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CUBE

NO. 38

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CALL OF DUTY FINEST HOUR™

EXCLUSIVE FEATURE

RESIDENT EVIL 4

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MARIO PARTY 6
LORD OF THE RINGS: THE THIRD AGE
X-MEN LEGENDS
TONY HAWK'S UNDERGROUND 2
THE URBZ

MORTAL KOMBAT DECEPTION

Midway confirms the bloody brawler for GameCube!

FIRST PLAY

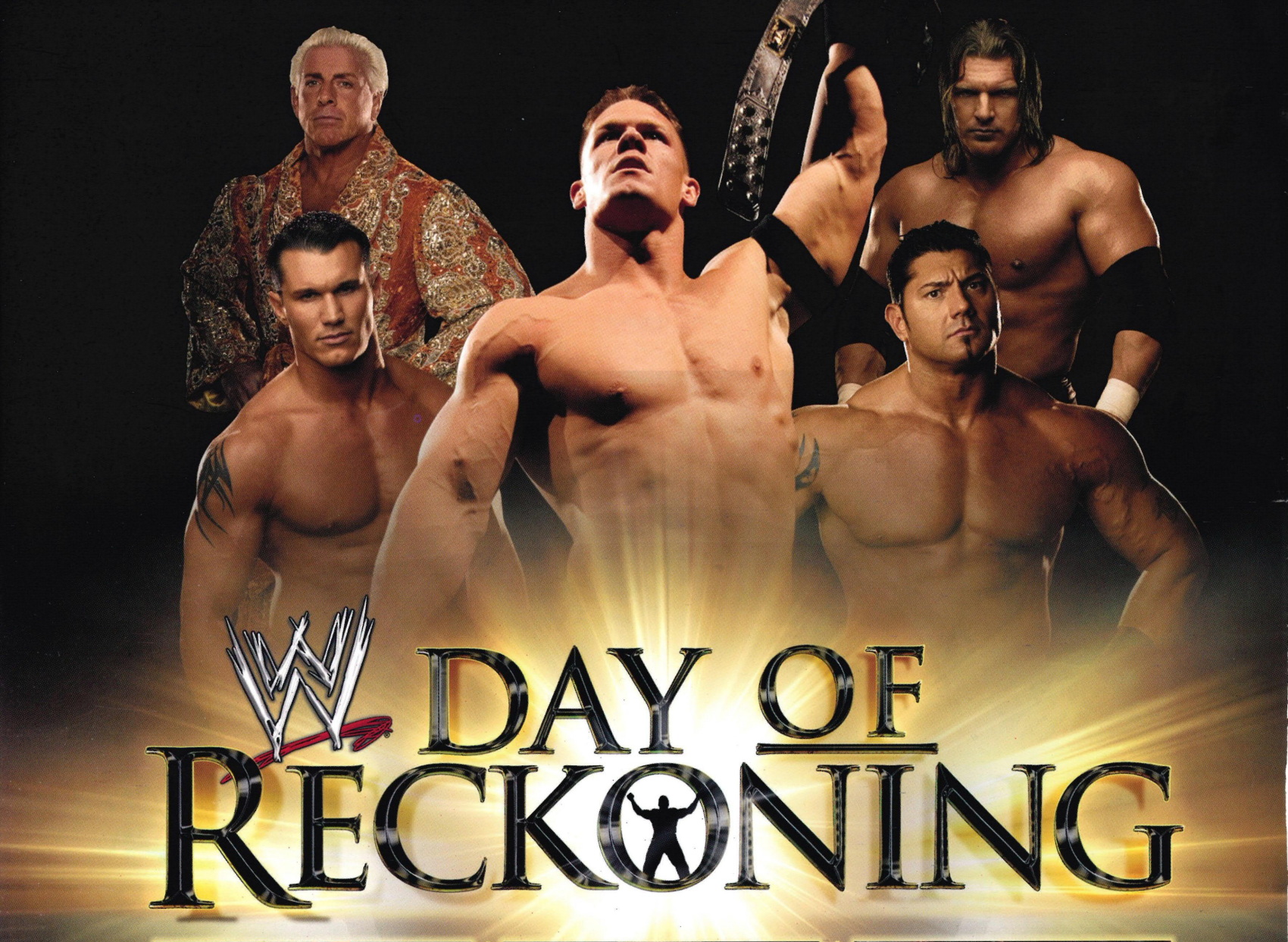
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CUBE ISSUE 38 ■ CALL OF DUTY: FINEST HOUR ■ RESIDENT EVIL 4

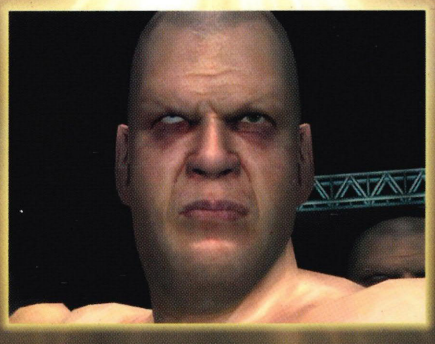


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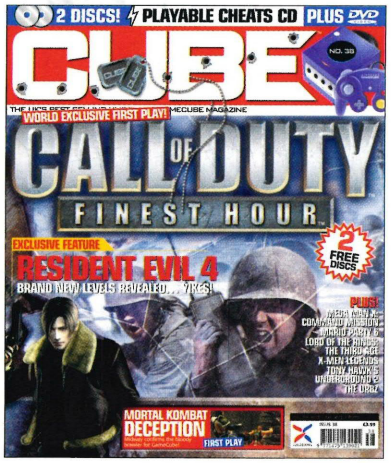
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WELCOME



WORKING ON A GameCube magazine you tend to fall into a pattern. Good games and bad games come and go, but there are those few that we're constantly banging on about. You know the ones – *Metroid Prime 2, Resident Evil 4, The Legend Of Zelda*... we whip ourselves up into a frenzy, then just when we think we're about to hit paydirt the publisher, more often than not Nintendo, turns around and casually drops the bombshell that 'ooh, it's been delayed, won't be out until the new year, blah, blah and indeed blah'. We'll we're sick of it, damn it, but what are you gonna do? No *Resi 4* until 2005, no concrete information at all on what's going on with the new *Zelda*, so what a good feeling it is when a whole new triple A blockbuster reveals itself, and *Call Of Duty: Finest Hour* is only a couple of months away! It was at E3 that Activision first hinted it would be bringing the PC smash hit to console formats, but even then we were sceptical as to whether the GameCube would get a taste. However, as you can see in this month's exclusive feature, we've got ourselves a whole face-full of wartime gaming pie. *Call Of Duty* took *Medal Of Honor*'s position as top WWII first person shooty thing some time ago and the thought of it doing the same on console is mouth watering. We're all big *MOH* fans here. [Eh? – the rest of the team]

Good old Activision (it's our favourite publisher this month) has also come up trumps with *Tony Hawk's Underground 2*, ditching the crappy bits from *THUG* and taking the game back in terms of gameplay towards it's much purer roots. *X-Men Legends* is also reviewed after what seems like absolutely ages and it's a goody if you like the X-Men and levelling up, which Tim does. However he doesn't think that much of *Four Swords Adventures*. A solid little game but in no way spectacular and why oh why did they remove *Tetra's Trackers* from the European version?

No issue would be complete without EA though, and we've got this year's *FIFA* and *Madden* titles for you as well as *Ty 2* which turns out to be rather jolly. Best of all though is *Lord Of The Rings: The Third Age*. A blockbusting title in every way.

All that and a whole bunch of *Pokémon* as well. We review *FireRed* and *LeafGreen*, we've got a six page feature exploring the enduring appeal of the games and exploding the myth that they're just for kids AND the complete Pokédex as well.

Get your laughing gear round that lot!

Miles Guttery
Editor

AT A GLANCE

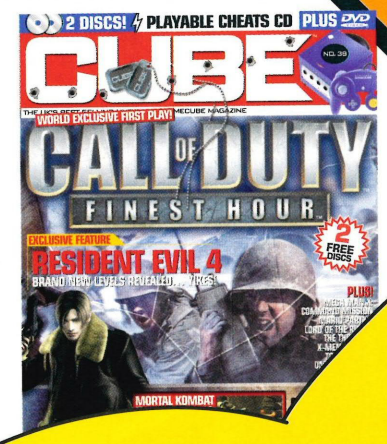
Amazing Island	84
Call Of Duty: Finest Hour	40
FIFA 2005	70
Future Tactics: The Uprising	64
LOTR: The Third Age	56
LOZ: Four Swords Adventures	76
Madden NFL 2005	80
Mario Party 6	38
Medabots Infinity	82
Mega Man X: Command Mission	46
Pokémon FireRed/LeafGreen	116
Power Rangers Dino Thunder	37
Robots	36
Super Mario Ball	117
The SpongeBob SquarePants Movie	37
Tony Hawk's Underground 2	66
Ty 2: Bush Rescue	74
Virtua Fighter Cyber Generation	86
X-Men Legends	60

CUBE

ISSUE THIRTY EIGHT

CONTENTS

ON THE DISC ★★★★★★ PAGES 6 & 7 ★★★



We've updated the rosters, improved the graphics and added a new Turn The Page control system. It's CUBE 2005! (in association with EA)

OH GROW UP!

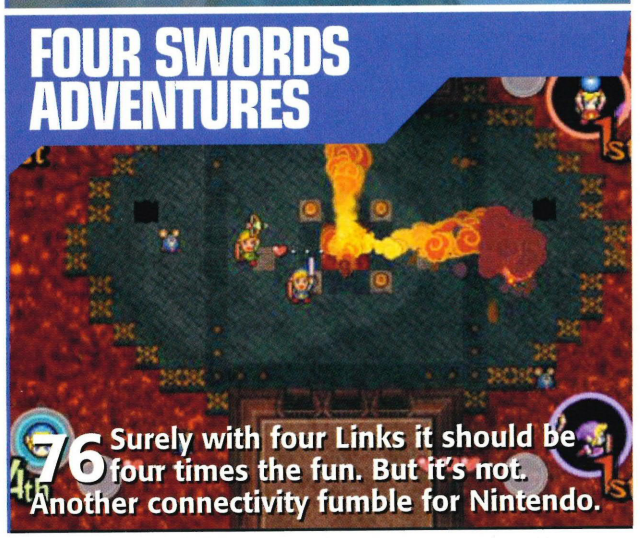
30 We hate it when our parents say that too. But even with that cry falling on deaf ears there is still a stigma with Pokémon. Adults swapping Pokémon: ridiculous or rebellious?

LOTR: THE THIRD AGE



56 Turn-based, hobbit-ridden levelling up and some really nice option menus, and much more!

FOUR SWORDS ADVENTURES



76 Surely with four Links it should be four times the fun. But it's not. Another connectivity fumble for Nintendo.

UP FRONT

Arrgh! The tension is unbearable! We tried waiting patiently for *RE 4*, now it's time to start shouting! Oh and there's *Mortal Kombat* as well.

Mortal Kombat: Deception 08
Resident Evil 4 10

GCN

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

Read and learn. 12

ON THE RADAR

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

Robots 36
The SpongeBob SquarePants Movie 37
Power Rangers: Dino Thunder 37

PREVIEWS

At this *Party* you get to stay up all night, shouting and annoying the neighbours. Excellent!

Mario Party 6 38

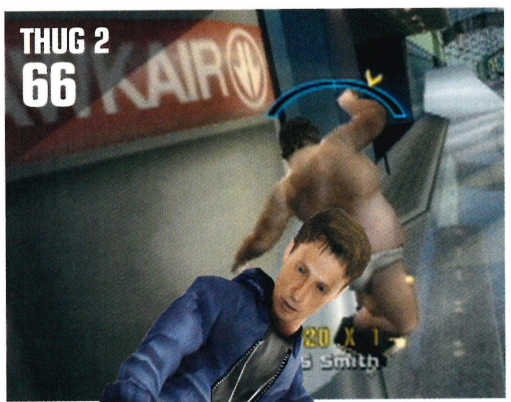
IN-DEPTH

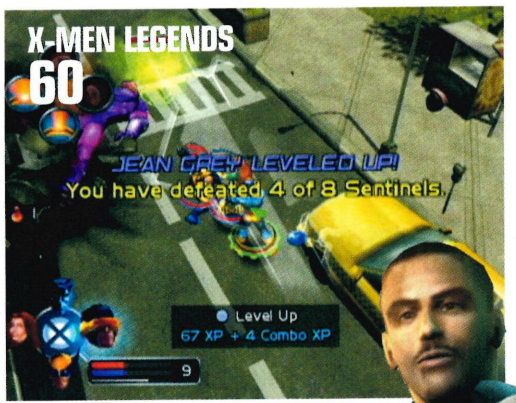
A close-as-you-can-get experience of war on the GC and a team of robots with guns attached choosing options from a menu.

Call Of Duty: Finest Hour 40
Mega Man X: Command Mission ..46

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SUBS PAGE 29





REVIEWS

Now that's a diverse collection of games: RPGs, yearly updates from EA, bit of connectivity, *Amazing Island* and some rubbish ones too.

LOTR: The Third Age 56
X-Men Legends 60
Future Tactics: The Uprising 64
THUG 2 66
FIFA 2005 70
Ty The Tasmanian Tiger 2 74
LOZ: Four Swords Adventures 76
Madden NFL 2005 80
Medabots Infinity 82
Amazing Island 84
Virtua Fighter Cyber Generation . . .86

NETWORK CUBE

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

Viewpoint 90
On The Forum 94
Beat The World 96
Cheating Monkeys 100
Action Replay 102
Guide: Pokémon Fire/Leaf 104
Directory 122
Horizon 126
Back Issues 128
Back Page 130

ADVANCE

The latest round of Pokémon catching and battling is upon us. Can you catch 'em a... ack you know the rest!

Pokémon FireRed/LeafGreen 116
Super Mario Ball 118



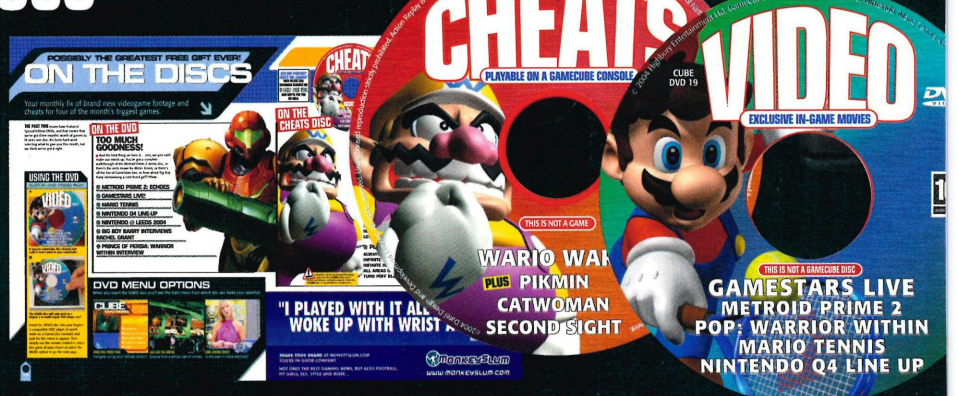


CALL OF DUTY: FINEST HOUR

40 No more almost invincible super-soldiers. How about scared, untrained conscripts and racially-abused tank battalions? Experience the virtual horror of World War II.

ON THE DISCS

006 Over the page you can see what's on this month's super DVD and Cheats Disc. Of course you could have read the bag, the box, the discs themselves but this is where you can find out exactly what you can expect to see, unless you've checked them out already!



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.

THE PAST TWO issues have featured Special Edition DVDs, and that means we've got three months' worth of games to fit onto one disc. It's been hard work selecting what to give you this month, but we think we've got it right...

ON THE DVD

TOO MUCH GOODNESS!

And the best thing on here is... erm, we just can't make our minds up. You've got a complete walkthrough of the *Metroid Prime 2* demo disc, or there's the intro movie for *Mario Tennis*, or there's all the fun of GameStars Live, or how about Big Boy Barry interviewing a cute Bond girl!? Phew...

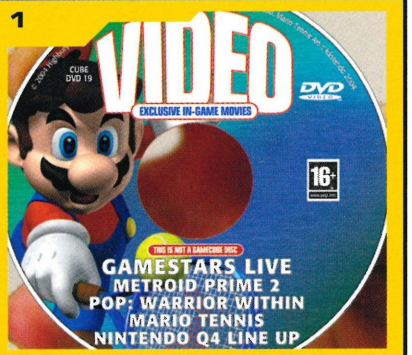
- METROID PRIME 2: ECHOES
- GAMESTARS LIVE!
- MARIO TENNIS
- NINTENDO Q4 LINE-UP
- NINTENDO @ LEEDS 2004
- BIG BOY BARRY INTERVIEWS RACHEL GRANT
- PRINCE OF PERSIA: WARRIOR WITHIN INTERVIEW



USING THE DVD

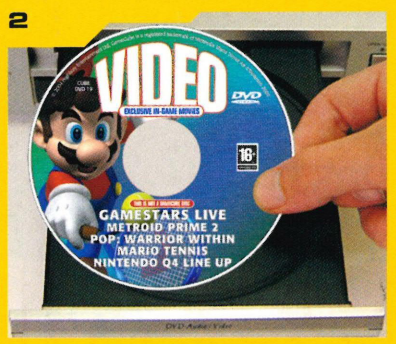
SLAP IN AND PRESS PLAY

1



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

2

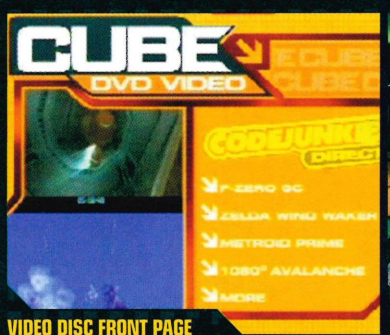


The VIDEO disc will only work in a Region 2 or multi-region DVD player, see?

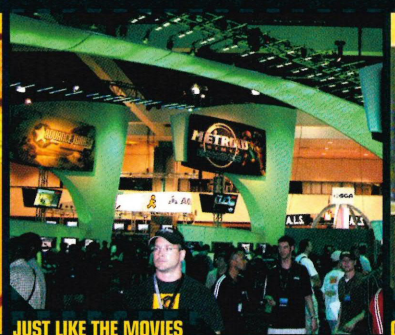
Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

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.

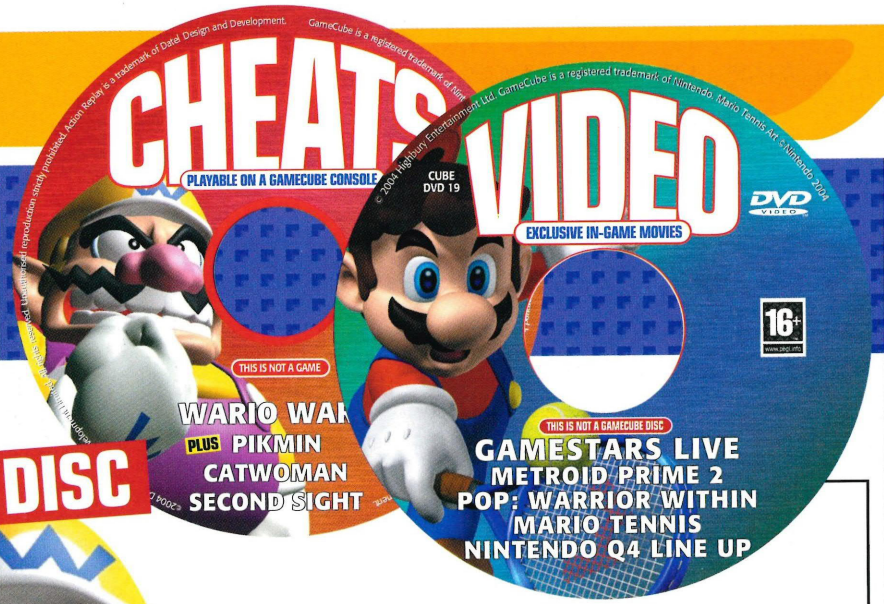


JUST LIKE THE MOVIES
Choose from a whole load of movies.

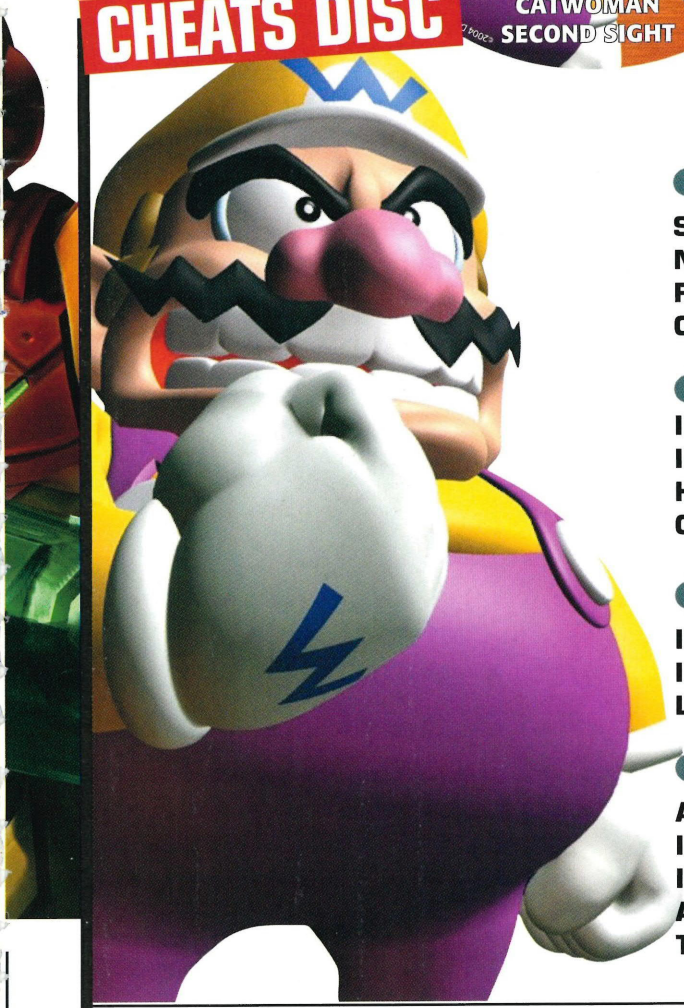


CODE JUNKIES DIRECT
Is she even in there anymore?

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



ON THE CHEATS DISC



WARIO WARE (PAL)
START WITH 99 LIVES
NEVER LOSE LIVES
FREEZE TIMER
OPEN ALL GENRES

SECOND SIGHT (PAL)
INFINITE PSI POWER
INFINITE HEALTH
HAVE PSI ATTACK
OPEN ALL LEVELS

CATWOMAN (PAL)
INFINITE HEALTH
INFINITE DIAMONDS
LOTS OF POINTS!

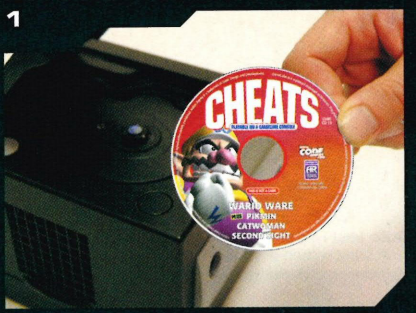
PIKMIN (PAL)
ALWAYS ON 2ND DAY
INFINITE HEALTH: IMPACT SITE
INFINITE HEALTH: FOREST
ALL AREAS OPEN
TURN POFF BLUR

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.

