EASY PLAYING BASEBALL WITH THOSE STUBBY HANDS…

One of the strangest things about *Powerful Pro 11* is just how different the reality is from the impression it gives. Be it the colourful cuteness or the arcade feel, the game simply feels like it should be a pick-up-and-play sporting effort. The truth of the matter is that while it is fairly simple to master the basics, the odd style hides a worryingly deep array of moves, customisation options and strategies that – unless your Japanese is up to scratch – you're not even going to begin to dabble in. Still, if you get bored of being toasted by the terrifyingly good AI that is present at times, you can always just plug in another pad and make a friend as confused as you are…!



'THERE'S NO SENSE IN SHELLING OUT YOUR HARD EARNED CASH FOR A FOREIGN GAME'

CUBE VERDICT

PRO BASEBALL 11

AN ENJOYABLE AND DEEP SPORTS TITLE

VISUALS
Cutesy all the way but stylish at the same time.

AUDIO
Chirpy tunes and some nice effects and speech.

GAMEPLAY
Solid and rewarding once you get the hang of it.

LIFESPAN
Plenty of modes to keep you playing.

ORIGINALITY
C'mon – there's an 11 in the title… it's a big clue.

ALTERNATIVE

The cheeky chimps are your only other real option for a cutesy baseball fix.



SUPER MONKEY BALL 2
Reviewed: 16 CUBE Rating: 9.1

2ND OPINION

STRIKE! "Get used to that word, as this is a devil to play at times and takes a while to get into. Still, if you actually understand baseball, then it's a great choice."

LIZ

FINAL SCORE

8.1

YOU WON'T GET THE MOST OUT OF IT BUT STILL A GREAT LAUGH

ANIME!
The intro sequence is fantastic. Shame the game isn't as good... ahh well.













The future's, erm... boring





CUBE

INFORMATION

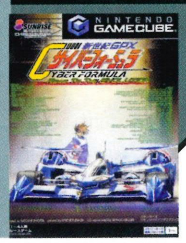
GPX CYBER FORMULA

PUBLISHER:	SUNRISE
DEVELOPER:	IN-HOUSE
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	01 BLOCK

STATS

- FUTURISTIC VEHICLES
- PLENTY OF COURSES
- GREAT MUSIC
- THOROUGH 'SHOP' FEATURE

TBA | OUT NOW | TBA



GPX CY FORMU

Anime license attempts to steal F-Zero's thunder... and fails.



WHAT IS the point in giving a game a ridiculously long name? Maybe it's in order to fill up an otherwise bland and uninspired cover, or maybe it's just to make the game seem more impressive when nobody really cares about it. Sunrise, if you're listening (and indeed if you even understand what we're saying), may we advise you that the name *Shinseki GPX Cyber Formula: Road To The Evolution* *pause for breath* is just silly. In fact, the only reason we even bothered getting this game in was because we had absolutely no idea what to expect.

Cyber Formula, as we affectionately call it, is a bit of an oddball. The game is actually an update to last year's PS2 game, and it sees you taking part in what Sunrise is trying to claim will be the future of racing. Basically the cars are F1 machines that have been aerodynamised (come on, that's gotta be a word, right?) to the max. Two fins here, four wings there, a huge spoiler, oh, and some rockets. Yeah, that'll do nicely. The rockets give you access to short bursts of speed courtesy of a constantly recharging fuel gauge.

In a nutshell *Cyber Formula* is an arcade-style F1 game set in the future. Some of the tracks are based (albeit very loosely) on current F1 tracks, and some are completely fictional. You make your way through the different GPX Championships (nine in all), which work on a points system. Win the Championship and you'll win some





WHICH ONE?: There are plenty of teams and vehicles but the cars are so similar that it's hardly worth it. Still, they are nice and pointy though.



ON PARADE
The game has a Private Area in which you can look at your cars, buy card collections, listen to music and basically chill. Nice that.

The rockets are for your Aero boost. Chocolatey...

Surely cars of the future will go faster than 600kmph?

The cars look a bit lame really. They need to be more chunky...

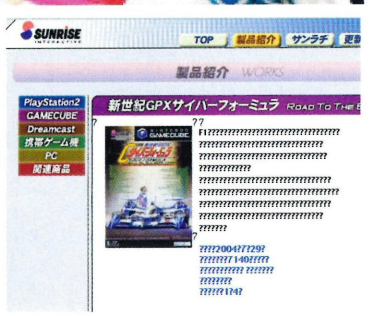
BRIGHT SUNSHINY DAY?

SO ERM... WHO ARE YOU AGAIN?

Sunrise Interactive then... who are they? Good question that, because the publisher has never released anything outside of Japan. It's one of those companies that makes a nice bit of money on its home turf by taking advantage of a good licence. *GPX Cyber Formula* is a successful little franchise that has spawned an anime cartoon series, cards, car models, soundtracks and videogames. A version of the game came out on the PS2 last year. Before that Sunrise brought out the *G-Breaker* series on PS2 and the *Harobots* series on Game Boy. Hey, they're well-known games those... or not.







BER LAR

money and various other goodies. Simple, see?

Initially *Cyber Formula* suffers from the same problems that games like *Ridge Racer* did (before you start screaming, we're not putting this game on a par with Namco's classic): the vehicles don't seem to be able to turn properly, and when they do powerslide it's totally uncontrollable. After a while you learn how to use them though. Every one of the dozens of vehicles works slightly differently, but they all work on a Drift or Aero system. The Drift cars tend to slide out when you ease off the gas and turn sharply, whereas the Aero cars slide out when you open your Aerofoils (just tap L).

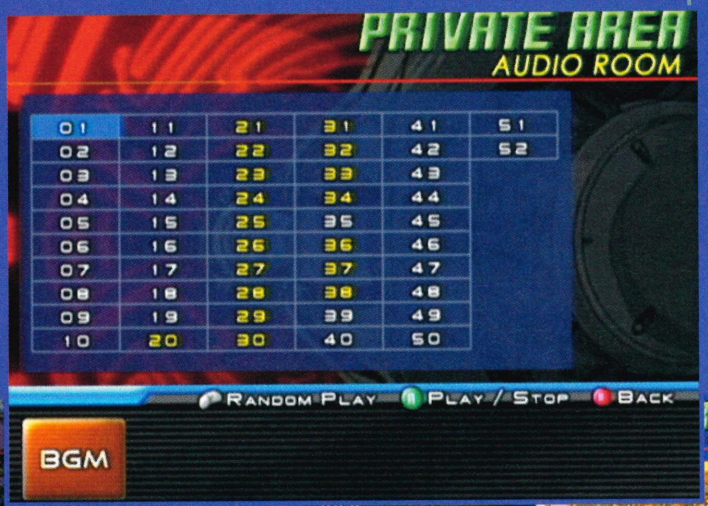
Cyber Formula's main problem though, is that it's not very exciting. The intro sequence takes on the form of an anime movie, and on the main option menu you can choose to watch a 10-minute episode of the cartoon series, which is really cool. It's high-octane, edge of your seat action as the cars scream around the track ramming into each other, sparks flying everywhere, crashes left, right and centre... generally exciting stuff. So you start the game expecting just that, but the actual races fail to deliver on anything the movie suggests. Ramming into your opponents will only ever slow you down, and however hard you try, the most annoyance you can cause is forcing someone onto the grass and slowing them down. There are no energy bars, so you can't put anyone out of action. Something like *F-Zero* relies entirely on you being able to quite literally destroy your closest rival. *Cyber Formula* shows you your rival at the start of the race: there's little point though because you can't really hinder their progress and even if you could the cars aren't recognisable enough to plan an attack from distance. This is down to the choice of colours and textures, a problem which is mirrored in the track design as well. It's all just a bit...

"THE ACTUAL RACES FAIL TO DELIVER ON ANYTHING THE INTRO MOVIE SUGGESTS"

HEY YUMI!

LETS FACE THE MUSIC

Cyber Formula has a lovely little area that it likes to call the 'Private Area'. Possibly the best thing about this is that you can listen to every music track in the game, rather like you can in the *Street Fighter* titles. It's amazing how many games leave this option out, and we're especially pleased that Sunrise has included it because the tunes in this game are some of the strongest around. If you're a fan of *Ridge Racer*-esque compositions and classic animé tunes, you're going to love these. Two of the tracks are by Japan's very own Soul Twins, featuring Yumi Kakazu. Well, you'd know who she was if you lived in Japan anyway.











CONTINUED

uninspired. Think *Driven* and you'll be on the right track.

Saying that, the game does have its plus points. There's a great little 'Private Area' where you can buy cards, vehicles, new licences and new tunes. Speaking of the music, it's superb. Classic hardcore anime tracks mixed in with elements of techno and guitar riff based dance almost put it up there with the original *Ridge Racer* (and that's a massive compliment).

There is some fun to be had from playing this, and it generates a compelling desire to see what new tracks, cars and tunes you can unlock, but the racing itself is a pretty average affair. This being a racing game, it can only really get an average score. Import gamers would do well to pick this one up on the second-hand shelf, but there's no way we'd ever spend more than £25 on it.

CHANDRA





CUBE VERDICT

GPX CYBER FORMULA

AVERAGE FUTURISTIC RACER

VISUALS
Smooth, but dated. Could be done on the Dreamcast with ease.

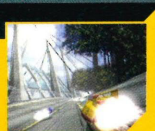
AUDIO
Great anime-inspired music. Almost up there with *Ridge Racer*.

GAMEPLAY
The cars handle well once you learn how to control them...

LIFESPAN
It won't take you very long to get through all nine championships.

ORIGINALITY
Draws from *Ridge Racer* and *F-Zero* but doesn't do it nearly as well.

ALTERNATIVE



Stunning futuristic racer that leaves you breathless and completely wired.

F-ZERO GX
Reviewed: 33 CUBE Rating: 9.4

2ND OPINION

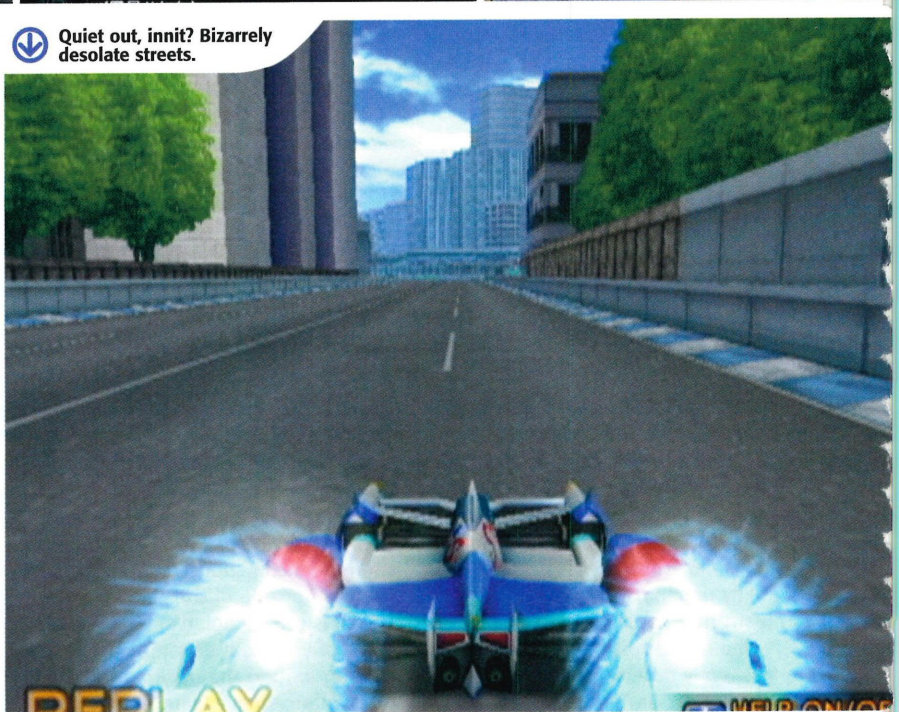
ERRRTTT! "GPX Cyber Formula starts off well but screeches quickly to a halt with the wonky controls and uninspiring gameplay."

TIM

FINAL SCORE

6.0

AVERAGE FUTURISTIC RACER WITH GREAT MUSIC



Quiet out, innit? Bizarrely desolate streets.



FULL-SIZE ENTERTAINMENT IN YOUR POCKET

Gizmondo is on its way
So begins a completely new era in mobile gaming; a revolution on the same scale as the computer evolving from the mini-calculator. But to call Gizmondo a mobile games console is to understate. It is so much more.

Gizmondo is best described as multi-functional entertainment in a pocket format.

Imagine
Ground-breaking new games and some of your favourites. Multi-player and multi-level. Fantastic music capability. Full-quality video playback. A digital camera. A highly accurate GPS. Bluetooth 2, GPS, and GPRS connectivity.

Combined with
The most powerful processor ever in a hand-held console (mobile gaming on steroids!). A stunning 64-bit graphic accelerator. A crystal clear 2.8 inch TFT colour screen.

Wrapped up in
The sleekest, sexiest, most "must-have" console ever to fit in a shirt pocket.

Imagine no more. Welcome to the world of Gizmondo. This is what we call "full size entertainment in your pocket". Let the games begin.

www.gizmondo.com

GIZMONDO

TXT UK

Call: 0906 635 2833

For Instant Access to 1000's of the Hottest Tones, Games and Graphix Text: CUBE GO to 88066



The TXT UK Guaurantee
1) No Unwanted Subscriptions
2) No Rip-Offs
3) No Hidden Charges

goto: www.txtuk.co.uk on your phone or PC

Mobile Games

To Order by text send: CUBE + CODE to 88066
Or Call: 0906 635 2833



The exploration on Mars has triggered a war between the aliens and human beings! Kenji the Space Chivalry is determined to fight against these evil aliens. Absorbing storyline in colorful graphics offer you the most thrilling shooting excitement.

Text CUBE 6773 to 88066

Compatible Phones: Nokia: 3100, 3200, 3300, 3510i, 3530, 3595, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6800, 6820, 7200, 7210, 7250, 7250i, 7600, 7650, 8910i, N-Gage



Las Vegas is only a click away! Play on the Lucky Slot Machine and bring the thrill of the casino home. Try it now and enjoy the super gamming excitement!

Text CUBE 6781 to 88066

Compatible Phones: Nokia: 3100, 3200, 3300, 3510i, 3530, 3595, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6800, 6820, 7200, 7210, 7250, 7250i, 7600, 7650, 8910i, N-Gage



In the role of Space Warrior 3167, your mission is to exterminate the evil invaders and bring peace back to the earth. Make good use of your laser gun to proceed in the different levels of adventures. You may also discover the secrets of Rosswell Incident and the Egyptian Pyramids. The mysterious space is waiting for your exploration!

Text CUBE 6782 to 88066

Compatible Phones: Nokia: 3100, 3200, 3300, 3510i, 3530, 3595, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6800, 6820, 7200, 7210, 7250, 7250i, 7600, 7650, 8910i, N-Gage, Motorola: A835, C375, E380, V300, V500, V600, V690, Siemens: A60, C60, M55, MC60, S55, S57, SL55, Sony Ericsson: Z1010



Bring the latest excitement onto your mobile with Dream Team Soccer! Choose your own favourite soccer country from 32 available ones with different skills and play against the best world-class players in different game modes, either practicing, tournament or even league mode.

Text CUBE 6779 to 88066

Compatible Phones: Nokia: 3100, 3200, 3300, 3510i, 3530, 3595, 3650, 3660, 5100, 6100, 6108, 6200, 6220, 6230, 6600, 6610, 6800, 6820, 7200, 7210, 7250, 7250i, 7600, 7650, 8910i, N-Gage, Motorola: A835, V300, V500, V600, Samsung: SGH-S208, SGH-S300, X100, X108, X600, X608, Sharp: GX 10, GX 12, Sony Ericsson: Z1010

Colour Backgrounds



2825

You will need to go to a wap site to collect your Background. Make sure your phone is wap enabled before you order. If you are unsure how to activate it just contact your Network Operator.

To order by phone call: 0906 635 2833
To order by text simply send:
CUBE + CODE to 88066

Irish users can call 1580 600 030 or text their order to 57767

Why spoil your fab new colour background with an ugly operator logo? Order our SEETHROUGH operator logo and it will get rid of your O2, Vodafone or T-Mobile logo! Nokia phones only. Cost only £1.50! Just text CUBE 8313 to 88066.


4227



6824



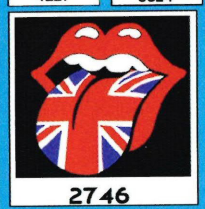
6691


2192


6837



2701

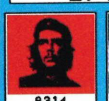

2746



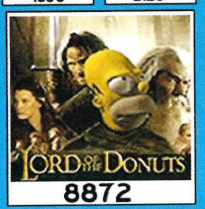
1300


2126


6638


8314


9844



8872

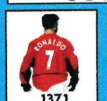

2161

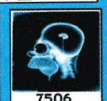


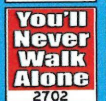
1306


8903


6697


1371


7506



2702


4222



9083

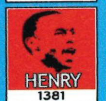


9857



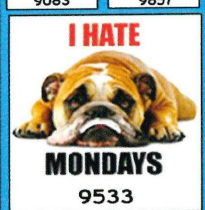
1301


2165

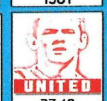


1381


7485



9533



2748



2704

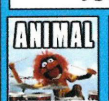


8231


9133



9107



9855

1540

8904

7513

9944

7706

1687

2694

2703

1321

1329

6704

Ringtones

To order by phone call:
0906 635 2833

You will need to go to a wap site to collect your Polytone. Make sure you have wap enabled!

To order a standard ringtone by text send:
CUBE + CODE to 88066
To order a polyphonic ringtone by text send:
CUBE + CODE + POLY to 88066

Irish users can call 1580 600 030 or text their order to 57767 instead of 88066

BESTSELLERS All Ringtones are available in Monophonic and Polyphonic format

9468 3 Of A Kind *Baby Cakes*
7775 The Streets *Dry Your Eyes*
9596 Usher *Burn*
8809 Busted *Thunderbirds Are Go*
6663 Eamon *Don't Want You Back*
9469 Natasha Bedingfield *These...*
7165 50 Cent *In Da Club*
9109 D-12 *How Come*
9563 Mario Winans *I Don't Wanna..*
9874 Rachel Stevens *Some Girls*
5533 Maroon 5 *This Love*
6603 Anastacia *Left Outside Alone*
4443 Frankee *F U You Right Back*
6718 D12 *My Band*
9006 DJ Casper *Cha Cha Slide*
6789 Britney Spears *Everytime*
4435 Usher *Yeah*
8400 Ultrabeat *Pretty Green Eyes*
8808 Shapeshifters *Lolas Theme*
6379 Outkast *Hey Ya*
4253 McFly *Obviously*
1627 Nelly *My Place*
4364 Cassidy Ft R Kelly *Hotel*
7687 Avril Lavigne *My Happy Ending*
9119 Britney Spears *Toxic*
5872 Scooter *The Logical Song*
8587 P.I.M.P. *50 Cent*
9924 Outkast *Roses*
8098 XTM *Fly on the Wings of Love*
0397 Michael Jackson *Billie Jean*
9408 Peter Andre *Mysterious Girl*
8565 Black Eyed Peas *Where Is The..*
6454 Christina Aguilera *Dirrty*
4437 Mcfly *5 Colours In Her Hair*
4481 Eminem *Lose Yourself*
8370 The Darkness *A Thing Called..*
9255 Nina Sky *Move Ya Body*
1400 Kelis *Trick Me*

CHART HITS & PRE RELEASE

8835 50 Cent *Many Men*
1206 Abba *Dancing Queen*
2309 Alcazar *This is the World Where..*
9471 Anastacia *Sick and Tired*
2636 Ashlee Simpson *Pieces of Me*
6505 Avril Lavigne *Sk8ter Boi*
2948 Bellefire *Spin the Wheel* ★
2637 Big Brovaz *Yours Fatally*
7497 Black Eyed Peas *Shut Up*
9120 Black Eyed Peas *Hey Mama*
9152 Blink 182 *I Miss You*
1959 Brian McFadden *Real to Me*
2319 Britney Spears *Outrageous* ★
8954 Busted *Air Hostess*
1974 Cassidy *Get No Better* ★
6666 Christina Milian *Dip It Low*
2956 Danzel *Pump It Up* ★
0754 Darude *Sandstorm*
2963 The Pirates *You Should Really..*
2721 Dido *Sand In My Shoes*
2301 Dizzee Rascal *Stand Up Tall*
2949 DJ Casper *Oops Upside Your..*
7582 Eamon *I Love Them Hoes* ★
1965 Eric Prydz *Call on Me*
2723 Estelle *Free* ★
2640 Fatboy Slim *Slash Dot Com* ★
7062 Girls Aloud *The Show*
2302 Girls Aloud *Love Machine*
8711 Jamelia *Superstar*
7105 Jamelia *See It In A Boys Eyes*
2303 Jentina *French Kisses*
2724 Jessica Simpson *Take My Breath..*
1722 Jo Jo *Leave*
1186 Kanye West *Jesus Walks* ★
8093 Kelis *Milkshake*
6397 Kevin Lyttle *Turn Me On*
8889 LMC Vs U2 *Take Me To The...*
2725 Lucie Silvas *What You're Made Of*
2952 Marilyn Manson *Personal Jesus* ★
9933 Mario Winans *Never Really Was*
1178 Maroon 5 *She Will Be Loved*
2304 McFly *That Girl* ★
1625 Mousse T *Is It Cause I'm Cool* ★
1421 Natasha Bedingfield *Single*
2730 N-Trance *I'm In Heaven* ★
1968 Peter Andre *Love You The Right*
9272 Pop *Can't Say Goodbye*
2954 Robbie Williams *Radio* ★
1691 The 411 *Dumb*
7590 The Black Eyed Peas *Lets Get..*
9931 The Rasmus *Guilty*
6785 The Streets *Fit But You Know It*
1177 Twista *Sunshine*
1179 Ultrabeat *Better Than Life*
2726 Usher *Confessions Part II* ★
0493 Westlife *Flying Without Wings*

HIP HOP & RnB

7137 50 Cent *21 Questions*
9121 Black Eyed Peas *Anxiety*
7878 Dr Dre *Still Dre*
7877 Dr Dre *Next Episode*
0175 Eminem *Marshall Mathers*
5633 Eminem *Without Me*
4250 J Kwon *Tipsy*
8140 Ja Rule *Clap Back*
6465 Jennifer Lopez *Jenny from the..*
1433 Joe ft GUnit *Ride Wit U*
7764 Justin Timberlake *Rock Your..*
7947 R Kelly *Ignition Remix*

Dance Classics

8888 Basement Jaxx *Good Luck*
1243 Dj Otzi *Hey Baby*
0619 Dj Quicksilver *Belissima*
7874 Dj Sammy *Heaven*
0621 Faithless *Insomnia*
0758 Faithless *God Is A Dj*
0339 Fragma *Toca Miracle*
7059 Junior Senior *Move Your Feet*
0208 Robert Miles *Children*
0218 Sash *Equador*
5872 Scooter *The Logical Song*
7860 Tomcraft *Brainwashed*

ROCK

8837 80s Matchbox *Mr Mental*
5519 Ash *Orpheus*
7687 Avril Lavigne *My Happy Ending*
4357 Avril Lavigne *Don't Tell Me*
7016 Bellx1 *Eve, The Apple of My Eye*
7470 Blink 182 *Feeling This*
4334 Blink 182 *Down*
1444 Buck 65 *4-6-3*
9278 Darkness *Love Is Only A Feeling*
9150 Fountains Of Wayne *Stacys Mom*
1530 Fountains Of Wayne *Mexican..*
1344 Franz Ferdinand *Matinee*
9283 Jet *Look What You've Done*
7909 Jet *Are you Gonna Be My girl*
1082 Keane *Everything Is Changing*
2367 Libertines *Can't Stand Me Now*
5533 Maroon 5 *This Love*
8894 Snow Patrol *Run*
5526 Snow Patrol *Chocolate*
6828 The Charlatans *Up At The Lake*
9915 The Killers *Mr Brightside*
9931 The Rasmus *Guilty*
6668 The Rasmus *In the Shadows*
9937 The Stills *Still in Love Song*

CLASSICS

8800 AC/DC *You Shook Me*
0598 Aerosmith & Run Dmc *Walk This..*
8799 Alice Cooper *School's Out*
8791 Beastie Boys *You Gotta Fight*
8807 Blur *Song 2*
8789 Def Leopard *Pour Some Sugar..*
7181 Electric Six *Gay Bar*
1275 Guns N' Roses *Sweet Child..*
9417 Guns N' Roses *November Rain*
1275 Guns N' Roses *Sweet Child..*

TV & Film Themes

0819 TV & Film *Matrix*
0029 TV & Film *Beverly Hills Cop*
8488 TV & Film *Starksy and Hutch*
5150 TV & Film *Phoenix Nights*
0022 TV & Film *Benny Hill*
1575 TV & Film *Only Fools and Horses*
4064 TV & Film *Harry Potter*
8559 TV & Film *Kill Bill*
0076 TV & Film *The Muppets*
1483 TV & Film *James Bond*
8561 TV & Film *Lord Of The Rings*
0091 TV & Film *The Simpsons*
1486 TV & Film *Knight Rider*
1286 TV & Film *Mission Impossible*

SFX ALERTS

Get strange and hilarious sounds as your text alert!

Compatible phones:Nokia: NGage, 3650, 3660, 6230i, 6600, 6820, 7200, 7600, 7650, 3360, 3620, 3600, 9210, 9290, 7610 Panasonic: x60, x70, x700 Samsung: C100, E100, E700, E710, P400, V200, X100, X600 Sharp: GX10, GX20, GX30 Siemens: SX1, V65 Sony Ericcson: T610, T630, P800, P900 Motorola: V535, V600, V300

2478 Wolf whistle
2490 Sci Fi Weapon
2494 Machine Gun
2498 Laser
2505 Toilet Flushing
2529 Electric Drill
2532 Evil Laugh
2550 Motor bikes
2483 Thunder
2485 Car Horn
2507 Alien Talk
2518 Creepy Door
2497 Crowd
2526 Dial Tone
2537 Godzilla

To order text: CUBE + CODE to 88066

New Celeb Voice Tones

Brand NEW

Get the real celeb voice as your tone or text alert!

1151 Alan Partridge
1102 Ali G
1106 Avid Merrion (Bo)
1105 Basil Fawlty
1095 David Brent
1152 Davina Mcall (Bo)
1096 Del Boy
1155 Dirty Den
1150 Gollum (Bo)
1158 Gorden Ramsey
1146 Jordan
1143 Kat Slater (Bo)
1148 Lilly Savage
1088 Lou and Andy
1069 Mel b (Bo)
1067 Michael Jackson
1159 Ozzy Osbourne
1147 Richard and Judy
1164 Simon Cowell
1071 The Bear (Bo)

To order text: CUBE + CODE to 88066

Compatible phones:Nokia: NGage, 3650, 3660, 6230, 6600, 6820, 7200, 7600, 7650, 3360, 3620, 3600, 9210, 9290, 7610 Panasonic: x60, x70, x700 Samsung: C100, E100, E700, E710, P400, V200, X100, X600 Sharp: GX10, GX20, GX30 Siemens: SX1, V65 Sony Ericcson: T610, T630, P800, P900 Motorola: V535, V600, V300

Colour Animations

Brand NEW

To Order By Text Send: CUBE + CODE to 88066
Or Call: 0906 635 2833 eg: CUBE 4774 to 88066

9989

7504

7940

1417

4379

2323

4774

Irish users can call 1580 600 030 or text their order to 57767

Calls cost £1.00 (UK) or 1.27euro (IRL) per minute, maximum 3 mins. We recommend you call from a landline, calls from mobiles may cost more. All Tones, Logos, Colour Backgrounds, Animations, Dancing Celebs and Picture Messages via text in the UK are £3 (charged as 2 x £1.50 messages) on Vodafone, O2, Orange and TMobile. All Tones, Logos, Colour Backgrounds, Animations and Picture Messages via text in Ireland are 4eruo (charged as 2 x 2euro messages). All Love tests cost £1.50 per request. You will incur your normal SMS and WAP charges. PLEASE CHECK WITH A PARENT OR GUARDIAN OR WHOEVER PAYS THE PHONE BILL BEFORE CALLING. MOBILE PHONE CHARGES MAY VARY PLEASE CHECK WITH YOUR MOBILE PROVIDER .Customer Care eMAIL: help@txtuk.co.uk Tel: 0871 8721813 (UK) 01 248 9871 (IRL). We currently support tones for Nokia, Sagem, Siemens, Ericsson and Motorola phones. We support logos and picture messages for Nokia only. Please check the website to ensure your phone is compatible. Please allow up to 24 hours for delivery in extreme cases due to network traffic. You may be contacted by TXTUK with offers/info. To unsubscribe call the

NETWORK CUBE

ISSUE THIRTY SEVEN

Who would win in a fight between Donkey Kong and the Cheating Monkeys?

YOUR LETTERS

VIEWPOINT

92 Cleansed of the *Sonic Heroes* 'debate', Viewpoint is back to normal, ie full of rantings.

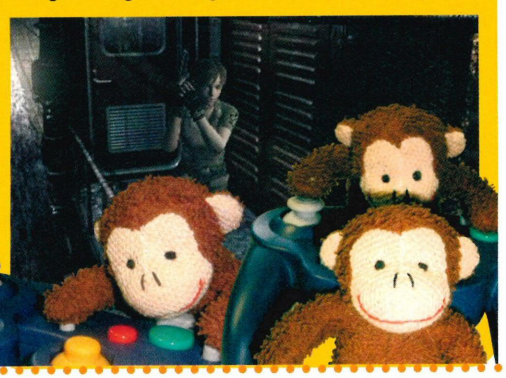


FORUM FRENZY

96 Doing anything other than relaxing sucks, and there's no better way to do that than on internet.

CHEATING MONKEYS

102 Sod the funkys. If you gene splice a monkey and a dog you get a donkey... oh right enough, we've got some of them already.



GUIDES



BEAT THE WORLD

See if you can beat our high scores. Well Dave Every's scores actually.

98

BACK ISSUES

Did you miss one? Complete your collection.

128

SECOND SIGHT

106 With foresight to rival John Vattic we reckoned you might need this guide.

REGULARS

ADVANCE

114 Little games for little consoles – but that doesn't make them any less 'big' in grandeur, if you catch our dubious drift.

ANIMAL CROSSING DIARY

120 Mart travels to another town, namely Garyville – it's a crumbling fascist state and in a bit of a mess too.

DIRECTORY

122 If you've never heard of that game the shop assistant was trying to force on you, check the directory for the score, then rub the mag in their evil face.

BACK PAGE

130 Class innit? Admit it, you love it.

CONTENTS

Viewpoint 92
Forum Frenzy 96
Beat The World 98
Cheating Monkeys 102
Cheating Monkeys Action Replay 104

GUIDES & SOLUTIONS
Second Sight 106

ADVANCE
Star Wars: Apprentice Of The Force 114
Thunderbirds 115
Shrek 2 116

THE REST
Nintendo Lifestyle 118
Animal Crossing Diary 120
Directory 122
Horizon 126
Back issues 128
The back page 130

CUBE VIEWPOINT

ISSUE THIRTY SEVEN

DON'T PUSH US 'COS WE'RE CLOSE TO THE EDGE, WRITE US A NICE LONG LETTER INSTEAD.

No ranting, but a good mix of stuff this month. Isn't it nice when everybody gets along together?

RANT ON!

GET IN TOUCH

You've got no excuse not to get in touch with **CUBE**. We're always waiting to hear from you, because we love you!

EMAIL

To be sure they land in the right place, aim your emails at CUBE@paragon.co.uk

LETTER

CUBE, Highbury – Entertainment Ltd, St Peter's Road, Bournemouth, BH1 2JS

SMS TEXT

We've got an exclusive SMS text service sponsored by Orange. Simply text us your question or comment on 07866 620761.

PHONE

Call the **CUBE** team any time between 4pm and 6pm weekdays on 01202 209335.

FAX

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

FARMER PALMER

I am writing to ask about *Harvest Moon: It's A Wonderful Life* and *Friends Of Mineral Town*. When you said that by connecting and linking the two you could get items exclusively, I thought you meant you could get things like ore and seeds etc. Not that you could only trade items with Van or get recipes off Ruby or when you connect up the two you heard rumours or new events happened in either one of the two. Who else thinks that connecting the two games is a very long process or that it's unfair to give the Harvest Goddess eggs each time you want to link to the GameCube?

And another thing is why do you age in *Wonderful Life* but not in *Mineral Town*? Why do you only have one child and why doesn't anybody else get married or have kids? Why can't you continue playing *Wonderful Life* as your son when your character dies? Does your character die no matter who you marry? Does your son ever marry and is he always after Kate? Does he ever have kids? And if he does marry, what is the correct answer to give him when he asks about Hugh and Kate? Why in both versions is there no school and why is there no church in *Wonderful Life*? Where are the social services like in *Sims*, when you go to festivals and work and leave your child home alone? Why don't your wife's family help out looking after your child? Why is the game sexist? Who said farmers had to be men and when you have a child why is it always a boy? Where do you get the lettuce for the salad recipe Muffy gives you? What do you do with Sugar and hap ore (?), are they edible? Why do Vesta, Kassey and Patrick say they can't wait to taste some flowers, but you can't eat them?

Is Carter the archaeologist related to Carter the vicar? Who is Flora's mysterious boyfriend in Town? Is it Wanky Won? Are there any plans to release the PS2 version *Harvest Moon: Save The Homeland*?

SUSAN KIRK, LANCASHIRE

CUBE: ***Our brains are bleeding.***

MRS BRADY

I am 85-years-old with reflexes and eyesight not 100 per cent. Nevertheless with the excellent solutions available I have completed *Wind Waker*, *Mario Sunshine* etc. But now I have bought *Beyond Good & Evil* as your review in Issue 29. Where are the solutions for this game. You ask for support for the game but where is your support?

L R FLYNN

CUBE: ***We supported that thing so hard it hurt our tushes!***

MR LOGIC

G'day **CUBE**. How's it hangin'? Lately I've been pondering my miniscule, little brain on something I've read on the Zelda Planet website (recommended to any *Zelda* fan as big as me).

This ponderous wonder being the case of an animated *Zelda* movie being produced by a queer geezer, no offence, working under the name Joe Morris (or Morrison, can't exactly remember, hmmm).

Anyway, I just wanted the low-down of some info from you, is ye 'nowing anything about this project, such as when it's coming out, is it still going and is it real?

Please could you take note of my letter

PLAYTIME FONTAINE

On a lighter tone from all this Sonic business I would just like to say how great it is for GameCube owners, think about it, one of the best games for the GameCube, Viewtiful Joe is getting a highly anticipated sequel, I literally cant wait! Also we are gonna get the quite frankly brilliant looking *Killer 7*, sure the PS2 is getting it but truthfully I don't see the game being appreciated as much.

Oh yeah *Resident Evil 4*, just how good does that game look? Its gonna blow any survival horror game out the water on any console in fact I would like to personally thank Capcom for these games.

How can I forget *Metroid Prime 2*? That game is gonna ROCK! Samus is just a fraction of the characters that I think are legendary that Nintendo create, now I can show my friends that I am the best at it. But the game making me really excited is... *The Legend Of Zelda*. It looked stunning as soon as I saw the clip on your DVD, I must have watched that clip hundreds of times! Link kicks ass! For me, Nintendo had the best E3 this year, in fact I think they had the best E3 ever! No longer will people say GameCube is rubbish, to all you DOUBTERS out there.

Don't get me wrong, other consoles are in for a good time but no where near as good as GameCube. GAMECUBE RULES!

DANIEL BOREMAN, VIA EMAIL

PS To those who have a computer try the website mentioned in **CUBE**, it's great.

CUBE: ***What www.garysmum.co.uk? [Okay that's really it, the very last 'Gary's Mum' joke... gonna miss them – Tim]***



The CUBE SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to...

orange™ www.orange.co.uk/multimedia

BIFFA BACON

Hey ya CUBE, liking the mag, big fan. I think David Gosen did go a bit too far and Nintendo not actually taking some responsibility is harsh too, but in all fairness I agree with him, Microsoft should wait a few years before releasing their next console, I only got my GameCube a few years back and would like to actually use solely that to get the games I won't then fork over more money for a new console, its not fair. Also yes gaming mags should take some responsibility for this, talking about the Revolution is interesting but really you should wait for a bit before mentioning it, wait for the news at E3 (if it was there by all means write it). But, going back, Nintendo does need to take responsibility for some of the blame – timing was bad, adverts what adverts most of the time, and hello I'm a Nintendo of Europe VIP 24:7, I don't get any news at all on games or E3, the last email I got, I think was about the DS, wow.

On a better note, can't wait for the DS, PSP sounds crap, hardly any battery life and the time taken over games, gonna be annoying. Keep up the good work.

TOM STURDY, OXFORDSHIRE

CUBE: ***What people need to remember is that the next generation of consoles won't look that much better than this one. PS3 certainly won't be the leap over PS2 that PS2 was over PSone. The future is all about styluses.***



and please publish this in the next issue if you have any clue of what the heck I'm on about, and if not, please, please reply to this as I'm such a big fan!

Thanks so much for your time in reading this – if you have done so, whimper, whimper – lots o' luck.

THEO YOUNG, 11, NORFOLK

CUBE: ***We had a look at the site and, well... c'mon it looks rubbish! Anyway the last update on it was in 2001 so we're guessing that Joe Morris (you were right the first time) couldn't raise enough cash to buy the rights for the film. In response to your first question – a little to the left...***

VICTORIAN DAD

Please can you send me information about the game *Zelda* and *Super Mario Sunshine* and *Mario Kart: Double Dash*. Please write back with the above information instead of writing it into the book. Please send it to:

CHARLIE COLLINS, MIDDLESEX

CUBE: ***Y'know the magazine you read that had our address in? Read it! Watch the DVD! Order back issues! You can't really expect us to put together a mag for you and send it to your house, can you!? Jesus, do you want the moon on a stick too?***

DEREK ANORAK

To the smart people at CUBE [just me then – Tim]. Only started reading a couple of issues ago and I'm very impressed. Yours is the first brand-specific magazine I've come across which is prepared to criticise the brand it discusses, so bravo to that.

Anyway, down to business. Yeah, yeah, I know you said don't send in your own top five cartoons, so I'm not - I'm just gonna edit yours. Cut out *Dungeons And Dragons*, drop those above it down a notch and whack *Transformers* in on the top spot.

How on Earth do you manage to miss *Transformers* out of your top five? I don't see any of the other cartoons in your top five still getting new and fresh material today. Yeah, the quality of the recent *Armada* series is questionable, but it's sequel, *Energon*, is shaping up well. There was an entire universe out there full of characters, from the one you wanted to butcher with all sorts of nasty implements like Wheelie and Daniel, to the (need I mention him? Yeah, I will anyway) greatest thing ever, Optimus Prime! Plus none of your cartoons had a planet-eating planet in it! Please at least give Transformers an honourable mention in your next issue and I will be appeased. Otherwise, begin rueing this day.

ALEX MACARTHUR, SOUTHAMPTON

PS Hi to anyone from thetransformers.net who's reading this! It's your favourite genetic mutant!

CUBE: **Transformers The Movie** ***is fantastic and very moving, anyone who doesn't shed at least one tear is dead inside. But*** **Armada, Beastwars,** ***a recently discovered collection of awful comics and the fact the GameCube didn't get the recent*** **Transformers** ***game severely mar the nostalgia of Jazz, Brawn, Sideswipe and Bumblebee. But yeah*** **Dungeons And Dragons** ***was pretty crap: "Uni!" "Meeeh!"***

MORRIS DAY

Hiya CUBE. First things first, this is the first letter I have ever written (not that I don't write others) but this is the first letter I've ever written to a mag, and what better one to write to than yours. Okay I've bought the odd CUBE (shop stocks allowing) and might I just say I was blown away by last month's DVD. I am a self confessed Fox fan, and the footage from that E3 was brilliant to say the least. I loved the ground based area, I just want to ask – was that the army base on Fortuna that Fox was so effectively blowing to bits, and also in past mags I have seen the back of Slippy, does this mean that the other members of the team are playable?

Well, setting this aside for the moment I want to ask about the DS and PSP. (I work in a very anti-game environment, only I and one other person like them.) What are they? I know that most people will be screaming at me "They're the greatest things out!" that's all fine but I don't need a long documentation about it. (No funny wisecracks guys, wait until you hear about a mate of mine, you will have fun.) All I need to know is what's the big deal with them?

Also reading the letters last month I found that people thought Sonic would look good in a *SSBM* sequel. Well I've gone one better. How about making *SSMB2: Nintendo Vs Sega*? I know the idea sounds bad but it could hark back to the console wars of old. You could cram so much into it and it would appeal to both Nintendo and Sega fans.

Anyway I've heard about an E3 style games venue in London at ExCel in London between 1 to 5 September. I only hope that they have *Star Fox* there. Well anyway back to what I started about earlier. I have a mate that's got a *Star Fox* website (he got me to write fan fiction for it called *Hold 18*. I could send you a copy, heavily edited as it is blue. My mate has a crush on Krystal although he won't admit it). The website is www.starfoxhq. [uh, he left off the end of the website address and try as we might we couldn't find the site, ahh well – Tim]. The story is not up there but he assures me it will be. My mates have also set up a special code for people to follow: 1. Always pay Team Starfox, you don't want to get on their bad side. 2. Don't joke about Fox's father. 3. Don't make any passes at Krystal and 4. Don't mention Peppy's mid-life crisis. (If it's not there he must've rubbed it off when he updated the site.) Also is there any chance of getting a poster of the team that you featured on the first page of August's CUBE? I just love the whole concept. Falco with the rocket launcher looks brilliant. He has the look that he couldn't give a toss to anything. Krystal looks great with her assault rifle. It adds to her sleek and sexy charm. Slippy with the grenades, playfully chucking one when you know that deep down he wants to chuck them and blow something up. And Fox, mellow cool and laid back. How he's casually aiming his blaster belies his skills.

Well keep up the good work and I hoped this letter gets printed. I have to sign off now as I have to download my brain into Nintendo's *Star Fox* game. Bye

DAVID SEPHTON, ROMFORD

PS I'm hoping *Star Fox* will get a 10.

CUBE: ***Krystal is furry and has a tail. It's WRONG to fancy her!***



CUBE VIEWPOINT



We were right with our score for *Twin Snakes*, shoulda just belived us the first time. Always right, always!



DICKIE BEASLEY

Kon'nichi wa CUBE. (This is the sequel to my Issue 35 letter, but don't worry if you didn't read that.) Is anyone else concerned about Satoru Iwata's remarks on the Revolution, ie that the emphasis will be on new gameplay ideas than on graphics etc? All the hardware companies clearly have the ability to upgrade the power of their next gen consoles, and although I care about gameplay as well as graphics, not everybody does. And everybody is who is going to be buying the next gen consoles. Clearly it is the Europeans and Americans, in general, who are most easily lured in by shiny, pretty games like magpies to jewellery (*NFS: Underground*?), but if there isn't a marked improvement on presentation along with the generation transfer, even the Japanese will probably wonder why they should bother buying Nintendo's console. Purely from a business standpoint it seems like foolishness, especially when Sony and Microsoft will obviously be promoting the graphical element of their new consoles, as was demonstrated by the Xbox 2 technical demos at E3. On that note, is the Xbox 2 really coming out in 2005? Even if it is, I still don't agree with David Gosen of NOA. The next generation of consoles can never come quick enough. I mean, what's the point in having stuff if you can't spend more hard earned money on better stuff that makes your old stuff obsolete. And stuff. Bloody hell: I think Microsoft might just know a thing or two about that, the caring, sharing, blood-sucking, new-version-every-two-months mega-corporation that it is. My only concern is that the hardware industry will become so focused on the next generation of consoles that they neglect the current one.

Moving on to different matters, I am very upset with a certain high street GAME retailer, not mentioning any names. This is because this retailer now stocks only its own-brand of peripherals, and more importantly, magazine. Where is the choice? And the magazine they make is really not very helpful. Not only did they give *GTA: SA* a half-page spread in the E3 Most Wanted section, whilst the new *Zelda* got a tiny boxout (the new *Zelda* for Christ's sake!), but they don't seem to actually critically review anything. All they do is say what's good about each game and then finish with an invariably positive summary. According to them, you should just buy every game, cos it's typically either "engrossing", "intoxicating" or "absorbing". Not like CUBE. You guys tell it like it is. On top of this, I counted one GameCube exclusive game in the whole issue, everything else was Xbox, PS2 and PC, although that probably says more about the current state of relations within the games industry.

Also: AAARRRGGGHH! How hard is *FF: CC* with one player! Try fighting the giant crab boss at River Belle Path in the 5th year on your own. Go on, just try it. Chop off its claw and head, then weep as it conjures up the single most devastating spell ever seen in the history of spellage over and over again whilst you are stunned so can't dodge it. I went through 20 pieces of Phoenix Down before I succumbed. Nothing seems to hurt it significantly. Can you help? Oh please, in the name of sanity you have to help me!

Finally. *Pandora Tomorrow*. One word: slowdown. Sometimes I had to activate thermal vision, which runs a lot smoother, just to ease the strain. Finally again, I've never played *Ikaruga*, so please explain why it is so important to turn your telly on its side to play it. What's wrong with vertical scrolling shooters? Maybe I'm just not hardcore enough.

Yes, this may be the longest post script in living memory, but I'll be damned if I'm stopping now. I'd like to clarify my comments in Issue 35 about 8.9 being a paltry score (for *Twin Snakes*). What I meant is, 8.9 is nowhere near as good as 9.0, which is a Star Game rating and grants instant access to gaming Valhalla. So the difference between 8.9 and 9.0 is greater than that between 8.8 and 8.9 if you see what I mean, or even if you don't. Anyway, I now think that perhaps the (very accomplished) interactive-ish movie doesn't deserve Star Game recognition, so I withdraw my previous comments.

That's all from me. I am drained for now, but I will be back. I have a lot of spare time on my hands, and nothing seems to clean it off (hardy har), and my next email is already in post-production.

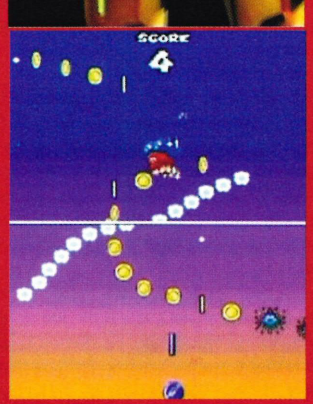
DAVID WEBSTER, VIA EMAIL

PS Is Rockman the Japanese name for Megaman or something?

CUBE: ***Ignoring your first couple of points because they're boring – GAME's 'magazine' is really only there to try to persuade you to buy more games. Of course every game is a winner (though we're a bit suspect as to how 'intoxicating' a game can be) but y'know, you just have to question things and not be caught up in the idiot-consumer mind set. Or trust us. Which you can do – as you just proved with your new comments on MGS. Yay! Vertical shooters – think about it: a TV is wider than it is tall, so in Ikaruga you have the option to play the game 'sideways' so that it scrolls up from left to right (oww!), turn the telly on its***

MAX POWER





I agree with Laurie Davis' letter regarding the DS. All people who think the PSP is better than the DS are going on about its damn graphics (most people anyway) but does the PSP have a touch-screen that takes games in a new direction, I saw your (excellent) disc with the DS footage and think Wario Ware looks magnificent and I doubt the PSP will have anything like that.

Fair enough the PSP will have a wide-screen but beat two screens! While the DS batteries last long, PSP owners will be burning holes in their pockets buying batteries every few days.

Sony are focusing on making the PSP into a games player, music player and DVD player but Nintendo will focus on what they do best – games.

Think about it people, the DS is a total new style from consoles like the GameCube but PSP is the PS2 but smaller. Nintendo's games have always been more fun than Sony's. I will be getting the DS on the first day it comes out with other people in the store fighting to buy the best.

NATHAN BOREMAN VIA E-MAIL

PS Nintendo have always ruled the handheld market. If Sony think the PSP can change that than it makes me laugh out loud.

CUBE: ***Funny how people are getting more and more positive about the DS as time goes on. We can't wait to get our hands on one.***

The CUBE SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to…

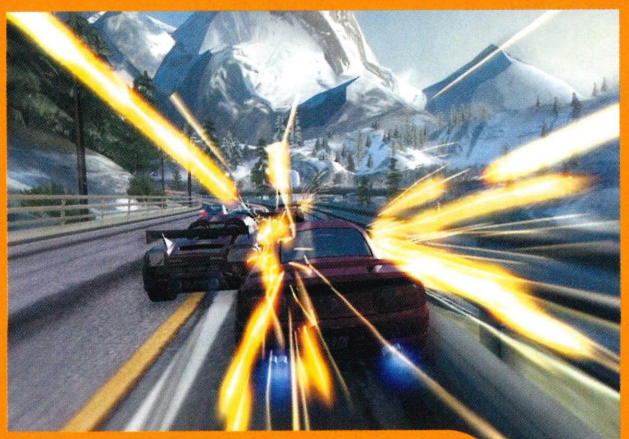
orange™ www.orange.co.uk/multimedia

NORBERT COLON

What is it with EA? They bombard us GameCube owners with countless crappy licensed games and when they finally get a great game on their books, they decide it doesn't deserve a GameCube release. What am I talking about? *Burnout 3: Takedown*. Don't get me wrong, EA do publish some great games and I'm sure, after seeing the trailers, that *Burnout 3* will be one of those games. But when I heard in CUBE that we won't see it on our beloved GameCube, I was really p***** off. I really like the *Burnout* series and I just can't understand why EA won't release *Burnout 3* on the GameCube.

SCOTT WEBBER, 16, BRISTOL

PS Keep up the good work on your fantastic mag. Bye bye Steph!



We know, but we've been blagging goes on XBM's copy, we're sorted!

CUBE: *Apparently they thought* Burnout 3 *would lose a lot if they had to take out all the online features. Ah well, what can you do. Oh, and you're letter arrived to late – Steph had already left, sob.*

side and blammo, huge long screen to play on. Like an arcade, sort of. Rockman? Yep he is Megaman, they changed it so people wouldn't get him confused with Miles.

RAVEY DAVEY

Hey dudes, I really think Nintendo ought to try and introduce some more characters to their already great selection. I mean, even Sega has created some more *Sonic* characters (Shadow, Cream etc) and it would appear that Sega is re-introducing the Chaotix Crew (with the exception of Mighty the Armidillo). I know Nintendo did Waluigi, but he's not a character everybody knows, like when you show a non-Nintendo fan a picture of Link, they'll say "Hey, isn't that the dude from *Zelda*?" or show them Mario and they'll say "that's Mario". And if you showed them Waluigi, they wouldn't have a bloody clue.

Anyway, that's just my opinion, keep up the good work CUBE!!

SAM TEMBLETT, VIA EMAIL

CUBE: *Agreed. Nintendo do seem a little too happy to rely on their existing franchises.*

GILBERT RATCHET

CUBE congratulations on ur fantastic mag I cant wait for *RE 4* so I wrote my own ideas. Here are my ideas. *RE 4* will have zombies, Ashley will slowly transform, Leon will kill her and keep her body to give to the president. The president will dump her body into the wasteland shown at the end of *Outbreak* anyway before that when Ashley transforms Leon kills her grabs her body runs outside to find a horde of zombies the president will fly over and give Ashley's body to him but as Leon is climbing the ladder the zombies grab him and pull him off Leon will mow them down with hs uzi and run he finds the mansion which was shown in the scrapped version of *RE 4* Leon will get to the entrance and it is dusty he wipes of some dust and he sees the words UMBRELLA then it shall end. *RE 5* shall be set in Umbrella's early days when the T-virus is first shipped you play as a survivor. *RE 6* shall be set at the end of *RE 4* IT WILL BE FULL OF ZOMBIES. I think all STARS members should die. *RE 7* SHOULD FOLLOW THE STORY OF THE GUY FROM *re4* THE LAST SURVIVOR.

WILLIAM ERIC HAYWARD, VIA EMAIL

CUBE: *That's that sorted then, be sure to write to Capcom too, we're sure they'll employ you… or just point and laugh.*

PATHETIC SHARK

I don't care what anyone says I don't like Gary and I'M GLAD HE'S LEAVING. I've got a great reason. Two great reasons in fact or am I havin' probs counting. Anyway, how could he not like *SSBM* did he not like the one on N64 either (stupid) also he didn't enjoy *ETM* I mean it wasn't that bad, "so unimpressive it's bordering on the obscene," is really harsh cause I enjoyed it a lot. So I've learnt that when reading a bad review four a good game it's bound to be Gary writing it CAUSE HE'S MEAN.

HAMLIN0015, VIA EMAIL

CUBE: *Well you got your wish didn't you. He's gone now and we're very upset about it, but you, you're just rubbing salt into the wound!*

MILLIE TANT

Hi CUBE. You guys make a great mag, but I'd just like to sort this good/bad fight over *Metroid*. Some people have been sending in stupid letters saying it's rubbish. IT'S THE BEST GAME I'VE EVER FREAKIN' PLAYED! What were they thinking the beautiful Phendrana drifts, with those little mongrels biting at your heels.

Firstly the puzzles are supposed to be hard, but they're not impossible, you must be thick or something if you can't work them out, the enemies are the main problem. Secondly what's up with not completing the game, the sheer beauty of it should be enough to blow your mind or you could buy a walkthrough, have you never heard of the internet. And lastly whenever I think of the sequel it fills me up with anger at all who diss it.

BEN CAMPBELL, 11, VIA EMAIL

CUBE: ***Innit.***



We want your text!

STEPH IS LEAVING BECAUSE LIZ IS GETTING ALL DA LOVE.
CUBE: There's plenty of love for everyone around here.

CONGRATS TO DAVE EVERY. YOU ARE GREAT. REALLY, YOU ARE. BEATING ALL THOSE RECORDS. CHECK YOU OUT! WOOO! NOW GET A LIFE.
CUBE: Ooh-he-hoo-he-hoo, little bit jealous are we?

MUST... HAVE.... WARIO WARE
CUBE: What are you offering?

FEED DA CHEATIN MONKEYS RED LEICESTER. THEY WILL LOVE THAT.
CUBE: It messes with their dreams though.

R U GOIN 2 DO ANY EVERYTHING OR NOTHING CHEATS ON DA DISC? PS CHEDDAR RULES
CUBE: What's with all the cheese this month?

SEES PIC OF MILES: AAAAARRGH PS IS LIZ SICK OF COMPLIMENTS
CUBE: Dunno, but Miles is sick of the abuse.

I CAN'T HELP BUT NOTICE UVE GOT 666 IN UR TXT NUMBER. EEEUUUIIILLL
CUBE: :o)

HI, COULD U PLZ TEL ME IF THERE ARE NE CHEATS 4 GODZILLA ON THE GAMECUBE?
CUBE: Yes, yes there are. Most of them involve not going near it, not anywhere near it, you hear?

I JUST GOR SPLINTER CELL BUT I'M STUCK ON LEVEL 7. I FOUND A PIPE BUT EVERY TIME I GO IN ONE OF THE GUYS KILLS ME. HELP!
CUBE: Shoot out the light first, then kill the guy when he goes to investigate.

CUBE

ISSUE THIRTY SEVEN

FORUM FRENZY

IT'LL BE AUTUMN soon, which means that games companies will finally start doing their job and actually release some games again. Surely this can only mean an end to the bickering about inconsequential rubbish. Ya- ah, wait. Isn't that what this is all about? On with the opinion-forcing!

USER PROFILE...

NAME:	John Asquith
USER NAME:	RenOfHeavens
OCCUPATION:	Treasure hunter
FAVOURITE GAME:	Shenmue/Shenmue 2



Please comment on why something as irrelevant as gaming plays such an important part in your so-called life: I was playing videogames before I was able to walk. As a nipper, I grew up with the treat of being allowed to play on the family Spectrum if I ate all my vegetables. Since then, videogames have always been something to look forward to when plowing through life's really unpleasant bits. From coming home from school to play *Super Mario World* and *Street Fighter II*, through having to resit exams because of my addiction to *ISS 64*, to dreaming of the *Skies Of Arcadia* whilst slaving away in a soul-destroying job, games have always brought me joy. Where else could I ride a dinosaur, or play football for England, or fly a boat through the skies? Videogames, I salute you.

POSTS WITH THE MOSTEST

1. ***"Earlier this week, a friend of mine punched himself in the face and gave himself a black eye while trying to flap at a wasp."***
   feltmonkey
2. ***"My friend (who I might add is captain of the county cricket team) plans to watch The Darkness just to throw cricket balls at Justin Hawkins (not mature I know) and he will hit, he never misses."***
   Siamese_Dream
3. ***"So what? My dad was on Bulls Eye! Beat that!"***
   Fighter Of Foo
4. ***"Well, I suppose you can't teach an old dad new tricks."***
   Jedi Jones
5. ***"Saw chandra though, he's bigger than I thought he'd be."***
   imagonnawin



HONOURABLE MENTIONS



Those who have conducted themselves with enough intelligence, wit, tolerance and open-mindedness to help carve out a digital corner of unparalleled friendliness and more importantly, uniqueness. There are too many to mention, but hell, there's no harm in trying: Corinthians, feltmonkey, RenOfHeavens, Rhinox, Neio2, Zebedee, ACE RIMMER, ApocalypseDude, TOG, Numpty... well there's not enough space. Life isn't fair!

HOT TOPICS...

BOARD GAMES

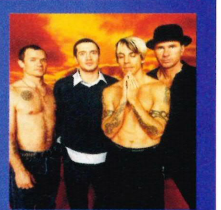
WE'VE ALL TURNED into a bunch of oldies. Moaning about the weather, wasps and the kids of today isn't very rock 'n roll, you know. Miles is disgusted...



YESTERDAY'S NEWS...

BORED GAMES

WHO'S GOING, WHO'S arriving, why and when. Don't be so self-indulgent. If you're a good member, we'll notice. Don't worry.



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:

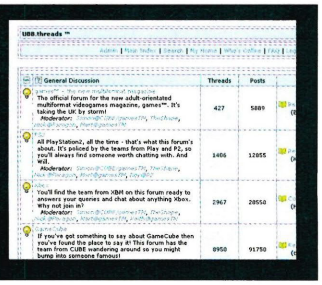
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're 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).