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.

"I PLAYED WITH IT ALL NIGHT AND WOKE UP WITH WRIST ACHE..."

BEN - WATFORD

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UP FRONT

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⊖ INFORMATION

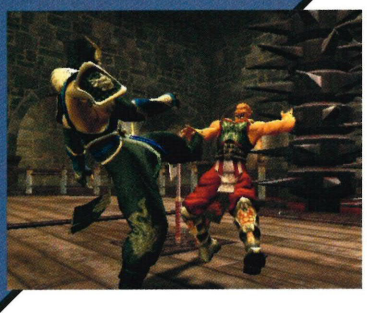
MORTAL KOMBAT: DECEPTION	
PUBLISHER:	MIDWAY
DEVELOPER:	IN-HOUSE
ORIGIN:	US
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2

⊖ WHAT'S NEW

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

Finish him! First screens from the GameCube version of Midway's bloodbath.

TBA TBA MAR '05





Baraka's blades get longer every year don't they?

MORTAL KOMB



Chess... meditate, concentrate... and slay!

It would be cooler if it was MK: Decepticon

YOU CAN'T HELP but feel a little bit gutted when a publisher announces the sequel to a game that you bought, only to be told that it's not coming to your console. Such is the case with *Mortal Kombat. MK: Deadly Alliance* was released on all three major formats to widespread praise, so it seemed only natural that a sequel would be in the works. *MK: Deception* is the sequel to last year's gory pulp-'em-up. It improves on everything that was wrong with the last game (and that ain't much) and adds a whole load of new gameplay options, but it so nearly didn't come to GameCube at all.

As you have probably realised, many of this year's biggest releases have gone large on online modes, and *Deception* is no exception. Because of the GameCube's lack of 'real' online support, Midway decided to concentrate on the other two platforms. This has meant that the GameCube version, though not canned, will not arrive in the US until March of next year. PAL territories are a different story though: *Deadly Alliance*'s relatively low sales in Europe (compared to other territories) mean that Midway has no intention of releasing the game over here. Regardless of whether that changes, it's going to be a big import title so we're going to tell you all about it.

Obviously the entire engine has been worked on, the graphics have been taken up a notch and the character models are all more detailed than

"LOW SALES IN EUROPE MEAN THAT MIDWAY WON'T BE RELEASING IT OVER HERE"





Mmmm... honey. Crap, it's not honey, ouch!



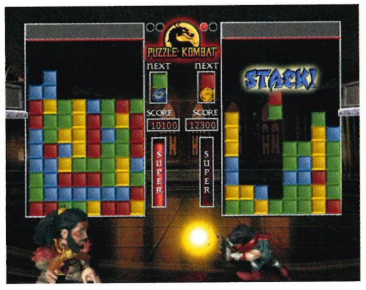






Imagine if you could suffer that much blood loss and keep fighting.

Any fans of *Puzzle Fighter* in the house? This is even better than that classic!



AT: DECEPTION

before. The big changes though come in the form of multi-tiered arenas and extra fatalities. Every one of the arenas is made up of two or more different levels. Like *Dead Or Alive*, you may have to throw a character through a wall or a barrier, or you might have to make them fall from a certain distance. Each arena also has at least one way of inflicting instant death. These Death Traps take the form of spike pits, meat grinders, metal presses or conventional bottomless pits. If you don't manage to off your foe with one of these you can always finish them off with one of the new Fatalities. Each of the 24 characters now has two unique fatalities and one Hara Kiri move (honourable suicide in which you escape falling into the enemy's hands), which is a major improvement over the last game.

Another two notable additions are the Chess Kombat and Puzzle modes. The Chess game uses characters as chess pieces. Every time you confront a piece, you have a regular scrap to decide who wins. Having to use different characters means you'll have to get familiar with all of them to get the most from the mode. The real gem in the game though is the Puzzle mode. Take *Puzzle Fighter* and make it more violent, and you have the Puzzle mode. It's just as addictive as this sort of game has always been, and we spent hours playing this alone.

Midway has asked us to make it clear that this game is not coming out in the UK, but we have a feeling that if we can get enough of you to ask for it, it may just happen. Send in your letters to 'We Wanna Be Deceived!' at the usual address. CUBE



CUBE

INFORMATION

RESIDENT EVIL 4

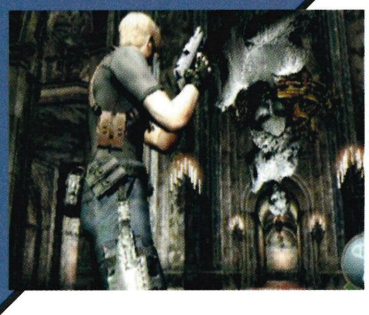
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	SURVIVAL HORROR
PLAYERS:	1

WHAT'S NEW

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

Eerie!: New screens to take you even further into the pit of debauchery

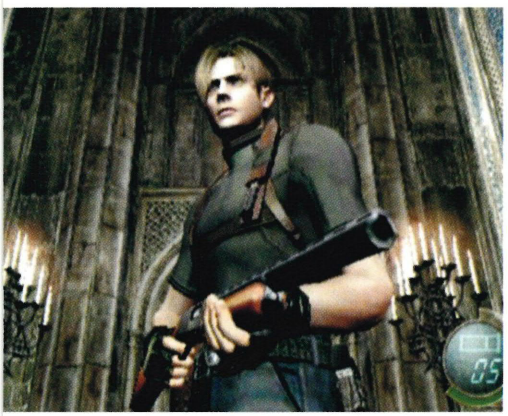
Q2 '05 FEB '05 Q1 '05



Mary-Kate or Ashley? Now that's a hard one.

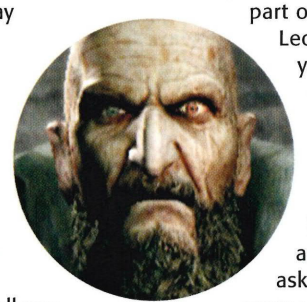


RESIDENT EVIL 4



Capcom drip feeds us a few new screens. Itchy… tasty…

HAVING NOW SLIPPED until early 2005 in Japan (though rumour has it that the US version may well hit before the Japanese version), *RE* fans the world-over have been left to scrabble over the most insignificant shavings of new details. Thankfully the latest bunch of screens offer a bit more than that, so naturally we're here to tell you all about them.



The new shots take us further into the game and now concentrate on the part of the mission that involves Leon looking after Ashley. As you can probably make out, Ashley isn't the most sensible of girls. Wandering around the grounds of an evil corporation in nothing but a pleated tartan skirt and woolly top, she's asking for trouble, and if it were up to us we'd leave her to it. And another thing: what's with the

"WHAT'S WITH THE SWEATER AROUND THE SHOULDERS - IT'S SOOO 'EIGHTIES COLLEGE GIRL'"

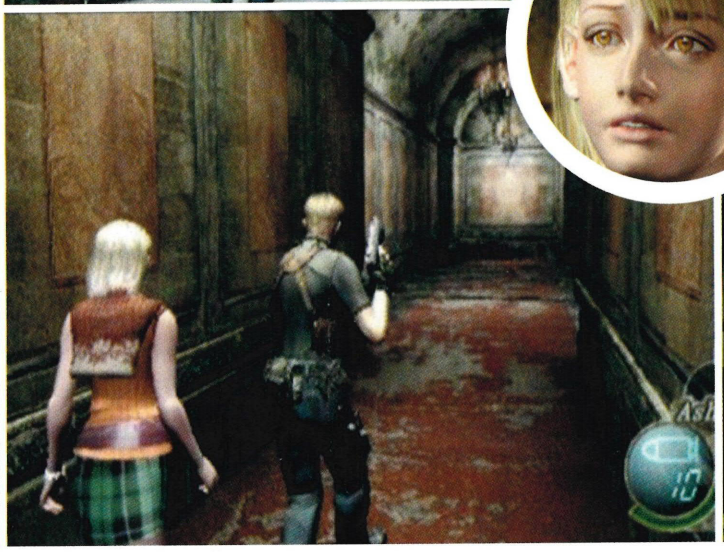




Sick of block puzzles? Try FLAMING block puzzles!



Good God that's a big mouth, with many rows of serrated teeth. Chomp!





Leon was forcibly ejected from the abbey for not wearing the right cassock.





sweater draped around the shoulders!? Firstly, nobody does that anymore – it's sooo 'Eighties college girl', and secondly, it's so going to get caught on a branch and you'll have to stop, put your gun away and help her... probably. Anyway, you wanted to know about the game didn't you.

The most obvious thing to come out of the new screens is the quality of the graphics. If you thought the village level was impressive just take a look at the inside of the abbey. The sheer level of detail is mind blowing. Disgustingly intricate textures, and rooms that tower above you as far as the eye can see. The architecture is fantastic, and Capcom has set up the camera angles to show the levels off to full effect. Leon himself seems to have acquired some new additions to his outfit in the form of a leg-mounted holster and belt-mounted clips. These clips disappear when you run out of ammo. The only game that really comes close to this is *Splinter Cell 3*, and that's only because it's been designed with high-end PCs in mind.

You can see from one of the shots that a brand new emblem is being introduced. *RE* fans will be all-too familiar with the Umbrella logo, but you can forget that now because Umbrella has officially been shut down. The new corporation seems even more hell-bent on creating the ultimate mutagen, and this is its corporate banner. You may also notice that the monks in the screens are wearing strange animal masks. Is this the norm for Capcom's freaky new cult, and will the game keep up the animal theme? We just don't know yet.

What we do know is that so far Capcom has only shown us three levels: the village, the river and the abbey/fortress. It's more than likely that the abbey holds the key to progressing in the game (a secret hatch that leads down into a lab? No, you don't say...), and we'll keep bugging Capcom until we get the info. We brought you World Exclusive screens a few months ago, and you can be sure that we'll do it again towards the end of the year, so start stocking up on spare pants. We have our multipacks all ready to go.

CUBE

GCN GAMECUBE NEWS

All the latest gaming gossip from the Land of the Rising Sun

TOKYO GAME SHOW

NEWS CONTENTS

AT A GLANCE

LET'S GO TOKYO
What's the latest from the second bestest games show on Earth? Games are great and there's soon to be many more, sweet.
PAGES 12-13

NEWS ROUND UP
Loadsa news for you to peruse. Including some NES branded pants, yep that's right – pants with a NES logo.
PAGES 14-15

VANISHING POINT
Our man totally flips out this month and makes his own game. With Chuck Norris' beard cast in a starring role.
PAGE 18

WORLD NEWS
You'll never believe what's going on with Nintendo all over the world. Well you should believe – it's all true.
PAGE 20-21

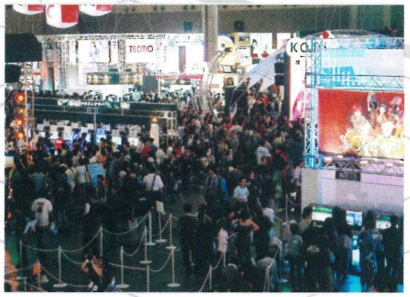
BOYS R US
The last Boys R Us because next month we're completely revamping our handheld coverage. Ooh, exciting!
PAGE 22-23

CHARTS/RELEASES
After reckoning these were a bit boring, we stuck them at the back of the news section – flows better don't you think?
PAGES 26-27

THE ANNUAL TOKYO Game Show (TGS) opened its doors this September for another exciting weekend of games demos, lectures and workshops. Widely considered as the east's answer to E3, the Tokyo Game Show 2004 saw a whopping 160,000 people cross its threshold over the three day period, making this the second most successful show attendance since TGS started in 1996.

Not that this is surprising. This theme for this year's show was "A Brand New Sensation for Everyone in the World" and with 117 exhibitors and nearly 1,500 booths to visit there was plenty to get the senses tingling. With a number of PlayStation Portable (PSP) games on show as well, there was even more incentive to go... especially since the show was open to the public for two out of the three days, unlike E3 which is for industry peeps only.

As much as we hate to admit it, Sony stole the show with its unveiling of the PSP – the first serious threat to Nintendo's dominance in the handheld market. However, it was revealed that the PSP would retail at an estimated $349, making it $200 dearer than the DS, which sadly wasn't at the show as the company decided to take the device on the road with the Nintendo DS World Touch! tour, (see Boys R Us for more details). This didn't mean the DS didn't make it's presence felt, however, as many companies showcased games at the event, such as Sega's *Puyo Pop Fever* and *Kimi no tame nara Shineru* (*I Would Die For You*), and Square Enix's *Egg Monster Hero*.



Kids – so easy to enthral with some flashy lights.



Nintendo also made an appearance, with an impressive list of Game Boy Advance and GameCube games such as *Donkey Kong: King Of Swing*, *Mawaru Made In Wario*, *Kururin Squash*, *Mario Party 6* and *Mario Tennis* all on display.

Other highlights of the show included Capcom's stand, which had a constant stream of people queuing up to play the 15 minute demo of *Resident Evil 4*. Capcom producer Hiroyuki Kobayashi was at the event, giving a lecture at the TGS Forum entitled "Resident Evil 4: Challenging a complete remodelling of the Resident Evil series", although this was only open to business professionals in the industry. Boo.

It was an impressive turnout for the Tokyo Game Show, which must have been a huge relief to the event's organisers as the show has seen attendances dwindle over recent years due to a lack of any significant hardware releases. But with Revolution, Xenon and PlayStation 3 on the horizon, we can expect even bigger and better things from the event next year. CUBE

SHOW HIGHLIGHTS

What Tokyo had on offer...

NINTENDO

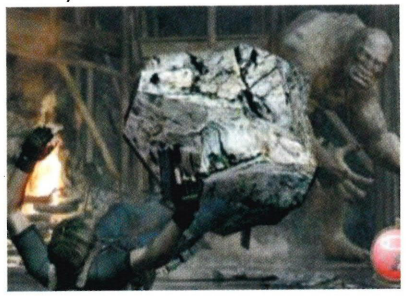
Mawaru Made In Wario (GBA)
Wario's mega microgames just got madder with the inclusion of a rotation sensor that allows players to control the game by simply turning their GBA's. The game is now available in Japan.

Kururin Squash (GC)
The successful GBA puzzle game, *Kuru Kuru Kururin*, gets a sequel... on the GameCube. Just as zany, just as fun and available now in Japan. Want a picture? Oh, all right then...



CAPCOM

Resident Evil 4 (GC)
Capcom's main attraction had punters queuing up for hours to get their mitts on the 15 minute demo code, (which was, to all intents and purposes, the same demo shown at E3 in May except in Japanese). As such we didn't learn anything new about the game but hey, we already gave you an in-depth of the game in Issue 33. Still, here's a lovely new screen from the demo. And some more from later in the game in the Up Front, but if you're reading this the right way then you've already seen that... ahh... yeah.





Viewtiful Joe 2 (GC)
When attendees weren't slaughtering crazed villagers, they were testing out the new *Viewtiful Joe* game due out in Japan at the end of the year. The playable demo gave gamers a chance to test out a few levels of the game playing as both Joe and Silvia.

Killer 7 (GC)
The game's developers took to the TGS stage to promote last year's/this year's/next year's most hyped cel-shaded game. But when, oh when will they ever release it? Soon? Doubt it.

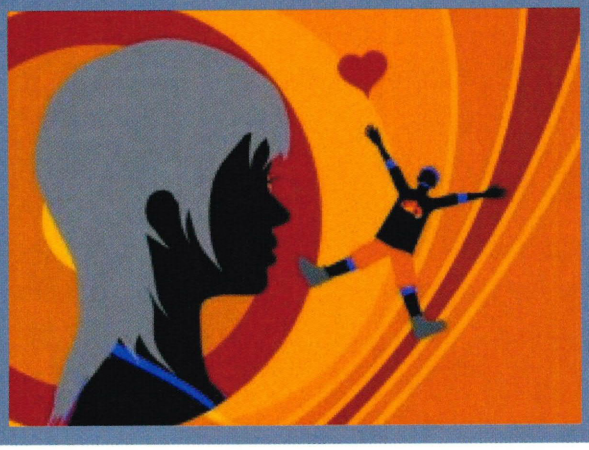
CUBE

SEGA

Kimi no tame nara Shineru (DS)
It's a dating game. Honestly. Take control of an unlucky-in-love boy as he attempts to woo the local hottie by touching her in nice places, using the touch screen. Well it wasn't called *Project Rub* for nothing.

Puyo Pop Fever (DS)
Ports are us! The hit puzzle title gets reworked on the DS. It's basically *Tetris*. With Puyo's. That pop. Possibly due to their high temperature... It's fantastic fun though.

CUBE



Rub her up the right way and score... yeah points.

SQUARE-ENIX

Egg Monster Hero (DS)
This isn't exactly the big announcement we were hoping from Square Enix, but the game sounds intriguing. Following on from the popular Hanjuku Hero series on the PS2, *Egg Monster Hero* is an RPG that will utilise the DS touch screen during the game's battles. Players are also expected to "scratch" the screen to make their onscreen character bump into the enemies. The game is due out in Japan later this year.



ROUND-UP

thehut.com
WALL TO WALL ENTERTAINMENT

THE HUT

If you were one of the lucky people who visited CUBE's stand at GSL this year then you probably tried your luck at our brilliant *Galaxian* competition, sponsored by the lovely lads at TheHut.com who offer a superb online service for anyone looking to buy videogames, DVDs and CDs at reasonable prices. Innit. The winner was Simon Goldberger from Guildford, who topped the *Galaxian* board with a whopping 29,770 points. He won a GameCube, three games and a year's subscription to CUBE magazine. Well done Simon! For those of you who didn't win, why not surf on over to www.thehut.com for some great gaming deals.

VIVA LA REVOLUTION

Capcom has announced its intention to support the Revolution, making this the second third-party developer to confirm its support after Activision. Apparently, Capcom is already working on games for the Revolution, but nothing can be confirmed at this time.

MINI GAMES

Gamer.TV has announced its new show currently in production, called GAMEIACS – a weekly games programme aimed at children. The show will feature "an exciting blend of animation, live-action and clips". It is hoped that the show will attract kids between the ages of 8-14, and will be broadcast worldwide.



SOUND BYTE

"IF YOU DON'T ALREADY HAVE A GAME BOY ADVANCE SP, WHY NOT GET MARIO'S?"

Nintendo press release. Because it's his...

CHICKS WITH JOYSTICKS

Industry sends out mixed messages about women

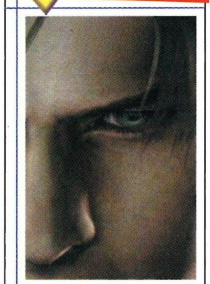
ELSPA, THE VIDEOGAME industry's governing body, recently published a White paper that examined the role of females "both as producer and consumer" in the videogames sector. The paper, entitled 'Chicks and Joysticks: An Exploration of Women and Gaming', highlighted the importance of getting more women into the videogames industry. It also went on to say that games developers needed to start developing games that will appeal to the mass market, not just the core market of males between the ages of 15-25. According to the paper the "worldwide female audience has a potential 14 billion euros of disposable income", but in order to tap into this, more needs to be done to convince women videogaming is an enjoyable and rewarding pastime. "There is an enormous potential audience out there," commented the paper's author, Aleks Krotoski, "women do play games but the majority approach them differently to men and the industry needs to recognise these differences when making and marketing their products."

However, it seems that changing developers' attitudes towards females and games might take longer than expected. A recent spread in men's 'personal entertainment' magazine Playboy, featured a number of female videogame characters wearing nothing but a smile. Whilst this is unquestionably appealing to a portion of the male gaming market, it certainly won't convince women there's a place for them in the gaming world. Unless they've got really big breasts, are quick but weak when fighting and make grunts of satisfaction when they run into walls, just like Lara. And we have it on good authority that women don't do that. Go to www.elspa.com for more information. CUBE



She has blue eyes, but you've probably not got past the gingham.

NEWS FLASH



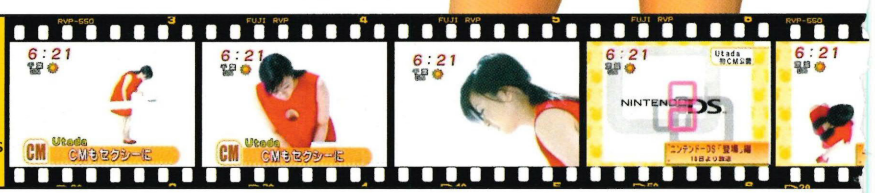
BONUS FEATURES

US gamers will receive a free "Making Of *Resident Evil 4*" DVD when they pre-order the game with Electronics Boutique.

TRAILER OF THE MONTH

TOUCH!

Japan revealed its first Nintendo DS advert. We're not fluent in Japanese but it seems the poor lady can't turn it on. Finally she realises she needs to Touch! it.



GOOD, BAD AND UGLY

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

GOOD: Nintendo

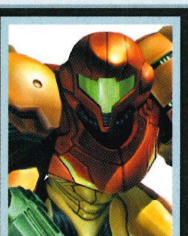
THE COMPANY IS actually making an effort to advertise its games! Shocking, we know. Even more shocking is that the advert isn't half-bad. Nintendo is currently running a new "Who Are You?" advert in America, which features *Metroid Prime 2: Echoes*, *Baten Kaitos* and *GoldenEye: Rogue Agent*.

BAD: Acclaim

THE FALLEN GIANT had to close all of its US and UK offices due to a lack of funding. Acclaim's finances, or lack thereof, has been widely reported over recent months and it has been rumoured that the company will file for bankruptcy if it fails to secure a $65 million loan.

UGLY: EA

NHL SERIES PRODUCER Dave Warfield recently got the boot. *NHL* fans learned of Warfield's dismissal after he posted a message on a hockey forum, stating: "To the guy that wanted me to get 'kicked in the balls' during the summit, your wish has been granted, and I am no longer with EA."



Who are you? Dunno, her? Nah, that can't be right, got no guns, see...

(OVER THE) COUNTER CULTURE...

Some people take their love of Nintendo too far. But hey, that's usually us. Which might explain why we like the idea of having a picture of an NES controller on our crotch. The undie's also have the Nintendo logo emblazoned across the rear, so you're covered on both sides. Oh so tacky, but you've got to love 'em. To purchase a pair of NES Controller pants go to www.hottopic.com.



GAME AWARDS

And the nominees are...

THE BAFTA GAME Awards are back for the second year running, and the organisers are currently looking for games companies to enter the competition. The awards cover a large range of categories, including best original music, most original game, best handheld game and of course, GameCube game of the year.

Last year, *GTA: Vice City* won the most awards but with titles like *Metroid Prime 2: Echoes*, *Paper Mario 2*, *Legend Of Zelda: The Minish Cap*, *Pikmin 2* and *Donkey Konga* under its belt, Nintendo will undoubtedly scoop up a plethora of awards at the ceremony next March.



"I'd like to thank Zelda for getting kidnapped ... again"

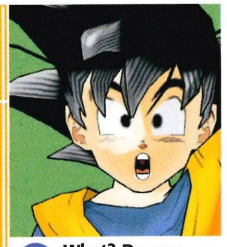


DRAGON BALL Z

DBZ sequel comes to GameCube

ATARI HAS CONFIRMED it will be releasing *Dragonball Z: Budokai 2* on the GameCube. Originally released last year on the PS2, *Budokai 2* features an all-new Dragon World mode, which puts the player in countless head-to-head battles with a number of the cartoon's most loved/hated villains.

Atari has yet to announce when the game is to be released, but with *Dragonball Z: 3* coming out on the PS2 later this year, we expect this one to be following pretty hot on its heels. Then we'll all be able to go Super Saiyan properly. Well, assuming it's a bit better than the previous *Dragonball* titles.



What? Do you think this game will actually be any good? Surprising!



IN THE CUBE WITH... DAVID ARTUSO



POSITION: PRODUCER, TAKE-TWO
GAME: SCALER

CUBE: What's your history in relation to the gaming industry?
DA: I've been working in the gaming industry for about nine years. I started off as a writer and over the years I developed into a producer.

CUBE: What is your vision for the game and what do you believe are the important ingredients for success in a platform game?
DA: We infused *Scaler* with faster-paced cool arcade style energy. Things are popping all over the screen all the time. We believe that this non-stop action approach is key to the success of our style of platform game.

CUBE: How did the idea of such a game emerge?
DA: The game did not emerge all at once. It evolved. The genesis of the game started with the developer. The publisher then spent a lot of time working with the developer to find just the right note to hit with the gameplay and the story. A lot of things changed from the original concept to the current execution of the game. The final version is much more edgy and turbocharged.

CUBE: Healthy suburban boy one minute, blue and yellow striped lizard the next. How exactly does this transformation come about?
DA: Lizard energy! You pump enough of this life-force into any healthy boy, and bam – you're a lizard!

CUBE: *Scaler* seems to be targeted at the younger end of the games market. What kind of hazards are there involved in catering for this type of audience?
DA: Younger kids (and older folks who are kids at heart) have a short attention span. You need to grab their attention fast and keep them involved throughout the course of the game. *Scaler* does that! Our kid testers did not want to put down the controllers even when the testing session was over.

CUBE: How has humour and a sense of fun been incorporated into the gameplay?
DA: Scaler has an attitude, but so do the creatures he meets on his adventure. The back and forth banter is a lot of fun and a lot of physical humour has been injected into the game.

CUBE: How many power-ups and goodies can you collect? Tell us about your favourite?
DA: You collect orange Klokkies and feed them to the Repbaldactile. This creature then breathes a disgusting orange mist all over Scaler. Sick, but kids love it! So what does this have to do with goodies? This is the way you acquire them! You can 'buy' camouflage ability, increase the strength of your claw attacks, increase the strength and number of your electric bomb attacks, increase your heath, and so on. You pick how you want to shape Scaler.

CUBE: What special abilities does the main character have?
DA: Scaler is all about the special and rather unusual abilities! He has a very long tongue attack. He charges up with electricity and then blasts everyone around him. He learns how to change into five different creatures and then takes on their abilities such as sniping, flying, swimming, and so on.

CUBE: How many creature transformations are there in total, and how does Scaler obtain them?
DA: There are five transformations. Scaler gains a transformation by defeating a specific number enemies and absorbing their energy. Once he obtains critical mass – bam, he can transform.

CUBE: Is there anything else you would like to add?
DA: I hope you'll have an opportunity to play the game. I think you'll see you won't want to put down the controller. At least our kid testers kept wanting to play the game even after the test time was over. We look forward to kids everywhere enjoying *Scaler*.



Yoo hoo! He's behind you! Not sure what it is, but it's definitely there. Turn around!

ROUND-UP



WE'LL MEET AGAIN...

...don't know where, don't know when. After the controversial decision to run the European Games Network (EGN) at the same time as the flagging tradeshow ECTS, ELSPA director, Roger Bennett, has admitted it was "a mistake", and that the shows will not coincide next year.

LONG LIVE FAMICOM

Having had to rethink its decision to discontinue the Famicom Mini range, after the success of the third instalment in Japan Nintendo is now considering releasing a forth instalment, even though the Famicom GBA SP has been discontinued.

GAMING – THE HEALTHIER LIFESTYLE

A new health initiative is being discussed at the Games For Health conference in Madison, Wisconsin. The conference will address the issue of how games and game technologies can be used as a healthcare tool, to educate players on disease and injury prevention. Erm...okay, but a pamphlet normally works.

NO PRINCE CHARMING

A mother from Ontario, Canada, forced the local bus company to remove all *Prince Of Persia* adverts from its vehicles because they reportedly scared her son: "Tristan has had nightmares about them, saying he sees the man with the gun". What? A man with a gun? In *Prince Of Persia*? Oh, dear. Could wee Tristan possibly be telling porky-pies?



NINTENDO MICROPHONE

Mario Party 6 controller revealed

AFTER MONTHS OF speculation, Nintendo has finally revealed the "unique" way *Mario Party 6* will be controlled... via microphone. Now Nintendo has released the first official pictures of the peripheral, and to be honest, we're not that impressed with the design (it looks like something a lady would carry in her handbag, if you catch our drift). But appearances aren't everything, it's what you do with it that counts. As you can see from the photo, the Microphone slots into the memory-card port, allowing up to four people to play at once, without any interference. According to reports, one player takes command of the microphone and uses it to launch things like missiles at on-screen opponents. Other uses for the microphone include a "game show" style mode, where the player has to answer a series of simple questions.

However, contrary to Iwata-san's claims that *Mario Party 6* will be controller-free, it seems that the microphone will only play a secondary role to the traditional controller.

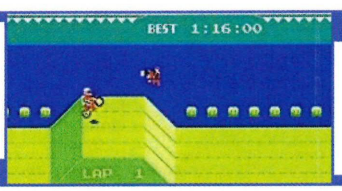
Still, it might not go to waste as rumour has it several third-party studios are developing microphone-compatible games. So far Eidos' new karaoke title *Get On Da Mic* has been named (which is surprising since it's currently only available on the PS2 and Xbox. Has Eidos got something to tell us?), as has *Advance Wars: Under Fire*. However, Nintendo recently rebuffed rumours that *Advance Wars* would be microphone compatible, stating, "we have made no such announcement". However, our industry insiders have suggested otherwise. So we asked Kuju, developer of *Advance Wars: Under Fire*, if it could confirm the rumours and this was the reply: "Unfortunately we can't comment on *Advance Wars: Under Fire* at this point in time. Only Nintendo can give out details. Sorry." We suspect it's only a matter of time before Nintendo makes an official announcement. Watch this space.



Famicom Mini series 1 and 2...

2,700,000

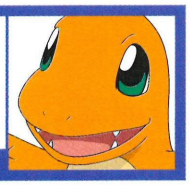
...units sold in Japan



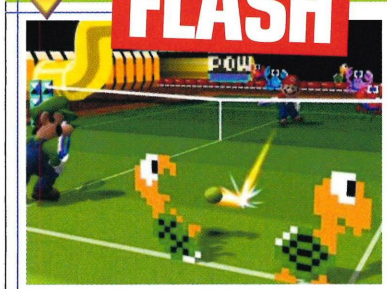
Pokémon Emerald...

800,000

...sold in one week



NEWS FLASH



SERVES UP!

It seems that *Mario Tennis* has a secret stage called Classic Court. In it, players enter a retro-style 2D world. Those Koopa Troopers should be easy to knock over with a few big serves, eh.

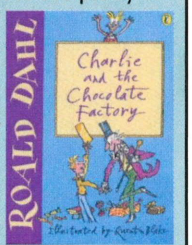
GOLDEN TICKET

Take-Two brings Roald Dahl story to life

WARNER BROS AND Take-Two have joined forces to develop a new game based on Roald Dahl's classic tale, *Charlie And The Chocolate Factory*. The game, which will be released in conjunction with the movie remake, directed by Tim Burton, follows the story of an impoverished boy named Charlie who wins a golden ticket to Willy Wonka's chocolate factory.

"*Charlie And The Chocolate Factory* has entertained audiences around the globe for over 40 years, and the bright and colourful settings, iconic storytelling and beloved characters are a perfect match for this medium," commented Christoph Hartmann, senior vice president of publishing at Global Star Software, a publishing label of Take-Two.

If the book and 1971 film are anything to go by, we can expect to see plenty of psychedelic and kooky environments plus the appearance of many unusual inventions, such as the Everlasting Gobstopper, Fizzy Lifting Drinks and Wonkavision. The Oompa-Loompas might even show up. Ooh, we hope not. They were scary...



CUBE

"AN EXQUISITE ADVENTURE OF EPIC PROPORTIONS" - 9/10 GamesTM

TALES OF SYMPHONIA™



A Perilous Quest...

for Adventure and Survival.

A dying world called Sylvarant. A legend that one day a Chosen One will appear and the land be reborn... On the day a ferocious attack from a mysterious race leaves her town in ruins, The Chosen One arises. Together with her friends she embarks on a perilous journey to unlock the seals between two entwined worlds and restore the mana that once flowed between them.

Tales of Symphonia features one of the most fierce, action-packed battle systems ever created. An exclusive real-time engine puts you in control of your characters and frees you to wage war using hundreds of special attacks, spells and combos. With lush visuals and anime cut-scenes by renowned artist Kosuke Fujishima, this adventure is an epic, enthralling experience.

namco

Out 19th November

NINTENDO GAMECUBE™

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VANISHING POINT

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



Proof positive that games were better in the Eighties!

PITCH BATTLE

Who needs storylines? Games are about bare-chested men. With guns

I HAVE A game pitch. Games are what I do. I go to work, I play games, I write about games, I go home, I play games but don't write about them. This establishes a healthy distinction between the home and office environments, I'm sure you'll agree.

What is a 'pitch' you might ask. It's a proposal, an idea for something new. It could be a film, it could be a revolutionary new toaster. Mine is a game pitch because, as we've already established, games are what I do. I've been playing them and writing about them for over 20 years, so I feel I have something to offer. I could sit down with almost any game and within half an hour offer a bunch of ideas that would increase its potential review ratings by 10 per cent. Yes, it's an arbitrary number, but review scores themselves are pretty arbitrary when you think about it. So why don't I do that?

Well, the truth is that publishers don't want to hear about how crap their games are. They're only interested in margins and unit sell-through. Besides, if you want to make real money you've got to be on the other side of the fence. If you can come up with the new *Tomb Raider*, the new *GTA* or the new *Halo* then you're laughing, provided you can get someone to actually make it for you that is. Which leads us neatly back to my pitch.

My game is going to rock. This is true for a variety of reasons, but the main one is that I play a lot of games, and I know what rocks and what sucks. If I had a pound for every time I've shouted "Man, that rocks!" or "Dude, that sucks!" during a game, I wouldn't have to be making my damn pitch in the first place. There's no substitute for experience, and that is why I know my game will be a winner.

My game will be called *Muscle Gun*, which I believe gives off all the right manly signals. The hero is Jack Muscle. It will begin with a KICK ASS intro. A generic US city skyline is silhouetted against a red setting sun. Suddenly there is a huge explosion in the heart of the metropolis. The camera swoops in to street level to reveal zombies running wild and tanks shooting the place up. There are more explosions and this goes on for a couple of minutes. The scene then cuts to a close up of a telephone. There is a momentary silence before it starts to ring. A hand picks up the receiver and moves out of shot. The camera stays on the phone. We can't hear the person on the other end of the line, but after a moment we hear a tough voice say 'No problem.' And the receiver is replaced. The main menu screen appears. It is HARDCORE. Everything looks like it's made of steel and there is some raw rock blasting out.

Level 1
This will be set in a warehouse.

Level 2
Downtown. We're in a sleazy urban environment and after hosing the streets Jack must defeat the level boss – a skate punk. We then discover the whole place is about to get nuked and Jack steals the punk's skateboard to make his escape. He can pop tricks for extra SPEED and BIG BONUS POINTS.

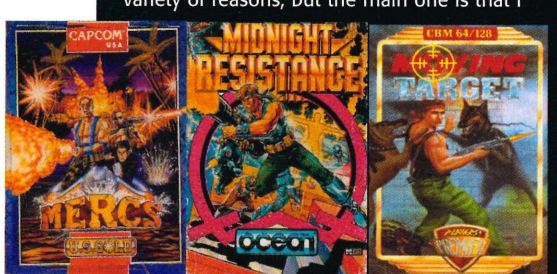
Level 3
This is a stealth level in which Jack must infiltrate an underground defence silo. He can sneak around and take out security cameras, but he also has the option of going in all guns blazing and KICKING ASS. This is much better.

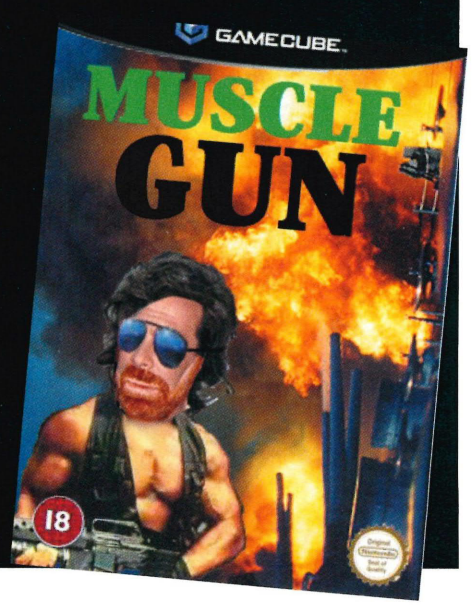
Level 4
Jungle

Level 5
Neo Tokyo

Level 6
This is the final showdown set in a refinery. It will be KICK ASS.

So that's my game. What do you think? I think it could be very big. It ticks all the right boxes and leaves plenty of room for sequels and toy lines. Any publishers wishing to bid for the concept or discuss franchising opportunities should contact Vanishing Point, C/O CUBE Magazine, Highbury Entertainment, Paragon House, St Peters Road, Bournemouth BH1 2JS. Obviously I am looking for major bucks up front and a big piece of any future action. Please form an orderly queue.






BOUNTY HUNTER CHRONICLE
A Federation Publication.
26.11.04
METROID PRIME 2 ECHOES
"IT'LL BLOW YOU AWAY"
NGC
"...THE MOST TACTICAL DEATH MATCH EVER..."
GAMESTM
Samus Interview Exclusive
Planet Aether on point of collapse
Troopers feared missing in Light World
Visor Up-grades tested to destruction
We shed light on the Dark Hunter
LICENSED HUNTERS ONLY
NOT FOR SALE TO APPRENTICES
AZURE
BHC 26.11.04 • ING: the new enemy • Head transplants reviewed
NINTENDO GAMECUBE
©2002-2004 Nintendo. TM, ® and the Nintendo GameCube logo are trademarks of Nintendo.
WARNING: This game is designed only for TVs which can support PAL 60Hz Mode.
Nintendo

WORLD OF NINT

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

New GBA rival limbers up (UK)

Although the PSP is sure to offer stiff competition, Nintendo is used to laughing in the face of portable console opposition. For some reason it's ribs have been tickled a lot lately with the N-gage proving to be the dead duck everyone assumed it would be and the Gizmondo apparently setting itself up for a fall from day one. Nevertheless the plucky UK company responsible for the latter device has set a 29 October release date and promised around a dozen games will be available at launch. The console itself also encompasses an MP3 player, SMS and MMS communication, GPS navigation (which is apparently used in some of the games) and a high resolution digital camera. There's no price as yet but most pundits are guessing at around £230 with games at between £20 and £30. All very well, but what about the games themselves? *Tetris* didn't make itself you know.



Canadians get secret F-Zero goodies

(Canada)

We all know Nintendo hates Europe, but apparently it loves Canada. We're not sure why, but we can speculate it's because Shirgeru Miyamoto is a big fan of their extra-mature cheddar. In any case, to reward their dairy skills, Nintendo of Canada are offering a free *F-Zero GP Legend* Limited Edition watch to anyone that buys the game (from Canada) and registers their purchase with www.nintendo.ca. No doubt scalpers will be trying to hawk it for a king's ransom on eBay already, so if you really want an *F-Zero* digital watch that's probably the place to go. It's guaranteed to tell the time in both English and French.

Xbox loses Splinter Cell exclusivity (France)

In an unexpected move Ubisoft has announced that *Splinter Cell: Chaos Theory* has been delayed on the Xbox and PC, and that all versions of the game will now be released simultaneously in March next year. This means that the Xbox is losing the three months of exclusivity it usually gets with the game and will have to wait in line with the rest of the pack. Best of all, in these days of dwindling third party support, Ubisoft has confirmed that the GameCube version is still going ahead and will be in amongst the pack come March.



Spidey-Man does whatever a DS can (US)

Whereas Japan gets bizarre dating games in the DS launch line up, on the other side of the Pacific it's a rather more mundane affair. A DS version of *Spider-Man 2* may not sound too ambitious but Activision are promising that it will make full use of the dual-screen technology allowing it to "deliver more interactive and intuitive gameplay experiences on the hand-held than ever before".

Unsurprisingly there's no indication that it is planning to utilise the touch screen or voice recognition but then neither is Nintendo with a lot of its early titles.

ENDO

How to save with the DS (Japan)

In the early days of the old brick-sized Game Boy you weren't able to save your game to the cartridge. Instead you had to write down unbelievably long and annoying passwords, with the original *The Legend of Zelda: Link's Awakening* being the first to have an automatic save.

With the DS though Nintendo is thinking ahead and has revealed that it is forcing developers to create battery backed up saves for all DS games. Any developer caught trying to save money by using a password system will be summarily executed, or at least told to get rid of it. Mein Commandant!

New Yoshi game for GBA (Japan)

There's always been something slightly odd about Yoshi and his cousin (or whatever he/she's supposed to be) Birdo. The latter has a bow on his head and yet is portrayed as a man and Yoshi lays eggs, which traditionally has been a female pursuit. Still, he's appeared in some corking games in his time and he's now due to turn up in a new GBA game, *Yoshi's Universal Gravitation*. It's unclear why it has such a bizarre name, because it looks almost identical to *Yoshi's Story* on the N64. Which is to say it looks drop dead gorgeous, in a heavily stylised cartoon kind of a way.

There are no official details on the game, but if we had to guess we'd say that the gravitational part of the title probably implies a lot of seesaw style physics. In some screens it seems like the scenery is moving in a very violent manner, which could make for some unusual platform larks.

Sega would die for you (Japan)

Well you know, probably. We're pretty sure the company would prick a finger at least to help out its beloved fans, and it has certainly gone out of its way to be nice to previous arch-rivals Nintendo ever since going third party. As a case in point Sega was one of the very first developers to announce support for the DS with the mysteriously titled *Project Rub*. Up until now no one's known what this is, with the assumption being that it was some kind of expansion of the *Sonic The Hedgehog* demo at E3 where you got to make the blue spiker run faster by rubbing the stylus across the touchscreen as vigorously as possible.

Sega though has confirmed that *Project Rub* was in fact the codename for *I Would Die For You* – a likely-to-be Japanese only dating sim, which all seems a bit of a let down really. The Japanese love that sort of thing though and indeed Sega has confirmed it will be a launch title for the DS in its homeland.

Aussies get cheaper GBA SP (than us) (Australia)

Although it seems to have made the announcements in a rather piecemeal fashion, Nintendo has effectively lowered the price of the GBA SP world-wide over the last few weeks, in time not only for the Christmas buying season but also the appearance of the DS.

Australia, as one of Nintendo's least successful markets, has been one of the last to get an official announcement, but now it's been revealed that they'll be getting an AU$50 (£20) price cut down to AU$149.95 ($60), which is – sadly and predictably – cheaper than the UK. It's not clear what we've done collectively as a nation to be so consistently stiffed on price in this country, but clearly Nintendo for one isn't going to forgive and forget.

GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

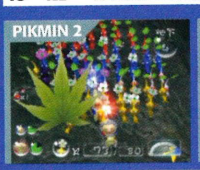
While the Japanese chart this month seems to be stuck in a time-warp the US has gone nuts with four new releases and only two Nintendo games in the top ten – you'd almost think the GameCube had proper third party support with that lot! The most unusual success story though is *Zoids* (little clockwork DIY toys that were big in the Eighties), whose performance in the US, and previously in Japan, might have Atari rethinking their decision not to publish it here. Maybe. It would be a lot easier to play than to make all those spiky dinosaur hybrids again.

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	1	PAPER MARIO 2	NINTENDO
2	2	LOZ: THE WIND WAKER	NINTENDO
3	3	PIKMIN 2	NINTENDO
4	4	KONJIKI NO GASHBELL!!	BANDAI
5	RE	ANIMAL CROSSING	NINTENDO
6	RE	SUPER SMASH BROS MELEE	NINTENDO
7	RE	RESIDENT EVIL	CAPCOM
8	RE	MOBILE SUIT GUNDAM: TAP	BANDAI
9	5	HM: AWL FOR GIRLS	MARVELOUS
10	RE	GOTCHA FORCE CAPCOM	BANDAI

US CHART

POS	LAST	TITLE	PUBLISHER
1	NE	PIKMIN 2	NINTENDO
2	NE	ZOIDS: BATTLE LEGENDS	ATARI
3	1	TALES OF SYMPHONIA	NAMCO
4	NE	WWE: DAY OF RECKONING	THQ
5	RE	SPONGEBOB SQUAREPANTS: BB	THQ
6	RE	BATMAN: RISE OF SIN TZU	UBISOFT
7	RE	TEENAGE MUTANT TURTLES	KONAMI
8	2	MADDEN NFL 2005	EA
9	6	MARIO KART: DD!!	NINTENDO
10	NE	X-MEN: LEGENDS	ACTIVISION







BOYS R US

That's right – we're all about small boys – Game Boys that is! Advance SPs to be more precise. One day we'll be all about the DS, then we'll have to think of another title.



NEWS FLASH



69 DUDE!

Nintendo has dropped the price of the GBA SP to £69. Woo hoo! That's £20 off the original price. Now even Tim can afford one. Sweet!

METAL SLUG ADVANCE

SNK's 2D shooter comes to GBA

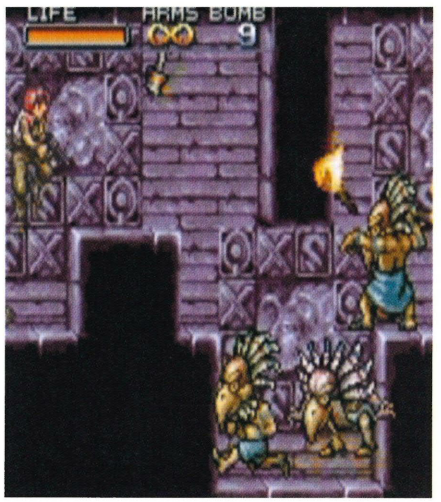
EVER SINCE METAL *Slug* first appeared in the arcades in 1996, the series has been a massive hit, and a big drain on wallets the world over. Now fans can experience the arcade games for a fraction of the cost on GBA with the release of *Metal Slug Advance*.



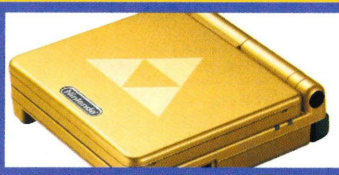
The game, based on the previous *MS* titles, features five missions packed to the hilt with action. Each mission also has a variety of hidden routes and rooms for you to explore, and extra bonus assignments such as the Rescue Hostage Challenge, where you have to save as many hostages as possible.

Like previous *Metal Slug* games, *Metal Slug Advance* boasts a range of cool weapons and vehicles to help you in your quest. As well as this, players can collect cards which give the characters extra abilities that can be turned on and off at will. What more can you want? *Metal Slug Advance* will be available in most good game stores in November, and quite possibly a few that aren't all that good as well.