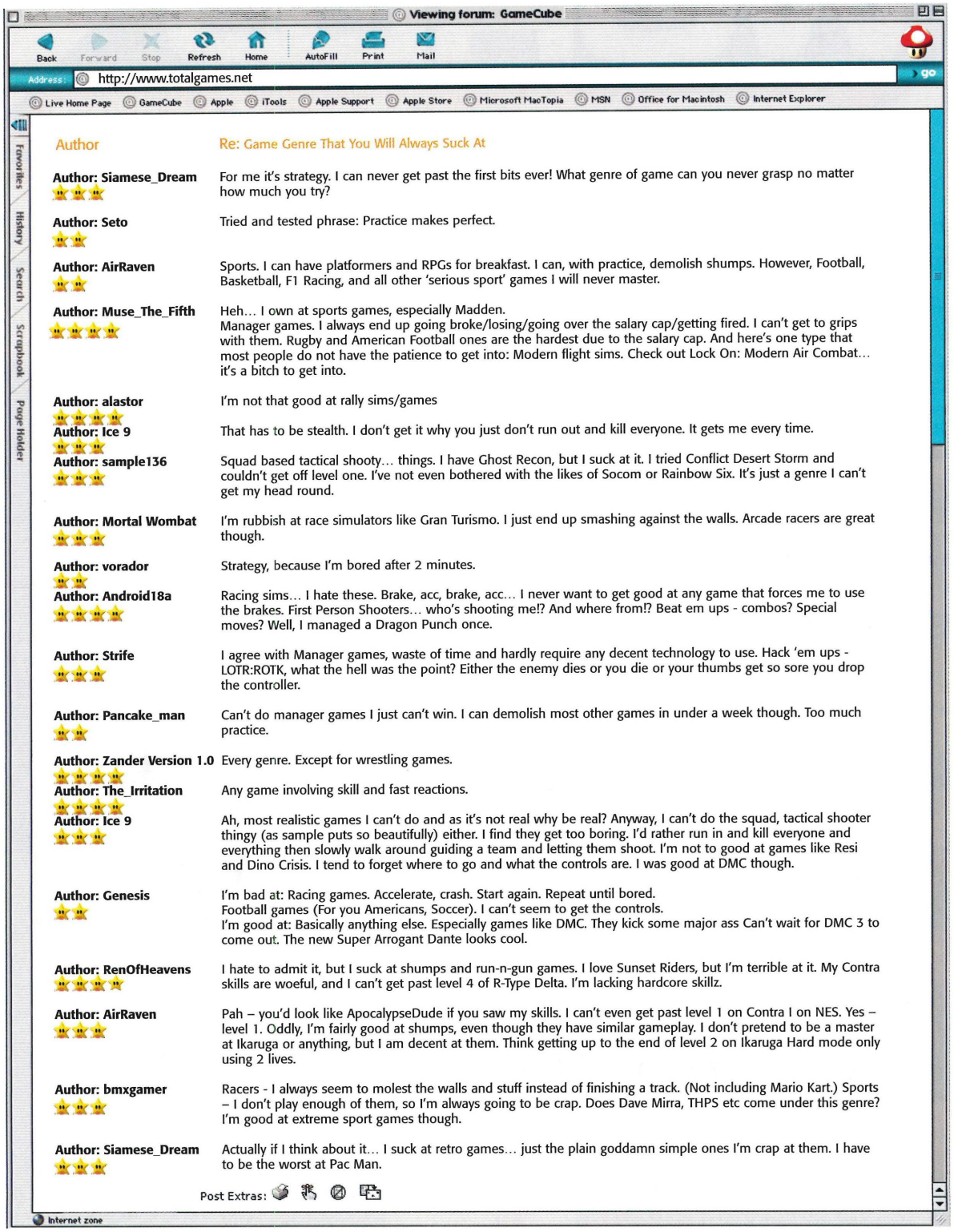
STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple – heck, even the **CUBE** team did it.



THREAD OF THE MONTH

Bile, detestation, anger, all vented on the CUBE forum and mostly directed at us. It's nice to be popular and so well thought of by internet users.



CUBE

Highbury Entertainment Ltd, Paragon House
St Peter's Road, Bournemouth, Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Web site www.paragon.co.uk

CUSTOMER SERVICES
If you have a query regarding a subscription please contact the subscription hotline on ***0870 444 8682***
or email ***cube@cisubs.co.uk***. For all other queries, including missing covermounts, please contact our Customer Services Department on ***01202 200200*** or email ***subs@paragon.co.uk***.

MAGAZINE TEAM
Editor ***Miles Guttery***
miles@paragon.co.uk
Group Editor ***Simon Phillips***
Managing Editor ***Nick Roberts***
Deputy Editor ***Chandra Nair***
News Editor ***Liz Morris***
Senior Staff Writer ***Gary Adams***
Group Art Editor ***Paul Ridley***
Designer ***Lewis Somerscales***
Sub Editor ***Tim Empey***
Contributors ***David Jenkins, Martin Mathers, Darran Jones, Luke Albigès***

ADVERTISING
Advertising Manager: ***Felicity Mead***
Tel: 01202 200224
email: felicity@paragon.co.uk
Sales Executive: ***Jenny Griffin***
Tel: 01202 200222
email: jenny.griffin@paragon.co.uk
Display Sales Executive: ***Marcus Reeves***
Tel: 01202 209367
email: marcus.reeves@paragon.co.uk
Classified Sales Executive: ***Mark Maclean***
Tel: 01202 209308
email: macster@paragon.co.uk
Senior Copy Controller ***Lauren Deans***
Ad Production Co-ordinator ***Lorraine Troughton***
Assistant Production Co-ordinator ***Caroline Bradford***
Copy Controllers ***Eleanor Clark, Hayley Buchan***

PRODUCTION & DISTRIBUTION
Production Manager ***Dave Osborne***
Bureau Manager ***Chris Rees***
Scanning/Prepress ***Wesley Neil***
Circulation Manager ***Tim Harris***
Tel: +44 (0) 1202 200218
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
CUBE is available for licensing overseas.
For details, please contact
International Manager ***Cathy Blackman***
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200217
cathb@paragon.co.uk

DIRECTORS
Editorial Director ***Damian Butt***
Production Director ***Jane Hawkins***
Circulation & Marketing Director ***Kevin Petley***
Advertising Director ***Peter Cleall***
Art Director ***Mark Kendrick***
CEO ***Mark Simpson***

SUBSCRIPTIONS
Subscription Rates
(13 issues) UK £33.99
UK direct debit £7.79 every three issues
Subscription Hotline: 0870 444 8682

PRINTED BY SOUTHERNPRINT (WEB OFFSET) LTD, 17-21 Factory Road, Upton Industrial Estate, Poole BH16 5SN

DISTRIBUTED BY Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD 0207 3968000

This publication is unofficial and is in no way approved, authorised, endorsed or sponsored by any Nintendo company. Any views expressed in this publication are those of Highbury Entertainment Ltd. Any and all trade marks, copyright and other intellectual property rights of third parties used in this publication are expressly recognised. NINTENDO, POKÉMON, GAME BOY, GAME BOY COLOR, GAME BOY ADVANCE, GBA, NINTENDO 64, N64, GCN, NGC and NINTENDO GAMECUBE are trademarks of Nintendo Co. Ltd.

HIGHBURY ENTERTAINMENT
A HIGHBURY HOUSE COMMUNICATIONS PLC COMPANY

©2004 Highbury Entertainment Ltd

ISSN 1475-1399

Highbury Entertainment Limited is a wholly owned subsidiary of Highbury House Communications PLC. Registered in England. Registered Number 2483576. Registered Office: The Publishing House, 1-3 Highbury Station Road, Islington, London N1 1SE.

Bag, cover, disc case and DVD images supplied by Nintendo UK. Donkey Konga © 2003, 2004 Nintendo. Cheats Disc and disc case images supplied by Activision UK. Spider-Man and all related characters: TM & © 2004 Marvel Characters, Inc. Spider-Man 2, the movie: © 2004 Columbia Pictures Industries, Inc.

All Rights Reserved.

ABC
29,172
JAN – JUN 2004

BEAT THE WORLD

ISSUE THIRTY SEVEN

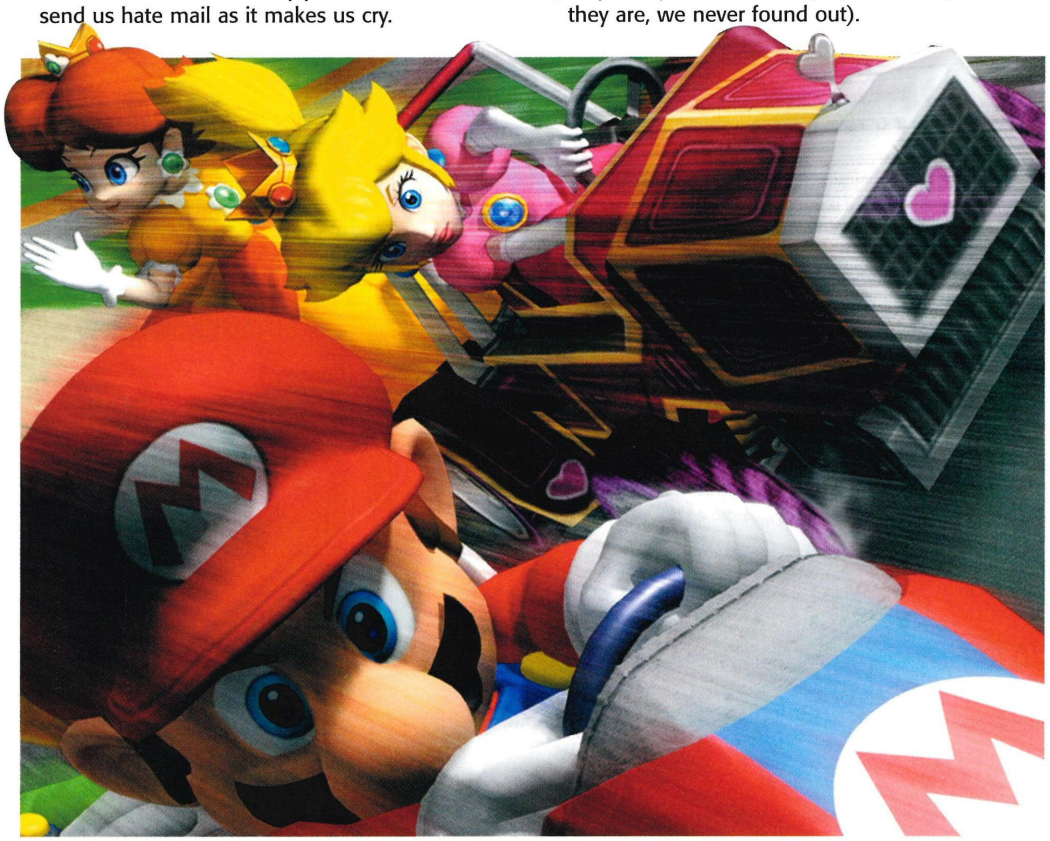
RECORD BREAKER

Go on… you know that you can beat these times. Except for Jonas Pettersson's, who betters himself every month when we get the inevitable package from him. We like him, and we'll like you too if you follow his lead.

Simply play one of the games listed below (make sure you choose one that you're good at, obviously). Beat one of the times/scores, send it in and you'll see yourself in print! It couldn't be easier. Unless you got a cheating monkey to do it for you…

HERE'S THE BORING BIT THAT DOESN'T INVOLVE GETTING YOUR NAME IN PRINT:

- Unfortunately, due to the 'large' amount of entries, there won't be any prizes. Please don't send us hate mail as it makes us cry.
- No punching, kicking or hitting below the belt. Enter as many challenges as you like and send in bribes at your leisure. That rock we got sent with that letter was nice, but we'd rather have something less sticky next time. Cheers.
- Remember the three P's: Photos, philms and proof. We want evidence, and it can only take the form of something we can physically bend with our hands. So no digital pictures!
- Play nicely. We don't like player-haters (whatever they are, we never found out).





IKARUGA

ARROOGAA! This game rules. End of.

LEVEL	SCORE	CHAIN	NAME
Challenge Mode			
Ch 1	103030	2	Tim Empey
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!!

Going around in circles was never such fun.

MUSHROOM CUP

Course	Time	Name
Luigi Circuit	1:19:255	Jonas Pettersson
Peach Beach	1:12:342	Jonas Pettersson
Baby Park	1:05:932	A. Thomas
Dry Dry Desert	1:36:870	Jonas Pettersson

FLOWER CUP

Course	Time	Name
Mushroom Bridge	1:24:600	Jonas Pettersson
Mario Circuit	1:31:830	Jonas Pettersson
Daisy Cruiser	1:43:377	Dave Every
Waluigi Stadium	1:44:923	Dave Every

STAR CUP

Course	Time	Name
Sherbet Land	1:18:727	Jonas Pettersson
Mushroom City	1:40:985	Jonas Pettersson
Yoshi Circuit	1:46:675	Jonas Pettersson
DK Mountain	1:49:176	Jonas Pettersson

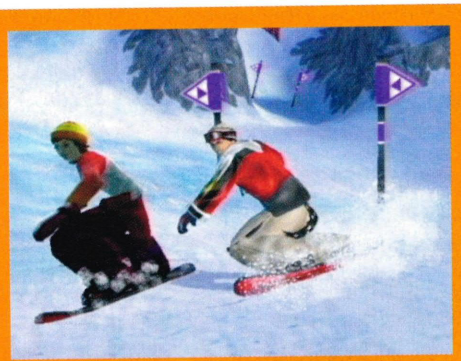
SPECIAL CUP

Course	Time	Name
Wario Colloseum	2:06:991	Jonas Pettersson
Dino Dino Jungle	1:51:312	Jonas Pettersson
Bowser's Castle	2:28:889	Dave Every
Rainbow Road	3:05:201	Jonas Pettersson





This is it folks! Gary's last issue ever, well that's what he says, but we think he might be back, hopefully.



1080° AVALANCHE

Gaming to the powder of 1080.

EASY

Course	Time	Name
Ski School	50'91	Dave Every
Tenderfoot Pass	44'09	Dave Every
Frosty Shadows	48'81	Dave Every

HARD

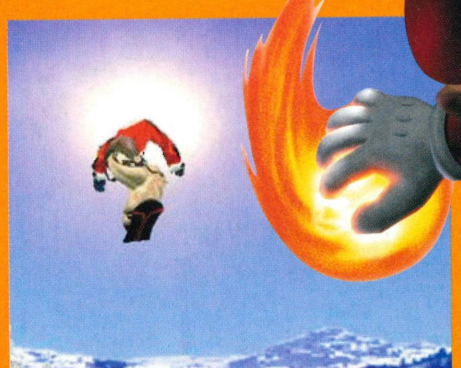
Course	Time	Name
Power Threat	45'86	Dave Every
Tree Top Trauma	1'04'28	Dave Every
Grits N' Gravy	53'01	Dave Every
Trestle Trouble	1'25'62	Dave Every

EXPERT

Course	Time	Name
Revolution Cliff	1'09'90	Dave Every
Midnight City	1'35'22	Dave Every
Rotted Ridge	1'06'64	Dave Every
Diesel Disaster	1'15'13	Dave Every
Sick with it	1'29'42	Dave Every

EXTREME

Course	Time	Name
Top Tree Mama	1'04'79	Dave Every
Treble Tussle	1'25'75	Dave Every
Evolution Riff	1'09'96	Dave Every
Sid's Night Midi	1'35'28	Dave Every
Dazzlin' Teaser	1'14'66	Dave Every
Wit's Thicket	1'29'22	Dave Every



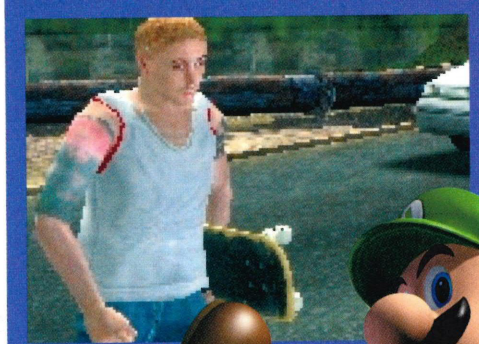
Here's Gary: Boo hoo, what to say? What to say? So emotional...



TONY HAWKS UNDERGROUND

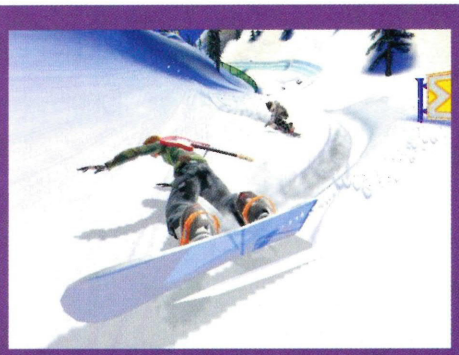
Underground, overground, skating free...

Level	Score	Name
New Jersey	–	?
Manhattan	–	?
Tampa	–	?
San Diego	–	?
Vancouver	4,888,028	Thomas Davell
Hanger	–	?
School II	–	?
Venice	–	?





BEAT THE WORLD
RECORD BREAKER



You're all so lovely. Thanks to my family, friends, the internet, music and everything else that makes...

...working in an office environment that little more enjoyable. And of course, you, readers. Ha!



SSX 3

All aboard for the high scores

PEAK 1 SCORES:

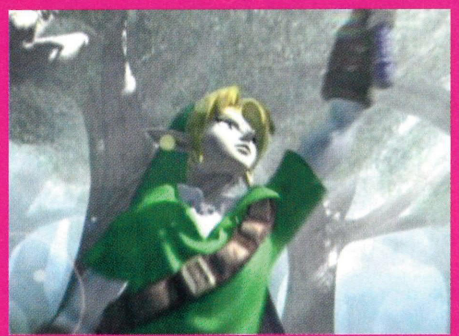
Course	Score	Name
R&B	1093421	George Mulkerrin
Crow's Nest	204,999	Dave Every
The Junction	733,433	Dave Every
Happiness Jam	462,951	Dave Every
Peak 1 Jam	1,056,278	Dave Every

PEAK 2 SCORES:

Course	Score	Name
Style Mile	651,762	Dave Every
Launch Time	206,281	Dave Every
Schizophrenia	697,903	Dave Every
Ruthless Jam	347,531	Dave Every
Peak 2 Jam	1,082,211	Dave Every

PEAK 3 SCORES:

Course	Score	Name
Kick Doubt	713,334	Dave Every
Much-2-Much	216,079	Dave Every
Perpendiculous	974,460	Dave Every
Throne Jam	496,682	Dave Every
All Peak Jam	2,859,704	Adam Kelleway



Oh in case you're wondering, you know all the funny bits? The captions that you only...



...notice when you're reading this and eating breakfast, or waiting at a...

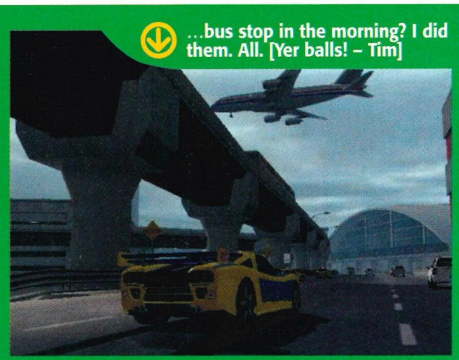


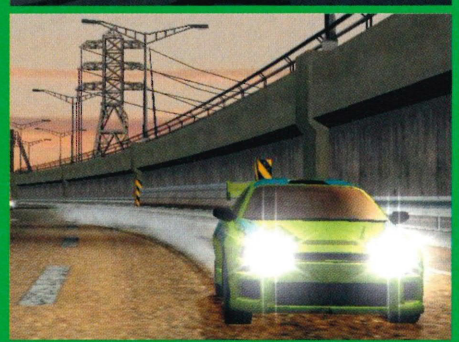
SOUL CALIBUR II

You know you got soul

Course	Score	Name
Time Attack – Std	2'30"08	Dave Every
Time Attack – Alt	2'32"06	Dave Every
Time Attack – Extr	-	?
Extra Time Attack – Std	2'04"32	Dave Every
Extra Time Attack – Alt	3'55"42	Dave Every
Extra Time Attack – Extr	4'53"38	Dave Every
Survival	24 Wins	Craig Ross
Survival – Std	44 Wins	Dave Every
Survival – No Recovery	49 Wins	Dave Every
Survival – Sudden Death	31 Wins	Jonas Pettersson

...bus stop in the morning? I did them. All. [Yer balls! – Tim]







BURNOUT 2

Damn shame we won't be seeing the third one – it rocks.

Course	Score	Name
88 Interchange	2:33:480	Robb Porter
Airport Terminal 3	0.31.179	Scott Dabell
Airport Terminal 1 & 2	1:27:479	Robb Porter
Big Surf Shores	1:43:516	George Mulkerrin
Crystal Freeway	–	?
Crystal Summit Lake	–	?
Freeway Dash	–	?
Heartbreak Hills	–	?
Interstate Loop	1:04:816	Robb
Ocean Sprint	1:58:250	Robb
Palm Bay Heights	–	?
Palm Bay Marina	–	?
Sunrise Valley D.town	–	?

WHAT A PICTURE

WE WON'T BELIEVE IT UNLESS WE'VE SEEN IT WITH OUR OWN EYES



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 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

F-ZERO GX

Holy F- it's good.

RUBY CUP

Course	Time	Name
Mute City: Twist Road	00'48"748	Arif Saddiq
Casino Palace: Split Oval	00'54"204	Dave Every
Sand Ocean: Surface Slide	01'35"760	Arif Saddiq
Lightening: Loop Cross	01'59"219	Jonas Petterson
Aeropolis: Multiplex	02'00"133	Arif Saddiq

SAPPHIRE CUP

Big Blue: Drift Highway	00'58"291	Arif Saddiq
Port Town: Aero Dive	02'13"561	Arif Saddiq
Green Plant: Mobius Ring	01'31"428	Dave Every
Port Town: Long Pipe	02'31"112	Dave Every
Mute City: Serial Gaps	01'21"188	Arif Saddiq

EMERALD CUP

Fire Field: Cylinder Knot	02'42"446	Dave Every
Green Plant: Intersection	02'23"849	Dave Every
Casino Palace: Double Branches	03'06"754	Jonas Pettersson
Lightning: Half Pipe	02'50"418	Dave Every
Big Blue: Ordeal	02'53"471	Jonas Petterson

DIAMOND CUP

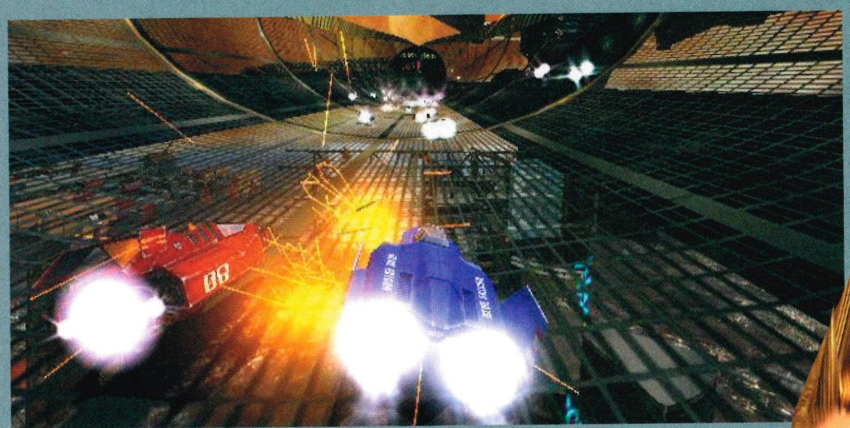
Casino Terminal: Trident	03'01"344	Arif Saddiq
Sand Ocean: Lateral Shift	1"46"469	Nick Gallagher
Fire Field: Undulation	02'03"916	Arif Saddiq
Aeropolis: Dragon Slope	02'43"083	Dave Every
Phantom Road: Slim-Line Slits	01'51"165	Stuart Feek

AX CUP

Aeropolis: Screw Drive	00'53"361	Arif Saddiq
Outer Space: Meteor Stream	01'26"288	Arif Saddiq
Port Town: Cylinder Wave	02'03"067	Jonas Petterson
Lightening: Thunder Road	02'58"673	Arif Saddiq
Green Plant: Spiral	03'29"622!	Arif Saddiq

SPECIAL EXTRA TRACK

Mute City: Sonic Oval	00'36"327	Arif Saddiq





Notice this one? Good. Keep playing games, 'cos life is all about fun. Bye!

CUBE

ISSUE THIRTY SEVEN

CHEATING MONKEYS

Our order of nice shiny robots was lost in the processing uh, process and as a result, the whole team has been infected with the Mongolian Giant Flea Disease



SPIDER-MAN 2

As ever, there's a ton of stuff to do once you've battled through the main game.



UNLOCKABLE	HOW?
Alien Buster	DEFEAT MYSTERIO
Anger Manager	STOP 25 ROAD RAGES
Automobile Avenger	STOP 25 CAR JACKINGS
Balloon Popper	POP 25 BALLOONS
Bane of Petty Thieves	STOP 25 PURSE SNATCHERS
Big Game Hunter	DEFEAT RHINO IN STORY MODE
Champ	DEFEAT 200 ENEMIES
Crime Stopper	STOP 250 PETTY CRIMES
Drenched Explorer	COLLECT ALL 130 BUOY TOKENS
Employee of the Month	COMPLETE ALL PIZZA MISSIONS (20)
Friend to Children	RETURN 25 BALLOONS TO CHILDREN
Game Master	COMPLETE GAME WITH 100%
Gold Medallist	BEAT ALL CHALLENGES' MEGA TIMES
Good Samaritan	HELP 250 CITIZENS IN DISTRESS
Hardcore Gamer	COMPLETE ALL ARCADE GAMES
Hero	COLLECT 45K HERO POINTS
Hero in Training	COLLECT 15K HERO POINTS
Honorary Deputy	ASSIST 25 OFFICERS
Human Ambulance	RESOLVE 25 MEDICAL EMERGENCIES
Knowledge Seeker	COLLECT ALL 213 HINT MARKERS
Life Preserver	RESOLVE 25 SINKING BOAT CRISIS'S
Lifter of Spirits	RESCUE 25 HANGING CITIZENS
Lover not a Fighter	COMPLETE ALL MJ MISSIONS
Master Explorer	COLLECT ALL EXPLORATION TOKENS
Mega Champ	DEFEAT 500 ENEMIES
Mega Hero	COLLECT 200K HERO POINTS
Party crasher	STOP 25 BATTLE ROYALS
Shock Absorber	DEFEAT SHOCKER IN STORY MODE
Shutterbug	COMPLETE DAILY BUGLE MISSIONS
Silver Medallist	COMPLETE ALL CHALLENGES
Speed Freak	GET MAX SWING SPEED
Stick Up Artist	PREVENTS 25 ROBBERIES
Sucker	PREVENT 25 AMBUSHES
Superhero	COLLECT 100K HERO POINTS
Tentacle Wrangler	DEFEAT DOC OCK
Thug Mugger	PREVENT 25 MUGGINGS
Towering Explorer	COLLECT ALL SKYSCRAPER TOKENS
Vigilant Explorer	COLLECT ALL HIDEOUT TOKENS
Watch Dog	PREVENT 25 BREAK-INS
Watchful Explorer	FIND ALL SECRET TOKENS

CUBE

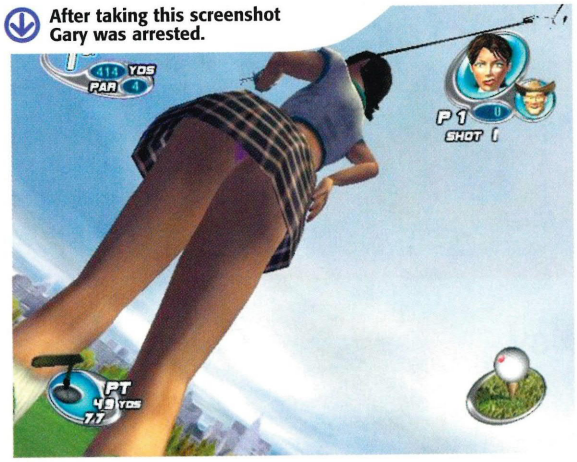
GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE!

0906 9060374

Calls cost **£1.50** per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from **8am till 11pm**. If you have any queries call the customer helpline on **0870 739 7602**

After taking this screenshot Gary was arrested.

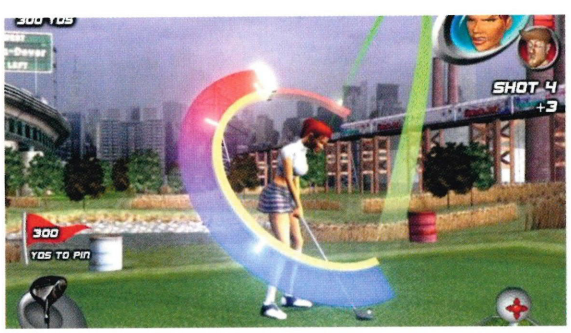


OUTLAW GOLF

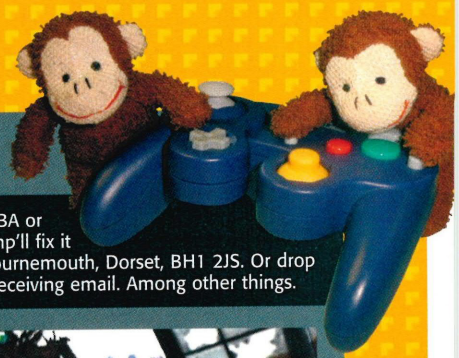
Again, if you're willing to put the effort in, there's no shortage of unlockables. Try working through all of these on those lonely Saturday nights...