CUBE



Oh *Slug* as in bullet, not the squidgy garden variety then...



Zelda: The Minish Cap...

Zelda fans will be able to get their paws on a *Minish Cap* limited edition bundle pak later this year. The pak includes a gold GBA SP emblazoned with the Triforce symbol on the outside and the Hyrule Royal Family emblem on the inside. The pak also contains a copy of *Zelda: The Minish Cap*. Well, it would be pretty crap if it didn't, eh.

...bundle pak



Pokémon FireRed/LeafGreen...

1 MILLION COPIES SOLD

...in Japan in four days

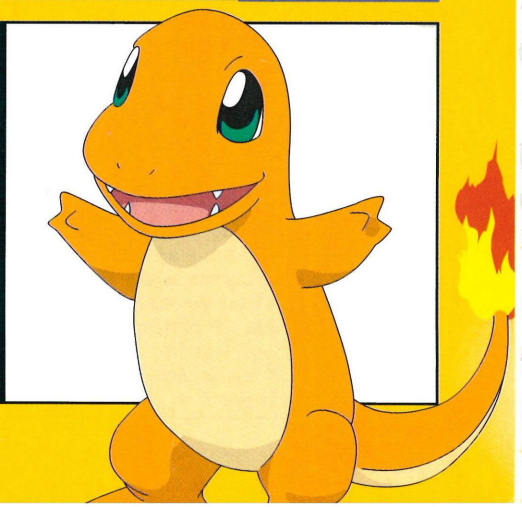


PARENTS PRAISE POKÉMON

Proven! Pokémon is good for kids

A RECENT SURVEY of 2,100 parents found that *Pokémon* games are believed to be good for children. The survey, which was conducted by Impulse Research Corp, discovered that over 75 per cent of parents thought the games promoted positive values and improved strategic thinking in their kids. The report also stated that 70 per cent of those asked believed *Pokémon* games also enhanced memory skills and taught children how to work as a team.

Of course, these findings should be taken with a pinch of salt. After all, Nintendo commissioned the survey. It also just happens to have released two new *Pokémon* games – *FireRed* and *LeafGreen*. Couldn't ask for better advertising really, could you?



DS UPDATE!



All the latest Nintendo DS news

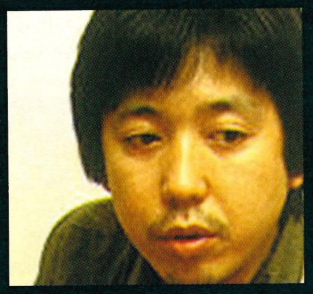
NEW DS RELEASE DATES!

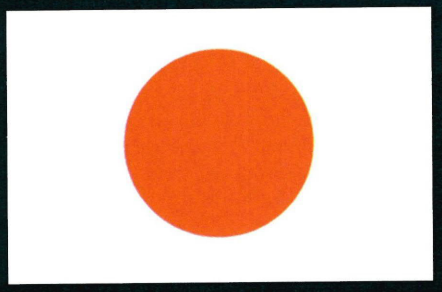
ACCORDING TO NINTENDO, the DS will now launch in the US on the 21 November and will retail at $149.99. This release date is 10 days later than previously stated. Japan is also going to have to wait – the handheld device won't be out until 2 December, making this the first Nintendo system to debut outside of Japan. Which is, as they say, nice.



DS ON TOUR

NINTENDO HAS CONFIRMED the venues of the Japanese DS World Touch! tour. The tour, which begins on 3 November in the city of Nagoya, will visit a further four locations around the country – Osaka, Toyko, Sapporo and Fukuoka, where it will end on 28 November. On show will be the DS plus a variety of GameCube and GBA titles bringing the number of games on display to around 80.





LIES! ALL LIES!

DIRECTOR OF SKIP Ltd (creator of *Giftpia*), Kenichi Nishi, recently apologised for lying about a DS project he was supposedly overseeing. "Sorry, but it was all a lie," commented Nishi-san on his website. "I can't really talk about what I'm doing because of my legal obligation to keep secrets... I'm sorry for any trouble caused." Bah! You just let something slip you weren't supposed to...

IT'S FOR YOU-WHOO!

NINTENDO HAS UNVEILED its intended use of the DS' Wi-Fi technology – telecommunication. Inspired by society's love affair with mobile phones, the DS can be used to talk to other DS owners with the aid of the broadband Wi-Fi connection. Well, at least N-Gage owners won't feel so bad – just imagine what the DS will look like stuck to your face – worse than that nurse from *Southpark*. But we suspect there'll be easier ways of doing it.



COMING UP

WHAT YOU'LL BE PLAYING IN THE MONTHS TO COME

NAME	PUBLISHER	DEVELOPER	RELEASE
MS PAC-MAN MAZE MADNESS	ZOO DIGITAL	ZOO DIGITAL	29 OCT 2004
PREMIER MANAGER	ZOO DIGITAL	ZOO DIGITAL	29 OCT 2004
THUG 2	VICARIOUS VIS	ACTIVISION	OCT 2004
SHARK TALE	ACTIVISION	ACTIVISION	OCT 2004
I-NINJA	ZOO DIGITAL	ZOO DIGITAL	5 NOV 2004
THE INCREDIBLES	HELIXE	THQ	5 NOV 2004
THE URBZ: SIMS IN THE CITY	EA	EA	12 NOV 2004
MARIO VS DONKEY KONG	NINTENDO	NINTENDO	19 NOV 2004
WWE SURVIVOR SERIES	THQ	THQ	19 NOV 2004
SUPER MARIO BALL	NINTENDO	FUSE GAMES	26 NOV 2004
LOTR: THE THIRD AGE	EA	AMAZE	NOV 2004
DUEL MASTERS 2: KS	ATARI	ATARI	NOV 2004
MARIO PARTY ADVANCE	NINTENDO	HUDSON	3 DEC 2004
ZELDA: THE MINISH CAP	NINTENDO	CAPCOM	DEC 2004

THE CHARTER

WHAT YOU'RE ALL BUYING...

POS	LAST MONTH	TITLE
1	▲	SHREK 2
2	-	SONIC ADVANCE 3
3	▼	YU-GI-OH! RESHEF OF DESTRUCTION
4	▲	PACMAN
5	▼	SUPER MARIO BROS
6	-	SPIDER-MAN 2
7	▲	FINDING NEMO
8	▲	POKÉMON RUBY
9	▲	RAYMAN 3
10	▼	POKÉMON SAPPHIRE

OVER TO YOU

LOOKS LIKE LEAFGREEN OWNERS ARE GOING TO HAVE BETTER TRADING OPPORTUNITIES!



[1] 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



WHEN GAMES ATTACK

Dominik Diamond (you know, the geezer from GamesMaster) is starring in a new videogames show entitled *When Games Attack*. The programme, to be shown on Bravo, will feature a range of zany interviews with the gaming world's wackiest personalities, a videogames chart, some head-to-head battles and a celebrity football tournament. Apparently the show is going to be so good, it makes Diamond "soil himself just thinking about it". Bleeh. *When Games Attack* will, quite literally, start in November.

EVIL TRIUMPHS AT THE MOVIES

The new movie *Resident Evil: Apocalypse* has triumphed at the US box office, grossing over $23 million in its opening weekend – that's more than the first *RE* movie made during its entire run. The film, which is loosely based around the events of *Resident Evil 3: Nemesis*, stars Milla Jovovich in the role of Alice. Capcom couldn't have asked for better advertising for the upcoming *Resident Evil 4*.

BACK TO THE FUTURE

The former hardware giant Atari is getting back in on the action – in a way. Cashing in on the current trend for all-things-retro, Atari is launching the Atari Flashback – a 2600/7800 hybrid that comes complete with 20 old Atari games, including *Asteroids*, *Breakout*, *Gravitar* and *Warlords*. The system will available in America this November for $44.95

NINTENDO NABS IDEA

Is Nintendo losing its touch?



IT WOULD SEEM that the self-proclaimed "King of Innovation" has lost its magic touch if a recently patented trademark is anything to go by. According to the patent, Nintendo plans to release a game that uses ultra-violet rays to alter the in-game environments. Hang on, haven't we seen this before?

Yes, we have. Konami has already released two successful games utilising this technology, called *Boktai: The Sun Is In Your Hand* and *Boktai 2: Son Of Django*. So has Nintendo finally lost its magic touch, or is it simply cashing in on a technology it knows will be big in the future? Either way, Nintendo is at least being responsible – the game will apparently feature a warning system that will alert the player if they've been exposed to the sun for too long. CUBE

Donkey Konga 2...

7,000

...copies sold in 3 days



Barrel...

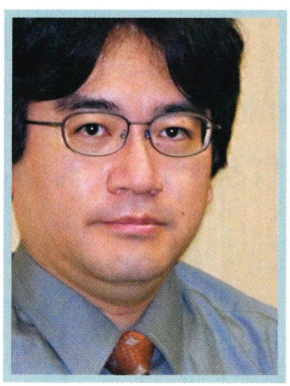
Nintendo has launched the Donkey Konga Bongo bundle pak, which contains a GameCube, a controller, a copy of *Donkey Konga* and a set of bongos for £89.99. The pak is now available in stores nationwide.

...of monkeys

BUY, SELL, BUY!

Ninty buys back shares

AFTER A DISAPPOINTING fiscal year that saw profits drop by 51 per cent, Nintendo's fortunes have had a massive turnaround – the company is positively rolling in it! It's earned so much money these last few months that its bought back all of its shares, at a hefty price of 43 billion yen. The move might seem a bit extreme, but according to reports Nintendo felt it was necessary to appease investors. The good old adage "you've got to spend money to make money" comes to mind and it was a wise move on Nintendo's part. With the DS about to launch it would be the worst time for investors to lose faith in the company. It's also good news for us – this move is clearly a sign that Nintendo is back on track and any fears we might have had about financial difficulties can be put to rest. CUBE



PES?

The NES gets frankensteined

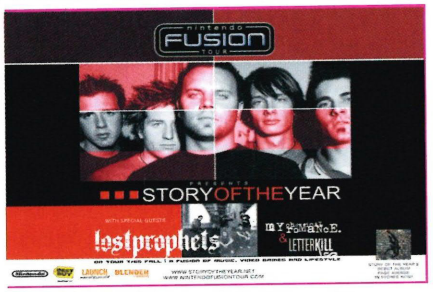
IS YOUR NES just sitting under your TV gathering dust? Has your brother nicked all the games and handily "forgotten" where he put them? Then why not turn your NES into a PC? That's what all the technophiles are doing at the moment, anyway. The NES PC is a Nintendo Entertainment System modified to include computer components. Whilst this might seem a bit callous it does have some benefits – such as the ability to stream music, go online, utilise Wi-Fi technology, download movies and play NES games. For more info check out http://www.mini-itx.com. CUBE



MUSIC, GAMES AND NINTENDO

Nintendo Fusion on tour now

AMERICA HAS BEEN rocking hard this month thanks to the Nintendo Fusion tour which kicked off in Odessa, Texas. For those of you who don't know anything about it, it's an annual show "about a fusion of gaming, music and lifestyle," according to Rob Matthews, senior consumer marketing director for Nintendo. He further commented: "We had such a great success last year that we wanted to do it even bigger and better this year." Well, mission accomplished. The tour visited an impressive 37 cities in total, with musical acts like Story Of The year, My



Chemical Romance and Lost Prophets headlining the show.

But it wasn't all music – at each venue Nintendo set up a kiosk to promote its products. The kiosks featured a range of upcoming GameCube games and, more spectacularly, the DS which attendees could test out a whole month before its nationwide release. Lucky buggers. CUBE

UK software/hardware sales...

OVER £2 BILLION

...up 100 per cent in six years

You what?

"YOU COLLECT ORANGE KLOKKIES AND FEED THEM TO THE REPALDACTILE..."

David Artuso on *Scaler*, page 15

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

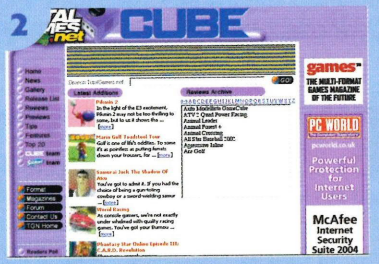
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UP-TO-THE-MINUTE NEWS

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

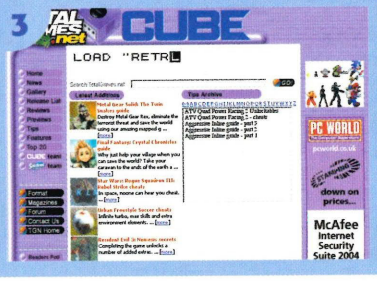
2



CUBE, WITHOUT THE PAPER

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

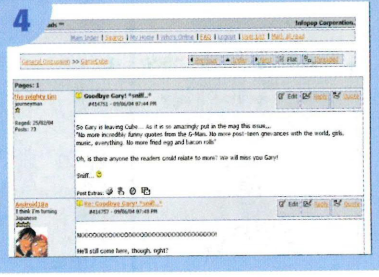
3



HOTTEST CHEATS IN TOWN

Our sister magazine SOLUTIONS: NINTENDO GAMECUBE sometimes updates this page just for you, no really.

4



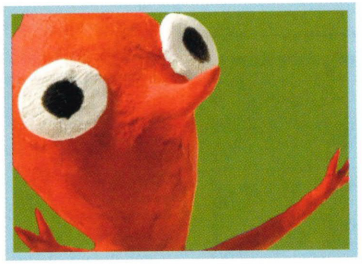
THE FORUM

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

ROOM SERVICE

Pikmin Gideons

NINTENDO RECENTLY LAUNCHED a two-pronged attack on the gaming market releasing *Pikmin 2* in stores and hotels across the US on the same day. Whilst this might not seem like a huge deal, hotel-gaming is big business and offers an important advertising outlet for the vital first-week of sales. With over 900,000 hotel rooms in the US containing Nintendo systems it's little wonder that over one billion minutes of game time have been logged over the last eleven years. You don't need to be a math-magician to work out that's a lot of people and a lot of free advertising. CUBE



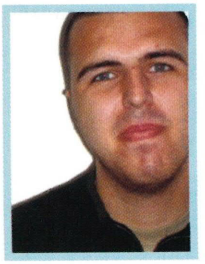
RYAN'S WORLD

The industry exposed...

CUBE's new boy learns a valuable lesson about industry hospitality...

"I was at the Venice Film Festival to see *Advent Children*, as paid for by Square Enix. But after 20 minutes I was told the show was over and I had to make my own way back to the airport. Being a penniless journalist, I pleaded poverty but was told: 'tough, make your own way there.'

Nobody wanted to lend me any money, so in utter desperation I ended up having to ask the president of Square Enix for 50 euros to get me to the airport. Which means I owe the president of Square Enix 50 Euros with no easy way of paying it back. So if you're reading this Yoichi, yeah we're on first name terms now, you know where I am, but I'm still skint." CUBE



DIGIMON RA2

MORE 'MON



According to Nintendo, *Pokémon* games promote teamwork in children. If so, then this must also be the case for *Digimon* – except *Rumble Arena 2* would be teaching kids how to team together to pound the living daylights out of each other.

ANTICIPATION ★★★

UK RELEASE LIST

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

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	★★★★★
Digimon Rumble Arena 2	Beat-'em-up	Atari	16 October 2004	★★★
Future Tactics: The Uprising	RPG	JoWooD	22 October 2004	★★★
NBA Live 2005	Sports	EA	29 Oct 2004	★★★
Ty The Tasmanian Tiger 2	Platform	EA	Oct 2004	★★★
X-Men Legends	Action	Activision	Oct 2004	★★★★
Scaler	Platform	Take-Two	Oct 2004	★★★
Starsky And Hutch 2	Driving	Empire	Oct 2004	★★★
Tony Hawk's Underground 2	Sports	Activision	Oct 2004	★★★★★
FIFA Football 2005	Sports	EA	Autumn 2004	★★★★
Bad Boys: Miami Takedown	Action	Empire	Autumn 2004	★★
The Lord Of The Rings: The Third Age	RPG	EA	5 November 2004	★★★★
Paper Mario 2	RPG	Nintendo	12 November 2004	★★★★
Tales Of Symphonia	RPG	Nintendo	12 November 2004	★★★★
The Urbz: Sims In The City	Strategy	EA	12 November 2004	★★★
Megaman X: Command Mission	RPG	Capcom	19 November 2004	★★★★
Neighbours From Hell	Strategy	JoWooD	26 November 2004	★★★
Metroid Prime 2: Echoes	Shooter	Nintendo	26 November 2004	★★★★★
Spyro: A Hero's Tail	Platform	Vivendi	26 November 2004	★★
GoldenEye: Rogue Agent	Shooter	EA	November 2004	★★★★
King Arthur	Adventure	Konami	November 2004	★★★
Prince Of Persia: Warrior Within	Adventure	Ubisoft	November 2004	★★★★★
The Polar Express	Platform	THQ	November 2004	★★★
Call Of Duty	FPS	Activision	November 2004	★★★★
Need For Speed Underground 2	Racing	EA	November 2004	★★★
Tak 2: The Staff Of Dreams	Platform	THQ	Winter 2004	★★★★
Tom Clancy's Ghost Recon 2	Action	Ubisoft	TBC 2005	★★★
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	★★★★★

SPYRO: A HERO'S TAIL

BETWEEN HIS LEGS



Spyro, the world's third-most-loved purple dragon has to bring light back to the Dragon Realm after the wicked Red Dragon plunges the land into darkness using the Dark Gems. To help him out, Spyro has four mates on call and a range of new breath attacks.

ANTICIPATION ★★

NBA LIVE 2005

SLAM DUNK



After complaints about *NBA Live 2004*'s poor graphics and slow gameplay, *2005* has had an overhaul to address these problems. The improved "player spacing" is the biggest change, ensuring the flow of the game isn't hindered.

ANTICIPATION ★★★

CALL OF DUTY

FINEST HOUR



Oh. My. God. A war game where you don't just play as an American! You get to play as a Brit and a Russian as you battle the Nazis across the North African, Eastern and Western fronts. With the ability to commandeer vehicles and use stealth and force, *COD* has it all.

ANTICIPATION ★★★★

SOUND BYTE

"CAN YOU FLIRT WITH THE CHICKENS?"

Ryan watching *Fable* on the Xbox, looks like we've found our new Gary!

SLIP-O-METER

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

GHOST RECON 2

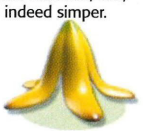
We did wonder what had happened to *Ghost Recon 2*. After doing a preview on it yonks ago we haven't seen hide-nor-hair of the game since. Now Ubisoft has announced that the tactical war adventure has been put on hiatus until 2005.



SLIPPED!

ZELDA: THE MINISH CAP

Nooooooooooooooooo! It's so unfair. We were all geared-up for the *Minish Cap*'s release in November, and now it's been put back a whole month! Waaaaaa, sob, and indeed simper.



SLIPPED!

KILLER 7

The game that is never meant to be is delayed again. Apparently the Japanese release date has been bumped from winter 2004 to spring 2005. So we'll see it later in the year, much later.



SLIPPED!

IMPORTANT DATES...

Mmmmm Mario! Everyone's got it but us, we've ages to wait yet, cursed Tower of Babel – it's the reason there are so many languages to translate for the European release, says so in the bible.

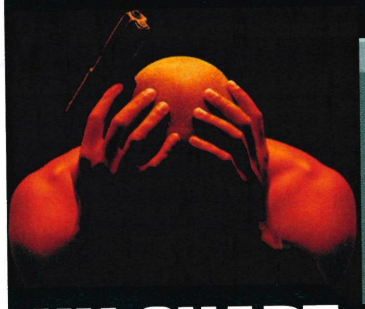
JAP RELEASE DATES

KURURIN SQUASH	NINTENDO	18 OCT
MARIO TENNIS	NINTENDO	28 OCT
BILLY HATCHER & THE GIANT EGG (BEST PRICE)	SEGA	18 NOV

US RELEASE DATES

LOTR: THE THIRD AGE	EA	2 NOV
MARIO TENNIS	NINTENDO	8 NOV
METROID PRIME 2: ECHOES	NINTENDO	15 NOV

GAMECUBE CHARTS



WHAT'S TOP OF YOUR LIST?

Using the power of its mind and a huge advertising budget, Codemasters has managed to knock Spidey off the top spot with *Second Sight*. However, like the slick web-swinger that he is, *Spider-Man 2* has managed to cling onto the number two position with those cute Pokémon chaps following shortly on behind. Wow – Nintendo's "*Pokémon* games are good for you" campaign is working, or maybe it's just that everyone still loves *Pokémon*, even adults – check out this month's feature for proof.

UK CHART

ChartTrack

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

1	NEW	SECOND SIGHT	Codemasters	8.6	John Vattic, he's got cash in the attic, oh yes he does.
2	▼	SPIDERMAN 2	ACTIVISION	8.8	Seabiscuit. See biscuit. Si biscuit. Eat biscuit.
3	-	POKEMON COLLOSEUM	Nintendo	8.6	Trade a Ho-oh for an Oopsiedaisy? You're mad!
4	▼	MARIO GOLF: TT	Nintendo	8.0	Everytime we type it, it comes up *Mario Gold*.
5	▲	HARVEST MOON: IAWL	UBISOFT	9.0	Get orf moi sheep… er land. And gimmie a hoe.
6	▲	MARIO KART DD!!	Nintendo	9.4	Quick as a flash, it's *Double Dash!!*
7	▼	SONIC HEROES	SEGA	7.0	Move along people, nothing to see or hear, here.
8	▼	SHREK 2	ACTIVISION	7.8	Och look at ma nose – it's all green an' lumpy.
9	-	THE SIMS: BUSTING OUT	EA GAMES	8.2	Why? Have they got breast enlargements?
10	▼	SPLINTER CELL: PT	UBISOFT	8.5	But there's no giant kung-fu rats in it at all.



ON A SHOE-STRING

Budget GameCube games still making the rounds

1. WARIO WARE INC: MEGA PARTY GAME$
2. SONIC ADVENTURE BATTLE: 2
3. SUPER SMASH BROS: MELEE
4. SUPER MARIO SUNSHINE
5. STAR WARS: REBEL STRIKE
6. WWE WRESTLEMANIA X8
7. NEED FOR SPEED: UNDERGROUND
8. BILLY HATCHER AND THE GIANT EGG
9. METROID PRIME
10. FIFA 2004



GCN GAMECUBE NEWS

FINAL THOUGHT…

GIRLS, GIRLS, GIRLS

As is always the case, as soon as one part of the industry takes a step forward, then another segment takes two steps back. Take for example ELSPA's White Paper.

This serious report tried to open developers' eyes to the importance of attracting more female gamers if the industry hopes to survive. This would mean addressing the content and presentation of certain games, to ensure there is a wider appeal.

However, it looks like some developers simply refuse to take this advice if the rather tacky spread in Playboy is anything to go by. Whilst this might benefit the market in the short term, (hey, boys will be boys) these developers should really to consider the long-term consequences of their actions – because if this industry hopes to survive then it has to stop treating female gamers like they don't matter. [Mmmmm, female gamers – Tim]





CUBE

CUBE COMPETITION GREAT GIVE-AWAYS!