UNLOCK	HOW?
Unlock Everything	Golf_Gone_Wild
Smaller Ball	Hold L and press DOWN, DOWN, DOWN, UP
Turn Off Wind	Hold L and press UP, LEFT, DOWN, RIGHT, UP, LEFT, DOWN, RIGHT, B, B
Bigger Ball	Hold L and Press UP, UP, UP, DOWN

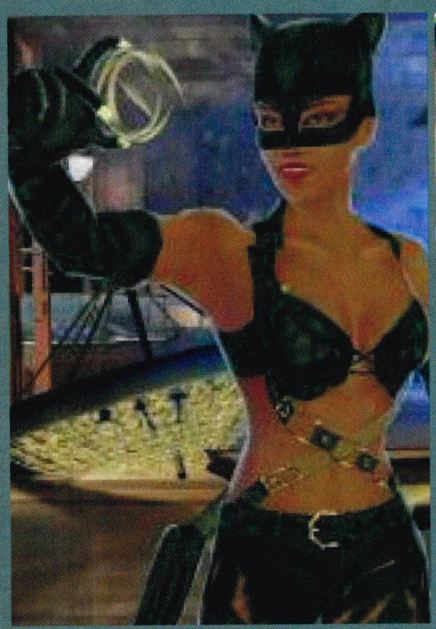
UNLOCK	FINISH...
Atlas Black Putter	ALL THE MARBLES
Atlas Driver	STROKE ME
Atlas Fairway Woods	NOT SO GOODFELLAS
Atlas Gold Putter	SUAVE'S REVENGE
Atlas Irons	HIGH ROLLERS
Atlas Wedge	PRETTY IN PINK
Boiler Maker Fairway Woods	HOLE LOTTA LUV
Boiler Maker Irons	JERSEY BALL BASH
Boiler Maker Putter	SUN STROKE EVENT
Boiler Maker Wedge	BACK 9 SHUFFLE
Cincinnati Balls	ROUGH RIDERS EVENT
Cincinnati Fairway Woods	FULL FRONTAL
Cincinnati Irons	STROKE ME AGAIN
Cincinnati Wedge	BLISTER IN THE SUN
Colier Maker Driver	MONEY TALKS
Doc Diggler	LADIES NIGHT
Ecstasy Balls	SCORCHED EARTH CLASSIC
Ecstasy Putter	MOTLEY CREW
Killer Miller	TEST DRIVE
Nelson Balls	DIFFERENT STROKES
Python Driver	HEAT RASH EVENT
Python Fairway Woods	TOUGH CROWD
Python Irons	HOLE IN THE SUN
Python Wedge	GARDEN STATE STROKE
Scrummy e Links	ODD BALL CLASSIC
Suave's Balls	GARDEN STATE MEAGE A TROIS
Suki	BAKED ON THE BONE
Trixie	CHICKS WITH STICKS



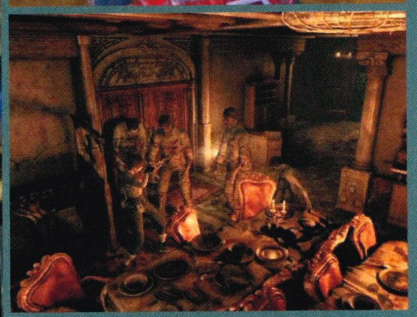
CHIMP'LL FIX IT



Everybody get up, everybody get down! Got a problem? GBA or GameCube serving as an obstacle to true happiness? Chimp'll fix it at **CUBE** Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS. Or drop them an email at cube@paragon.co.uk. They simply love receiving email. Among other things.







THE ANIMALS

Dear Cheating Monkeys,
Please help me! I am really stuck on *Resident Evil 0*. I cannot complete the animal puzzle (near where you save Rebecca when she falls down the hole and Billy saves her), where you have to light the animal flames in order to open the door. I'm dying to know what is behind it and I've been stuck for ages. If you can help me, I'll send you some bananas!
CAZ, MANCHESTER.

The monkeys say:
"It's quite simple my dear. Simpley light them in this order: Deer, Wolf, Horse, Tiger, Snake and then Eagle. Now where are my bananas!?"

SEVEN YEAR GLITCH

Argh. I'm utterly, completely useless at most things, but *Metal Arms: Glitch In The System* really takes the biscuit. And the proverbial. All at the same time. I don't even like the game, but I was badgered into getting it and now I feel that I must complete it or admit defeat – and a loss of around a tenner. (That's four pints, for goodness sake.) Anyway, yeah, *Metal Arms*. I'm stuck on this bit where you've got to protect a bridge. The mission is called Hold Your Ground, but whenever I try doing that I fail, because my nose isn't the right shape to push a GameCube analogue stick around and my tongue won't reach the buttons. Help me, or I'll go mad and shave my head.
EMILY, LONDON

The monkeys say:
"You do sound a bit bad at this simple game. Look, there are three waves of enemies, each getting progressively harder. You've only got to survive for five minutes, and you've got a rocket launcher and a machine gun keeping you company. Just stay on your toes (try not to trip up) and keep an eye on the cave while scanning the sky for any airborne nasties. That help?"

CLAWS OUT!

Dear Cheating Monkeys,
I've been playing *Catwoman*, and I'm stuck. After finding Midnight on the Factory Perimeter level, I just don't know where to go. Help!
JAMES, NORWICH

The monkeys say:
"HAHAHAHAHAHAHAHAHAHAHAHA. Ahem. Sorry. HAHAHAHAHAHAHAHA. Right, got it. HAHAHAHAHAHAHAHA. You bought* Catwoman*! HAHAHA! Okay. Right. Smash the security camera and four guards will come streaming out. Push them into boxes or whatev- HAHAHAHAHA. Yeah, get rid of those chumps, then climb the boxcars until you find a mesh panel. Get here and you'll see a swing point – swing across to a ledge then hook a Bling with your whip. Wow, the game almost sounds exciting when we write it like that."

CUBE CHEATING MONKEYS CODE JUNKIES



ISSUE THIRTY SEVEN

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

SPIDER-MAN 2

Master
1 VP69-2CGW-2U7TX
2 8TJN-W1QU-Z4YYQ

Infinite Health
1 4P1U-ETC4-6NUN3
2 N0R8-Q52J-HR5NC

Infinite Hero Meter
1 5ZWA-RH7B-CAVU7
2 7UHM-MTBP-TR5J6
3 ETR4-ZUQU-5FGUF

Moon Jump (Hold A)
1 EHAP-YT21-T6BPJ
2 UEPC-JM8V-XRAZW
3 PJZ0-Y2CW-V7QPR

Hero Points (Test)
1 73FZ-WPD4-J0126
2 QXTQ-MD7C-387FD
3 5Y1R-7PWV-8NU2R
4 PFEE-7FNM-W8N21

Web Zip
1 3XA0-ZUVR-NCBCX
2 CGPT-C8WG-FU1HM

All Combat Upgrades
1 JK8E-K1RQ-WXYNP
2 HC6R-AD8C-MGZZZ
3 0PWM-4KTW-RG5BV
4 W1X7-JCHT-NTQDG

Wall sprint
1 3W16-H2AJ-ZUHUQ
2 NVZ0-QGB2-DPWUU

Air Jump Off Kick
1 6RJ7-J3YY-P7QDC
2 VTB6-G2A6-EQ349

Cannonball Kick
1 5A94-6KPR-HCJYE
2 EVBD-UB8V-Y4WY9

Rising Knee Kick
1 Q0F4-R8YC-R8JMK
2 57V9-WWX1-M1R38

Yank Behind
1 YZ8Y-5TW5-0F47C
2 A472-U3CW-X0XHU

Earth Breaker Punch
1 EYPK-WGEK-YQEJ0
2 XMMT-QMPE-661ND

Level 3 Air Combo
1 TZ3R-2646-P9N60
2 AR4E-NY4N-PZV5P

Launch Kick
1 DWB9-MQMW-WHNKE
2 HZ0U-U42H-2G95N

Dizzy Strike
1 UKGU-4AKE-FMW39
2 2136-NW5R-5ZW3R

Multi Web Hammer
1 EVMQ-J5KY-K9J0T
2 QBJT-ZYN6-M2AGA

The Hero Punch
1 MUV7-M9ZD-KQ8F0
2 1J91-PAV4-PT5VA

Interceptor Kick
1 1GTV-WUYE-426F0
2 TFBH-H6MV-X7TTG

Level 4 Air Combo
1 53KR-A8W1-8GXX3
2 GUJ0-MT50-11J9Z

Jaw Launcher
1 7U0M-BR5N-YZBGW
2 BBZY-9RCK-DNJH5

Air Pile Drive
1 6EJZ-J40J-53ET8
2 HMTU-K3F3-EZB7N

Double Heel Kick
1 9UZM-BAYD-H9D3W
2 48FQ-0W7F-CKQNF

Stair Step Kicks Combo
1 ZNY3-NA7E-B36HX
2 Z72V-6J1J-GK02E

Super Web
1 3HY3-E9KJ-X8BC3
2 60T1-W2DP-T56RT

Rising Shoulder Charge
1 59J3-HWD6-G37T8
2 V2YQ-UKB7-70C9V

Whirlwind Kick
1 E8VU-351Y-EPJFR
2 KJXE-T4FG-1C2NJ

Air Web Slam
1 2EHW-FP9X-9GR52
2 1NM9-4AR9-D0BV7

Spider Missile
1 CCUF-Y5MH-0FEPW
2 QW1F-U4K2-GP569

Grapple
1 1X11-V1DK-CC72M
2 W1X7-JCHT-NTQDG

DREDD VS DEATH

Master
1 XKZN-6A7J-WPTUH
2 6917-4F76-UZB7M

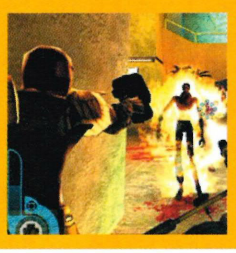
Infinite Health
1 309M-F1QT-7R2MV
2 9GVM-GVE8-CJDAU

Infinite Lawgiver Ammo
1 PV3M-BMBU-DXF9D
2 TRXX-J9M3-UBPVC

Infinite Judge Shotgun Ammo
1 JBR4-RH2X-51DPR
2 YRF8-AB18-236C4

Infinite Lawrod Rifle Ammo
1 DJYP-0VNH-0QDXY
2 80WE-JNFK-VB1X4

Test Infinite Ammo
1 16TA-5N0V-DEWBZ
2 TRXX-J9M3-UBPVC
3 YRF8-AB18-236C4
4 80WE-JNFK-VB1X4
5 T9A5-RXVR-P9F53
6 H08D-2JPG-MUDZX



DIE HARD: VENDETTA

Master
1 8MEH-9WTF-RUTG8
2 7Z4J-RMFH-P7F75

Infinite ammo/no reloads all weapons
1 TA6Z-MQ5N-DFH22
2 V4J7-DWZ2-H77N7

Infinite health/armour
1 GCXN-QV3R-GFVAN
2 V6AE-NG4X-01CV7

Tap or hold for moving multi-jumps only
1 128A-TC8Z-RK5F2
2 HENU-J9Z4-D86WR
3 DKKN-4QM1-JFT0U
4 W2J2-32Q7-1WZHF
5 QXZ3-TRJ5-B35EY

Press + for hyper speed
1 A7NN-53V9-C6JQG
2 3FTE-XZFM-X5E27
3 6AF3-KNHV-2VFYP

Press for slow speed
1 9M45-4UWA-VW5MT
2 G8GC-YRCZ-2B5CF
3 YNKH-JTBT-X5DNG

Press + for super slow speed
1 NNRW-79A1-E6B0N
2 122N-TTXZ-HK48R
3 K0QC-JZHV-CHX1W

Press + for normal speed
1 C6WY-TX3A-ZGMM9
2 8YCT-UA4J-Q5294
3 7BE6-Y2MT-ZRW6Z

Metal mode
1 8WN1-8HFG-01Y2Q
2 2E28-DNY1-XWXZW

Tiny head mode
1 N1DF-ZHQ7-PXMP1
2 KY2N-H8VW-JFCQW

Big head mode
1 5GFK-EJMJ-PZBAV
2 KY2N-H8VW-JFCQW

Exploding bad guys
1 Q8J2-E1UU-J28VA
2 R620-VUM2-8AZ1R

Everyone's on fire
1 W0K7-Z621-UHBZT
2 RP5J-F84N-QJJK4

Have full 'Hero' bar
1 RWE3-T4JX-UP0H6
2 31DG-2A32-VN9NT

Standard infinite ammo
1 V8EX-GKTT-3MACY
2 UZJ4-RMV3-E1ZFX

Bullets REALLY hurt
1 C9UG-DR3T-67RC4
2 A88P-32A3-3PP8D

Big guns
1 H2V0-5KFU-N378X
2 Z83M-CNBF-ZQ5P6

Wireframe mode
1 23WR-BA3F-9A9C4
2 D2WD-G950-KWH2X



LEGENDS OF WRESTLING 2

Master
1 DRTA-3YYX-C4MQP
2 6QUV-MTEW-BNRHA

P1: Infinite Health
1 H5JF-RV5A-UNGEH
2 2FJ6-P4NW-AX7RA

P1: Easily defeat CPU/P2
1 QAK0-PAAY-3N1BN
2 9HG9-NRAY-Y07HE

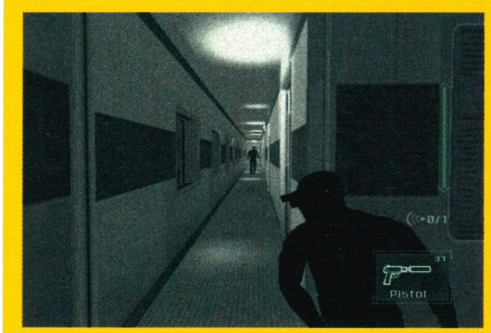
Infinite Creation Points
1 JWYY-9RT4-JE00Q
2 T7BJ-HKXD-XHU03

Infinite Green Coins
1 EB5T-MK7F-JDUQ7
2 V1NC-NMW1-X4ETH

Infinite Red Coins
1 H1WN-27W0-YA1G9
2 VHN6-Y7QE-3NMT7

Infinite Blue Coins
1 6K75-RX9V-AA03J
2 YD0F-AXGD-DJEUH

Unlock All Characters
1 33GJ-E1X0-C65ER
2 7BD1-KJ2T-6G5WP
3 2FZM-2TK6-F1AY9



SPLINTER CELL: PT

Master
1 NR1P-PEQR-UP332
2 V7UT-UQNP-E8R24
3 5U1M-EP7B-0YDKA
4 3PA0-678R-YVTT4
5 0V67-2NZX-R0E2R
6 QKBD-047H-UKHXN

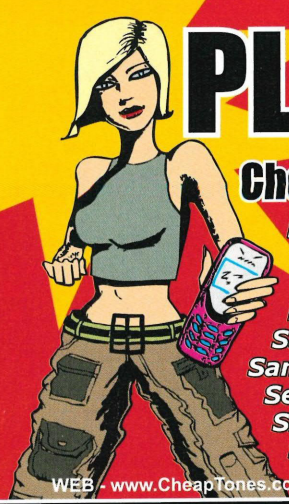
Infinite Ammo
1 QYAU-4KNW-P146A
2 TAT3-Y1YQ-N1WN1
3 36BG-4V77-MVWQC
4 A32J-HF0G-7V73H
5 K61P-W1QW-HA96F

Enemies Cannot Sense You
1 6KRW-HUN0-VRPQ1
2 F0U8-NGD2-UERVC

Dumb AI
1 NF9B-VQG2-Z1BTA
2 C2XJ-NHUG-7YFJZ

PAL60hz
1 NHAZ-U5AU-A275H
2 KUA0-198J-AAVHJ
3 A6KT-51JN-FBB9F
4 TCD6-HMG9-0TY44
5 HXD4-132Q-FNDQR
6 ANFU-KE0C-4TYDP

PLAY ZONE for mobiles



CheapTones.com

NOKIA
Alcatel
Motorola
Panasonic
Sagem
Samsung
Sendo
Sharp Siemens
Sony Trium

60p /min.

WEB - www.CheapTones.com WAP - wap.CheapTones.biz

HOW DO I ORDER?

Just call the Order Line on

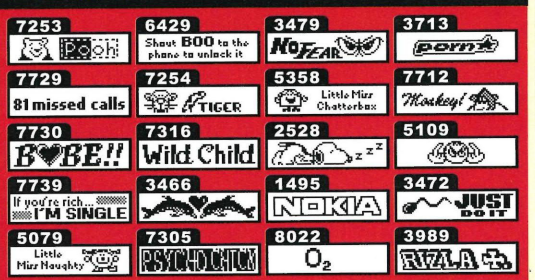
0906 698 1181

from Ireland - 1570 939 839 (126.91c/min.)

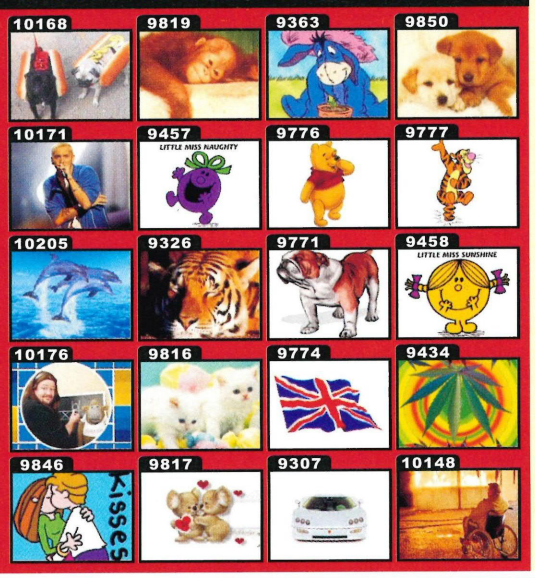
Then type in the 4 digit code that you want and your order will be sent to your mobile phone instantly by SMS!

*Alternatively, to order by text, you can send text "cube xxxx" to number 87101, where xxxx is the ringtone / logo code.

LOGOS



COLOUR BACKGROUNDS



MUSIC RINGTONES

MONOPHONIC & POLYPHONIC RINGTONES - mono code first, poly code second if available

	MONO	POLY		MONO	POLY		MONO	POLY
2Pac - Changes	5156	9240	Duran Duran - Rio	4793	10098	Metallica - Nothing Else	5142	9051
3 Of A Kind - Baby Cakes	10538	10526	Eamon - Don't Want You Back	10029	10022	Morrissey - First Of The	10424	10404
50 Cent - In Da Club	8133	8300	Eminem - Superman	9642	9621	Motorhead - Ace Of Spades	6332	9687
50 Cent - P**P	9078	9386	Eminem - Without Me	6604	6976	Nina Sky - Move Ya Body	10385	10392
ACDC - Whole Lotta Rosie	3936	9572	Estelle - 1980	10431	10397	OMD - Enola Gay	10143	10123
Ana Johnsson - We Are	10494	10491	Europe - Final Countdown	5353	9567	Outkast - Hey Ya	9503	9515
Anastacia - Left Outside	9970	9958	Finn Brothers - Won't Give In	10548	10537	Outkast - Roses	10346	10341
Anastacia - Sick And Tired	10492	10489	Flip & Fill - Discoland	10425	10401	O-Zone - Dragostea Din Tei	10309	10286
Ash - Starcrossed	10433	10413	Fountains Of W - Stacy's Mom	9913	9908	Peter Andre - Mysterious Girl	9831	9825
Avril Lavigne - My Happy	10493	10488	Frankee - F.U.R.B.	10134	10125	Peter Gabriel - Sledgehammer	10331	10300
Beenie Man - King Of The	10542	10532	Futureheads - Decent Days	10440	10400	Pink Floyd - Another Brick	1311	8471
Beenie Man Ft Ms Thing - Dude	9883	9863	Gary Newman - In Cars	4728	10283	Queen - Bohemian Rhapsody	1315	8475
Beyonce - Crazy In Love	8765	8646	Girls Of FHM - Da Ya Think	10349	10335	Rachel Stevens - Some Girls	10421	10411
Biffy Clyro - Glitter And	10546	10529	Guns 'n' Roses - Sweet Child	8589	6977	Rasmus - Guilty	10543	10530
Billy Idol - White Wedding	1112	9571	Hoobastank - The Reason	9951	9933	Rasmus - In The Shadows	10009	10003
Black Eyed Peas - Hey Mama	9912	9899	Human League - Don't You	6339	8402	Red Hot Chili Ps - Can't Stop	8143	8478
Black Eyed Peas - Shut Up	9586	9599	Jam - Town Called Malice	4563	9876	Red Hot Chili Ps - Fortune Faded	9506	9577
Black Eyed Peas - Where Is The	9195	9246	Jamelia - See It In A	10423	10410	Robbie Williams - Angels	3580	8482
Black Sabbath - Paranoid	4013	7169	Jamelia - Superstar	9222	9266	Rod Stewart - Do You Think	6279	8487
Blink 182 - Feeling This	9497	9576	Javine - Don't Walk Away	10544	10528	Rolling Stones - Paint It Black	3800	8536
Blink 182 - I Miss You	9884	9867	Jennifer - Bye Bye Boy	10438	10399	Rush - Summertime Blues	10442	10414
Bon Jovi - Living On A Prayer	3945	9569	J-Kwon - Tipsy	10422	10417	Salt N Pepa - Push It	9646	9619
Britney Spears - Everytime	10318	10307	Judas Priest - Breaking The Law	9574	9566	Scent - Up & Down	10547	10535
Britney Spears - Toxic	9879	9877	Kanye West - Through The Wire	9975	9967	Scissor Sisters - Laura	10313	10294
Busted - Air Hostess	10080	10077	Kasabian - LSF	10541	10533	Sex Pistols - God Save Queen	6622	8505
Busted - Crashed The Wedding	9501	9514	Kelis - Milkshake	9699	9696	Shapeshifters - Lola's Theme	10420	10406
Busted - Thunderbirds/3am	10436	10416	Kelis - Trick Me	10218	10217	Simon And - Mrs Robinson	4885	8515
Busted - Year 3000	8052	8337	Kelly & Ozzy - Changes	9512	9609	Slipknot - Duality	10323	10287
Candee Jay - If I Were You	10314	10292	Kevin Lyttle - Turn Me On	9393	9391	Snow Patrol - Spitting Games	10427	10412
Cassidy Ft R Kelly - Hotel	10192	10180	Libertines - Can't Stand	10539	10527	Soft Cell - Tainted Love	4550	9743
Charlatans - Try Again Today	10439	10418	Linkin Park - In The End	5398	6954	Special D - Come With Me	10010	10000
Chingy Ft J - One Call Away	10202	10184	Linkin Park - Numb	9160	9582	Status Quo - Caroline	3824	8522
Christina Aguilera - Dirrty	7912	7898	Lloyd Banks - On Fire	10545	10534	Stellar - Get Up Stand	10495	10487
Christina Milian - Dip It Low	10105	10090	LMC Vs U2 - Take Me To	9765	9763	Streets - Dry Your Eyes	10429	10403
CKY - 96 Quite Bitter Beings	6080	7168	Lostprophets - Last Train	9751	9734	Styles & Breeze - You're	10432	10419
Coldplay - Clocks	8248	8344	Lou Reed - Satellite Of	10430	10409	Thin Lizzy - Boys Are Back	6427	9689
Counting Crows - Accidentally	10428	10398	Lou Reed - Walk On The	4552	10536	Tina Turner - Simply The Best	3870	8545
Cure - The End Of The World	10435	10415	Madness - One Step Beyond	3598	8927	Twista - Slow Jamz	9996	9991
D12 - How Come	10437	10405	Mamas & Papas - California	9889	9860	UB40 - Red Red Wine	1398	8562
D12 - My Band	10030	10025	Mania - Looking For A Place	10441	10407	Ultrabeat - Feelin' Fine	9664	9649
Darkness - Thing Called Love	9157	9258	Marillion - Don't Hurt	10426	10402	Ultrabeat - Pretty Green Eyes	9105	9188
Darude - Sandstorm	9754	9740	Mario Winans - I Don't	10257	10247	Usher - Burn	10373	10359
Deep Purple - Black Knight	4524	9565	Maroon 5 - This Love	10059	10057	Usher - Yeah	9944	9936
Departure - All Mapped Out	10497	10486	Marques - Pop That	10434	10408	V - Hip To	10540	10531
DJ Casper - Cha Cha Slide	9880	9861	MC Hammer - Can't Touch This	5415	10044	Van Morrison - Brown Eyed Girl	4935	8563
DJ Sammy - Heaven	7137	8366	McFly - 5 Colours In Her Hair	9995	9986	Velvet Revolver - Slither	10075	10054
DMX - X Gon' Give It To Ya	8593	8659	McFly - Obviously	10345	10339	White Stripes - 7 Nation Army	8594	8701
DT8 Project - The Sun Is	10496	10490	Metallica - Enter Sandman	3849	7165	XTM & DJ - Fly On Wings	8730	9728

TV / MOVIE & OTHERS - WAP REQUIRED TO RETRIEVE POLYPHONIC RINGTONES

	MONO	POLY		MONO	POLY		MONO	POLY
633 Squadron	4376	8449	Cricket (BBC TV)	4609	9375	Itchy And Scratchy	4642	9282	Muppets	4650	8271
Addams Family	1434	9373	Dad's Army	6518	9726	Jackass	8588	8557	Only Fools & Horses	6732	8697
Angel	4603	8949	Dambusters	5788	9252	James Bond	1430	8077	Phoenix Nights	7538	7541
Archers Radio 4	3581	8741	Deliverance	4457	9253	Jaws	4462	8957	Pink Panther	1436	10297
A-Team	6454	8454	Dirty Dancing	10326	10285	Knight Rider	4645	8696	Popeye	5020	8541
Austin Powers	1026	8690	EastEnders	3632	8076	Land Of Hope	4956	9733	Pulp Fiction	6715	8698
Banana Splits	5016	8950	Exorcist	4460	7167	Laurel And Hardy	3930	8558	Rainbow	4924	8964
Benny Hill	1027	8165	Fields Of Anthenry	3828	9727	Littlest Hobo	8016	9283	Red Dwarf	3539	9189
Beverly Hills Cop	1432	9250	Formula 1	3592	9032	Lone Ranger	6063	8959	Rocky	1050	8542
Big Brother	4613	8166	Friends	4632	8535	Lord Of The Rings	7950	9286	Scooby Doo	4562	9241
Black Adder	3586	8168	Good, Bad & Ugly	4465	9268	Magic Roundabout	3553	8960	Simpsons	1439	7164
Black Beauty	5501	8167	Grease	10328	10306	Magnificent Seven	4920	9383	Six Million Dollar Man	10329	10299
Blowing Bubbles	3773	9722	Great Escape	3594	8956	Match Of The Day	1444	8270	Steptoe And Son	9279	9265
Bod	5875	9377	Guinness Ad	4706	9729	Matrix	9892	9870	Thunderbirds	3529	8272
Buffy	1028	8553	Halloween H20	9270	9181	Mission Imposs 2	1261	9261	Tigger's Song	6453	7163
Captain Pugwash	4620	9239	Hawaii Five O	3533	8695	Mission Imposs	1421	6975	Time Warp	5233	8352
Captain Scarlet	6066	8538	Italian Job	5658	9260	Mr Benn	4649	8963	Winnie The Pooh	3893	6978

CREATE YOUR OWN PICTURE / LOGO - ONLY £1.50

1. Create a sms text and write "make logo" or "make pic"
2. Choose your font. e.g. "make logo font1" (10 fonts available)

font1	font2	font3	font4
Sarah	Sarah	Sarah	SARAH

3. Add your text.
e.g. "make logo font4 Kate" or "make pic font2 Andy + Jo"

KATE

Andy + Jo

4. **Send it to 87101. Easy!**

You can also add a graphic anywhere by inserting the graphic keyword where you want it. Choose from:

pooh	heart	rabbit	leaf

finger

e.g. "make pic font1 Andy heart Jo"

e.g. "make logo font1 pooh Kate heart"

Andy ♥ Jo

Kate ♥

ANIMATED


6988 - BAD BOY!

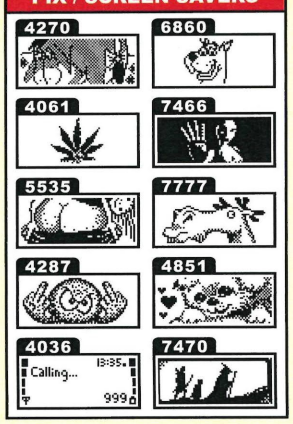

7121 - SPINNING SKULL


7119 - SCARY MASK


7005 - DOG LICKS


7016 - CHEEKY MONKEY

PIX / SCREEN SAVERS

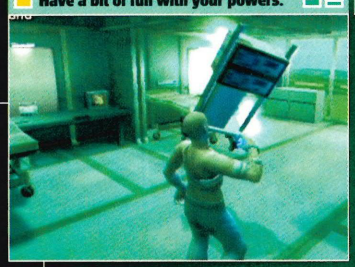


CheapTones Ltd, Box 220, M27 0WR. Calls to the Order Line are charged at 60p / min. (Ire 126.91c / min.). Call from a land line as charges may be more from a mobile. Text orders cost £3 ("Create Your Own" cost £1.50). Text orders available for O2, Orange, T-Mobile, Virgin & Vodafone. Logos and pictures are compatible with Nokia, Samsung & Siemens. Ringtones are compatible with Alcatel, Motorola, Nokia, Panasonic, Sagem, Samsung, Sendo, Sharp, Sony, Siemens & Trium. Animated screensavers for Nokia. Backgrounds are compatible with Motorola, Nokia, Panasonic, Samsung, Siemens & Sony Ericsson. Text requests other than Nokia, add the make to end of text, e.g. "cube 3676 sagem". Note: not every model is compatible - please check before calling. You may occasionally be contacted by CheapTones only with offers. For the Help Line / Phone Compatibility - call 0871 750 3970.

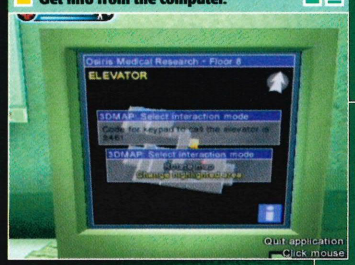
SECOND SIGHT

Not everyone has clairvoyance enough to navigate their way through Free Radical's ESP charged adventure. Well fear not, for **CUBE** is once again here to cure your gaming illz. Where would you be without us, eh?

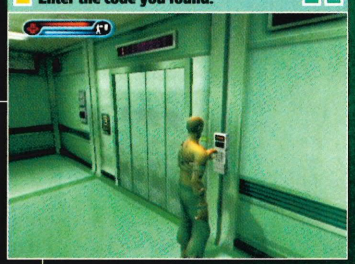
Have a bit of fun with your powers.



Get info from the computer.



Enter the code you found.



ISOLATION

Use your telekinesis to unlock the door and go through. Head through the next door and practise your newfound powers on some of the objects in this room. Head into the next room and you'll get the healing power, which you should use. Go through the door into the corridor, pick up the dustbin and hurl it at the guards. Pick up the **Security Pass** that one of them drops and then use it on the door at the end on the left.

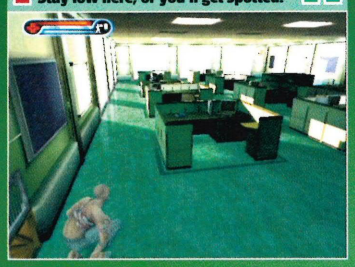
Head through the next door, go round to the left and knock down the surgeon. Use the computer to retrieve the map for this area that has a code on it. Click on the isolation cell and the elevator to get some information and then head to the elevator, put in the code you got from the map and step inside.

close

Wait for the conversation to stop...



Stay low here, or you'll get spotted.



EXPERIMENTATION

You've now got the psi pulse attack so use it when necessary. Take the **Pistol** from the downed guard and use the computer to get the map of this floor, unlock the nearby door and turn off the security cameras. Go through the door to the foyer and use the cover to get across the room to the door, using your Psi Pulse to take out cops on the way (they'll keep coming so don't hang around trying to take them all down). Go down the corridor and through the door at the end.

Stealth is the best approach here, so crouch down and head right then into the first room on the left. Wait for the guard and scientist to finish talking then move to the other side of the room, staying out of sight of the scientist. Go left and through the door and follow the corridor to Chem-store 1. Stay low and head forward past the guard on the walkway above. Stay behind the tank and wait for the scientist to use the computer before dashing to the door leading to corridor B.

Head forward and you'll gain the charm ability. Use the psi pulse to knock out the guard then telekinesis on the fan to speed up the decontamination process so the door unlocks. Go into Chem-store 2 and up the steps. Use telekinesis on the switch through the window to access the conveyor belt then use charm to pass the guards that enter the room. Go back to Biotech and left, through the door on the left into scanning then into the microanalysis corridor. Go across the corridor into the film store and pick up the **Tranquilliser**, then go back and down the patient records corridor. Enter the first door on the left, using charm to stay hidden. Climb onto the conveyor belt and follow it to the storeroom. Knock out the scientist then crawl into the vent. Follow it to the patient records room, go left and use the computer.

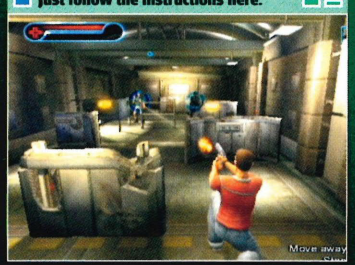
close

PREPARATION

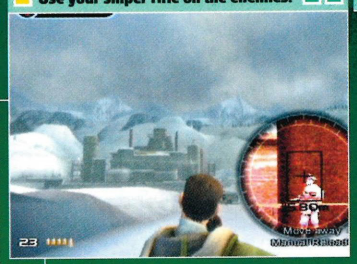
This serves as a training mission, so just do as you're told and learn the skills you'll need in order to get through the game.

close

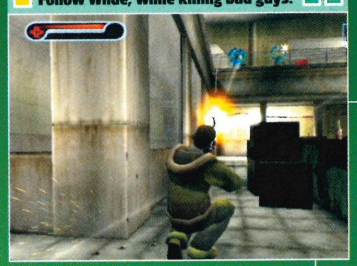
Just follow the instructions here.



Use your sniper rifle on the enemies.



Follow Wilde, while killing bad guys.



FIELDWORK

Head forward and take cover, then use the sniper rifle to take out the enemies. Keep moving forward with the rest of the squad, staying clear of the enemy fire. Once all the enemies are down head into the cave and wait for one of the soldiers to blow a hole through the rock. Head through the hole and continue until you encounter some more enemies. Take them out then head outside and use the sniper rifle to shoot some more enemies. When you're given the order to chase after Wilde, follow the arrow down to the road and head left, then through the door on the right. After the cut-scene follow Wilde up the ladder. Go up the stairs and along the walkway, then into the room at the end. Use the first aid station to heal then pick up the **Soviet Rifle**. Exit the room and climb the ladder then pull the lever. Head back down to Wilde and go through the unlocked door.

Follow Wilde and kill the soldiers you encounter, then follow her again, healing on the way. Kill the soldiers in the next room then climb the ladder and follow Jayne to the control room. Use the computer on the right and wait for Jayne to get the password. Once you get in, look in the wastebasket to find a file about Grienko. After the cut-scene follow Wilde again and take out the enemies in the corridor before climbing back down the ladder. Follow Jayne again and hold off the enemies in the next room until JC arrives to help you out.

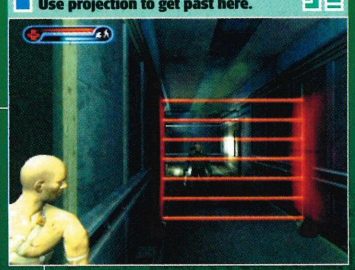
ESCAPE

Use charm to get past the guards and leave the room, then get into the lift. Head round the corner to the lasers and watch the cut-scene, after which you'll have the projection power. Head forward but don't go round the corner, as the camera will see you. Go into the alcove on the right and press the switch to turn the lasers back on. Use the projection power, head round the corner and press the switch to turn it off. Quickly continue forward and press the two switches opposite each other to turn off the other two cameras then, return to your body.

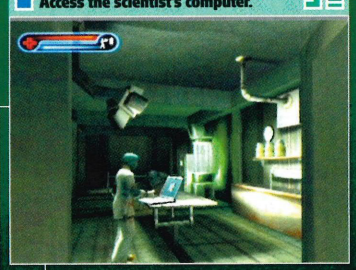
Wait for the guards to leave then run back to where the camera switches were, using charm so you aren't spotted. Hide from the surgeon until he leaves then use your telekinesis to move the time on the clock forward. Now hide in the cupboard near the computer and wait for the scientist to return. When he does he'll access the computer and enter his password. Peek out of the cupboard to watch him do this then shoot him with a tranquilliser. Access the computer, disable the laser grids and turn off the remaining camera. Use charm and head right past the scientist and guards to the room with the lift. Use a tranquilliser on the guard then stand on the lift. Use projection and head round to the right to the lift button and press it, then return to your body.

After the cut-scene you will have the psi blast ability, so head up the slope and use this new power to defeat the guards. Keep on going up to the top and then enter the room there. Press the button to open the gate and then head through. Use guns and psychic powers in the next corridor to defeat all the guards, who will be using the columns for cover. Once the area is clear get on the lift and use projection to activate it. Kill the guards that are at the top and then head up the slope on the left and climb down the ladder in the corner. Make your way along the walkway and climb up the ladder at the end. Head left at the top and get into the car.

Use projection to get past here.



Access the scientist's computer.

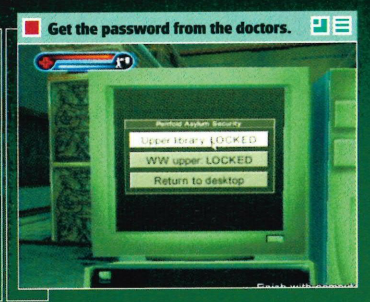


Defeat all the guards.











MADNESS

Climb the ladder in front of you, and at the top swing yourself over the side. Shimmy round past the fence and climb back up. Pick up the **Sniper Rifle** and then press the switch to turn off the searchlight. Use the rifle to take out the guards below then climb back down. Head up the main steps, go right and climb in through the window. Once inside your telekinesis will be enhanced, so head down the corridor, pick up the **Tranquilliser** then use your new ability on the orderly at the end. Pick up the **Library Key** he drops then head right and down the steps.

Go left at the bottom and then up the steps over in the corner and up the spiral staircase. Go into the library at the top and talk to the doctors, who will tell you where Wilde is. On the shelves in here you'll see some books that can be read, so take a look. Now try to use the computer, which is locked. Talk to one of the doctors again and they will tell you the network password. Use this to gain access into the computer and unlock the library doors.

Climb up one of the ladders to the upper floor of the library, where there are some more books to read. Climb another ladder to the walkway above and head through one of the doors you unlocked with the computer. Crawl into the vent on the right then use telekinesis on the orderly you encounter at the other end. Head down to the bottom via the stairs, dealing with the orderlies you encounter on the way. Read the lobotomy schedule on the bed then follow the corridor to the ward. Talk to the doctor then leave the room and enter the east wing. Go through the door at the end of the walkway and pick up the **Dormitory Access Card** then leave the room and head down to the ward below.

Use the card on the reader on the other side of the room and go through the door. Head down the corridor to the atrium and use charm to get past the guards and into the West Wing. Look out for the orderly in the corridor and wait for him to move away, or use the tranquilliser gun. Access the computer to find out the security gate code then head down the corridor on the left, using the tranquilliser gun to take out the guards. Enter the storage room halfway down the corridor and pick up the **Shotgun** and **Tranquilliser**, then use telekinesis to get the **Floppy Disk** on the top shelf. Go back to the computer, select the floppy drive and you'll be able to play X-Space '92. Once you've had enough of that head back into the corridor you were just in and use the tranquilliser gun to destroy the camera at the end. This will alert the guard but as long as he doesn't see you he'll soon wander off. Lean round the corner and shoot him with a tranquilliser then enter the code on the pad to open the gate and head through. Go down the corridor and up the stairs at the end then down the corridor to the high security area. Peer round to the right and use a tranquilliser on the orderly, then check which direction the camera above is facing before running to the right.

Stop as you reach the corner and peer round to see another orderly and tranquillise him. Hide in one of the alcoves and get your charm ready. When you see the guard come through the gate, use your charm and run past him through it. Enter the guard station and knock out the guard then use the computer to turn off the cameras.

Now go to the next gate and use projection to go back to the computer. Use it to open the gate then return to your body and head through before it closes. Now go through the door on the left to find Jayne.

SECURITY BYPASS ALERT

HIDDEN EXTRA

X-Space '92 is a secret mini-game that is unlocked by using the floppy disk on the top shelf in the storage room. It can be placed in any of the computers, and allows you to play a shoot-'em-up in which you control a spaceship. The aim is to blast as many aliens as you can! Have fun!

close

close





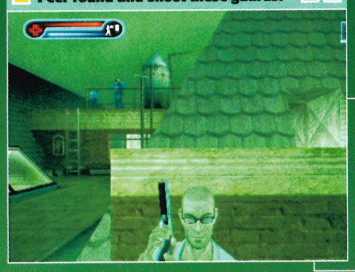




Fire tranquillisers at the guards.



Peer round and shoot these guards.



RESCUE

Charm Jayne so she follows you then go down the stairs. Jump into the pool for the **Heavy Tranq Gun** then get back out. Go towards the door and use the charm to calm Jayne down. Head through the door and use a tranq on the guard round the corner. Crawl under the broken door and climb out the window. Jayne won't follow, so go to the door on the left and use telekinesis to remove the wooden bar and open it. Use telekinesis on the ladder to drop it down then climb it up to the roof. Tranq the guard, then head round to the wooden planks and cross them. **Watch the cut-scene** – you'll now be able to heal Jayne. Quickly use telekinesis to raise the plank so Jayne can cross, and continue across the roof, crouching at the corner. Peer round and shoot the guards, then climb the raised section via the ladders. On the other side, climb down the ladder in front and step up onto the ledge on the right. Back to the wall, sidestep along the ledge to the other side of the central room, making sure the guard doesn't see you. Enter the door on the other side into the corridor, using tranqs on the three guards. On the way, go through the second door on the right and tranq the patient, then pick up the **Balcony Key** he drops. **Head to the balcony** where you left Jayne and open the door to let her in. Go back to the lift and climb onto the top of it. Drop through the hole then press the button so it moves up and Jayne can get in. Press it again to get to the ground floor and go outside. Take care of the guards and go through the door at the other end of the courtyard. Look out for guards and head down the stairs.

close

RELIANCE

Head forward and take out two snipers then follow the Colonel into the tunnel. Shoot the snipers you encounter then watch the cut-scene. Head to the right and use the boxes to get over the fence. Crawl through the vent into the building then watch another cut-scene. Select the tranq gun, peek through the door on the right and shoot two soldiers. Enter the room and go over to the Earth Impact arcade machine, which you can play on. Once you've had enough, leave and head up the stairs. Peek into the room on the right and tranq the soldier, then head inside and use the first aid station.

Continue down the corridor and into the next room. Tranq the soldier then try to use one of the computers to find that there's no power. Wait for the Colonel to restore the power then use one of the computers again. Get the map then look at the **Rescued Documents**. Before you leave make sure you read the clipboard on the filing cabinet to get the **Manager's Office Key** then go back out into the corridor. Enter the room at the end and go through the door on the other side then into the machine room. Tranq the guards in here then head downstairs and outside. Tranq the two guards and wait for the Colonel to come over. Climb up the ladder and go round the corner, take out the snipers and climb down the ladder on the other side. Go to the security hut and open the gate, then rejoin the Colonel and climb the fence. **After the cut-scene** head down the road and shoot the snipers, then follow the train tracks into the tunnel. Once at the station, climb onto the platform and head through the train to get past the collapsed section. Go though the doorway and pick up the **Assault Rifle** and the **Station Key** then head back to the Colonel and open the gate. Head through and watch the cut-scene. Once it's over you will have all the psychic abilities, including possession. Project yourself and drop down through the hole then possess one of the soldiers and shoot the rest. Go back to your body, finish off the remaining soldier and drop down through the hole.

SECURITY BYPASS ALERT

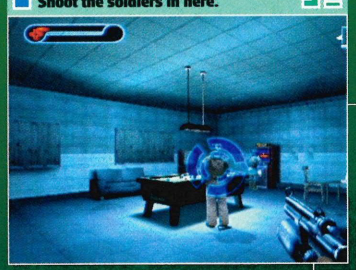
HIDDEN EXTRA

The mini-game *Earth Impact* is very similar to the classic game *Asteroids* and can be found in the break room. It sees you spinning your ship around, shooting at both aliens and asteroids. Once played, this game is available on your PDA to play whenever you like.

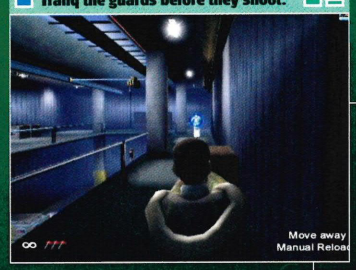
close

close

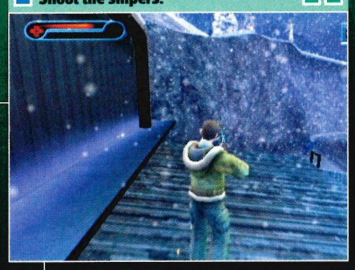
Shoot the soldiers in here.



Tranq the guards before they shoot.

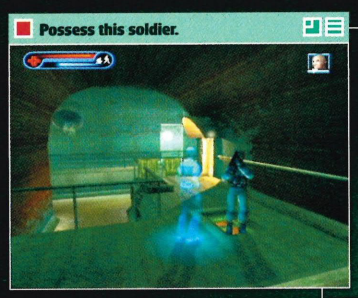


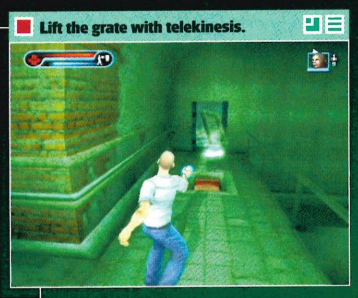
Shoot the snipers.



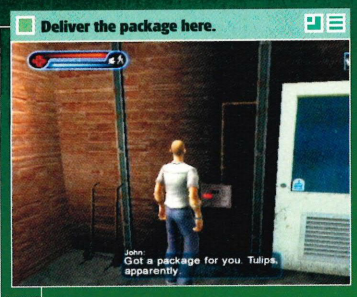
Use your psychic abilities here.











ENTRAPPED

Go round the corner and take out the soldiers using possession, then get Jayne to follow you to the door on the right. Open it and shoot the soldier then go down the stairs and the ladder. Project your spirit at the bottom and go through the door on the left, then possess the nearest soldier and kill the others. Enter the room and wade across to the ladder on the right. Climb up, go over to the grate in the floor and use telekinesis to lift it up. Drop down through the hole and head through the tunnel. Use telekinesis to move the lever and open the gate then tell Jayne to stay put (if she followed you) while you go down the tunnel.

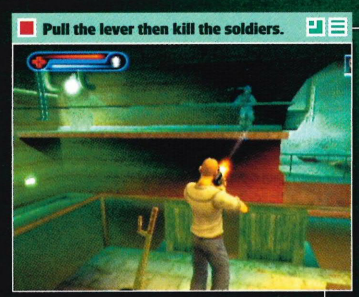
Possess the soldier at the end and kill the others, then get up onto the platform where the lever is and pull it. Kill the soldiers that appear then go back to get Jayne and lead her into the room. Go right and up the steps at the end then through the door and down the stairs. Peek through the door at the bottom and take out the soldiers inside, then head to the other end. Use telekinesis on one of the levers and head down whichever tunnel you've opened (they go to the same place). Kill the soldiers in this room then climb up the ladder on the left, go to the lift and get Jayne to wait on it. Go back down into the water. Climb the ladder on the left then jump up and grab the ledge on the right. Shimmy along until you can climb up then hug the wall, sidestep round to the ladder and climb up. Kill the soldiers at the top then head over to the laser grids. Use projection to get past them, pull the lever to bring the lift up then go through the last laser and possess the soldier to switch the lasers off. Finally, walk the soldier off a high platform to kill him. Climb down the corridor where the soldier was.

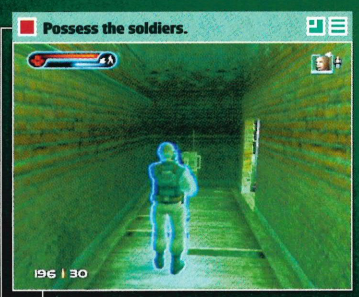
Climb the stairs in the next room and go through the doorway. Kill the soldiers in this room and drop down into the water. Head forward and climb the ladder on the right then head to the tunnel. You'll encounter more soldiers once inside so use the cover and take them out then climb the ladder at the end.

close

STREETLIFE

Go up the stairs and pick up the **Sawn-Off** then go back down and right, round to the vent. Open it up and crawl inside then use a tranq on the agent at the other end. Now project and possess one of the agents round the corner, shoot the rest then return to your body. Head right, round the corner then down the alley on the left to the end and stop the agent from killing the gang member. Follow him through the door and talk to the female gang member. Keep talking to her until she agrees to give you an errand to run. Once you have the package go back outside and head right back to where you came out of the vent. Opposite the vent is a door with an intercom, so press it and they'll let you in. After you've received the tattoo exit the building and head down the alley on the left where there's a group of gang members. Talk to them then run away from the agents with them. Take cover and kill the agents until the area is clear. Now climb the fire escape and go in through the window. Read the paperwork on the table and the Colonel will appear.

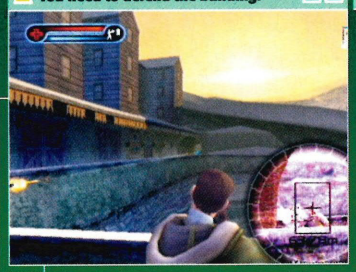




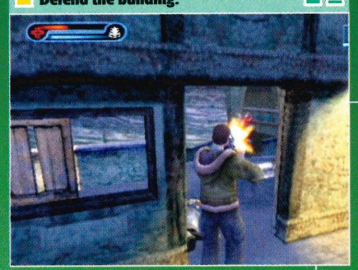




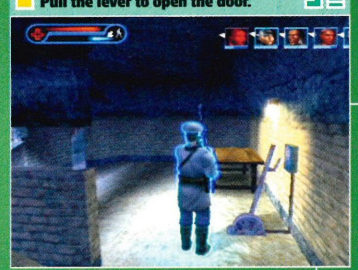
You need to defend the building.



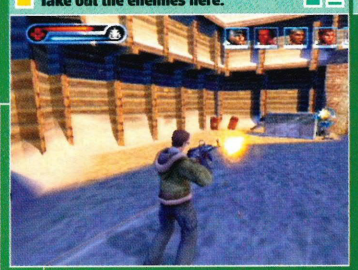
Defend the building.



Pull the lever to open the door.



Take out the enemies here.



TEAMWORK

Take cover and use your sniper rifle to shoot the enemies above. Once they're all dead listen to what the Colonel has to say then follow Cortelli up to the building. You and JC must defend the building from both sides, so find some cover. Keep an eye on your comrades' health and heal them if necessary. When Cortelli calls you over go and talk to him then head back down the hill to the Colonel. Follow him back up to the end of the train track then back again. On the way back some soldiers will start shooting from below, so get your sniper rifle out and take care of them.

Now continue back past the building you defended and down the hill under the bridge up to another building. Take cover and shoot the enemies then continue forward. Follow Franklin into the building when you're told to and go over to the small room on the left. While Franklin looks out the window, go through the door to get outside again. Go through the door opposite and through the next door on the other side of the room then watch the cut-scene. Use projection to get through the lasers and possess the first guard you come to. Climb down the ladder on the right and pull the lever to open a door elsewhere, then kill as many enemies as you can before your psi energy runs out. Make your way back and talk to the Colonel.

When you reach the door you opened move forward and find some cover so you can shoot the enemies. When Tex appears give him some cover, then keep on shooting until all the enemies are dead. Join the group at the main gate, then when you are told to split up go down the tunnel you used when in spirit form. Try to open the door there and a cut-scene will start. Head down the tunnel and take out all the enemies at the end.

CONSPIRACY

Take out your tranquilliser gun as you'll want to keep a low profile here. Go to the corridor on the right, take cover and shoot the agent when he appears. Run to where you can see a crate and go through the door on the right. Pick up a **UVD Disk** from one of the boxes, exit through the door on the right and tranq the agent on the left. Look out for a cleaner around this area – if she spots you she'll raise the alarm. Go down the corridor to the end and possess the agent on the right. Go into the room on the right and to the hand scanner under the camera and use it to deactivate it.

Go back to the corridor and pistol-whip the agent by the sensor. Return to your body, quickly tranq the guard you possessed and go to the sensor. Use telekinesis under it and it won't set off the alarms. At the end of the corridor read the notice, then go back through the sensor into the room on the left. Tranq the cleaner and use the computer by the door to turn off the cameras. Read the emails on the other computer and put the movie attachment on the UVD disk. Play the movie file at the other computer. Go back through the sensor and in the door next to the notice to see the movie.

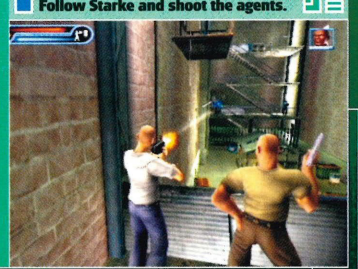
BREAKOUT

Follow the Colonel out of the room and take cover as you work your way down the corridor. Follow Starke into the room on the left, kill the agents and wait for him to get the key. Follow the Colonel through the door at the end of the corridor then head down the stairs. Use telekinesis to press the switch on the cradle lift and move it down then head over to it and ride up. Climb through the window then go to the fire door on the left and open it so Starke can get in. Follow him down the corridor, take out another agent and head back outside to another staircase.

Head down and through the door at the bottom then fight your way to the third door on the left. When you get a chance, go through this door and kill the agents inside, then head through the next door to get out onto the street.

close

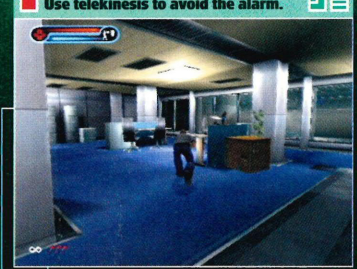
Follow Starke and shoot the agents.



Deactivate the hand scanner.



Use telekinesis to avoid the alarm.



INFILTRATION

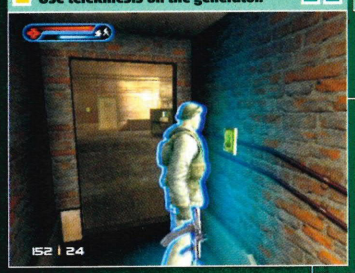
Use charm and head forward, avoiding the soldiers, to the door at the end on the left (you'll need to recharge on the way, so find cover). Go inside and out the other side then watch the cut-scene. Head up towards the helicopter and use charm again when you get near it to enter its cargo hold. Pick up the **Sniper Rifle** and the **Rusty Key** at the back then go back outside. Still using charm, climb the ladder on the left and climb the platforms to the one below the top. Use telekinesis from here on the switch on the opposite side of the area to lower the bridge. Now climb up to the top and use charm to get past the sniper and run across the bridge. Use charm to get past the next two snipers and drop down then run to the door at the end and head inside.

Crouch down and stick close to the windows to avoid being spotted as you head down the corridor, then use charm just before you reach the outside area. Use the alcoves to recharge in as you head to the stairs. Once at the bottom of them turn to the right and follow the ice to the next area. Keep using charm and head up the stairs on the right. Go through the second door on the right and crawl into the fireplace. Tranq the soldier in the room you get to then charm again and head outside. Continue round to the right and enter the door on the right. Crouch down at one of the windows and snipe the two soldiers in the building opposite. If soldiers start looking for you just stay in the room and keep away from the windows and they should give up quickly. Now head over to the red brick building and go all the way to the end and round the corner. Look through the window and use telekinesis to move the barrier from the door then go inside. Pick up the **Church Key**. Leave the house and head up the alley to the pier using charm to get past the guards. Use charm and climb the ladder then climb over the railing and shimmy along to get past the crates. Climb back up and run along the walkway and round the corner to find the church.

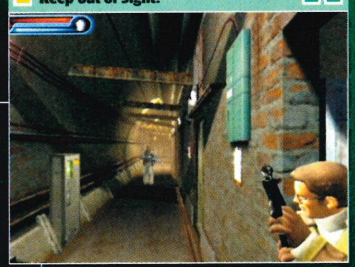
This is where you encounter your first Shock Trooper. These guys have bulletproof shields (but you can get through them with enough bullets) and are also more resistant to telekinesis and psi-blasts than normal enemies. Take cover to recharge your psi energy if you need to, then use telekinesis on the trooper until your power runs out and his shield will be depleted. Now quickly take out a gun and shoot him. Head through the building and out the gates onto the bridge. Take out your sniper rifle and shoot any soldiers you can see, then continue forward to the church. Take cover behind a gravestone from the Shock Troopers, who appear behind you. Take care of them using the same method as before then head up the steps and through the door into the church.

close

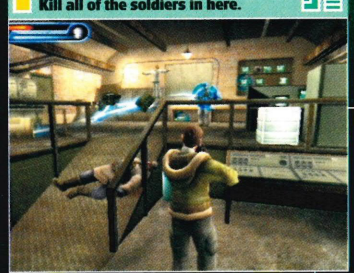
Use telekinesis on the generator.



Keep out of sight.



Kill all of the soldiers in here.



CHILDCARE

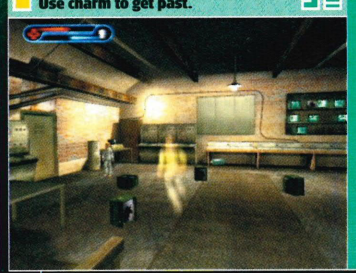
Head round the corner and through the door at the end. Continue to the next door and head through then follow the child's spirit into the generator room. Use telekinesis to get the generator started again. Now head back to the previous corridor, go round the corner and then through the door on the left. Go up the ramp and round to the left then through the door into the lab. After the cut-scene get low and close to the window so the soldiers don't see you. Wait for the soldier to go and stand on the ramp, then leave the laboratory and use a tranquilliser in order to knock him out.