COMPETITION TIME

ROCK, PAPER, SCISSORS

Paper Mario 2 – more fun than a paper plane

MARIO'S CLEARLY BEEN on the Atkins diet this month, as the formerly plump plumber is looking a bit on the flat side. Must be the pressure of fame... anyway, CUBE and the lovely chaps at Nintendo are giving you lot the chance to get your greedy mitts on some great Mario giveaways.



WIN!

THE DEADLINE FOR THIS COMPO IS 17 NOV 2004

HERE'S WHAT'S ON OFFER:

The winner gets a brand-spanking new GameCube and a copy of the brilliant *Paper Mario 2*. Three runners up will also receive a copy of *Paper Mario 2*. So what are you waiting for?

All you have to do is answer this question:

WHICH SYSTEM DID PAPER MARIO ORIGINALLY APPEAR ON? WAS IT:

A: NES B: SNES C: N64

Call 0905 168 0679

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

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FOUR PLAY!

Grab some mates and join up for the ultimate GBA Link action. Geddit? Link? Never mind...

THE DEADLINE FOR THIS COMPO IS 17 NOV 2004

IF PAPER MARIO 2 isn't your bag, than why not try your luck at winning a copy of *The Legend Of Zelda: Four Swords Adventures*?

Once again Princess Zelda is kidnapped by an evil force. The princess' only hope is Link and his three alter egos, whom he can call upon using the power of the Four Swords.

SO YOU WANT SOME OF THAT? DO YOU? DO YOU? THEN HERE'S WHAT YOU CAN WIN:

The first prize winner will win a new GBA SP plus a copy of *Zelda: Four Swords Adventures* complete with GBA link cable. Three runners up will each receive a copy of *Four Swords Adventures* and a GBA link cable.

To enter, answer this question:

IN THE LEGEND OF ZELDA: FOUR SWORDS ADVENTURES HOW MANY MAIDENS DOES LINK NEED TO SAVE? IS IT:

A: 4 B: 6 C:8



Get four mates and persuade them to play with you, it's more fun.

Call 0905 168 0680

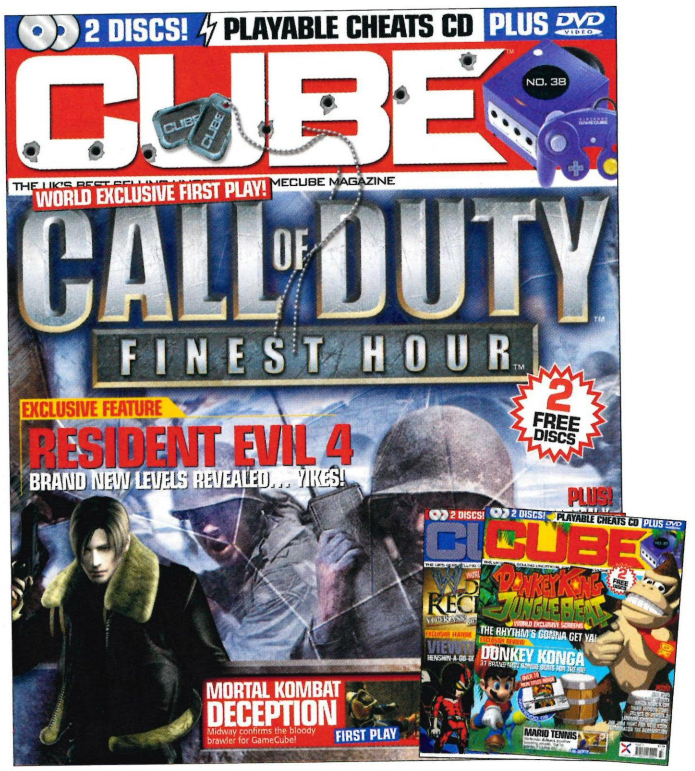
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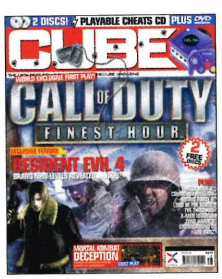
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EXPRESS ORDERS: PHONE 0870 444 8682 OR FAX 01458 271146

They look like humans! They talk like humans!
But beneath the exterior lies a terrible secret!
Society must shun their foul perversions
For they are... the adult Pokémon players!

I WAS AN ADULT POKèFAN



STARRING

PIKACHU CHARMANDER JIGGLYPUFF

ALSO STARRING MARLENE WITH SQUIRTLE

AND PHIL, RIKKI, JAMES AND STEVE

A CUBE FEATURE BROUGHT TO YOU BY CUBE



PHIL AGED 32

ARTIST

What is it exactly that you like about the games?
I like all the characters. As a kid I used to spend hours drawing made up animals in crazy eco systems. I was greatly influenced by Dougal Dixon's *After Man* book from the library which is a hypothesis of the animals you may find have evolved in the future.

How much time have you got on the clock for the game?
A hardcore 130 hours and 8 minutes.

What's your best Pokémon?
Altaria is the only one I've ever got to level 100. I like its campness. I'm also a big fan of Koffing and the one in the shell with the massive tongue. Ditto too.

Do you feel embarrassed about playing it in public?
No one can tell on the tiny GBA screen. I'd be embarrassed playing *Pokémon* cards in public though, or the game I play at home when I make a mountain out of my rug and have magical adventures with my *Pokémon* toys.

Have you ever approached a complete stranger to trade or battle?
I once got talking to a woman at East Finchley station who was playing. We didn't have a link cable but she invited me to the 'London Adult Pokémon League' the following Saturday. I went and there were about five other people of my age from all works of life – one I remember worked at the Financial Times – all waiting to play. They were quite hardcore though, they had plenty of level hundreds. Sadly we drifted away – if anyone from there is reading get in touch!



There are many prejudices in the world which thankfully civilised society is learning to overcome. Not only are there laws to prevent discrimination, but outside of a Hollywood buddy flick being mean to someone just because they're gay, fat, disabled or have different coloured skin is rightly frowned upon. Heck, since they cancelled *'Allo, 'Allo* we don't even get to take the mick out of the French as much as we used to. Nerds though are another matter entirely. Everyone hates nerds, no matter who they are. Even geeks hate other geeks, usually with an intolerance that outstrips everyone else.

There is a strict class system you see, within nerd society. At the top of the pile are movie geeks, who in turn look down at TV buffs, these in turn sneer down upon gamers, who in turn snort in derision at comic book fans, who then pick on table-top role-players as a means to feel good about themselves. This continues all the way down to live role-players and *Blake 7* fans, but the very lowest circle in nerd hell is home to a group whose very existence is seldom spoken of or acknowledged – grown adults that play *Pokémon* for anyone above the age of 12 being



JAMES

AGED 30 MARKETING MANAGER

When did you play your first *Pokémon* game?
I was first seduced by the *Pokémon* bug in 1999. Working in a dotcom we experienced lunchtimes of wild abandon as the office became one big school playground. I do remember being mocked early in my exposure to the game though, when I shouted out "What's the point of evolving?" very loudly in a room full of people. Some of whom didn't realise I was talking about Pikachu turning into Raichu.

What's your best Pokémon?
I like Jigglypuff. He challenges the very depths of my masculinity when I tell people I like him and he sounds like a Geordie insult: "Way ay man, you a Jigglypuff or summat?"

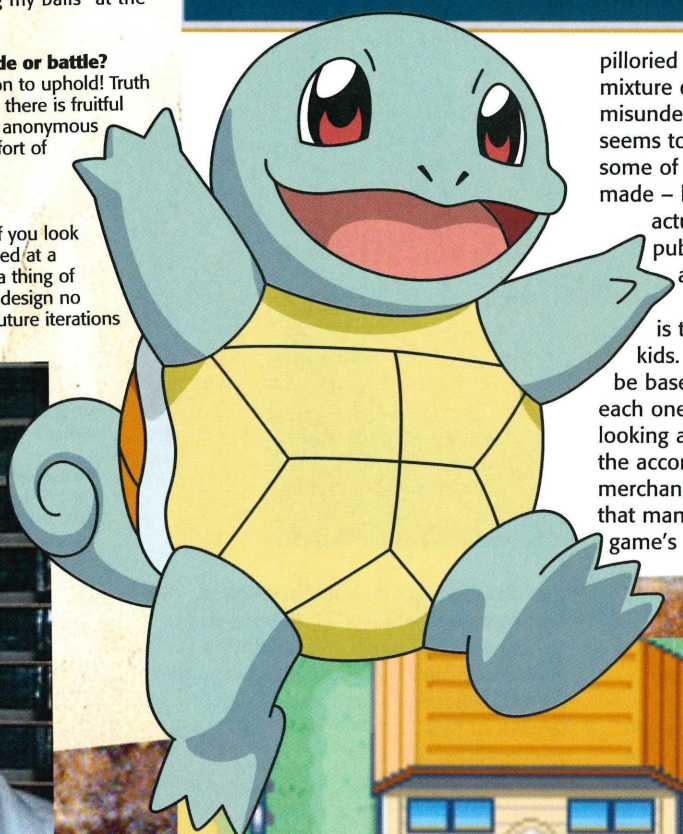
Do you feel embarrassed about playing it in public?
Not really. The only time it may get a slightly odd look is if I inadvertently start shouting very loudly about "throwing my balls" at the other trainers creature.

Have you ever approached a complete stranger to trade or battle?
Of course not – what do you think I am? I have a reputation to uphold! Truth be told, if the DS version is wireless (which it will be) then there is fruitful opportunity to sit and hunt for other devices and carry out anonymous trading and battles without even looking up from the comfort of your train seat.

Will your love for *Pokémon* ever die?
No – It's such a great game mechanic that it will endure. If you look past the twee creatures and the fact that it is blatantly aimed at a much younger demographic you still cannot fail to notice a thing of gaming brilliance. At the end of the day I love good game design no matter what form it takes and I have full confidence that future iterations of *Pokémon* will deliver this in spades.







pilloried for playing these games is a mixture of hypocrisy and wilful misunderstanding. After all, everyone seems to acknowledge that they are some of the very best videogames ever made – but apparently wanting to actually play them, especially in public, is total social suicide, plain and simple.

The most common argument is that the games are made for kids. This is a position that seems to be based largely on the fact that that each one features a number of cute looking animals, made even cuter by the accompanying cartoon and other merchandising. The fact that many of the game's creatures



aren't actually all that cute gets largely ignored, indeed at least 75 per cent of them could easily make cameos in a *Final Fantasy* game or just about any

"IT'S TOTAL SOCIAL SUICIDE"

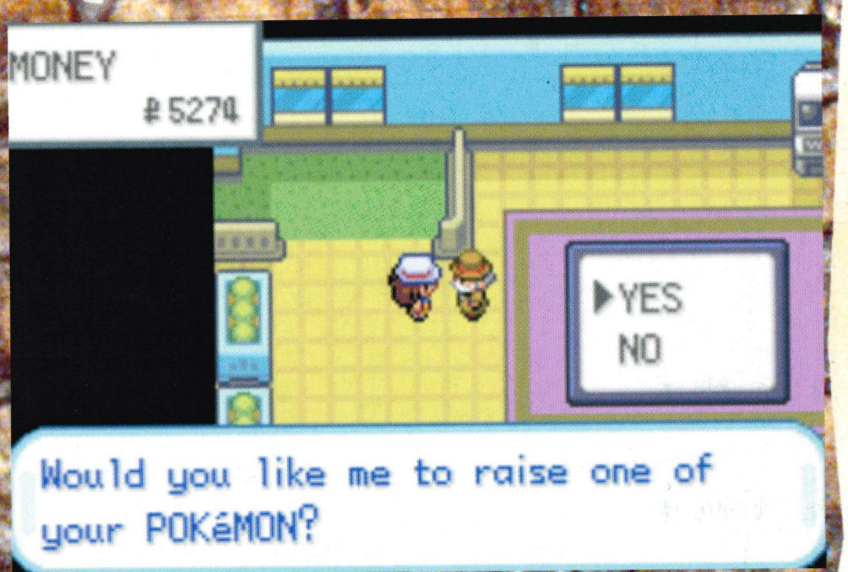
other similarly designed Japanese title without looking at all out of place. And then there's the fact that what you're essentially doing throughout the game is beating the innocent local wildlife to within an inch of its life, catching them and then training them to fight for you – if you think that's a cute idea then you must rue the day they ever outlawed badger baiting.



Trying to claim that *Pokémon* is not cute is probably a losing battle though, so perhaps it's best to describe it as "charming" and leave it at that. What is actually more annoying though is that the accusations of being a kid's games completely ignores the fact that it is one of the most complex, non-linear and downright original role-playing games ever made. Although there is a rather vague story underpinning each of the titles the main thrust of the game is that you've left home and you want to be the best Pokémon trainer there ever was, but how you go about achieving this is entirely up to you.

There are at least 150 Pokémon in each game and how many of them you catch and train is entirely up to you. Even speed playing through the whole game, collecting only the bare minimum to make your team, would take you longer than most home console games. But *Pokémon* offers a near infinite array of distractions as you try and catch or breed rare creatures, enter them in side competitions, search for special items and, of course, trade and battle with other people via link cable (or these new fangled wireless adapters for *FireRed* and *LeafGreen*). Even if you don't take advantage of any of the game's side pursuits the ability to completely customise your creature's abilities and then start interbreeding them to create a genetic super soldier represents a layer of complexity and depth most other games don't even get close to.

The fact that all this was achieved on a lowly Game Boy (the first *Pokémon*



STEVE

AGED 32 IT MANAGER

What is it exactly that you like about the games?
Initially the character design but after playing, the nurturing/evolving structure was very engrossing.

What's your best *Pokémon*?
Ohh I can't remember… I had a pretty bitch ass crew. My Polywhirl could whip some butt but my Charmander was my hero, he was the strongest.

Do you feel embarrassed about playing it in public?
No. Whatever game I play on my GB I always wear headphones so I don't annoy anyone. It's a bit hard to tell from a distance what people are playing so if anyone was embarrassed it would be more that they feel uncomfortable playing a handheld in public. Which doesn't make them particularly "gamer".

Have you ever approached a complete stranger to trade or battle?
No. It did pass my mind once but it would have meant talking to a kid, which seemed a bit creepy and Michael Jackson.

Will your love for *Pokémon* ever die?
Well I still really love the character design and the cynical Eighties holistic approach to marketing/brainwashing kids. The game though at its core is fascinating and really effective. I remember being devastated when my niece had saved over my game and wiped out nearly all these critters I'd grown over the previous months. That was kind of it for me. I tried to start again but it just wasn't the same – a little poképart inside me died that day…



game came out on the old black and white one and yet still had most of the same functionality we've been talking about) is unprecedented. Why one only has to look at GameCube offering *Pokémon Colosseum* to see how little the game's "RPG mode" actually does compared to the Game Boy games. It's an almost entirely linear affair with far less control over your Pokémon and much less to see and do – and yet compared to other non-portable RPGs it's by no means unusual. To the point where anyone that hadn't actually played the Game Boy games wouldn't realise it was essentially *Pokémon Lite*.

Another complaint aimed at *Pokémon* is that there are too many of them and that this makes it a "rip-off". In actual fact that there have only ever been three core *Pokémon* games, with the newest *Pokémon FireRed* and *LeafGreen* being remakes of the first one. The two different colours for each sequel are merely to encourage trading and there's no point in buying both, despite what any naysayer tries to pretend. (The extra colours, such as *Yellow*, *Crystal* and *Emerald*, that generally appear six months later, are essentially director's cuts and are entirely inessential to all but the hardcore.) In any case that makes three games, four including the latest ones, in eight years, which is actually fairly modest in the video games world – just you try counting how many *FIFA* variants there's been in the same period (to save you the trouble it's over 15).

The other oft-ignored fact is that most of the other spin-off titles are actually really good. The two pinball games are excellent, and what's more the *Pokémon* theme really works, with the impetuous to catch 'em all adding a unique angle to the gameplay and lastability. *Pokémon Trading Card* remains the seminal CCG simulator, *Pokémon Snap* was a highly imaginative take on, believe it or not, the lightgun genre and even *Pokémon Puzzle League* was fun – despite the fact that it was clearly just a rebranded version of

"THERE HAVE ONLY EVER BEEN THREE CORE POKÉMON GAMES"

MARLENE

AGED 25 TV PRODUCER

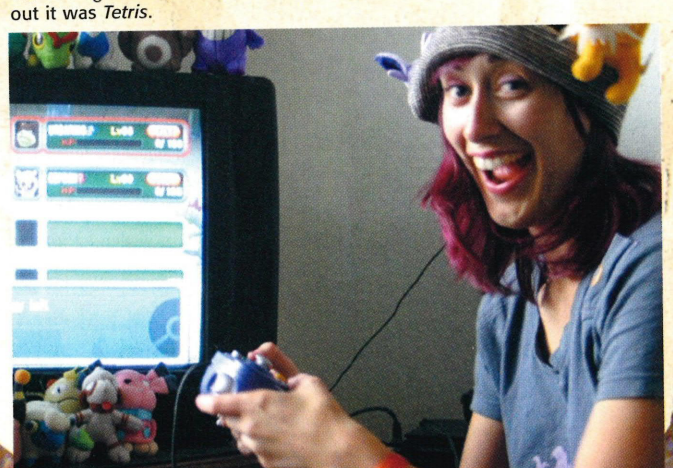
What is it exactly that you like about the games?
I liked all the cute characters on the cartoon but when I found what the game was like it totally won me over. As you can see I just spent hours and hours on the games, although I still think *Gold/Silver* was the best – they seem to have dumbed the GBA ones down a bit.

How much time have you got on the clock for the game?
I've got 112 hours and 54 minutes logged on *Pokémon Blue* and just a little bit less on the others.

What's your best Pokémon?
That'd be my level 76 Blastoise "Titanic". He'd kick your ass and he wouldn't even care. I've got a really good Rapidash as well but I'm embarrassed to mention that because I'm a girl. [Rapidash is a fiery horse – Ed.]

Do you feel embarrassed about playing it in public?
Not really – no one can tell what you're playing anyway unless you've got the sound right up. And anyway the only complaint anyone has about the game is that it's too girly, which, you know, isn't a problem for me.

Have you ever approached a complete stranger to trade or battle?
No! To be fair you can't really tell what someone is playing unless you peer directly at their screen, which is not a sensible thing to be doing. I do remember this huge bouncer once on the door of a very dodgy pub that would just constantly be playing his Game Boy. One day I sparked up the courage to ask him what it was, but was a bit disappointed to find out it was *Tetris*.







"THERE'S NO LOGIC TO IT"

Tetris Attack. Alright *Pokémon Channel* was crap, but that really was designed for kids. The point is that even the stuff that was conceived as a quick cash-in has turned out to be better than most of its rivals and that's more than you can say for any other major non-Nintendo brand. Just try working out the ratio of good to bad for *Star Wars* or *James Bond* games, for example – buy a toy car at the same scale and it'd be small enough to fit up your nostril.

So then, if there's no logic to it why can't adults play *Pokémon* and remain part of the in crowd? Well, we're back to the unfairness of prejudice. The fact is that for all its merits *Pokémon* just isn't cool, it hasn't got any guns in it and it doesn't give you an inflated sense of your own masculinity by including a bathtub of gore and unpleasantness or even breasts. *Pokémon* is nice and nice guys, as everyone whose ever been admired for their sense of humour will tell you, come last. Last in the trendy stakes anyway, but with five million copies sold world-wide any grown man and woman that does come out the closet and admit they play the game is guaranteed a considerable amount of possibly friendly company. CUBE

POKÉMON THE EDUCATION OF OUR YOUTH

As acceptable as grown men and women playing *Pokémon* games may be, the truth is the majority of fans are children. Considering the game encourages animal cruelty, blood sports, gambling and talking to strangers you'd think that perhaps this wasn't such a good idea.

As it is though an independent survey of 2,098 American parents has found that 75 per cent of moms & dads, that expressed a preference, agreed that *Pokémon*, "Does a good job of promoting positive values and enhances strategic thinking." Said parents also agreed that the game improves memory skills, increases mental agility and awareness, and promotes teamwork.

They didn't have much to say about the incident in California last year when a seven year old girl was caught trying to repeatedly throw her pet Chihuahua at a horse in an attempt to "weaken" it, after which she expected to capture it in a small plastic ball and take it home. But that's probably because we just made it up.

RIKKI

AGED 31 WEB MANAGER

When did you play your first Pokémon game?
1999, when *Red* and *Blue* first came out here – I'd gotten fairly obsessed with the cartoon after seeing it on Sky so I wanted to see if the games were as entertaining as that was (they are, if in a different way – shame there's no sign of James dressing up in girls' clothes in the games).

What is it exactly that you like about the games?
They were the first RPGs that appealed to me - I find bizarre creatures far more entertaining to play with (oo-er) than orcs and dwarves and that. I like giving mine "amusing" and/or rude names. Plus I like showing off to my *Pokémon*-playing mates about my latest catch/evolution, and kicking their arses in a well orchestrated battle.

How much time have you got on the clock for the game?
My *Ruby* cartridge says 75 hours and I think I've played that less than any of the others. So I guess if you count battling mates, it must be four or even five hundred. But then that's less than three weeks – doesn't sound quite so bad put that way.

What's your best Pokémon?
I have a strange obsession with Gyarados - possibly 'cos I'm always gob-smacked that something so majestic could evolve from the gormless Magikarp. I always have to have one in my squad. The latest one's about level 60 or so.

Do you feel embarrassed about playing it in public?
Nope. I don't care what other people think. I always play my GBA on the tube and train (though recently it's been *Advance Wars 2*). Also, people don't know what you're playing unless they leer right over your shoulder – and I don't tolerate that kind of behaviour from strangers! I've battled, traded and blended berries in poncy gastropubs with mates before and if anyone's given us snooty looks over their expensive bangers and mash we've been too engrossed to notice.

Will your love for *Pokémon* ever die?
Even when I'm old and toothless, sitting in my own wee and unable to remember my own name, the cry of "Pi-ka-CHUUUUU!" will still have the power to get my adrenaline going. The excitement would probably kill me but it'd probably be for the best.



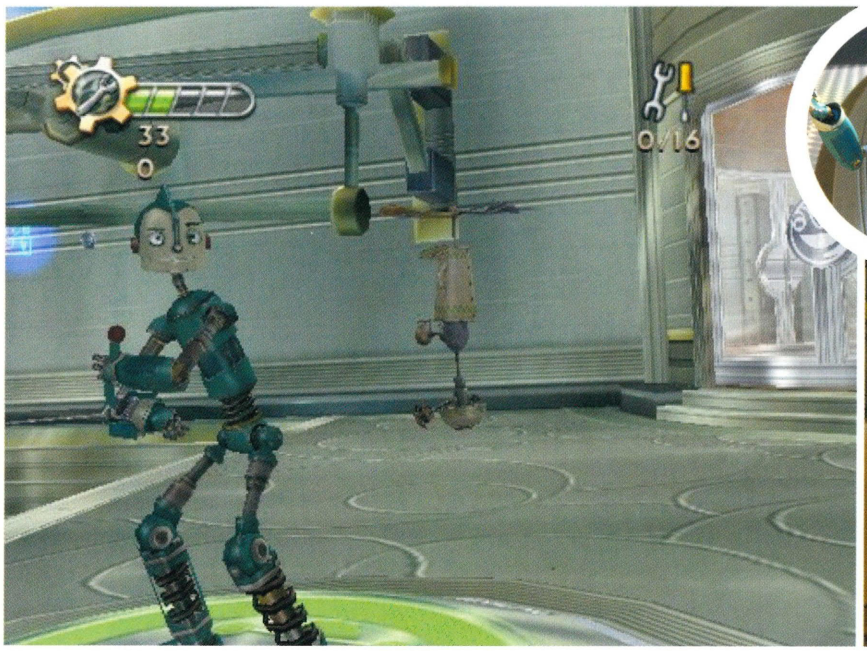
BOGEYS AT 6 O'CLOCK

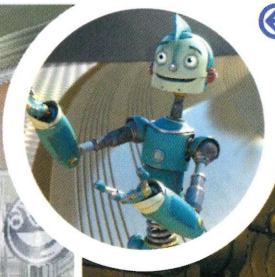
Must have something to do with the office air conditioning. Anyway, here's another round up of things to come in the next few months. Sadly not much to get excited about this month. Power Rangers? Per-lease!