Use charm and leave the room, heading back into the generator room. Use projection, head up the stairs and possess the soldier. Go to the door, use the hand scanner and enter the room. Head up the ramp and over to the computer on the left. Access it and press the button with the hand symbol on it. All the hand scanners will now recognise any hand. If you have time, shoot some of the soldiers in this room before going back to your body. If you don't manage to kill all the soldiers use possession again on one of them, as you definitely want to kill the Shock Trooper before you venture into the room yourself. Once there's only one soldier left head up the stairs and take him out. Go to the computer again, read all the memos, get the map and turn off the cameras. Go through the door opposite to the one where you first came in and go down the stairs. Tranq the soldier, use the hand scanner to open all the cells and head to the other end of the corridor, then go through the door on the left.

Head right and go through the next door to see a group of soldiers trying to kill two children. Shoot them all then watch the cut-scene. Now go back up to the control centre to see another child fending off the soldiers. Kill them and use charm on the kid to calm him down. Now follow the spirit back downstairs to the second cell area. Open them up with the hand scanner and head to the one near the other end to find Nadja. Follow her to find Dr Grienko, killing or charming your way past any soldiers you encounter. Don't worry about Nadja, she'll turn invisible if you run into any trouble. Once you reach the locked door in the control centre you're there.

close

Use charm to get past.



CONFRONTATION

You're now back in the viewing room so get your psi-blast ready and wait by the entrance. Use it as the agents come in and pick up the **Elevator Key** that one of them drops (kick them a few times if it hasn't been dropped). Head down the corridor on the left and call one of the lifts then get inside. Once you get out of the lift use projection and possess one of the agents round the corner. Kill the other one then enter the room on the right and kill everyone in here too. Go back to your body and enter the room to kill the remaining agent then go through the door over on the left. Use projection again in this room and head out into the corridor to possess one of the agents. Kill as many enemies as you can then return to your body and head into the corridor. Finish off any remaining agents and go through the doors ahead.

You'll now face some psychic soldiers who have the same powers as you and aren't afraid to use them. The best attack to use is the psi-attack and psi-blast as that's what they use too. They also run off and heal if their energy gets too low so don't let them. You'll face one to begin with then two at the same time. Once you've dealt with them all, kill the agent who appears at the door and head down the corridor and through the door to Hanson.

close

Use psi-blast on these agents.



These soldiers have powers too!



REDEMPTION

Use a psi-blast to take care of the Shock Troopers and then leave the room and go over to the door that leads to the generator room. Get on the elevator at the bottom of the stairs and ride it down to the lower level.

Head along the corridor then kill the Shock Trooper in the room on the left and speak to the scientist. Use the hand scanner and then project and run into the next room. Possess the nearest Trooper and shoot the others, then return to your body. Use the hand scanner again, then head into the room and finish off the final Trooper. The door at the other end will open now, so head through and then watch the cut-scene.

Once it's finished you'll be back in the interrogation room of the medical facility. When the door is eventually unlocked you need to make your way to the room where you first woke up. Press the button to open the door and then step inside. After another cut-scene you'll find yourself back in the underground base, so make your way down the stairs and then possess the Shock Trooper at the bottom. Kill as many enemies as you can and return to your body, then finish off the rest of them so that the door opens.

Go through the door and another cut-scene will start, after which you'll be back in the hospital. Head forward and fight your way through the high security area to Jayne's room. You'll then find yourself back at the base again. Head forward then stop and use projection, as possession is again useful here. Head into the cave and go along the scaffolding to the first trooper and then possess him.

Head down and take out as many enemies as you possibly can before returning to your body. Go down the scaffolding again and take out any remaining troopers. Go into the tunnel at the bottom and watch another cut-scene, after which you'll find yourself in the Agency building again.

Round the corner and go through the door, and then watch another cut-scene before being sent back to the base again. Go through the door into the next area, where you will find Hanson. After the cut-scene finishes the room will be absolutely swamped with soldiers. Quickly run to the cells to open them and then the children will help you fight. Your psi-energy recharges much faster now so use psi-blast as much as possible in order to clear large groups of soldiers, especially when the Shock Troopers arrive.

Once all the soldiers are defeated the kids will destroy the glass protecting Hanson. Now sit back and watch as the kids get their revenge and the final movie plays out. Congratulations! You've beaten the game, and it's time to bask in the glory!

close

WELCOME TO ADVANCE...

Star warring across the universe, only going forward because we can't do standfirsts. Can't rhyme properly either. Never mind! Take these games, mix them in a blender – what have you got? A very expensive mess.



ADVANCE

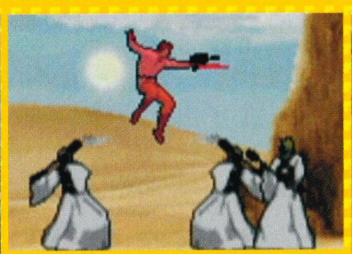
Still the world's favourite handheld console...

STAR WARS TRILOGY: APPRENTICE OF THE FORCE

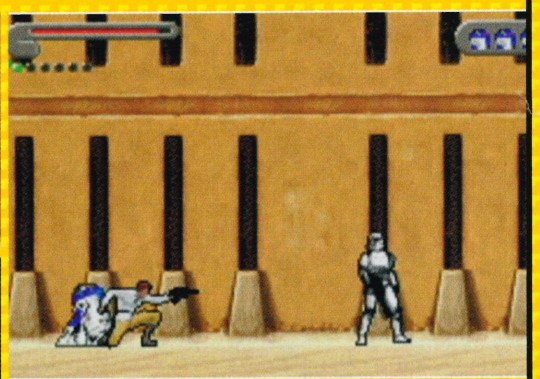
Force of nurture



Shooting diagonally gets a bit fiddly.







Five years from now will there be a Special Edition with more rip-offs of *Asteroids* but with better graphics?

Shoot him in the ass! It's the least protected part on a Stormtrooper uniform. True, saw it on a DVD...

CUBE

INFO

PUBLISHER:	UBISOFT
DEVELOPER:	LUCASARTS
GENRE:	PLATFORMER
PLAYERS:	1-2

STATS

- OLD FASHIONED SCROLLING
- PLAY ALL THREE FILMS

STAR WARS VIDEOGAMES have had a rough history, but over the last few months the role of the films and the games has reversed. That is to say, the new films are crap while the games are actually good. See *Knights Of The Old Republic* and *Star Wars: Battlefront* for proof of this. So how about this new GBA game then? It looks similar to the old JVC *Super Star Wars* titles that were released on the SNES many moons ago, and this can only be a good thing.

Happily, this game is set through the events of the original films. You'll start off moaning about wanting to pick up power converters and end up as a black-suited Jedi Knight. While certain liberties have been taken with the storyline – Luke slaughtering hundreds of Storm Troopers in Mos Eisley for instance, we're not complaining as it would have been pretty boring to sit at a dinner table watching your auntie play with a futuristic Soda Stream. So it's a side-scrolling beat-'em-up – we'd be tempted to say platformer, but the truth is that this is all blast, blast, splash... with only a little bit of jumping breaking it all up.

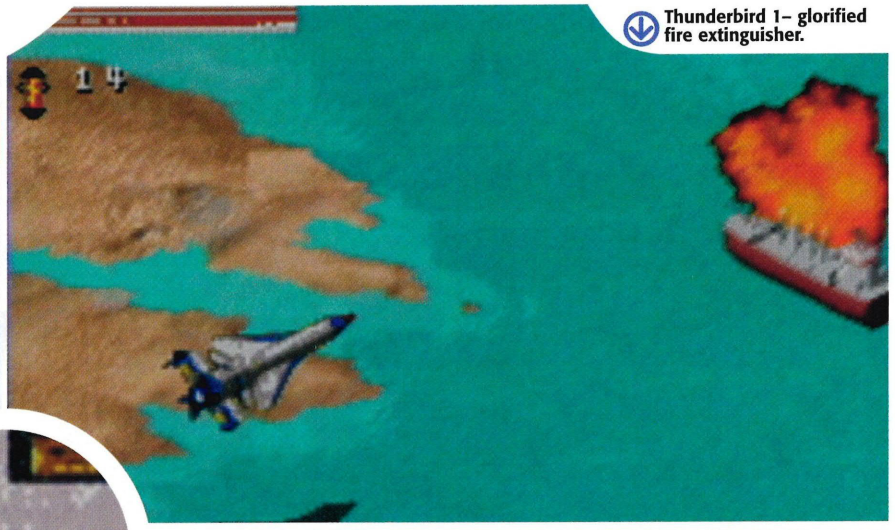
Graphics-wise it doesn't amaze, but it does the job okay. The character animation is clearly lifted from the GBA *Prince Of Persia* title – it's butter cream smooth all the way, and the backgrounds are true to the film sets. They're nice and clear at the worst of times, and when on some levels the whole screen is smoldering from laser fire, you'll be appreciative. The sound isn't entirely without fault either, but you'll recognize the tunes and the sound effects bring a smile to your face.

While this is superbly presented and it is quite wonderful to be playing a *Star Wars* game that isn't hideous, the problem is that it does nothing special. It's shooting in the *Star Wars* universe, and while some ship levels break up the action, it's not long until you're wondering about what other games you have hidden in your fruit bowl.

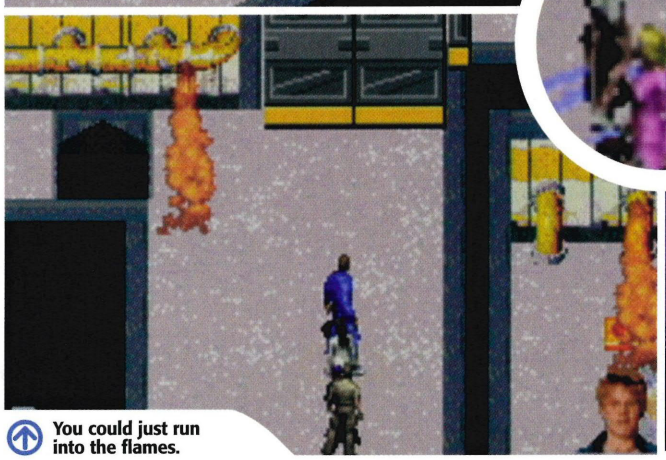
CUBE RATING 7.0

Look, no strings...

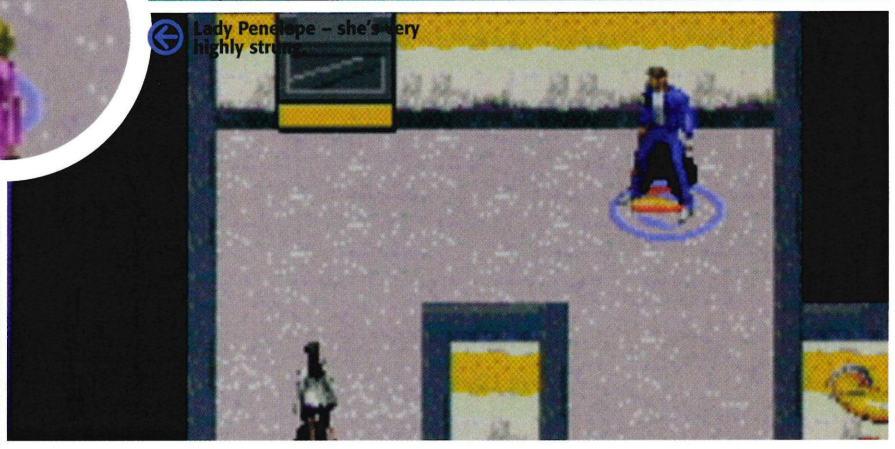




Thunderbird 1– glorified fire extinguisher.



You could just run into the flames.



Lady Penelope – she's very highly strung.

THUNDERBIRDS

CUBE

INFO

PUBLISHER:	VIVENDI
DEVELOPER:	SAFFIRE
GENRE:	ACTION
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- PLAY AS THE 3 CHARACTORS
- PILOT THE THUNDERBIRDS

WELL, THIS IS what we should have been expecting. *Thunderbirds*: THE GAME! Yes! Control three characters – separately or together. Jump over small gaps, roll through air ducts, manipulate things using telekinesis powers, fly through the air and explore the depths of the ocean in your Thunderbirds! It sounds great. But... the controls. ARGH! Honestly, this has to be the clumsiest, most cumbersome system we've used since Windows ME. You want to quickly shift through the characters in order for them to – yes, stand on switches? Well, press select, R, – oops, press R again. Then select. Right, now do it... Ah, we've been toasted by a flame that WE COULDN'T SEE. Right, so we'll go around this corner... d'oh! Fallen down the hole. We can't explain this properly... the mechanics are there, but it's just such an utter waste of time. Why would the place you live in – your home – have an underground tunnel system with dangerous flames and holes and traps that contains a – get this – a blue keycard!? It doesn't make sense. We don't care. Nobody can possibly care. Let's put out some flames using Thunderbird 1's water-missiles! Why is every ship in the Atlantic on fire? This is all just wrong. Okay, maybe this is too vitriolic. Maybe there are *Thunderbird* fans who want to pansy around a burning oil rig watching out for gap. But we don't understand these people. They're scary – like those kids you see who wear t-shirts branding the legend 'I hate you very much'. Or 'You laugh at me because I'm different. I laugh at you because you're all the same'. No. We laugh at you because you're a self-important buffoon0. Okay! Sorry. Don't buy this.

CUBE RATING 2.0



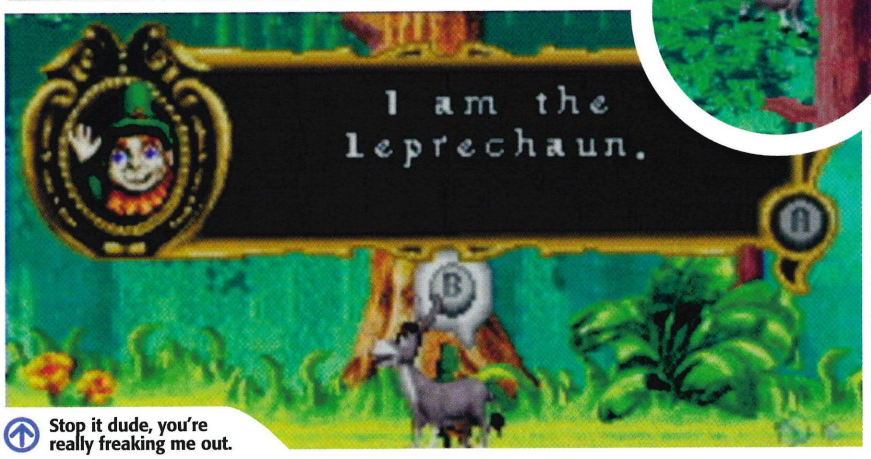
A nugget of purest green

SHREK 2





Mushrooms help you grow big and strong.



Stop it dude, you're really freaking me out.



CUBE INFO

PUBLISHER:	ACTIVISION
DEVELOPER:	VICARIOUS
GENRE:	PLATFORMER
PLAYERS:	1
RELEASE:	OUT NOW

- CONTROL FIVE CHARACTERS
- PUZZLE-BASED GAMEPLAY

AS FAR AS licensed platformers go, this ain't half bad, you know. Admittedly, the pace is slow, and having to switch your characters around all the time to use their special skills (Puss in Boots can cling to walls, Shrek can lift objects up and Donkey can kick, to name but a few) in order to progress through the levels can become tiresome. But the level design is surprisingly well thought-out (although don't expect it to be too taxing, bearing the target audience in mind) and seeing the sights from the film is reason enough to progress.

Ah yes, the graphics. Instead of the queer stylings we've been treated to from THQ, these sprites are based on the film design, and they look lovely. And really, that's it. If you've played *The Lost Vikings* before then this is kind of a watered-down version. If you haven't, then listen up: as we said, each character has a different skill, and have to help each other to move through the levels. It can get frustrating, but all of the puzzles are logical. The only real problems are the repetition and plodding speed. But this can be kind of pleasant in a chilled out way. Not astounding in any sense of the word, but not bad either. And certainly better thought out than *Thunderbirds*. See, film licenses aren't always a kiss of death.

CUBE RATING 7.0



Jamster! Music and more for your mobile - www.jamster.co.uk

Jamster! www.jamster.co.uk ™

My Favourite Ringtone: "These Words" Txt "Chart6880" To 88888

from ONLY 30p* per download in package!

sound FX

Barking Dog	Fun3240	Laughing Mobile	Fun3257
Big Ben	Fun3241	Lick It Baby	Fun3258
Canadian Goose	Fun3242	Lion Roaring	Fun3259
Child Coughing	Fun3243	Mr. Prime Minister	Fun3260
Child Screaming	Fun3244	Now Rebooting	Fun3261
Church Bell	Fun3245	Nursery Rhyme	Fun3262
Come On England	Fun3246	Pick Me Up!	Fun3263
Countdown	Fun3247	Pinball Game	Fun3264
Crash	Fun3248	Please Pick Up!	Fun3265
Crazy Cat	Fun3249	Poison Frog	Fun3266
Dimwitted Dog	Fun3250	Porsche 911	Fun3267
Fiery Ferrari	Fun3251	Scream Woman	Fun3268
Gorilla Chest	Fun3252	Selfdestruction	Fun3269
Happy Birthday	Fun3253	Shooter Scenario	Fun3270
Heavy Shotgun	Fun3254	Strange Noise	Fun3271
Hello It's Me	Fun3255	Vacuum Cleaner	Fun3272
Hey You!	Fun3256	Wayne Rooney	Fun3273

realtone charts

1) Eamon - F*** It	Real3140
2) Usher - Yeah!	Real3141
3) Dirty Dancing	Real3142
4) Maroon 5 - This Love	Real3143
5) Outkast - Ms. Jackson	Real3144
6) Kelis - Milkshake	Real3145
7) Britney Spears - Toxic	Real3146
8) Avril Lavigne - Complicated	Real3147
9) Christina Aguilera - Beautiful	Real3148
10) Pink - Just Like A Pill	Real3149

dance ringtones

ringtones	poly	mono
Avril Lavigne - Don't Tell Me	Dance2000	Dance2015
Beyoncé - Naughty Girl	Dance2001	Dance2016
Bomfunk MC'S - Freestyler	Dance2002	Dance2017
Brooklyn Bounce - Bring It	Dance2003	Dance2018
DJ Casper - Cha Cha Slide	Dance2004	Dance2019
DJ Dean - Play It Hard	Dance2005	Dance2020
Faithless - Insomnia	Dance2006	Dance2021
Jaimeson - Complete	Dance2007	Dance2022
Kelis - Milkshake	Dance2008	Dance2023
K. Minogue - Can't Get You	Dance2009	Dance2024
Love Inc - You're A Superstar	Dance2010	Dance2025
Maroon 5 - This Love	Dance2011	Dance2026
Narcotic Thrust - I Like It	Dance2012	Dance2027
Nightcrawlers - Push The	Dance2013	Dance2028
R.Stevens - Sweet Dreams...	Dance2014	Dance2029

hiphop ringtones

ringtones	poly	mono
2 Play - It Can't Be Right	Hip2010	Hip2025
50 Cent - 21 Questions	Hip2011	Hip2026
Andy & L.- You Drive Me Crazy	Hip2012	Hip2027
Baby Bash - Suga Suga	Hip2013	Hip2028
Big Brovaz - Baby Boy	Hip2014	Hip2029
Big Brovaz - Nu Flow	Hip2015	Hip2030
B. E. P. - Let's Get It Started	Hip2016	Hip2031
Boomfunk MCs - Live Your life	Hip2017	Hip2032
Brandy - Talk About Our Love	Hip2018	Hip2033
Busta Rhymes - Make It Clap	Hip2019	Hip2034
Eminem - Lose Yourself	Hip2020	Hip2035
Fatman Scoop - Be Faithful	Hip2021	Hip2036
J.Jackson - Just A Little While	Hip2022	Hip2037
Kevin Lyttle - Last Drop	Hip2023	Hip2038
Liberty X - Just A Little	Hip2024	Hip2039

Polyphonic ringtones, wallpapers, realtones, funsounds and games require a WAP enabled mobile to download. Before you order visit www.jamster.co.uk for compatibility.

ringtone charts

	polyphonic	monophonic
1) N. Bedingfield - These Words	Chart6880	Chart6895
2) 3 Of A Kind - Baby Cakes	Chart6881	Chart6896
3) Usher - Burn	Chart6882	Chart6897
4) Busted - Thunderbirds	Chart6883	Chart6898
5) Shapeshifters - Lola's Theme	Chart6884	Chart6899
6) J-Kwon - Tipsy	Chart6885	Chart6900
7) Goldie... - Gun's Don't Kill	Chart6886	Chart6901
8) D12 - How Come	Chart6887	Chart6902
9) Rachel Stevens - Some Girls	Chart6888	Chart6903
10) O-Zone - Dragostea Din Tei	Chart6889	Chart6904
11) The Streets - Dry Your Eyes	Chart6890	Chart6905
12) Britney Spears - Everytime	Chart6891	Chart6906
13) Nina Sky - Move Ya Body	Chart6892	Chart6907
14) Maroon 5 - This Love	Chart6893	Chart6908
15) Jamelia - See It In A Boy's	Chart6894	Chart6909

top wallpapers



top animated wallpapers



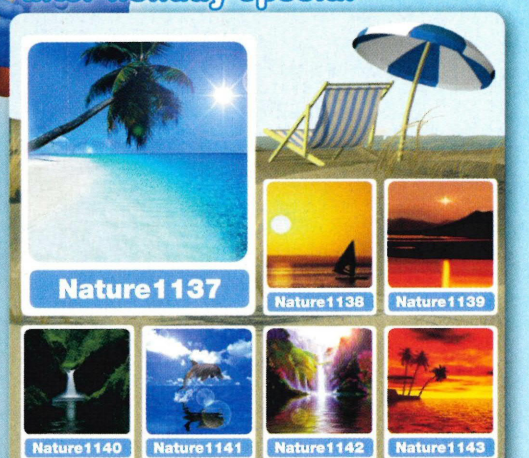
top messages



top logos



after holiday special



after holiday ringtones	poly	mono
Bacardi Feeling	Pop920	Pop925
Ketchup Song	Pop921	Pop926
Lambada	Pop922	Pop927
Macarena	Pop923	Pop928
Mambo No.5	Pop924	Pop929

cool wallpapers



cute wallpapers



For ringtone "These Words" txt SMS Chart6880 to NUMBER 88888

88888

T-Mobile vodafone orange Virgin mobile O2

*Download up to 9 items every month from each wallpaper section for only £ 4.50. Promoted sections are: cool, nature,sexy, top. Download up to 5 animated wallpapers every month for only £ 4.50. Download up to 15 items every month from the logo and picture message sections respectively for only £ 4.50. Download up to 3 realtones every month for only £ 4.50. Download up to 5 sound effects every month for only £ 4.50. Download up to 9 items every month from each polyphonic ringtones section or up to 15 items from each monophonic ringtones section for only £ 4.50. Promoted polyphonic sections are: charts, pop, dance and hiphop. Monophonic sections are: charts, pop, dance and hiphop. Note: To help identify the musical work which the tone is based on, we have referred to an artist who has recorded the song. The artist named has no connection with the ringtone & may not be the only artist who has recorded the song. More than 20000 other cool tones, wallpapers, logos, picture messages, realtones, funsounds and games at www.jamster.co.uk. Please allow up to 48 hours for delivery in extreme cases of network traffic. Sent texts and WAP/GPRS download charged at normal operator rate. Callers must be 16+ and have bill payers permission. PrePay users must have sufficient credit to receive order. Errors billed. To unsubscribe just send STOP + order keyword to 88888. Example: send STOPTOP for top wallpapers; STOPCOOL for cool wallpapers etc.. For ringtones also add POLY or MONO. Example: send STOPCHARTPOLY for polyphonic chart ringtones. If package is used up the following prices apply: wallpapers, logos, ringtones, picture messages: £ 3/order; realtones, funsounds: £ 4.50/order Do not resend your order if you do not receive the product. Please contact customer care at info@jamster.co.uk or call 0870 1213186.

E&OE

NINTENDO

Staying out for the summer

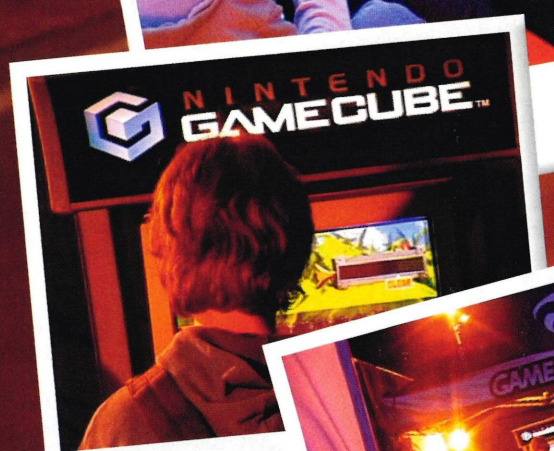
IT'S EASY TO sit back and moan about Nintendo's lack of promotion in the UK, but despite what you may think, the promotional wheels of the company are constantly on overdrive. Every product has a launch and an extensive ad campaign – you may not always be aware of it, but it's there. It's easy to believe with a game like *Metroid Prime*. You all no doubt saw the adverts when they were on TV, but for something like *Mario Golf* you have to wonder where all the money went.

The simple fact is, some methods of advertising are more effective than others, but none more so than actually putting the games in the hands of the public. This is why, more often than not, Nintendo chooses to go on tour with its games. Miyamoto-san is always going on about wanting gamers to play his games rather than basing their judgement on early screens (*Wind Waker* being the classic example), and it's nice to see Nintendo UK following that mantra. This touring comes in many different forms: whether it's the *Pokémon* bus, the *Donkey Konga* Beach Tour, the *Pokémon Colosseum* Battlemaster Tour or the GBA Tribal Tour, you can rest assured there's plenty going on. The Beach Tour and the Tribal Tour in particular have been gaining attention over the summer, and between them they've attracted thousands upon thousands of visitors. Basing itself around *Donkey Konga*, the Beach Tour provided UK gamers with a chance to get hands on with the bongos months ahead of the official UK release. Naturally there were a whole load of GBA units on offer (if in doubt, get the GBAs out), and some Nintendo-themed games to play such as Pikmin Catapult (come on, give the guys a break...) and the DK Photoshoot.



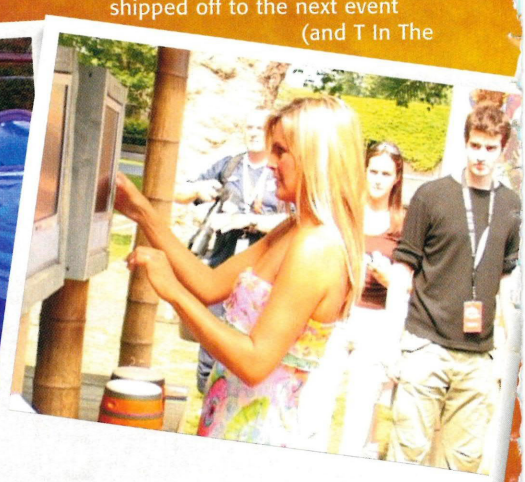
What will gain Nintendo the most attention though, is the Tribal Tour. Setting up home at pretty much every major event and festival over the summer, the Trial Tour saw Nintendo putting the GBA, the Tribal brand, and whatever GameCube games were being released at the time into the hands of the perfect audience. T In The Park, V and Leeds all saw Nintendo entertaining thousands on a daily basis, after all, what else are you going to do when you've got an hour until the next band comes on? The Tribal set-up is a very simple one, and it has to be because the entire stand has to fit inside a camper van so it can be packed up in double time and shipped off to the next event (and T In The





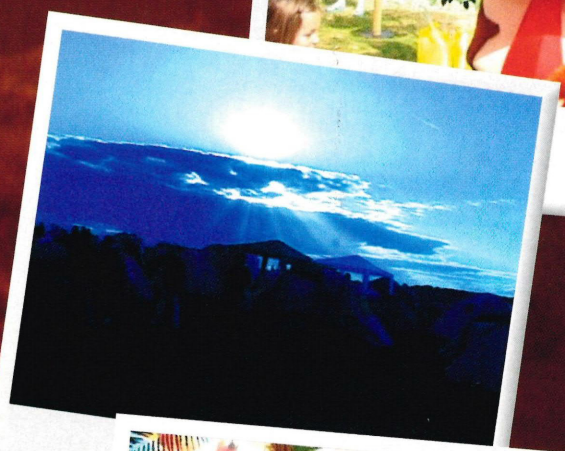






ON TOUR



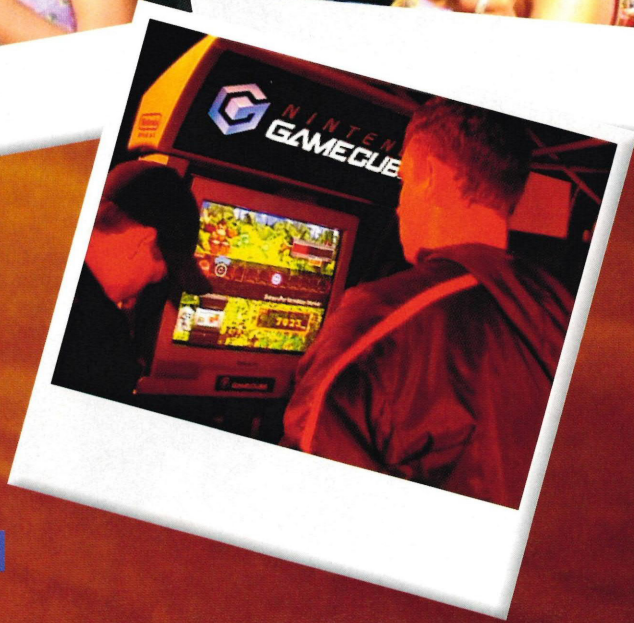


"NINTENDO LITERALLY HAD AN ENTIRE BEACH PARTY GOING ON AT GAMESTARS LIVE"









Park is at the other side of the country to V, so it's a long way to go). Consisting of a marquee, a fence, GameCube pods, GBAs (connected to an attendant's belt), plenty of soft cushions, a Tribal tattoo artist (we saw so many people walking around with Tribal tattoos) and four 10-foot high flags, the Tribal set-up does what it needs to.

Possibly the biggest event this year was the GameStars Live stand that was on show between 1-5 September at Excel, London Docklands. Nintendo literally had an entire beach party going on, and we went down to see all the new games and forthcoming releases, (see this months news for more). We'll bring you exclusive footage of the event next month.

So when you next wonder what exactly Nintendo does with its time, spare a thought for the LIVE team, who are probably getting up at 5am tomorrow to set off for a remote part of Wales...

CUBE

SOMETIMES IT'S GOOD TO GET OUT OF TOWN AND VISIT NEW PLACES...

DEAR Animal Crossing DIARY

DOING THE GARDENING FOR NEW FRIENDS, KEEPING FIT AND THEN FEELING THE PAIN AFTERWARDS – YOU CAN'T SAY MART ISN'T THE SOCIAL TYPE. REALLY, YOU CAN'T.





6 SEPTEMBER 2004

Not being a citizen of the good ol' US of A, I'm not entirely sure that this Labor Day is a proper holiday of sorts. I mean, you work incredibly hard all year round and then a holiday comes along where... you celebrate the fact that you have to work hard all year round. Rubbish. Admittedly, the fact that Mayor Tortimer's dishing out Shop Models left, right and centre is a bonus but still, what's the point of celebrating something that only other people do?

Considering I can do pretty much whatever I want, whenever I want, I manage to avoid as much actual 'work' in Alfville (bar a few errands and the obligatory weed pulling) as much as possible. Always a good thing, in my opinion.

Strangely, a quick sort through this morning's mail uncovers a letter from one Mr Gary Adams – no, I've never heard of him either – inviting me to pay him a visit in his home village of Queens. Being the adventurous type, it's an offer I can hardly refuse and soon after loading myself up with fruit and presents for the people I'm likely to meet, I'm jumping on the train to see what excitement can be found just down the line. And what's going on when I get there? Why, it's raining. Combined with the lack of trees, abundance of weeds and dismal weather, the initial impression of Queens, described as a village of joy and love by the man himself, is not good. What's Gary been doing to the place? Not looking after it, from the looks of things – even the wishing well's complaining about a shadow overcasting areas with a lack of green, which isn't surprising considering how most of the planted trees seem to be in the process of dying.

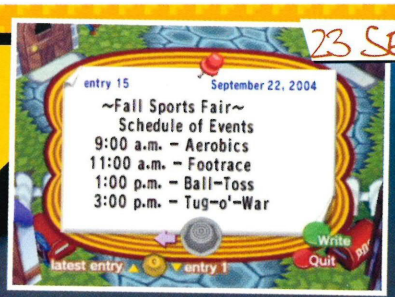
But then, that's where my green fingers come in handy. Golden shovel in hand, it's off a-plantin' I go – orange trees here, pear trees there and cherry trees everywhere in between. It goes without saying that I dug up a whole load of dead shrubs along the way, as well as making friends with anyone who happened to cross my path until my job was done... and I was soaked through. Still, at least the journey was a productive one and Gary will have plenty of goodness to look forward to. Probably. And the fact that two of my villagers (yes, two) have moved to Queens means I must have done something good over there. Lucky bugger.

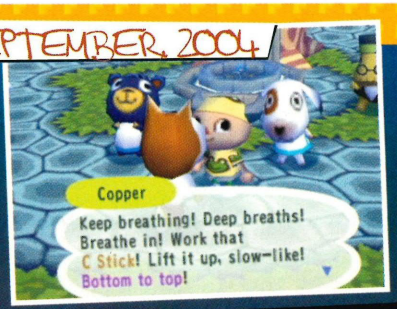
23 SEPTEMBER, 2004

Now, as those of you who've been continuously following my little exploits during my time in Alfville will know, I don't 'do' exercise. In the same way that I desperately try to avoid boats, cheese or anything related to Gareth Gates, the idea of outdoor activity – the kind that generally leaves you feeling hot, sweaty and in serious need of some deodorant – really does not appeal to me. In direct contrast to this, my animal chums love nothing more than getting out in the afternoon sun (or indeed, any type of sun) for a spot of energetic fun. Damn their eyes. Of course, it's my total disregard for fitness



MY FAMILY AND OTHER ANIMALS









23 SEPTEMBER 2004

that would explain my somewhat sour mood today – no sooner have I crawled out of bed and staggered over to the notice board outside my house, that I read a hastily scrawled note pinned right in the middle for all to see. Today's date. Officer Copper's handwriting. Oh, and the announcement of the bi-annual Alfville Sports Fair. Yes, that's right… a fair for sports.

Aww, crap.

With the rest of the village relatively quiet, I was kind of hoping that everyone might have ignored Copper's offer to gather by the wishing well for some all-day sporting festivities and decided to stay in bed, much like I wanted to. Unfortunately, that wasn't to be – creeping down to the wishing well, I found myself not entirely shocked to see that most of the villagers were partaking in the event of the hour: Gymnastics. Gah. All that tumbling and jumping… it's enough to make a man sick to his stomach. Thankfully, nobody seemed to have noticed that I was loitering in the trees so I managed to sneak away without getting dragged into the 'fun'. From what I can make out though, the fair is set to last all day, there's a running race due to start just after 11am, the ball toss event picks up at 1pm and then there's an almighty tug of war leading into the end of the day at 3pm. Thinking about it, the tug of war might be just the thing. I can sit back and let everyone else do the pulling, while still coming away with that precious Autumn Medal at the end of it. It's a tempting thought, but one I suspect I won't get away with – not if Teddy, who's always been a stickler for the rules, has anything to say about it.

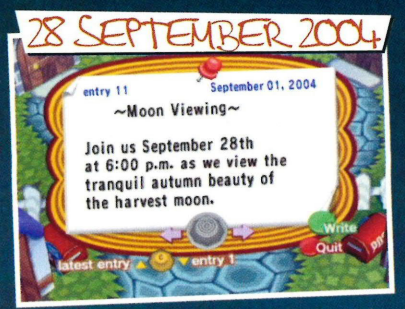
28 SEPTEMBER 2004

Oww… my aching back. Turns out that my luck at avoiding the sporting activities wasn't to be the other day – I accidentally ran into Poncho down by the coast and after a bit of cajoling, he managed to talk me into doing everything. Stupid bear. Surely he should know me well enough by now to realise I'm not a chiselled example of manliness for a reason? Thanks to his interfering, I've barely been able to stand up; not exactly the ideal position to be in when I'd originally planned to spend the day chasing insects with my bug net and running a few errands. Needless to say, I won't be doing him any favours for a while.

Looking at my calendar, it seems that today is the day of the Harvest Moon festival. Two events in two days? I've never been so fortunate, Thankfully, this one doesn't involve much more than standing around the lake in the evening, looking up at the sky and admiring the beauty that is the moon. Glorious. Once again, everyone's out in force and the village is suitably relaxed. Even Mayor Tortimer is around to hand out a bit of harvest cheer… although how he's managing to carry enough of those giant moon sculptures for everyone in his tiny pockets is completely beyond me. Naturally, I snapped one straight up – I sold my previous moon to Tom Nook a while back, so it's about time that I got something else to take up most of my basement space instead.

Of course, the good news is that by now, all you guys – the lucky readers of **CUBE** who haven't already succumbed to the delights of the *Animal Crossing* world – will be able to head to your local gaming store and pick up a copy for yourself. Even though I've been here in Alfville for what seems like an eternity, I have to say I envy you – the chance to venture into a completely new place, surrounded by faces that all want to meet you and help you make your way in life, is something that really does have to be experienced by all. If you don't do it, you'll regret it for the rest of your life – that, I can guarantee. Still, if you do decide to take a trip to *Animal Crossing*, be sure to look me up. Alfville's not exactly a million miles away and once you're nice and settled, you only have to jump on the train to come and see me.





So everyone stood about and watched somebody try to score with the ladies?



Digging up 1000 bells is great – just hope the supply never ends.

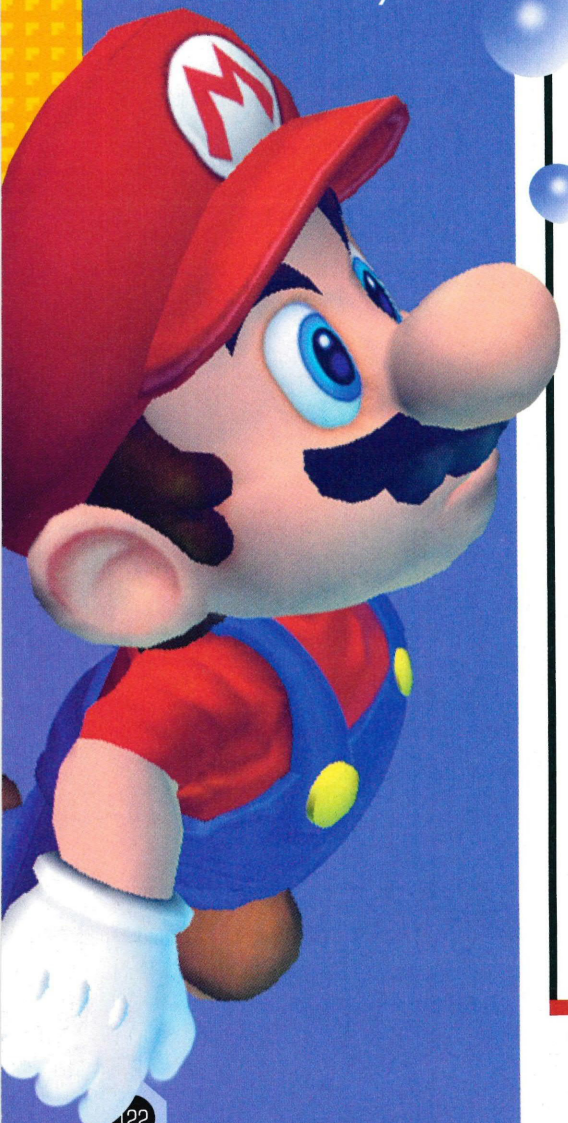


After the full moon everyone turned into werewolves and ripped each other apart.

CUBE DIRECTORY

ISSUE THIRTY SEVEN

Your complete at-a-glance guide to every game CUBE has ever reviewed since the dawn of time. Now that's what we call *The Directory*!



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
007 Everything Or Nothing	EA	In-house	1	N	N	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
Asterix & Obelix XXL	Atari	In-house	1	N	N	34	PAL	5.1
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	N	N	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
Catwoman	EA	Argonaut	1	N	N	35	PAL	4.0
Cel Damage	EA	In-house	1-2	N	N	6	PAL	4.3
Conan	TDK	Cauldron	1	N	N	32	PAL	4.2
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	N	N	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
Custom Robo Battle Revolution	Nintendo	Noise	1-4	N	N		NTSC	8.5
Dakar 2	Acclaim	In-house	1-2	Y	N	17	PAL	9.0
Dark Summit	THQ	Radical	1-2	N	N	8	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	N	N	6	PAL	7.4
Dead To Rights	EA	Namco	1	N	N	22	PAL	6.8
Defender	Midway	In-house	1-2	N	N	17	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	N	N	19	PAL	8.9
Die Hard: Vendetta	Vivendi	Bits Studios	1	N	N	13	PAL	8.2
Disney's Extreme Skate Adventure	Activision	Neversoft	1	N	N	24	PAL	7.0
Disney's Magical Mirror	Nintendo	Capcom	1	Y	N	11	PAL	5.9
Disney Sports Skateboarding	Konami	In-house	1	N	N	12	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	N	N	6	PAL	5.0
Donald Duck: Quack Attack	Ubi Soft	In-house	1	N	N	6	PAL	6.2

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
Donkey Konga	Nintendo	Namco	1-4	N	N	28	NTSC	9.2
Donkey Konga Volume 2: HSP	Nintendo	Namco	1-4	N	N	35	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
Dragon's Lair 3D	THQ	Dragonstone	1	N	N	32	PAL	4.0
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	Infrogrames	Shiny	1	N	N	20	PAL	6.8
ESPN INT Winter Sports '02	Konami	In-house	1-2	N	N	6	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	N	N	12	PAL	9.3
F1 2002	EA	In-house	1-2	N	N	9	PAL	7.6
F1 Career Challenge	EA Sports	In-house	1	N	N	21	PAL	6.4
FIFA 2004	EA	EA Canada	1-4	N	N	26	PAL	8.9
FIFA Football 2003	EA	In-house	1-4	N	N	13	PAL	8.2
Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	Y	N	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 And The Prisoner Of Azkaban	EA	EA	1-4	N	Y	34	PAL	6.8
Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	N	N	27	PAL	6.5
Harvest Moon: A Wonderful Life	Ubisoft	Natsume	1	Y	N	31	PAL	9.0
Hitman 2	Eidos	IO Interactive	1	N	Issue 22	21	PAL	7.9
Hulk	Vivendi	Radical	1	N	N	21	PAL	6.4
Ikaruga	Atari	Treasure	1-2	N	N	17	PAL	9.0
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	N	N	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
Knights Of The Temple	TDK	Star Breeze	1	N	N	31	PAL	5.5
Knockout Kings 2003	EA	In-house	1-2	N	N	14	PAL	7.9
Legend Of Golfer	Nintendo	Seta	1-4	N	N	35	NTSC	7.0
Legend Of Zelda: Four Swords +	Nintendo	In-House	1-4	Y	N	32	NTSC	9.4
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
Looney Tunes Back In Action	EA	Warthog	1	N	N	31	PAL	6.0
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	Camelot	1-4	N	N	33	PAL	8.0
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	1-4	N	N	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 Anniversary Collection	Capcom	Atomic Planet	1	N	N	36	PAL	8.5
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
Micro Machines	Infogrames	Sheffield House	1-4	N	N	16	PAL	5.2

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

MONKEYS

Monkeys are the funniest animals. FACT. And if you've seen the DVD you'll see why, even ex-*Blue Peter* presenter Katie Hill agrees: "I freaking love them crazy little buggers." *

TOP 5

*Not a direct quote whatsoever

1 DONKEY KONG



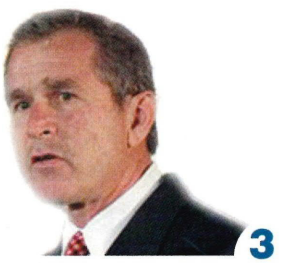
He may be as old as a silver-back (though he's not actually a monkey or a donkey for that matter) but he's still top of our list because he's got his own rap and wears a snazzy tie.

2 CHEATING MONKEYS



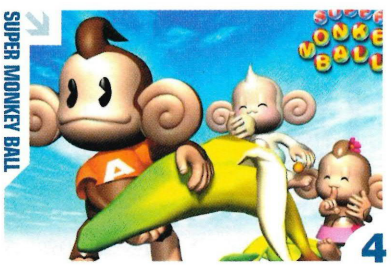
Our own monekys have had adventures: they've had plastic surgery, their names have been taken and their asses kicked, been spanked God knows how many times and at one point ate their own babies. Lovely.

3 GEORGE BUSH



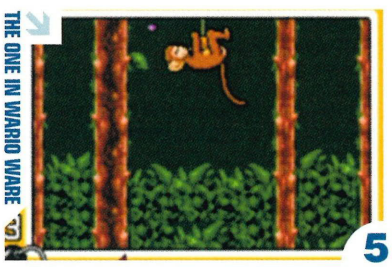
Look at him there, the cheeky war-mongering leader of the most powerful country on the planet. He believes in God, power, profit, sanctions and his favourite food is poptarts.

4 SUPER MONKEY BALL



Aiai, Meemee, Gongon and Baby enjoy their sports, be it bowling, golf, racing, baseball, soccer, tennis even. Busy beed aren't they? And Aiai got cut up and decorated the side of CUBE for a bit.

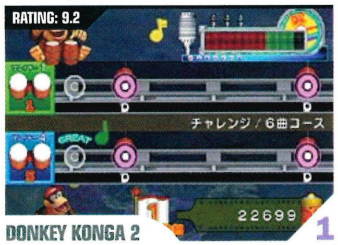
5 THE ONE IN WARIO WARE



In one of the microgames you are presented with this monkey sliding down a tree. Hit A fast enough and he'll jump upwards from tree to tree until he reaches the prize at the top – a big bunch of bananas.

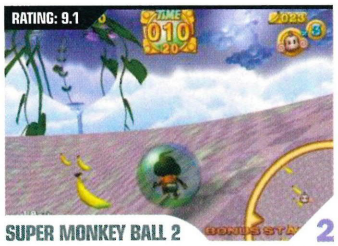
PARTY GAMES

Tired of *Monopoly*? Lost most of the reds for *Connect Four*? Cat choked on the saddle bag from *Buckaroo*? Sod board games then, turn on your GameCube and load one of these babies up.



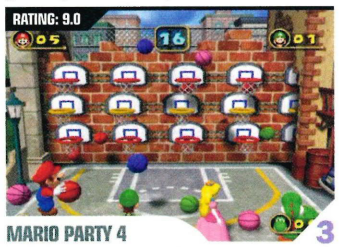
DONKEY KONGA 2 1

Hit Song Parade is such an improvement on the first one that it beggars belief that Nintendo didn't use it as the template for the Euro edition of the first one (reviewed in this issue). Better songs than the PAL release too.



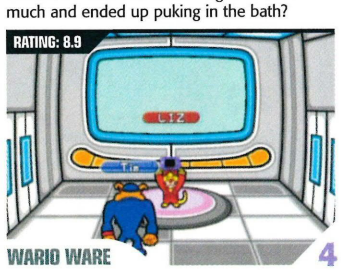
SUPER MONKEY BALL 2 2

Do you want some of the most enjoyable four player party games? You do? Cool. Then join us in rolling the little fellas until their inner-ears get all mixed up and they get dizzy and throw up.



MARIO PARTY 4 3

Taking board game mechanics and stuffing in a whole load of mini-games, *Mario Party 4* is the finest, most refined of all of Mario's parties. Remember that one when Luigi drank too much and ended up puking in the bath?



WARIO WARE 4

Over 200 microgames testing speed and accuracy and it's four-player, *Wario Ware* might be the ultimate party game. Ingenious multiplayer modes (and some silly ones) that make winning the games quite tactical.



PUYO POP FEVER 5

This may only be for two people and those two people may start out as friends, but by the end of a few rounds they will hate each other with such venom that they'll have to have One More Go. Great *Tetris*-with-ammunition fun.

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Minority Report	Activision	Treyarch	1-2	N	N	15	PAL	5.0
Mission: Impossible Operation Surma	Atari	Melbourne House	1	N	N	31	PAL	6.7
Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	N	N	32	NTSC	5.8
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
Naruto 2	Tomy Dream Energy	Eighting	1-4	N	N	31	NTSC	7.0
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	N	N	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
Paper Mario: The Thousand Year Door	Nintendo	Intelligent Systems	1	N	N	36	NTSC	9.4
Phantasy Star Online I+II	Infogrames	Sonic Team	1-4	N	N	16	PAL	7.5
Phantasy Star Online III C.A.R.D.	SEGA	In-house	1-2	N	N	33	PAL	6.0
Pikmin	Nintendo	In-house	1	N	Issue 7/8	7	PAL	9.0
Pikmin 2	Nintendo	In-house	1-2	N	N	33	NTSC	9.3
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	1-4	Y	N	32	PAL	8.6
Pool Paradise	Ignition Ent.	Awesome Studios	2	N	N	31	PAL	8.0
Prince Of Persia: The Sands Of Time	Ubisoft	Ubisoft Monteral	1	N	N	29	PAL	9.3
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
Rainbow Six 3	Ubisoft	In-house	1-2	N	N	34	PAL	8.2
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
Robocop	Avalon	Avalon	1-2	No	No	34	PAL	5.4
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	N	N	29	Pal	8.4
Samurai Jack: The Shadow Of Aku	SEGA	Adrenium Games	1	N	N	33	PAL	6.1
Scooby Doo!	THQ	Heavy Iron Studios	1-2	N	N	13	PAL	5.2
Scooby Doo Mystery Mayhem	THQ	Art. Mind & Move	1	N	N	31	PAL	6.6
Second Sight	Codemasters	Free Radical	1	N	N	36	PAL	8.6
SEGA Soccer Slam	SEGA	Blackbox Games	1-4	N	N	11	PAL	9.0
Serious Sam: Second Encounter	Take 2	Climax	1-4	N	N	32	PAL	8.0
Shikigami No Shiro II	KSG	Alfa System	1-2	N	N	27	NTSC	7.2
Shrek 2	Activision	Luxoflux	1-4	No	No	34	PAL	7.8
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	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

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

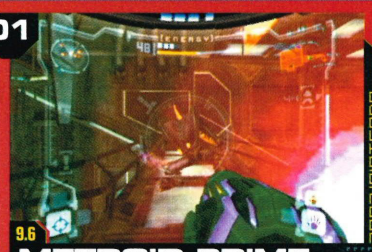
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Sonic Mega Collection	SEGA	In-house	1-2	N	N	15	PAL	8.0
Sonic Heroes	SEGA	Sonic Team	1-4	N	N	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
Speed Kings	Acclaim	Climax	1-2	N	N	21	PAL	6.7
Sphinx And The Cursed Mummy	THQ	Eurocom	1	N	N	29	Pal	8.7
Spider-Man 2	Activision	Treyarch	1	N	N	35	Pal	8.8
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
Splinter Cell: Pandora Tomorrow	Ubisoft	In-House	1	Y	Y	35	PAL	8.5
SpongeBob SquarePants: BFBB	THQ	Heavy Iron	1	N	N	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
Taz Wanted	Infogrames	Blitz Games	1-2	N	N	11	PAL	5.6
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	N	N	31	PAL	6.0
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	Y	N	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 Inc Mega Party Games	Nintendo	Nintendo	1-4	N	N	36		8.9
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
World Racing	TDK	Synetic	1-4	N	N	33	PAL	5.0
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 Day Of Reckoning	THQ	Yukes	1-4	N	N	36	PAL	9.1
WWE: Wrestlemania XIX	THQ	Yukes	1-4	N	N	25	PAL	6.9
XG3: Extreme G Racing	Acclaim	In-house	1-4	N	N	6	PAL	8.2
XGRA	Acclaim	ACC. Entertainment	1-2	N	N	23	PAL	9.0
XIII	Ubi Soft	In-house	1	N	N	26	PAL	8.2
X-Men 2: Wolverine's Revenge	Activison	Genepool	1	N	N		PAL	7.0
X-Men: Next Dimension	Activison	Exact Ent	1	N	N	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	N	N	9	PAL	7.0

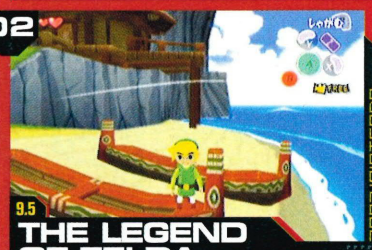
Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP 10 GAMECUBE

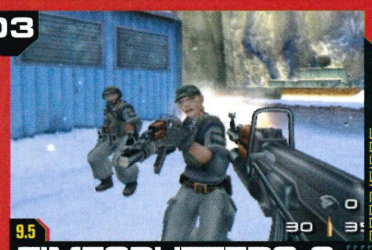
GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!



01 — 9.6 — METROID PRIME — 2002/NINTENDO



02 — 9.5 — THE LEGEND OF ZELDA — 2002/NINTENDO



03 — 9.5 — TIMESPLITTERS 2 — 2002/EIDOS



04 — 9.4 — ZELDA: FOUR SWORDS + — 2004/NINTENDO



05 — 9.4 — F-ZERO GX — 2002/NINTENDO

06 — 9.4 — MARIO KART: DOUBLE DASH!! — 2003/NINTENDO

07 — 9.4 — PAPER MARIO 2 — 2004/NINTENDO

08 — 9.4 — BEYOND GOOD & EVIL — 2003/UBISOFT

09 — 9.3 — BURNOUT 2 — 2003/ACCLAIM

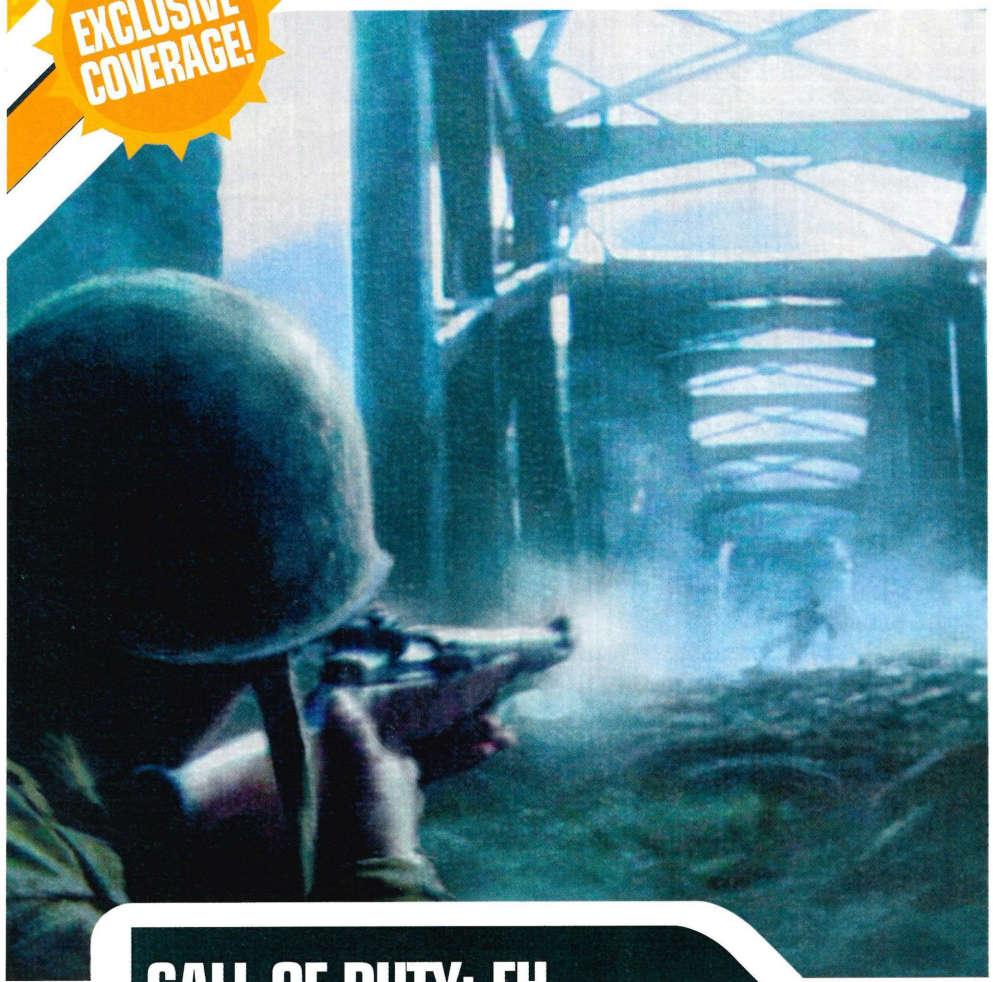
10 — 9.3 — PIKMIN 2 — 2004/NINTENDO

ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT!

Next Month... Next Month... Next Month... Next Month...

HORIZON

EXCLUSIVE COVERAGE!



CALL OF DUTY: FH

THE MEDAL OF HONOR TEAM RETURN TO GAMECUBE

You'll already have seen this month's Up Front, and will therefore know that we're really looking forward to this. We fly over to the US to take an exclusive look at the latest code while chatting to the team behind the game.

IN DEPTH

MEGA MAN X COMMAND MISSION

THE FINEST RPG ON THE GAMECUBE?

The game we're touting as the GameCube's very own *Final Fantasy VII* arrives in English form. We chat to the legend behind the series and take a look at whether the game can live up to expectations.





INTERVIEW

STUDIO EYE

CLOVER STUDIOS

It's hard working with development houses. You'd think that they'd love the exposure, but they're really quite shy. We abandoned our up-front approach and were polite and coaxing ... it just isn't us.

SOLUTIONS

GOTTA CATCH'EM ALL!

POKEMON FIRE RED & LEAF GREEN

We don't normally run guides for GBA titles, but this is a pretty major one. Will the world never tire of pikachu and his deceptively violent band of cutesy brethren?

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube titles, including:

THE BIGGEST GAMES!



THE URBZ
Urban living taken to the extreme. Sweet as.



LOTR: THE THIRD AGE
Can the whole game live up to the early demo?