ON THE RADAR

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





Quite the looker, no? In the film Ewan McGregor does his voice, very slightly Scottish.



Up in the air – is this going to be like *Ratchet And Clank* but without Ratchet?

ROBOTS

The first rule of robotics...

BASED ON THE forthcoming animated movie of the same name, *Robots* puts the player in the central role of Rodney Copperbottom who, with the aid of his motley crew, has to save the world from an evil tyrant who has set his sights on the Robot land. Thankfully Rodney can create unique tools and gadgets necessary to defeat his enemies using parts from other robots.

During the game you'll be emerged in the movie's environments, most notably the mechanical metropolis that forms the basis of the film. As well as having locations and characters from the film, *Robots* also features assets from the movie to ensure the game is as close to the real thing as possible. And considering the movie is by the same guys who did *Ice Age*, we expect the "real thing" to be pretty darn good. On top of which, (oh my, there's more!) the movie features the vocal-talents of Ewan McGregor, Halle Berry (arrgh witch, spit, spit), Mel Brooks and Greg Kinnear to name a few, so we're keeping our fingers crossed that they'll lend their vocal chords to the game as well, although Vivendi has yet to confirm this. Robots is scheduled for an early 2005 release. CUBE

Copperbottom eh? Does this make him a real hard ass? Bound to.



THE SPONGEBOB SQUAREPANTS MOVIE

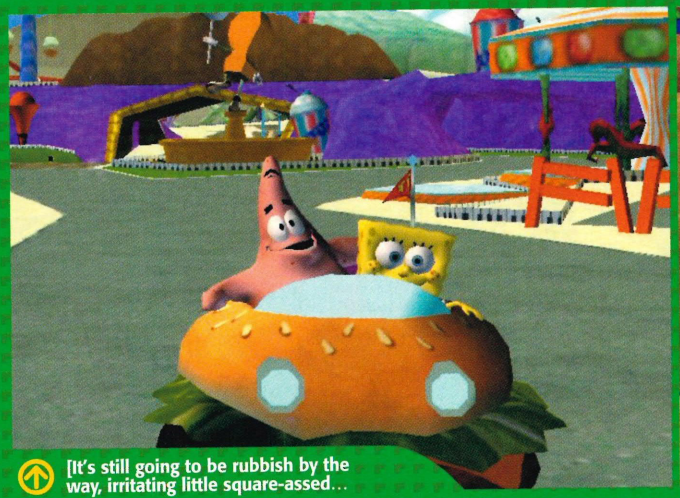
More spongey goings on...

DESPITE SOME OF the CUBE team's complete and utter loathing of anything *SpongeBob SquarePants*-related (mentioning no names, Tim...), we thought we'd give the yellow-fellow a fighting chance by letting you lot know about his brand new game. Woo!

Trouble is afoot in Bikini Bottom, as King Neptune's crown has been stolen and SpongeBob's money-grabbing boss, Mr Krabs, is the prime suspect. Like any dutiful employee, SpongeBob and his hapless chum Patrick, set about to clear Mr Krabs' name.

Fans of the series will be pleased to hear that you can play as SpongeBob and Patrick, each of whom has a unique set of skills and manoeuvres. If this isn't enough, you can also collect power-ups such as CartWheel Attack, Electric Guided Sonic Wave Guitar and Macho Bash to help defeat those tougher opponents. Expect to meet many of your favourite characters from the movie and cartoon series (voiced by the original actors of course), as you explore the six large 3D environments in your Patty Wagon. Nnnnhahahahaha!





[It's still going to be rubbish by the way, irritating little square-assed...



...starfish loving, wedgie taking, 'ooo look at my pants' pathetic sponge based character – Tim]



POWER RANGERS DINO THUNDER

Mighty Morphin' Power Rangers!



WHAT DO KIDS like? *Power Rangers*. What do kids like more than *Power Rangers*? *Pokémon*... no, sorry. Dinosaurs! And now the two have been combined in the Power Rangers' latest adventure. That troublesome oik Mesagog is trying to send the world back to the time when dinosaurs ruled the earth. However, three students learn of his dastardly plan and naturally decide to try to stop him. Using the Dino Gems, the students transform into the Dino Thunder Power Rangers who can harness the power of the Dino Zords – half dinosaur, half machine creatures. There are 18 Zords to control, including some from *Power Rangers Wild Force Ability* and *Power Rangers Ninja Storm* (that just made sense to somebody out there). As well as this, *Dino Thunder* boasts over 50 missions and mini-games spread over 10 levels which are based on locations from the television series. Morphin'! CUBE

How many Rangers have they gone through now? About 17? What's left to do these days, crustaceans?

"Lobster Zord! Power up! Combine with Mollusc and make Hyper Crabby Pincer Thing!"



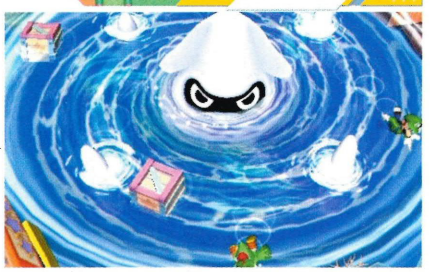
Let me hear you scream!





... hang on, *Mario Monopoly*? Cool.

MARIO PARTY 6





The GC mic makes its party debut

WHAT'S THAT YOU say? Nintendo is bringing out a version of *Mario Party* this year? No, say it ain't so... It nearly didn't happen though, it has taken until September to confirm that there will indeed be another instalment of the party classic this year, in Japan and the US at least. This time though, as well as the umpteen (well, 75 actually) new mini-games there will be another rather special addition: the game will be the first to work with the all-new GC Mic.

Naturally we have loads of questions. So how does it all work then? Bizarrely Nintendo is keeping really quiet on the subject. Erm, hello? The game is out in Japan in a few weeks' time. Shouldn't someone be saying something? Well, considering how well the series sells in Japan it probably won't matter. Our sources in Japan have said that you'll be able to scream commands at your characters. In one mini-game you have to defend yourself from a missile-firing tank and you can tell your character to raise their shield or to approach the tank. There's also a Game Show mode in which you get to voice the answers to questions. The only problem with voice-recognition comes with the European release. Firstly you have to program the game to recognise all those different languages, and then you have to allow for the UK's many wonderful accents. This is causing Nintendo a few problems at the moment, hence the rather delayed release date of March.

We can see this being as much fun as four-player *Donkey Konga*. Imagine four players screaming at each other. If the game comes with the peripheral then it could be a winner. CUBE



Mario taking on *Monopoly* again...

CUBE INFORMATION

MARIO PARTY 6	
PUBLISHER:	NINTENDO
DEVELOPER:	HUDSON
ORIGIN:	JAPAN
GENRE:	PUZZLE
PLAYERS:	1-4

PERCENTAGE COMPLETE
00 25 50 75 100

MAR '05 | NOV '04 | JAP '05

A BIT OF PREVIOUS



MARIO PARTY 5
GAMECUBE

MARIO GOLF: TT
GAMECUBE

SUPER MARIO SUNSHINE
GAMECUBE

THE COMPANY LINE

"CONTROL SOME FURIOUSLY FUN MINI-GAMES WITH THE SOUND OF YOUR VOICE"

NINTENDO PRESS RELEASE

CUBE BACKATCHA

Let's face it: we'll be screaming rather than talking

CUBE EXPECTATIONS

MULTIPLAYER FUN ALL



⊕ Works with the new GC Mic
⊖ Same old *Mario Party*

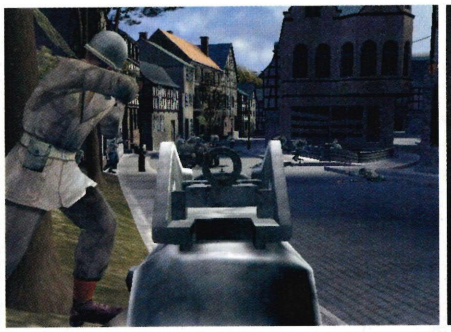
■ **We were hoping that the delay was down to Nintendo creating an all-encompassing game... *Mario Party All-Stars* perhaps? This game will be great fun, but a game that featured every mini-game ever, that would be sweet.**

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CUBE

INFORMATION

CALL OF DUTY: FINEST HOUR

PUBLISHER:	ACTIVISION
DEVELOPER:	SPARK UNLIMITED
ORIGIN:	US
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

NOV '04 | TBA | NOV '04

PREVIOUS

FROM THE MAKERS OF...

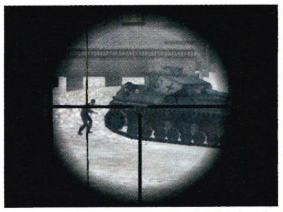
SPIDER-MAN 2



- At long last we're given a decent interpretation of the classic superhero's tale.

TOTALGAMES.NET RATING: 88







CALL OF DUTY: F

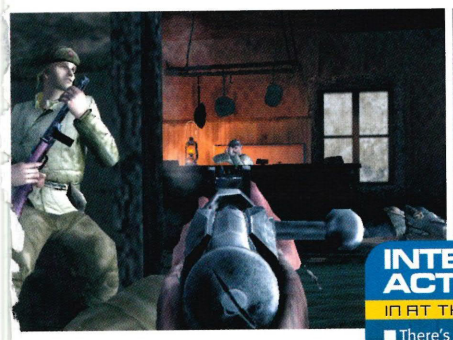
War! What is it good for? Great games it seems...

WHEN YOU THINK about console war games, there's always one series that comes to mind: *Medal Of Honor*. That's about to change though, the reason being that the team behind the definitive wargame is now working on something else. Spark Unlimited is now responsible for the direct competitor to the *Medal Of Honor* series. *Call Of Duty* was a massive hit on the PC, and now the console version, *Finest Hour*, is nearing completion. With mere weeks to go until the game reached submission stage, we sat down with the Spark team to go through what is turning out to be a very impressive game indeed.

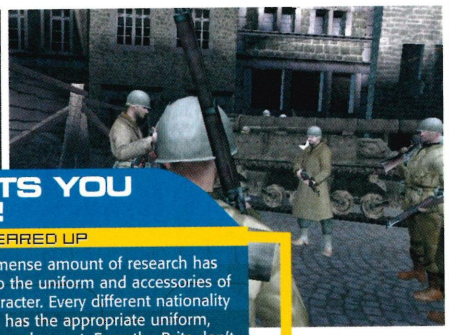
As is the case with In-Depths, the

"PLANE ENGINES, BOMBS, EXPLOSIONS, BLOOD-CURDLING SCREAMS AND THE GUNFIRE OF A THOUSAND SOLDIERS"











SUITS YOU SIR!

ALL GEARED UP

■ An immense amount of research has gone into the uniform and accessories of each character. Every different nationality and rank has the appropriate uniform, weapons and accent. Even the Brits don't sound rubbish!

INTENSE ACTION

IN AT THE DEEP END

■ There's an insane amount of action going on around you at all times. Tanks, troops, explosions and the constant billowing smoke from a broken cityscape. Yup, there's definitely a war going on here...



BRAIN-POWER!

IT'S ALL IN THE MIND

■ The AI in the game in very impressive. In many instances there are dozens of soldiers around you, either going about their own duties or interacting with you. Sometimes you just want to stand and watch.





INEST HOUR

best way to tell you about the game is to give you a walk-through of one of the areas, so here's a brief description of the opening level.

Battle Of Stalingrad Walkthrough: As with all the levels in the game there is a short introduction from your character. Aleksandr Sokolov is a Russian conscript, forced into battle and completely inexperienced. The character intros add an awful lot to the game. You can't prepare for what comes next though. You suddenly realise that you're sat at the back of a small boat, which is steadily rowing towards a massacre of a shoreline. At this point you can't see anything through the

HEROES AND HEROINES

WHAT'S YOUR FINEST HOUR?

Throughout the game you'll be assuming the roles of an assortment of characters. Whether you're fighting with the Brits, the Americans or the Russians, all have a story to tell, and all are fighting for one common goal: to defend king and country and to defeat the Nazis. Here are just some of the characters you'll be meeting:

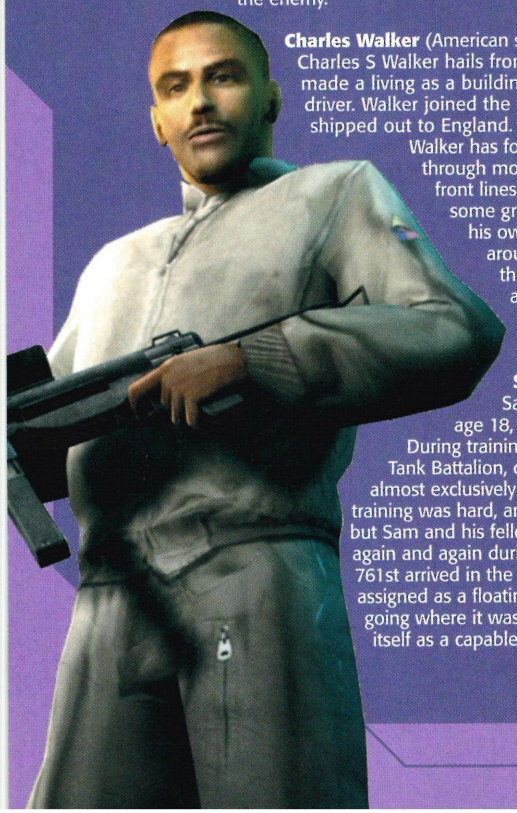
Aleksandr Sokolov (Russian conscript)
Aleksandr was a watchmaker's apprentice on the outskirts of Stalingrad before the German invasion. As the enemy began to overrun the city, Aleksandr was rounded up with all other able-bodied men on his block and pressed into service in the 13th Guard's Rifle Division. Commissars, shouting through bullhorns, herded the throng of raw recruits into makeshift uniforms (some still with bullet holes from their previous owners) and onto trains bound for the river docks.

Tanya Pavelovna (Russian sniper)
Tanya knew little of the war in Europe, even after the Germans invaded the Soviet Union in 1941. Her home village of Pitomnik was small and isolated, cut off from the everyday realities of what would become known to all Russians as The Great Patriotic War.

A year later that all changed. While escaping a German patrol, Tanya found the body of a Russian sniper who had been killed by a Stuka run. Tanya picked up the soldier's rifle, and hearing her father's voice guide her aim as he had on countless hunts, she killed four of the pursuing Germans in four shots.

Nikolai Badanov (Russian tank)
A staunch patriot, Nikolai joined the Red Army the day after Germany attacked the Soviet Union, leaving his wife and newborn son, Josef, in the care of his parents. His background as a mechanic in a Leningrad tractor factory made him an ideal choice for tank duty and he was assigned to the 24th Tank Corps. He soon showed an aptitude for disrupting enemy assaults and was given command of his own tank. When the Germans began their assault on Stalingrad, he was one of the first to volunteer to fight.

Edward Carlyle (British commando)
Prior to the war, Edward was a chemistry teacher in London and an avid outdoorsman. He joined the war effort in 1940 and spent the first few months in logistics, hating every moment.
As it happened, the army was trying a new tactic in North Africa, utilizing small groups of specialized commandos to disrupt the German army. Edward fit the profile they were looking for and his transfer was approved. Edward has come to enjoy the fast results and general chaos his commando actions usually yield against the enemy.



Charles Walker (American soldier)
Charles S Walker hails from Cleveland, Ohio, where he made a living as a building contractor and school bus driver. Walker joined the army right after Pearl Harbor and shipped out to England.
Walker has fought with the 26th Infantry through most of the war. As a grunt on the front lines, Walker knows he's not fighting for some greater purpose. He's fighting to save his own life and the lives of the soldiers around him. That means he's got to kill the Germans before they kill him. It's as simple as that. Fighting with the Big Red One has taught him that you win a war by surviving it.

Sam Rivers (American tank driver)
Sam rushed to enlist in the army at age 18, after the attack on Pearl Harbor. During training, Sam was assigned to the 761st Tank Battalion, one of three battalions consisting almost exclusively of African-American soldiers. The training was hard, and the 761st had few supporters, but Sam and his fellow soldiers proved themselves again and again during manoeuvres. Sam and the 761st arrived in the ETO in the fall of 1944. They were assigned as a floating battalion to Patton's Third Army, going where it was needed, and soon distinguished itself as a capable and hard-hitting unit.

CONTINUED

fog and smoke, but that doesn't mute the sounds. The noise around you is deafening: plane engines, bombs, explosions, blood-curdling screams, dozens of orders being shouted and the gunfire of a thousand soldiers. You can just about hear the man at the other end of the boat preparing you for what's to come in a strong Russian accent. Then the fog clears and you finally get to see what you've been hearing for the last 20 seconds. "Cowards will be shot!" screams the sergeant, firing off two rounds into the sea as two of the soldiers jump overboard. While all this is happening you can look all around you. German planes fill the skies around you like flies around a carcass: it's a miracle how anyone could survive something like this, but you soon get to find out.

From the second you jump out of the boat it's a mad dash for the relative safety of the trenches. Bodies are strewn across the beach, and enemy fire peppers the ground around you. Your sergeant screams at you to keep up, and as long as you follow him you stand a chance. Once you're in the trenches it's a matter of staying low and following orders. You soon realise that this scenario is more of a 'throw enough mud and some of it will stick' rather





Hey, that's dangerous that is! What are you trying to do, get us killed!?



than an organised team effort. Attack in large enough numbers and some will get through. Your main mission is to make your way through the trenches and take out the enemy machine-gun turrets which are severely hampering your progress. As you run down one trench the action suddenly switches to slow motion. A bomb has fallen nearby and for about 10 seconds there is a horrific display of mud particles, blood and shrapnel flying overhead.

After clearing out the trenches you finally come to a hut that signifies the end of the trench area and the beginning of open ground with the occasional wall. Here you meet sniper Tanya Pavelovna, who agrees to cover you while you make a run for the first bit of cover. (More about Tanya later.) As you peer out from behind the wall you see the ground slope down into a muddy valley. At the end of the valley is a large turret, home to the final machine gun. As you watch in horror, dozens of Russian soldiers charge the turret. In under 10 seconds all have been felled. End of walkthrough.

Most people are fortunate enough not to have been involved in something as horrific as this, but we can only imagine that Spark has captured the hysteria of being on the field. The action is so intense, you feel compelled to watch what's going on around you. Every second is utterly captivating.

As the name suggests, *Finest Hour* follows the a select few in their finest

SOUND AS A POUND

But your ears might be ringing afterwards...

The attention to detail that has been lavished upon *Finest Hour* is amazing. Every one of the 30-plus weapons is totally authentic in its recreation, even down to the reload animations. On next month's DVD you'll be able to see what lengths the team went to find the right sounds for all the weapons. Every sound from every weapon has been recorded by firing off the actual guns in question. There aren't any library sound effects in here – just the real thing.

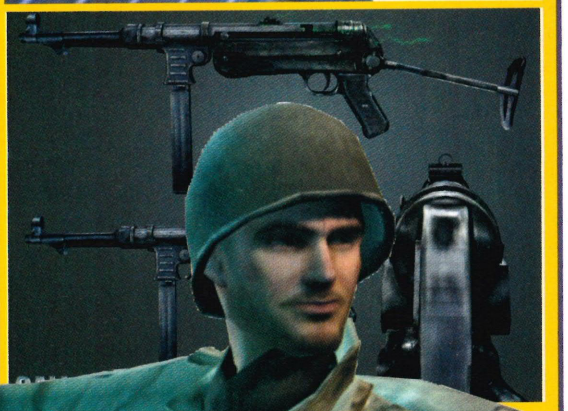
The sound is one of the main reasons why the game is so convincing. The guns sound like guns, and the people sound like who they're supposed to be. In the 'Making Of' feature you'll see how the game's musical score was created. To cut a long story short, no expense was spared. Every piece of music in the game has been recorded with a full orchestra, and to be honest, nothing else would have sufficed. The result is an intense, dynamic score that soars and dives with the action.

You know a game is going to be great when so much time is spent on the sound. It gives you a good idea of how much the team knows about videogame creation. The last team we met anyone who cared this much about sound was Criterion Games, and you know what we thought of *Burnout 2*. Let's not talk about *Burnout 3* though, eh?

If you want a job done propoerly, do it yourself. Not a sound library in sight.









The game tries to be realistic without being ultra-hard. Stick your head out and you will get capped.



IN THE CUBE WITH...



SCOTT LANGTEAU

POSITION: COO
COMPANY: SPARK UNLIMITED

CUBE: Can you tell us how the *Call Of Duty* franchise came about?
SL: The franchise started between the guys at Infinity War and the guys who started Spark – both teams had a history with the *Medal Of Honor* series. The guys from Infinity War have worked on *MOH: Allied Assault*, and the guys who became Spark were working on the console versions. So there was the original, *Underground* and *Frontline*, and then we left to create Spark. So, here were two teams who were good at producing FPS WWII entertainment. The PC side got a head start, and we're maintaining what made that so successful with the console version.

CUBE: So when did the decision come about to create an original game rather than a port?
SL: Well, first and foremost we didn't want to do a port of the PC game. Also, the team had just finished the PC version and it would have been a waste of really good creative resources to put them to work on a port, so we started working on a whole new game for the console side.

CUBE: Can you tell us about the way the story works?
SL: The game is all about personal sacrifice, personal stories and each individual's finest hour. These regular everyday people, whatever their professions, heeded their *Call Of Duty*, sand that's what the game is all about. The character element is very important to the game, so you get to know the character and you get introduced to the character before you start. Our characters' stories dovetail – they aren't necessarily important to one another, but they come into contact on the field, and that's how you get the transition from character to character.

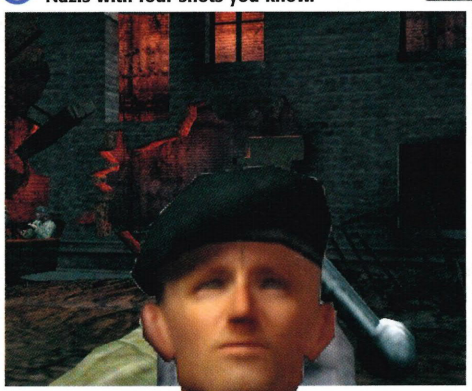
CUBE: How interlinked are the levels then?
SL: There's a linear progression to the game, from 1942 to 1945. We start the game in Stalingrad, which we thought was a great place to start the game, both because it's a very exciting prospect and because it was the point at which the Russians actually started to fight back. It's a linear game to begin with. Not all the levels intersect, and there are gaps in the story. We do jump from the Eastern Front to North Africa for example.

CUBE: In some of the levels there's an awful lot going on. Have you had any problems getting it all running properly?
SL: We've certainly pushed all of the systems as hard as we can, but we haven't really experienced any drawbacks or difficulties. I think the planning that went into managing the memory seems to be paying off.

CUBE: Where do you see the franchise going from here?
SL: We're certainly going to start planning for the next generation as soon as we can, but we're still going to use the current hardware for everything it's got.



Tanya the sniper. She can take out four Nazis with four shots you know.







"THE AI IN THE GAME IS SUCH THAT EVERY ALLY WILL ACT INTELLIGENTLY, AND FOR THE GOOD OF THE SQUAD"



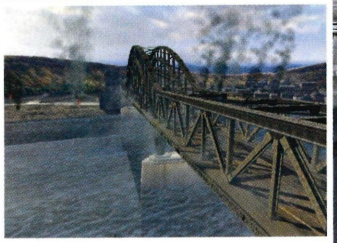


Face it, you won't be able to blow up a tank with that thing.









Not as good as the Red Arrows really is it? That beige smoke just doesn't cut it... boring.

Who reckons that bridge is going to be full of enemy tanks? Yeah, us too...

CONTINUED and most honourable moments. The game documents the action of the Allied forces throughout WWII. This means you get to play as the Russians, the Americans and the British across North Africa and the Eastern and Western Fronts. While these three chapters in the game are quite separate, the levels within each chapter are always intertwined. For example, in the first level you meet Tanya the Russian sniper. Even though your meeting is only brief it's significant because she will be your main character for the second level.

You should also know that the various levels are quite varied. Whereas the opening level is a free-for-all, several levels in the game are completely squad-based. Before you sign out and switch off, fear not – you don't have to tell anyone what to do. The AI in the game is such that every member of your team will act intelligently, and for the good of the squad. One problem that games of this nature suffer from is that you can sit back and let the team do everything for you. With *Finest Hour* this is not the case. While your team will advance, they will never go too far without you. For example, one level sees you controlling British demolitions expert Edward Carlyle. You need to blow up the patrolling Panzer with a sticky bomb. It's also down to you to approach an enemy hideout. Your team won't do these things without you because they know it's your job. Other levels may require you to drive vehicles. American Sam Rivers is part of the 761st Tank Battalion, his job being to plough into a German outpost and take out all the bombers.

Even from the early version we played we can tell that this is going to be special. Every single little detail seems so authentic and well thought out. You can't totally appreciate that from stills but check out next month's DVD for videos and a 'Making Of' feature. CUBE

CUBE SAYS...

FIRST IMPRESSION

■ From the opening seconds right until the final level, *Call Of Duty: Finest Hour* is as intense as they come. Technically it's difficult to see how the current machines are throwing around so many polygons, but somehow Spark has managed it and the result is the most convincing recreation of a battlefield we've ever seen. We doubt very much we'll see anything better until the next generation. Let's face it: you will be buying this. CUBE

CUBE INFORMATION

MEGA MAN X: COMMAND MISSION

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

PERCENTAGE COMPLETE

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NOV '04 (UK) | OUT NOW (JAPAN) | NOV '04 (US)

PREVIOUS

FROM THE MAKERS OF...

MEGA MAN COLLECTION



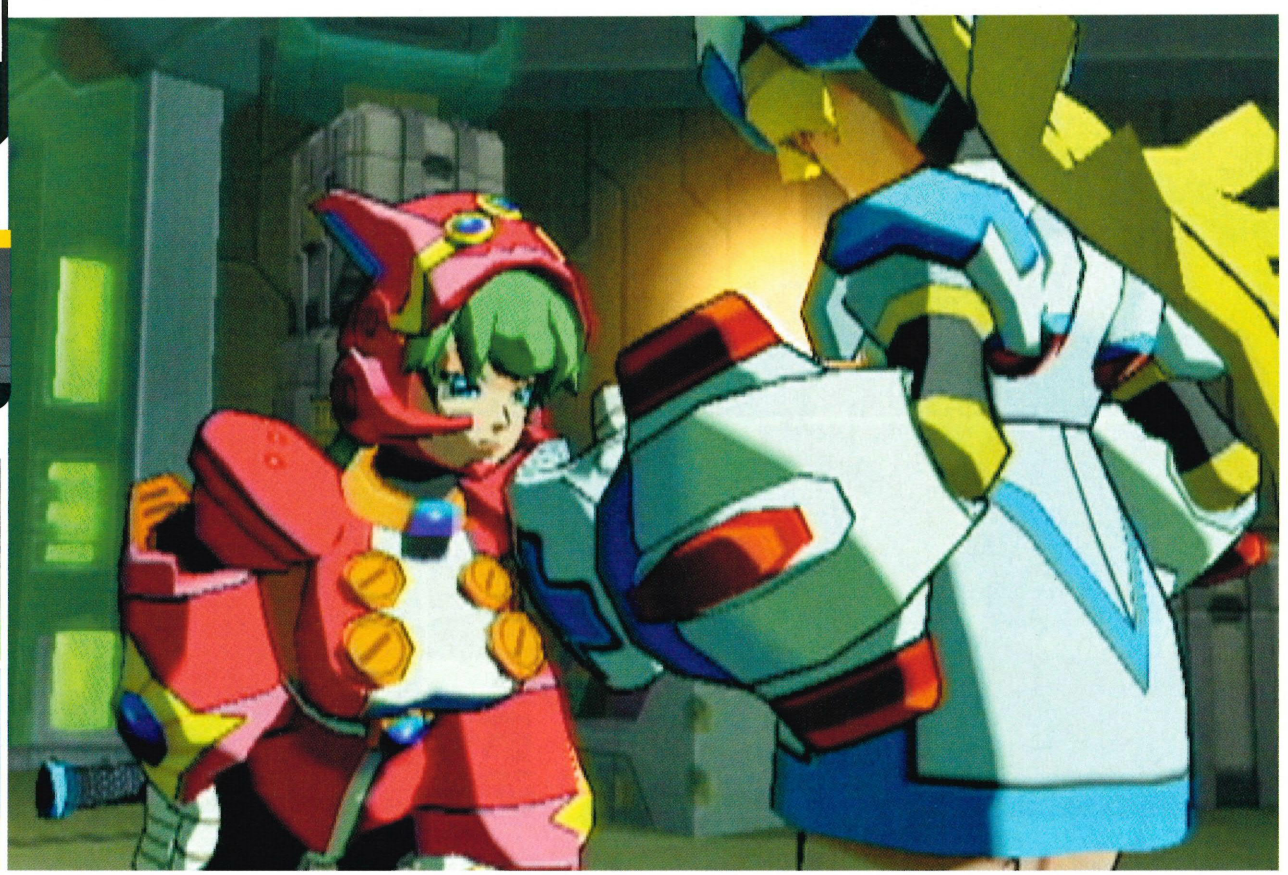
- Ten old-skool *Mega Man* games on one little GameCube disc. Hyper!

TOTALGAMES.NET RATING: 85







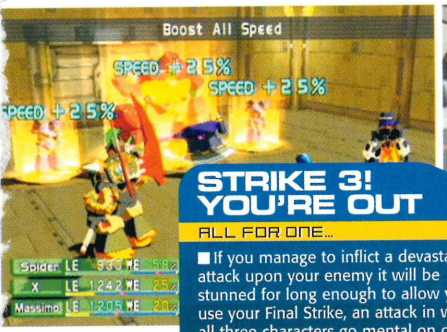


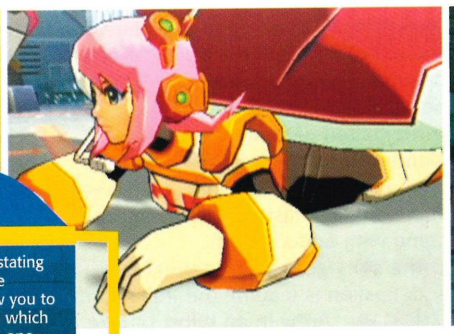




MEGA MAN X: COMMAND MISSION

"PUBLISHERS ARE GOING TO GREAT LENGTHS TO ENSURE THAT RPG BATTLES ARE MORE IMPRESSIVE FROM THE WORD GO"









STRIKE 3! YOU'RE OUT

ALL FOR ONE...

■ If you manage to inflict a devastating attack upon your enemy it will be stunned for long enough to allow you to use your Final Strike, an attack in which all three characters go mental on one poor little enemy..



CONTINUAL ATTACK!

WE GOT IT COVERED

■ The WE, or Weapon Energy, dictates how many and what moves you can use in any given round. It replenishes slightly with each round and can be used to fire missiles and pull off Action Trigger moves.

WHO'S WHO? WHO CARES?

JOIN THE QUEUE

■ You can plan for incoming attacks by watching this attack order. The order of attack and each enemy's relative Life Energy is shown here. It's a very effective way of keeping track of your adversaries.



Any excuse for a bit of robotic dancing...

DO YOU ACTUALLY realise how many people traded in their copies of *Final Fantasy VII* within a week of buying it? It was a massive proportion. It was the first *FF* game ever to get hyped up to buggery in the UK, and the massive PSone installed base had no idea what they were letting themselves in for. "Look at the graphics, look at the reviews... but hang on, this is crap. All you do is fight in these tedious battles! We want our money back!" Imbeciles.

The mass market isn't ready for deep, interweaving stories that span 60 hours, and strategic turn-based battles. It makes you wonder how the written word is so successful.

It's probably because it's not necessarily the storyline that people have a problem with... more the pace of the battles and the very nature of levelling up. Because of this publishers have gone to great lengths to make the battles more impressive from the word go as opposed to starting with nothing and building up to universe-shaking proportions. Although the sense of achievement at the end of it is untouchable, your average gamer won't spend the time doing that, and may even take the game back. In a day and age where anyone can take games back within a set cool-off period, this is a very bad thing for publishers. A returned game is a no-sale.

Mega Man X: Command Mission falls into this category of games, and is the first game in which the *Mega Man* characters have been placed in a 3D RPG setting. The franchise is there but it's

READY? ACTION!

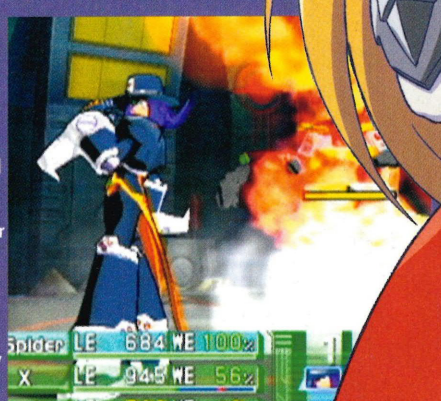
GO HYPER WITH THE MAVERICK HUNTERS

We've talked a lot about the different moves that each character can pull off, and in this section we'll take you through three of the characters in detail. Towards the start of the game Zero and Shadow are also in your team, but Shadow defects to the Rebellion and Zero is put out of action for a while. To make up for this loss, bounty hunter Spider joins the team, as does the gentle giant Massimo, so let's take a look at what they've got to offer.

Character: Mega Man X
Strengths: Good all-rounder.
Action Trigger: X charges his main cannon for as long as you hold down the A button. Your percentage charge is limited only by the WE you have at the time. This attack sends out a barrage of missiles to all enemies.
Hyper Mode: X-Fire – X dons a pronged black and yellow suit. His primary and secondary weapons change into a Power Charge (raises his power stats) and a Shell Breaker (attacks and lowers enemy's defences). The main attack changes to a powerful swipe, and the Action Trigger changes to very powerful, multi-stage swipe.



Character: Spider
Strengths: Fast and furious, but not terribly powerful.
Action Trigger: Spider's strength lies in his deck of cards. Depending on the hand Spider will deal out different attacks. You can swap one card if you think it will help your hand.
Hyper Mode: Trickstar – Spider goes transparent, thus making him impervious to most attacks. His attacks don't change that much – they just have more of an impact. His Action Trigger move is also very similar.



Character: Massimo
Strengths: Very strong but very slow.
Action Trigger: Massimo charges his attack while you rapidly hammer the A and B buttons. The higher the gauge rises, the stronger the attack, and the more status ailments it inflicts.
Hyper Mode: Glint Armour – Massimo acquires an extremely impressive piece of golden body armour and generally looks well 'ard. He maintains the same attacks, but they hit for massive amounts of damage. His LE increases by about 30 per cent, more than it would for other characters.



CONTINUED

going to have to wow people from the very beginning to avoid being just 'another boring RPG.' Luckily though, the combination of *Mega Man*'s action elements and the traditional RPG elements is one that works really well. The result is a fast-paced adventure game with added depth.

The story goes that Commander Epsilon is leading the Rebellion Army in an effort to take over the world, or something similarly sinister. Captain R and his small team of Maverick Hunters (very small actually... it only consists of one member, Mr X himself) are the only thing that stands between the army and its goals. At the start of the game your base, Central Tower, is run down and undermanned. Throughout the game your base gains power, due mainly to the fact that you go around saving talented people from the clutches of the army. This is how the game unfolds in fact: when intelligence comes in that the army is going after someone, your team sets off to locate them. As the story progresses more people join your team. Certain members only join up for specific reasons, so when their task is done they will leave you, but there are always others joining. For example, Nana is an IT expert. The army kidnaps her and hooks her up to a machine in a secret lab. If you save her she will come and work for you, thus restoring many of Central Tower's essential functions.

In order to save these people though, you need to be able to win the battles, and as with all RPGs the battle system is the all-important aspect. Capcom has managed to make it very accessible while at the same time giving it a depth that only hardcore RPG fans will appreciate. We did report on this last issue but now, after 15 hours on the clock, we know so much more. The game starts with X on his own, but right from the start you can pull off some impressive moves. The standard attacks are comprised of a straight-forward attack (A button), a Primary Weapon (B button) and a Secondary Weapon (X button). Stats on the battle screen are measured in LE



When you first meet them just one of these guys is tough enough, let alone three!

"HYPER MODE SEES YOUR CHARACTER TRANSFORMING INTO AN ARMOUR-CLAD VERSION OF THEIR FORMER SELF"



(Life Energy) and WE (Weapon Energy). The LE meter measures your health and when the gauge is drained your Reploid is unable move. Extra health is stored in Sub Tanks, but these reserves have to be moved to the main tank when needed. These then, are the equivalent of cures/potions/medi-kits. The tanks can be refilled by picking up canisters throughout the levels, and you can also acquire extra tanks by collecting certain items.

The WE meter controls your special skills and abilities. It dictates what moves you can pull off, and is replenished slowly every round. While a standard attack doesn't drain this meter, the primary and secondary weapons do. Each character also has an Action Trigger move, which can only be performed after you've built up at least 50% WE. Squeezing the R trigger pulls off a super attack, which is different for every character (see elsewhere in the feature).

The ultimate move for each character is Hyper Mode. The Hyper Meter builds up slowly depending on how successful you are in battle, and you may only get the chance to use it once every four or five battles. By pressing the B button in battle you bring up a menu. Here you can choose to use items or use your Sub Tanks. You can also select the Hyper Mode option, which sees your character transform into an armour-clad version of themself. These super-Reploids are immune to most elemental attacks,

THE FINAL COUNTDOWN

The ultimate in friendly fire

At certain times in battle you have the option to team up with your mates and deliver a massive finishing attack. The conditions behind the 'Final Strike' may seem a little complicated but trust us, they aren't, so listen up.

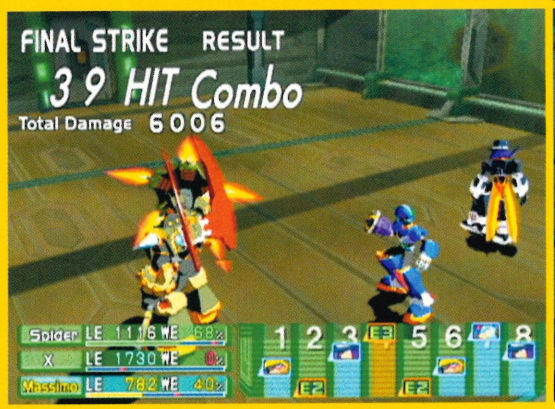
Firstly you have to have three people in your party, so you have to get a few hours into the game before you even find out what a Final Strike is. Then, you have to relieve an enemy of at least 75 per cent of its current LE.

For example, say an enemy has 1,000 LE. If you were to knock off 750 LE with one attack, the enemy would freeze and drop its defences, thus allowing you to perform the move. More often than not though you'll gradually knock off LE until you get the level down a touch. Remember that you need to knock off 75 per cent of the CURRENT LE not the enemy's Max LE. So if you've managed to knock the LE down to 100, all you have to do to instigate a Final Strike is knock off a further 75 LE with one move. Simple.

With the enemy open to attack you can hammer the A button and the ↘+A buttons together to inflict massive finishing combos. As you can see from the screens, some mega damage is possible from combos of 60 hits and upwards! Hoof!

The poor guy's hit his mid-combo crisis and had a breakdown. Nurse!



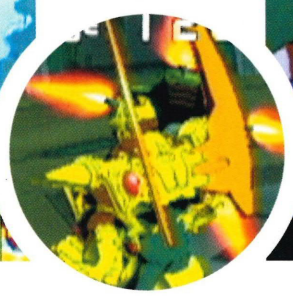






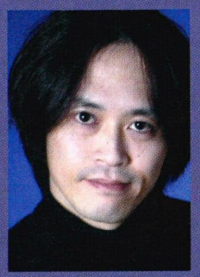
There some big moves in the game, but this tidal wave is a boss move. Will we get moves like this later on? We hope so!

All the characters in the game are reploids: that is, they're half robot, half human/animal... for some reason.





IN THE CUBE WITH...



TATSUYA KITABAYASHI

POSITION: PRODUCER
COMPANY: CAPCOM

CUBE: How did you first get into the industry?
TK: I first joined Capcom, and the games industry in general, because it just seemed like a really interesting and fun place. The first game I worked on was *Breath Of Fire 2*. I was a programmer at the time.

CUBE: What games have inspired you in the creation of *Command Mission*?
TK: Well there really aren't any games in which a 100 per cent action hero-based game has been converted to an RPG so really the only inspiration was *Mega Man*.

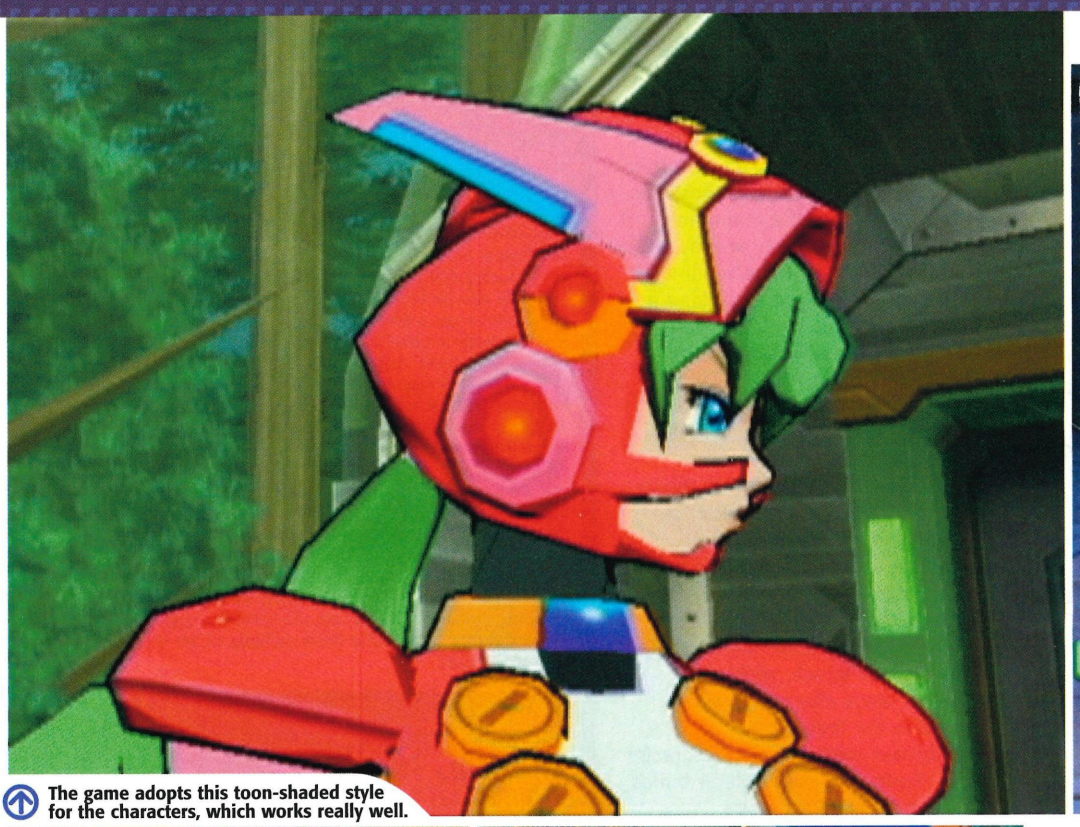
CUBE: The *Mega Man* characters seem ideal for a turn-based RPG. Why has it taken so long for this game to be made?
TK: Well Mega Man has always been the ultimate action hero and so I think it may be slightly more off-base than you would expect for him to enter into an RPG. Most people when they think *Mega Man*, they think jump and shoot, jump and shoot.

CUBE: In many ways *Command Mission* is similar to the *Final Fantasy* games. Are you looking to create something with as much depth as these games?
TK: No. We are aiming for a lighter, easy to get into sort of game. *Final Fantasy* games are great in what they do but it's almost like watching a movie. It's got heavy areas that take a long time to get through and lots of dialogue so it really isn't something you can really just jump in. We wanted *Command Mission* to be a game RPG not a movie-esque creation on some huge, grand scale.

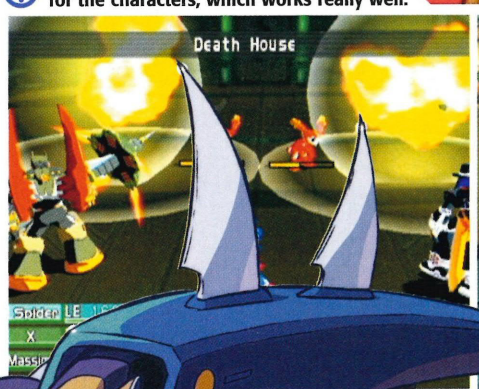
CUBE: How long do you think it will last people?
TK: Well it would take about 20 hours for your casual gamer. But if you are the type of person that goes after all the secrets then it will take much, much longer.

CUBE: Is there anything you wanted to include in the game that didn't make it this time around?
TK: We wanted to include hidden sub-stories that where optional, so for those who searched hard enough they could get a new piece of the story and learn a little background on the characters, but size limitations hurt us so we had to drop the idea.

CUBE: Do you think *CM* will turn into a series of games?
TK: Well, that, as with anything in this business, is going to depend on what you the gamers say. You hold the ultimate power in deciding whether something stays or not.



The game adopts this toon-shaded style for the characters, which works really well.