FIRE EMBLEM (JAP)
The critically acclaimed franchise arrives on GC.

PLUS

- Mortal Kombat
- Deception
- TimeSplitters
- Mario Party 6
- NFS Underground 2
- Nintendo DS
- Geist
- Golden Sun GC
- Mario Tennis
- Metroid Prime 2
- Splinter Cell 3
- THUG 2

NEXT ISSUE

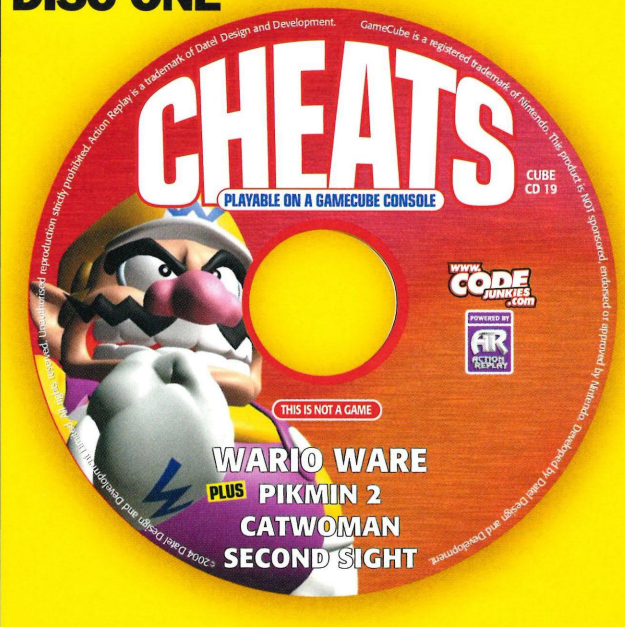
ISSUE 38 ON SALE 21 OCTOBER 2004

DON'T MISS OUT!

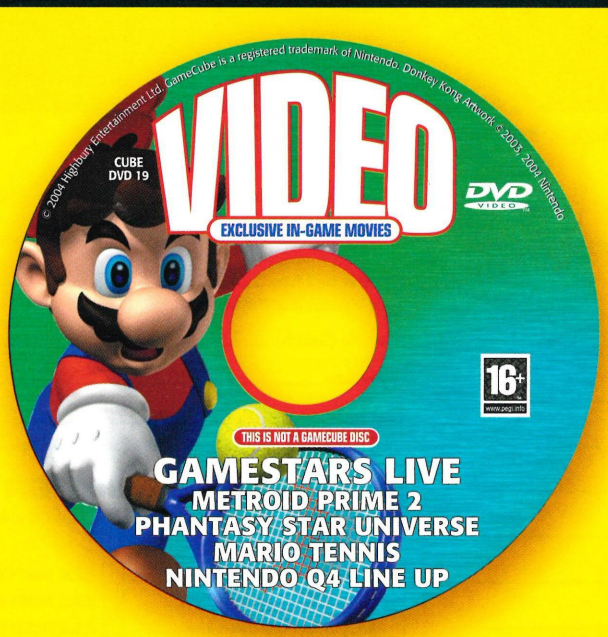
TWO FREE DISCS



DISC ONE



CHEATS DISC



DISC TWO

VIDEO DISC

ACTION REPLAY

Every month we be bring you a disc packed with cheats for the latest and biggest games. There's no need for fussing around entering cumbersome codes. You just slip the disc into your GameCube, select the game you want to bust and the relevant cheats you want to access, then stick the game disc in and hey presto – it's all sorted! Pretty good, eh?

Oh, if you've got any games in particular that you need cheats for, just email us and you never know – it may just happen.

WATCH! ALL NEW FOOTAGE OF THE BEST GAMES

VIDEO DVD

Exclusive footage of the games that you'll be buying over the next 12 months, courtesy of a lovely little DVD!

- RESIDENT EVIL 4
- METROID PRIME 2
- PRINCE OF PERSIA 2
- PAPER MARIO 2
- THE INCREDIBLES
- PHANTASY STAR UNIVERSE
- ECTS 2004
- EGN/ GAMESTARS LIVE!

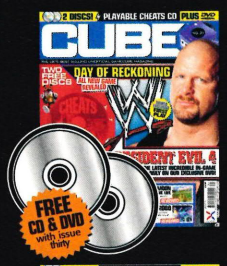
RESERVE YOUR COPY TODAY PAGE 33

*Note: Contents and appearance are subject to change

BACK ISSUES

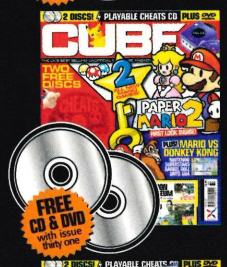
MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

Back issues cost £4.99 each including postage and packaging. UK only. Overseas prices available on request



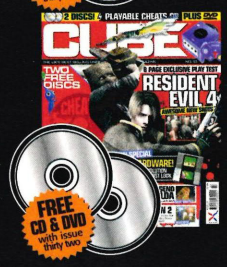
ISSUE THIRTY ONE

We get all sweaty over *WWE Day Of Reckoning* and mess about with the Jap *4 Swords*. Elsewhere there's farming action with *Harvest Moon* and we get blisters from *Naruto 2*. Plus the winningest back page ever... so far.



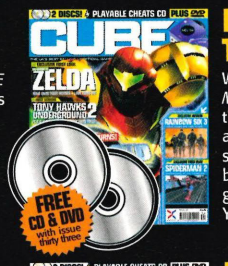
ISSUE THIRTY TWO

Get the first look at a paper-thin Mario, get to first base with *Second Sight*, get caught up in Pokémon snagging and get somewhat peeved at *Conan*. Look, just get it, it's brilliant. We know becasue we wrote it.



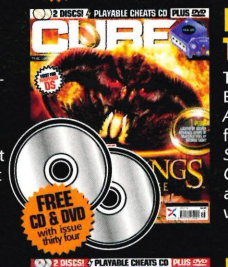
ISSUE THIRTY THREE

The biggest *Resi 4* exclusive you'll see (until our next one), The complete low down on E3 and the DS, and a review of the Jap *Pikmin 2*! And, um, a review of *World Racing*. *Mario Golf* on the Video Disc and *Harvest Moon* cheats.



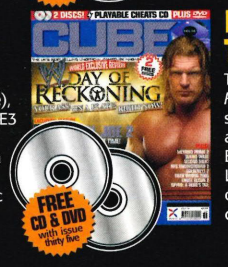
ISSUE THIRTY FOUR

We completely blow out *Metroid Prime 2: Echoes* and the new *Legend of Zelda* plus a DVD packed with goodness straight from E3. You want the best coverage of the biggest games show on Earth? You got it!



ISSUE THIRTY FIVE

Things get scaley in Middle Earth with *LOTR The Third Age*. Then everything turns furry for *Star Fox*. Reviews of *Spider-Man 2* and *Splinter Cell: Pandora Tomorrow*. We also had to review *Catwoman* which was a shame.



ISSUE THIRTY SIX

The WWE edition. *Day Of Reckoning* reviewed and a special DVD of *DOR* in action and THAT interview with The Big Show. Plus *VJ2* In-depth, *Wario Ware* review, and loads of WWE cheats on the cheats disc, funnily enough.

ALSO AVAILABLE...

GAMECUBE SECRETS, STRATEGIES SOLUTIONS VOLUME 1

ONLY £9.99

Comprehensive solutions and guides for top GameCube games including *Zelda: The Wind Waker*, *Metroid Prime*, *Resident Evil Zero*, *Super Monkey Ball* and many more

PLUS! COMPLETE SOLUTIONS TO...

THE LEGEND OF ZELDA: THE WIND WAKER	only £3.99
LUIGI'S MANSION	only £3.99
METROID PRIME	only £3.99

CUBE

CUBE0436

YOUR DETAILS

Name.....

Signature.....

Address.....

.....

.....

Postcode.....

Tel.....

PAYMENT METHOD

☐ Cheque/postal order made payable to Highbury Entertainment Ltd.

Amount enclosed .....

☐ Credit card type .....
(ACCESS/VISA/MASTERCARD/SWITCH)

Issue No (Switch) .....

Expiry date.....

Card Number .....

If you don't want to receive related promotional material please tick this box ☐

BACK ISSUES ORDER FORM

Please tick issues required (£4.20 each inc. p+p) UK only.
Overseas prices available upon request.

- ☐ ISSUE TWENTY NINE (FREE CD & DVD)
- ☐ ISSUE THIRTY (FREE CD & DVD)
- ☐ ISSUE THIRTY ONE (FREE CD & DVD)
- ☐ ISSUE THIRTY TWO (FREE CD & DVD)
- ☐ ISSUE THIRTY THREE (FREE CD & DVD)
- ☐ ISSUE THIRTY FOUR (FREE CD & DVD)

ORDERING DETAILS

HIGHBURY ENTERTAINMENT
Phone: 0870 444 8682 **Fax:** 01458 271146 **Email:** CUBE@cisubs.co.uk
Freepost Address: Highbury Entertainment Ltd, FREEPOST NATW1809, (Customer Interface), SOMERTON, TA11 6ZA



£25.58



£3.98*

* promotional price, visit us online for details

Get them while they're hot!

The latest movie releases. The hottest games. Buy them online now!

Choose from thousands of movie and game titles, plus our large selection of music CDs. And with our efficient online service and speedy delivery, you get your order while they're still smokin hot.

dvdboxoffice.com

movies · games · audio · hobbies · electronics

FREE SHIPPING WORLDWIDE

FAX 1.905.709.4073 · TEL 1.905.709.1571

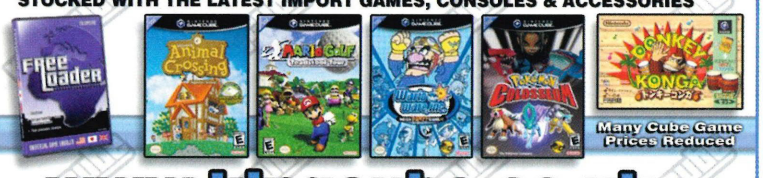
E-MAIL orders@dvdboxoffice.com

Kingcube LTD

GCN GBA PS2 XBOX

UK's GREATEST IMPORTER

STOCKED WITH THE LATEST IMPORT GAMES, CONSOLES & ACCESSORIES



Many Cube Game Prices Reduced

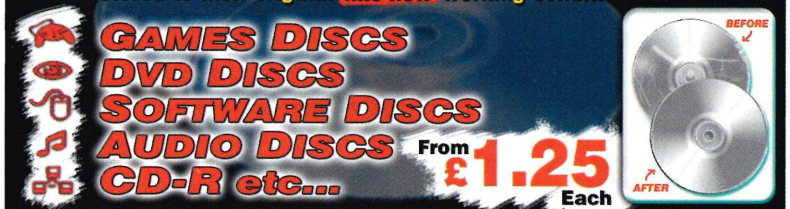
www.kingcube.co.uk

Visit our new look website

HOTLINE: 0845 225 40 99

100% SCRATCH REMOVAL

Discs restored to their original 'like new' working condition GUARANTEED



GAMES DISCS
DVD DISCS
SOFTWARE DISCS
AUDIO DISCS
CD-R etc...

From £1.25 Each

Order our FREE Mailers today by calling 0800 056 4956

www.cdhospital.com or order online

Free Mailers are strong lightweight self addressed boxes designed to hold up to 15 CDs. They come complete with full instructions and answers to frequently asked questions. By ordering a Mailer you are under no obligation to use our service.

WIND UP CALLS!

THE ORIGINAL & BEST LISTEN-IN WIND UPS!

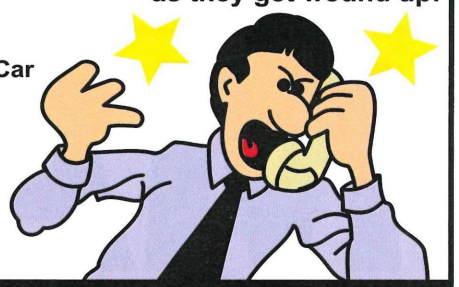
CHOOSE FROM -

1. TV Escort
2. Stammering Caller
3. Telephone Date Reply
4. Recruited For Army
5. Madam's Unpaid Bill
6. Date With Male Star
7. You've Scratched My Car
8. Irritating Lost Friend
9. Daughter's Pregnant
10. Escaped Vulture
11. Irate Delivery Driver



The computer will dial your victim and then you can listen in on the line as they get wound up!

Listen to samples on the internet at windupcalls.com



09067 555 159

NEW - WIND UP TEXTS!

Choose from:

"fancy" - text from a secret admirer
"celebrity date" - won a date with a celeb
"last night" - met last night had a gr8 time
"pizza" - ordered a pizza
"porky" - ordered a pot belly pig
"taxi" - ordered a taxi

Wind up your mates with a wind up text! We'll send you a copy of the text wind up + replies!

Send "wind up", then mobile no., then wind up to 87101
e.g. send "wind up 07712345678 taxi" to 87101

WINDUPCALLS.COM. Box 220. M27 0WR. Calls cost 75p / min. Texts cost £1.50

THE SPURT

Thursday, September 23, 2004 30p

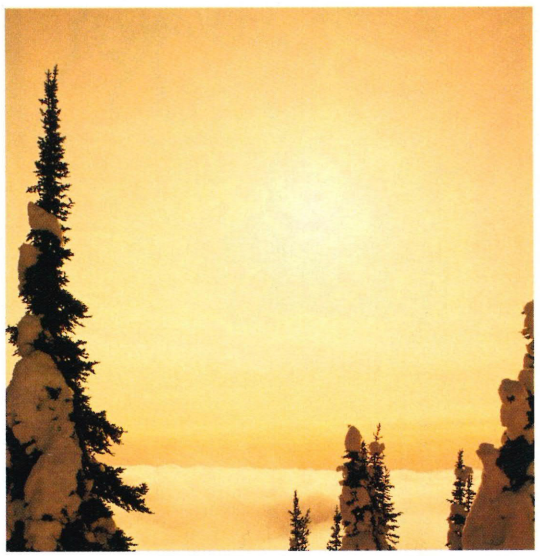
I USED TO BE A CELEBRITY PLEASE GIMME A JOB!

More washed up game stars throw themselves on your pity in the hope of one last shot at the big time. **Page 14-**

SAMUS'S SIZZLING BEACH SNAPS

MORE BLURRY ZOOM LENS PICS INSIDE!





GAMES CAUSE SUN TO CRASH INTO THE EARTH

The Sun is going to crash into the Earth, and it's all down to videogames according to shocking new revelations.

Dave Bagnall, from Tettenhall, West Midlands, hit upon the sensational theory while working as plasterer in late 1999 but has waited until now to share the information that will send shockwaves across the globe. Bagnall (36), who is currently kipping round his mate Al's, told us: "This will scare the arses off a lot of people but that's not surprising really. It's not every day you find you're going to get crashed into by the sun."

Bagnall first began to suspect something was up after coming home from the pub one night with chips and watching *Armageddon*, but it wasn't until several weeks later when he saw a *Blue Peter* report about global warming that he put two and two together. "People have been playing games since the 1980s which is exactly the same time that global warming happened" said Dave. "That must mean the sun is getter closer, and no one can tell me that's just a co-incidence," he added.

Continued on page 4.

STOP PLAYING GAMES OR WE'RE ALL KNACKERED: The Spurt Says... page 2

MARIO PLUMBED MY PIPES



Squeaky clean Nintendo hero Mario had a sordid secret affair with retired dinner lady Gladys Bilgeworth. Bilgeworth (87), a resident of Portsmouth Home for the Sporadically Confused, claims the affair took place between September 2002 and January 2003.

The news will come as a hammer blow to Princess Peach who, it had always been assumed, Mario would eventually get it on with. Gladys claimed: "Mushrooms always made him REALLY big!" These revelations will no doubt come as a huge embarrassme-

Full story pages 4 to 9.



Providing Every Cheat You'll Ever Need

CHEATS UNLIMITED

A SIMPLE CALL AND YOU'VE GOT THE CHEAT

CHEATS TIPS & WALKTHROUGHS

TOP WALKTHROUGHS PLUS OVER 20,000 CHEATS & TIPS

PS-ONE

Alex Ferguson P.Manager'02
Alone in the Dark 4
Army Men: Air Attack
Army Men: Land Sea & Air
Army Men: Sarge's Heroes
Beyblade
Broken Sword
C-12 Final Resistance
Command & Conquer
Crash Bash
Dancing Stage Party Edition
Digimon World
Disc World 2
Driver 2
Duke Nukem:Land of Babes
FA Premier League Man.'00
Final Fantasy 5
Final Fantasy 7
Final Fantasy 8
Gran Turismo 2
Grand Theft Auto 2
Gundam Battle Assault 2
Harry Potter: Philosophers S.
Hogs of War
LMA Manager 2001
Medal of Honor Undergr'nd
Parasite Eve 2
Silent Hill
Spiderman
Spyro 3: Year of the Dragon
Star Wars:Jedi Power Battles
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4: Last Revel.
Tomb Raider 5 Chronicles
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Treasure Planet
Yu-Gi-Oh! Forbidden M.
Plus Many More...

GAMEBOY ADVANCE

Advance Wars 2
Aggressive Inline
Asterix: Bash Them All
Backyard Baseball
Dragon Ball Z: Super Warrs.
Dragonball Z: L. of Goku 2
Dragonball Z: Leg. of Goku
James Bond 007: Nightfire
Legend of Zelda (NES)
Mario Bros.
Mega Man Battle Network 3
Pokemon Gold
Pokemon Pinball: Ruby & S.
Pokemon Ruby
Pokemon Sapphire
Pokemon Silver
Prisoner of Azkaban
Ruby Pokemon
Sapphire Pokemon
Sims: Bustin' Out
Sonic Advance
Sonic Advance 2
Sonic Advance 3
Splinter Cell
The Sims: Bustin Out
Thunderbirds: The Movie
Yu-Gi-Oh! Dung.Dice Mons.
Yu-Gi-Oh! Sacred Cards
Yu-Gi-Oh! World C.Tour.'04
Yu-Gi-Oh! World Wide Ed.
Yu-Gi-Oh!: R. of Destruction
Zelda: A Link to the Past
Zelda: Oracle of Seasons
Plus Many More...

X-BOX

Baldur's Gate: D. Alliance 2
Blade 2
BloodRayne
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Catwoman
Champ. Manager '01/'02
Championship Manager '02
Chronicles of Riddick
Colin McRae Rally 4
Conflict: Desert Storm 2
Dark Angel, J. Cameron's
Dead or Alive 3
Dead or Alive Volleyball
Deus Ex: Invisible War
DRIV3R
Dynasty Warriors 4
Enter the Matrix
FIFA 2004
Full Spectrum Warrior
Galleon
Grand Theft Auto 3
Grand Theft Auto: V. City
Halo
Halo 2*
Headhunter: Redemption*
Hitman 2: Silent Assassin
Hitman 3: Contracts
Hunter: Redeemer
Hunter: The Reckoning
Indiana Jones: Emp.'s Tomb
James Bond: E. or Nothing
Juiced*
Jurassic Park: Op. Genesis
LMA Manager 2004
Lord of the Rings: 3rd Age*
Mace Griffin: Bounty Hunter
Manhunt
Medal of Honor Frontline
Midnight Club 2
Mission Impossible:O.Surma
Morrowind
Myst 3: Exile
NBA 2K3
Need for Speed Undergr'nd
Ninja Galden
Pirates of the Caribbean
Prince of Persia: S. of Time
Project Gotham Racing
Project Gotham Racing 2
Red Dead Revolver
Return to Castle Wolfenstein
Robin Hood: Def. of Crown
Secret W. Over Normandy
Shenmue 2
Sims: Bustin' Out
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
SSX 3
Star Trek: Shattered Gal.
Star Wars: Battlefront*
Star Wars: Knights Old Rep.
Suffering
T.Clancy R.Six 3: B. Arrow
Terminator 3 R.of Machines
The Chronicles of Riddick
Thief: Deadly Shadows
Time Splitters 2
TOCA Race Driver 2
Tom Clancy's Ghost Recon
Tom Clancy's Splinter Cell
Tony Hawk's Pro Skater 3
Tony Hawk's Underground
Total Club Manager 2004
True Crime: Streets of LA
Van Helsing
World Champ. Snooker '03
X-Men 2: Wolverine's Rev.
Plus Many More...

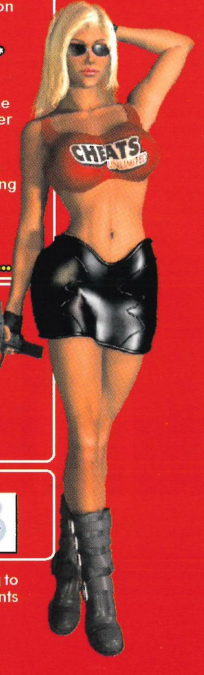
PS2

Age of Empires 2
Alias
America's 10 Most Wanted
Backyard Wrestling 2*
Broken Sword 3: S. Dragon
Buffy 2: Chaos Bleeds
Burnout 3*
Catwoman
Champions of Norrath
Crash B'coot: Wr. of Cortex
Die Hard: Vendetta
DRIV3R
Ecco the Dolphin
Escape from Monkey Island
Evil Dead: Fist. of Boomstick
FIFA 2004
Fight Night 2004
Final Fantasy X
Getaway
Ghost Hunter
Ghost Master
Gran Turismo 3
Grand Theft Auto 3
Grand Theft Auto: V. City
Harry Potter: Chamber of S.
Harry Potter: P. of Azkaban
Headhunter: Redemption*
Hitman 2: Silent Assassin
Hitman 3: Contracts
Jak 2: Renegade
Juiced*
Karaoke Stage
Lara Croft: Ang.of Darkness
LMA Manager 2004
Lord of the Rings: R.of King
Mafia
Manhunt
Medal of Honor: R. Sun
Miami Vice*
Monkey Island, Escape from
Mortal Kombat: Deadly All.
Mortal Kombat: Deception*
Need for Speed Undergr'nd
Onimusha 3: Demon Siege
Primal
Prince of Persia: S. of Time
Ratchet and Clank
Red Dead Revolver
Res. Evil: Code Veronica X
Resident Evil: Outbreak
Run Like Hell
Shrek 2
Silent Hill 2
Silent Hill 3
Silent Hill 4: The Room*
Simpsons: Hit & Run
Sims: Bustin' Out
Sonic Heroes
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell 2: Pandora T.
Star Wars: Battlefront*
Starsky and Hutch 2*
Syphon Filter: Omega St.
Terminator 3: Redemption*
The Sims: Bustin Out
Tiger Woods PGA Tour'05*
Tomb Raider: Angel of Dark.
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Total Club Manager 2004
Transformers
True Crime: Streets of LA
Van Helsing
Vice City, Grand Theft Auto
WWE Smackdown! 5: HCTP
X-Files: Resist or Serve
Yu-Gi-Oh! Duellists of Roses
Plus Many More...

GAME CUBE

A = 0 1
A Goddess Reborn
A Wonderful Life*
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
Beyond Good and Evil*
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
Bionicle
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
Catwoman
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
Doshin the Giant
Double Dash, Mario Kart
Dr. Muto
Dragon Ball Z: Budokai
Dredd vs Death
Driven
E = 0 5
Eggo Mania
Eighteen Wheeler
End Game
Enter the Dragonfly
Enter the Matrix
ESPN Int. Winter Sports '02
Eternal Darkness
Euro 2004
Everything or Nothing: 007
Evolution Skateboarding
Evolution, Turok
Extra Large, Shrek
F = 0 6
F1 2002
Fantasy Star Online 1 & 2
Fellowship of the Ring
FIFA 2002
FIFA 2003
FIFA 2004
FIFA World Cup 2002
Fighting Live
Final Fantasy C. Chronicles
Finding Nemo
Fire Blade
Fox McCloud in StarFox Adv.
Freaky Flyers
Freedom Fighters
Freekstyle
Freeride, Tarzan
Frontline, Medal of Honor
F-Zero GX
G = 0 7
Ghost Recon
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: Chamber of S.
Harry Potter: P. of Azkaban
Harry Potter: Philosophers S.
Harry Potter: Quidditch Cup
Harvest Moon 2: Wond. Life
Haunted Mansion
Hit & Run, The Simpsons
Hitman 2: Silent Assassin
Hobbit
Hoodlum Havoc
Hot Pursuit 2
Hot Wheels: Velocity X
Hulk
Hunter: The Reckoning
I = 0 9
Ikaruga
Incredible Hulk
I-Ninja
Inter. Superstar Soccer 2
Inter. Superstar Soccer 3
Inter. Winter Sports 2002
Italian Job: L.A. Heist
J = 1 0
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast
Jeremy McGrath's S'cross W.
Judge Dredd:Dredd v Death
K = 1 1
Kelly Slater's Pro Surfer
Kinnuku Man 2-Yo
Kirby's Air Ride
L = 1 2
L.A. Heist, The Italian Job
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
Lord of the Rings: F. of Ring
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lost Kingdoms
Luigi's Mansion
M = 1 3
Majora's Mask
Mario Golf: Toadstool Tour
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
Metal Gear Solid: T. Snakes
Metroid Prime
Minority Report
Mission Impossible:O.Surma
Mortal Kombat: Deadly All.
MX Superfly
Mystic Heroes
N = 1 4
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
NHL Hitz 2002
Nightfire
O = 1 5
Ocarina of Time: Master
Ocarina of Time: Zelda
OO7: Everything or Nothing
P = 1 6
Pandora Tomorrow
Phantasy Star Online
Pikmin
Pikmin 2*
Pitfall Harry
Point of Impact
Pokemon Channel
Pokemon Colosseum
Pool Paradise
Prince of Persia: S. of Time
Q = 1 7
Quidditch World Cup
R = 1 8
Rainbow Six 3
Rayman 3
Rebel Strike, R. Squadron 3
Res. Evil: Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Rising Sun, Medal of Honor
Robotech: Battlecry
Rogue Leader
Rogue Ops
S = 1 9
Samurai Jack: Shad. of Aku
S'Bob S'Pants: R.F.Dutchman
Scooby Doo: Night of 100 F.
Scorpion King
Shrek 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
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Hunter
Spyro: Enter the Dragonfly
SSX 3
Star Fox 2*
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Starfox Adventures
Starsky & Hutch
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee
Superman: Sh. of Apokolips
T = 2 0
Teenage Mut. Ninja Turtles
The Hulk
The L. of Zelda: Mast. Quest
The L. of Zelda: WindWaker
The Matrix
The Return of the King
The Sims
The Sims: Bustin Out
Throwdown, UFC
Tiger Woods Golf 2003
Tiger Woods Golf 2004
Time Splitters 2
Toadstool Tour
Tom Clancy's: P. Tomorrow
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
V = 2 2
Viewtiful Joe
Virtua Striker 3: v2002
W = 2 3
Wario World
Whirl Tour
Wind Waker
Wolverine's Revenge
Worms 3D
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: Four Swords*
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: The Wind Waker
Zoocube
0-9 = 2 7
007 Agent Under Fire
007 Ev'thing or Nothing
007 Nightfire
1080 Avalanche
13
18 Wheeler
Plus Many More...

Cheats & walkthroughs also available for all these consoles.



CALL NOW!

- OVER 20,000 CHEATS AVAILABLE
- THE LATEST CHEATS ADDED EVERY DAY
- COMPILED BY EXPERTS
- 100S OF QUALITY WALKTHROUGH GUIDES

CALL THIS NUMBER FROM YOUR HOME PHONE OR ANY LANDLINE

09067 592 405

CALLS COST ONLY 75p PER MINUTE

MOBILE PHONE ACCESS NUMBER
CALL NOW FROM ANY MOBILE

62000

COSTS ONLY 75p PER MINUTE

AVAILABLE ON ALL THESE NETWORKS

orange O2 vodafone T-Mobile 3

Please ensure you have permission from the bill payer before calling. Callers must be aged 16 or over. All logos and game titles are trademarks of their respective companies. Details are correct at time of going to press.*Information for forthcoming releases is added as soon as it becomes available, this is usually before the release date. Please put any comments or questions in writing to Interactive Telcom Ltd, 8 Grants Walk, PL25 5AA, or email custserv@cheatsunlimited.com, or call our

24hr Customer Service: (Freephone) 0800 081 6000

PORTABLE JEDI POWER

The only handheld game that's packed with classic *Star Wars*™ Trilogy action!

As Luke Skywalker, use amazing Jedi powers to battle stormtroopers, Darth Vader, and other classic *Star Wars* foes.

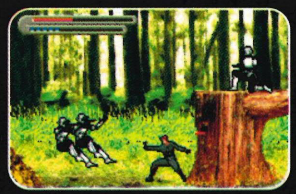
Battle friends in dogfight and capture-the-flag multiplayer modes.

UNLOCK UNRELEASED BONUS CONTENT FROM THE *STAR WARS* SAGA!

STAR WARS™ TRILOGY

APPRENTICE OF THE FORCE™

OUT SEPTEMBER







LucasArts

GAME BOY ADVANCE

UBISOFT

WWW.UBI.COM

LucasArts and the LucasArts logo are trademarks of Lucasfilm Ltd. © 2004 Lucasfilm Entertainment Company Ltd. or Lucasfilm Ltd. & TM as indicated. All rights reserved. Ubisoft, ubi.com, and the Ubisoft logo are trademarks of Ubisoft Entertainment in the U.S. and/or other countries. All rights reserved.