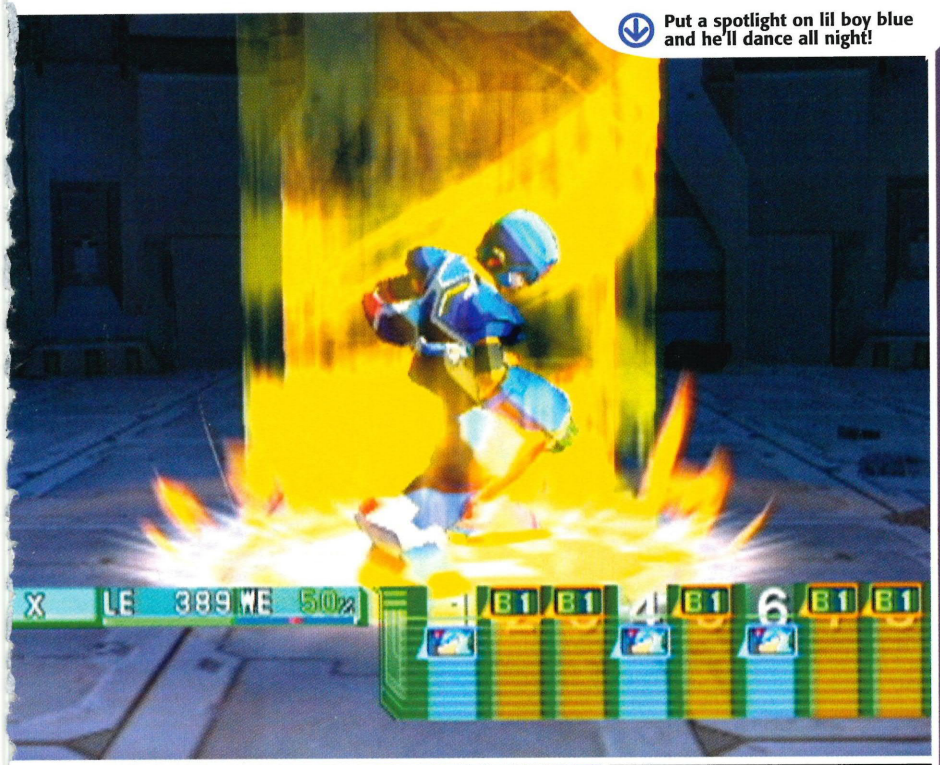






"THE ONLY ASPECT OF THE GAME THAT FEELS A LITTLE BIT LIGHTWEIGHT IS THE TYPICALLY MEGA MAN STORYLINE"





Put a spotlight on lil boy blue and he'll dance all night!





Is there anything cooler than a full-metal jacket hippo? Yup, one that has rockets...

The storyline is the game's biggest let-down . That Mega Man is so predictable.

TREASURE TROVE

Robotic riches for the masses

Something else that you don't find out about until a good few hours into the game is the Sky Room. Here you can do a huge amount of things such as collecting robots, listening to music, collecting models and collecting artwork. In fact there's so much to do that we'll just concentrate on the main attractions:
Robot Wars: throughout the game you'll find robots that you send back to the Sky Room. You can then send them on treasure hunting missions to the levels that you've already visited. The Sky Room allows you to review your performance on the levels and see what treasures you didn't find. Depending on how successful your bots are, they will level-up just as you do.
Gift Tokens: throughout the levels you can also find Gift Tokens. In Central Tower you'll find vending machines that hold models of all the enemies. Each model costs two tokens. Gotta catch 'em all!



An innocent collection can soon turn into a hoarding obsession, watch it.



CONTINUED have increased LE and improved stats all-round. The only downside is that they only last for a few rounds before 'cooling down' to their regular selves.

These are all pretty standard parts of the battle system, but there are other features for those who want to take it all a bit more seriously. There are many weapons and sub-weapons up for grabs, and naturally all of them have their pros and cons. It's up to you to decide on the right weapon for the right scenario. For example, one boss has a powerful tidal wave attack, but the level is filled with robotic sea creatures, and any RPG fan worth their salt will have equipped the correct defences early on. Also of note is the whole Force Metal system. This is basically the equivalent of an accessories system. During the first 10 hours they allow you added protection against various ailments, but once you locate the Force Metal Generator you can begin to have more fun. At this stage of the game you can refine Force Metals to be far more useful, ie you can equip them and learn new Action Trigger commands.

The only aspect of the game that feels a little bit lightweight is the storyline. Being *Mega Man*, and having that added mainstream pressure, has seen the team going with a typical *Mega Man* storyline. It's one that could fit into any *Mega Man* platformer, only there's a whole bunch of exploring and battling to do as opposed to platform shooting. We want interweaving storylines, love triangles and drama. Even *LOTR: The Third Age* has a snog in it so why not two reploids, huh? There are some good parts in there though, but we'll leave those for you to experience yourselves once the game arrives at the end of November. Until then you can get your RPG fix from EA's really-rather-good *Lord Of The Rings* offering this month. CUBE

CUBE SAYS...

FIRST IMPRESSION

■ This is the first *Mega Man* game in years that we've really enjoyed playing. It seems natural for the characters to be in this kind of adventure, and the game is designed to appeal to action and RPG fans alike. Graphically its not amazing but it looks nice enough, and there are plenty of flashy special moves to keep the action-junkies happy. Overall it has a really nice vibe to it and enough to keep you playing, as long as you don't find Mega Man a complete turn off. CUBE



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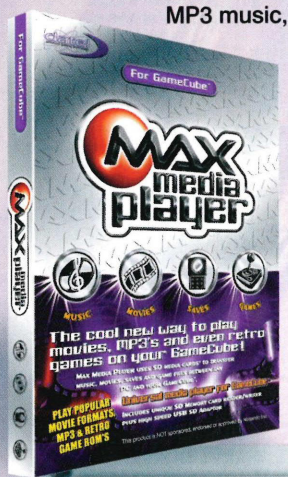
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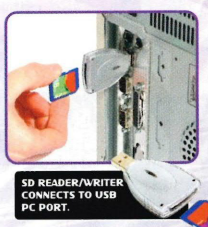
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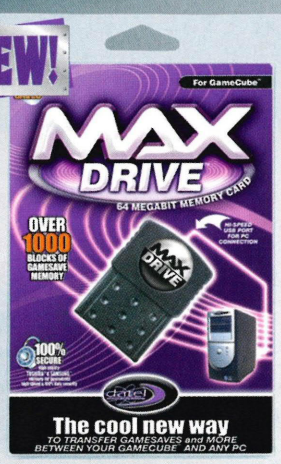

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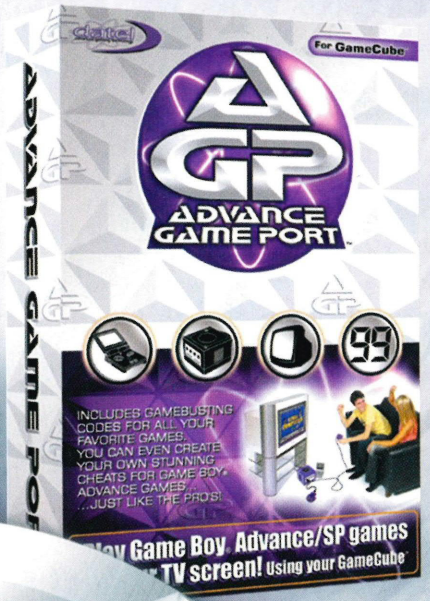
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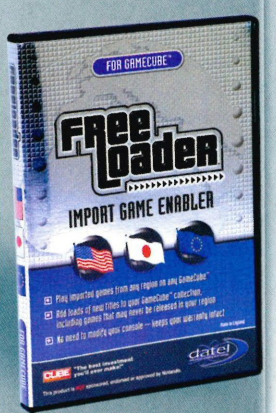
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RIDE THE WAVE!

NOTHING MUCH HAS happened this month. There are games out left, right and centre, but there are no revelations to speak of. We know when and where the games are coming from, and now it's just a matter of riding the wave through the coming months, and what a wave it is.

Sports fans have got their work cut out this month with footie, skateboarding, American football and basketball covered. RPG and sci-fi fans have got the goods in the form of *Third Age* and *X-Men Legends*. Adventurers have got *Four Swords Adventures* and multiplayer jaunts don't come much better than this. Let's face it: it's a good month.

Next month though is the biggie. With *Metroid Prime 2*, *NFS Underground 2*, *Call Of Duty* and *POP 2* all arriving within the space of a few weeks, the gaming scene doesn't get much better.

The only bad thing about that is that it can only go downhill from here. All eyes are on Nintendo's traditional New Year conference. We want dates for *Baten Kaitos*, *Mario Tennis*, DS, *Mario Party 6*, *DK Jungle Beat*, *Advance Wars*, *Star Fox* and *Geist*... please?

CHANDRA NAIR





LOTR: THE THIRD AGE

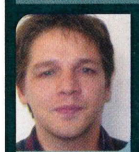
The ultimate *Lord Of The Rings* title finally arrives. It might not be up to hardcore RPG standards but it is miles better than the hack 'n' slash attempts of previous years. You need to see this game in action.

56

CUBISTS

When the topic of war is brought up, there's only one question that needs to be asked: what is it good for?

MILES GUTTERY



EDITOR, CUBE

SPITFIRES. IMAGINE a world without those! Spitfires and games. Do you remember a game from years ago called *Spitfire 40*? It was pretty cool. The best war was WWII because it had Spitfires. I like Spitfires, me.

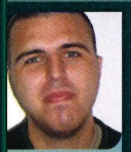
CHANDRA NAIR



DEPUTY EDITOR, CUBE

THERE'S NO GOOD thing about war, but if the process of war and it's inevitable atrocities make people sit up and realise what's actually going on in the world then at least something positive comes out of it. Woah – serious...

RYAN KING



STAFF WRITER, CUBE

WITHOUT WAR, there never would have been all those Chuck Norris films that took place in a jungle that was supposed to look like Vietnam. You know, those ones called *Death River* or *Fatal Mission* or whatever.

TIM EMPEY



SUB EDITOR, CUBE

ERR CORONERS? St Johns Ambulance people? People stupid enough to join the army? I guess it's good for them. Patriotism too, nothing brings people together like a good war, isn't that right Mr **Bliar**.

LIZ MORRIS



NEWS EDITOR, CUBE

THERE'S NO BETTER way to prove to your dad that you're finally a man than by finishing what he started. It's kind of like inheriting the family business, except with more killing and no pension plan.

LEWIS SOMERSCALES



DESIGNER, CUBE

NOT AN AWFUL LOT. Though Crash Junctions in *Burnout 3* are awesome. Probably one of the best idea's ever. Piling a fire truck into busy traffic can't fail to amuse. What? War? Who cares, it's pants.

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



X-MEN LEGENDS

60 X-Men? Levelling up? Job's a goodun. Well, it is as far as Tim is concerned. The second franchise this month to take on RPG form, and the second to actually be quite good.

FUTURE TACTICS: TU

64 Should have been great, but some serious publisher problems and numerous delays have taken their toll... which is a shame. Good for a laugh but it has so much more potential.

FIFA FOOTBALL 2005

70 So highly polished you have to wear sunglasses just to look at the packaging, but this year's iteration just doesn't push the envelope as it should.

TY 2: BUSH ATTACK

74 The flaming mongrel's back with his boomerangs and stereotypical catchphrases. And one of his friends is called Bruce, married to Sheila.

ZELDA: FOUR SWORDS ADVENTURES

76 Nooooo, say it ain't so? Nintendo has taken *Tetra's Trackers* out! That was our favourite part of the game. The other two games are still... err, okay.

MADDEN 2005

80 Well, we told you it was great in the preview, and guess what? It is great. At the end of the day it's American Football though, so don't get too excited...

MEDABOTS INFINITY

82 Well what do you know it's those pesky little Medabots. And you get to make them fight, just make sure you equip them properly.

AMAZING ISLAND (US)

86 Loads of little animals... and you can grow them and nurture them and race them and everything! Looks a bit rubbish though.



66 We think it's about time Tony took a few years off. This new title is good but where can they go from here? Only more exxxxtreeeme doooood!

WHAT DOES IT AL EAN?

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**.

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.

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...

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.

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.

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

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

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

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

FULL EXPERIENCE

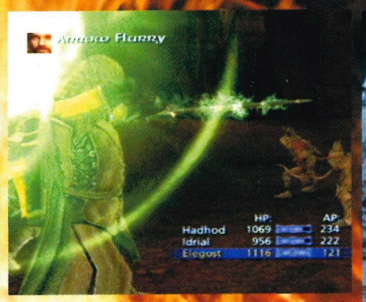
There's so much film footage in there. The intro alone is five minutes long!

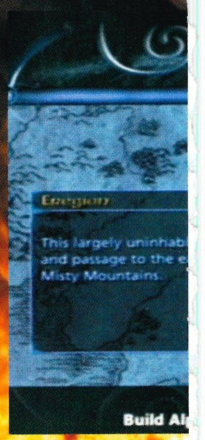












CUBE

INFORMATION

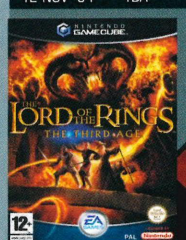
LORD OF THE RINGS: THE THIRD AGE

PUBLISHER:	EA
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	10 BLOCKS

STATS

- TURN-BASED RPG
- PLENTIFUL MOVIE CLIPS
- IN-DEPTH STATS
- MEET THE FELLOWSHIP

12 NOV '04	TBA	NOV '04



Third time lucky?

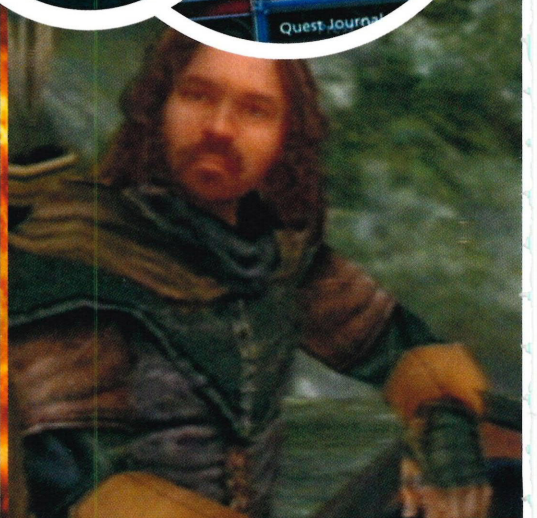
MOVIES

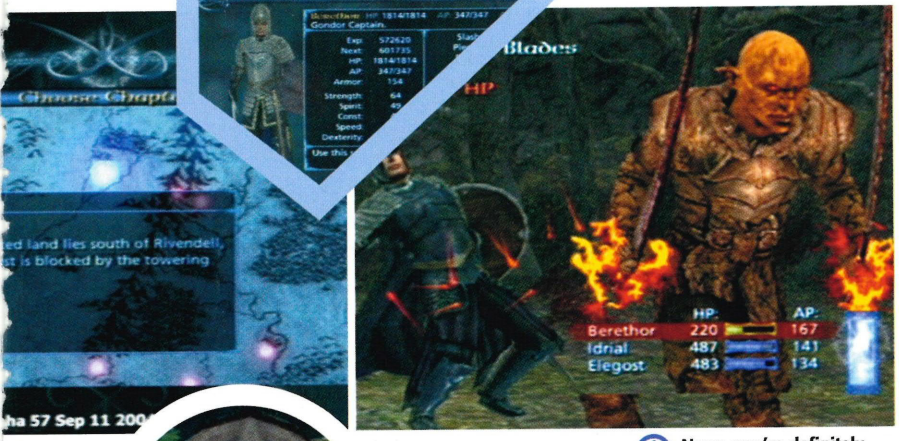
LISTEN UP

There are 111 cut-scenes to unlock during the course of the game, and all of them are narrated by Gandalf himself. He also acts as your guide throughout the entire adventure.



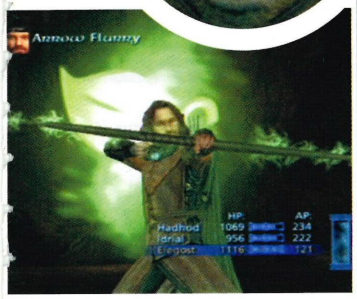






GET YOUR STATS OUT: And here they are, the deadly stats screens. Never fear, they're simple to negotiate. Even your little sister could handle it... maybe.







Nope, you're definitely facing the wrong way.

ABOUT TURN

Turn to the dark side

After completing an area you are given the chance to revisit it in Evil Mode. This essentially turns the tables, enabling you to play as the enemy and fight against the very team that you would normally control. Evil Mode consists of between two and eight battles back-to-back. Each battle is completely separate in terms of health and stats, but you'll get to control goblins, cave trolls, Nazguls and other creatures of the night. If you're good enough you'll win all sorts of special Elf Stones, weapons and armour. This is as close as the game gets to offering any decent side-quests.





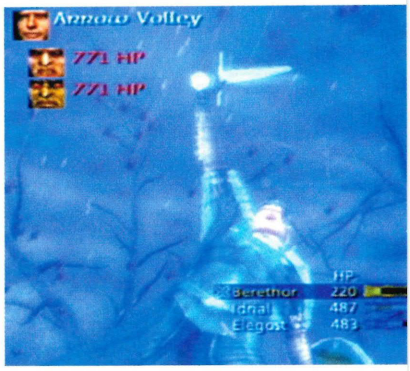
LORD OF THE RINGS: THE THIRD AGE

EA gives us a proper LOTR experience...

EVERYONE has at least one thing that really annoys them. At least one thing in life that really, really grates on their minds. Even the most chilled of people have it, and it changes them from level-headed ambassadors of reason to hot-blooded murderers on the edge. For some people it's a queue of OAPs trying to find their change on the bus when you're in a hurry to get somewhere. For others it's the fact that foreign students aren't capable of queuing and have to block the entire pavement. For some, a squeaky Essex woman is enough to send them over the edge. Well, we've got a new one: goblins... bloody GOBLINS! The way they crawl, the way they squirm, their gurgling chatter, their insistence on fighting right down to the last HP and their sheer arrogance. We're gonna kill 'em... kill 'em all! And kill them we have done – by the dozen in fact – for this is *Lord Of The Rings*, and that's what it's all about.

Regular readers will already know that *Lord Of The Rings: The Third Age* takes a departure from EA's traditional hack 'n' slash formula, instead opting for a turn-based RPG approach. Good job that, because *Two Towers* and *Return Of The King* were, for want of a more constructive adjective, quite rubbish. *The Lord Of The Rings* makes a superb foundation for an RPG, we always knew that would be the case, but we did worry about quite how cut down it would be. EA wanted to create an RPG that would appeal to the mass market as well as the hardcore RPG fans, and they might just have pulled it off.

Your quest begins with human warrior Berethor. He's on a quest to find Boromir (please don't make us explain who Boromir is – you really should know these things), and that forms the basis for the entire first section of the game. Along the way he meets other characters who, for various reasons, will join your party. Ultimately you all have one goal: to rid Middle Earth of Sauron and his evil hordes. You are nearly always just a few steps behind the infamous Fellowship, though sometimes you'll catch up with them, and assume members of their party.



Throughout any given 'level' (eg East Moria, West Moria) you will have several different tasks to complete. As with modern RPGs like *Final Fantasy X* your team is represented by one person, and you can explore the 3D maps using traditional adventure game controls. One particular plus point with *Third Age* is that your character's appearance

"FAITHFUL TO THE FILM TRILOGY IN TERMS OF GRAPHICS"



STRIPPER ZONE

DOES MY BUM LOOK BIG IN THIS?

There are six or seven different accessories and items of clothing for each character, such as weapons, shields, braces, buckles and cloaks. These can be won in battles, earned as gifts or found in chests. Every time you put one on your character changes aesthetically. So, as opposed to games like *Final Fantasy* you can actually see the differences. The development team has designed and modelled every single one. It must have been some task as there are hundreds to find.







Main man Berethor provides the basis for the game.



SAVE!

WHITE LIGHT

Save points come in the form of white orbs placed upon an alter. Too many games have either too many or too few save points, but *Third Age* has got it just right.



CONTINUED

changes depending on what they're wearing, but more on that over there on the left. Typical quests would be to defeat all four groups of goblins that are terrorising the area, or to find all seven Dwarf Runes from a network of caverns. With the quest complete you earn points that can be used to raise your stats, and you may also earn a cut-scene to further the story.

The most important part of the game though, is the battle system. It could so easily be *Third Age*'s downfall, but the team has approached it in a rather cunning way. For the first few hours an RPG newcomer can quite easily wander round and get through most of the fights without any problems. However, by the time you get to the three/four hour stage you'll be settled enough to start treating the game seriously and paying more attention to all the stats. The exploration is divided up nicely with cut-scenes narrated by Gandalf, and the familiar sights and sounds will draw everyone but the *LOTR* haters all the way in. Let's face it, if you don't like *LOTR* you won't even be reading this.

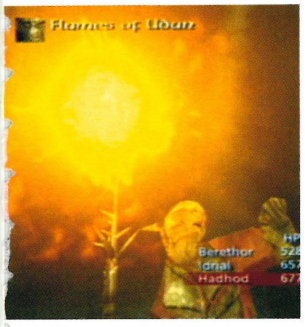
As we've already said, the battle system can be very simple, but before the hardcore audience walks away, take note: that doesn't mean it isn't an in-depth experience. It just means that it's as complex as you want it to be. Each character has a standard attack, a Spirit Power command, a Weapon Craft command and an Item command. Within the Spirit Power and Weapon Craft commands lie attacks and magic spells that are unique to that particular character. Every time you use that move you'll gain 1SP. When enough experience has been gained you'll master that move and start to learn the next one. You do have a certain amount of freedom in the moves you learn, but the high level moves won't be selectable until you have reached a certain level yourself.

The SP you gain from performing moves is totally separate from the traditional Experience Points (EP). At the end of each successful battle you will receive EP, the only purpose of which is to 'level-up' and increase your stats as a whole. But hang on, there's more: upon successfully completing any given quest you will receive yet more points. These points are separate to both the SP and EP, and allow you to bump up individual stats. For example, clearing a dungeon of nine Cave Trolls might earn your party 44 points. That's 11 points each to be shared across Strength, Dexterity, Speed, Stamina and the like. If you so choose, you can make one character



BIG JUGS... ERM HUGS: Aww... there's even a bit of inter-racial affection going on. A man and an elf? Surely not!? Controversy rains supreme in *Third Age*.

The Nazguls are rock hard. 6,000HP Vs 400HP? Hmmm.



Don't let the red eyes fool you... they're great fun once you know them.



A goblin's ring of fire puts all post-curry shenanigans to shame...

HEADS UP

Give us a smile

In terms of graphics *Third Age* pulls out all the stops. It doesn't look as nice as something like *Resident Evil 4* or *Zelda*, but it's easily one of the best third-party attempts. Strangely the GameCube skew has always been ahead of the PS2 and Xbox versions, and the time that has been dedicated to the GameCube version is evident in the finished product. Huge caverns, pounding waterfalls and dwarven architecture that stretches up as far as the eye can see (which is odd considering how small dwarves are): that's the order of the day with *Third Age*. The frame-rate is a bit choppy in places, but it's forgivable.

What really stands out though is the character design and animation. Every enemy and ally is so detailed, not only in the clothing department but also facially.



"WE'RE GONNA KILL 'EM ALL! AND KILL THEM WE HAVE DONE..."

very slow and strong, or you can make another very nimble but useless when it comes to physical attacks.

Initially though *Third Age* seems quite simple, and it is. As you progress through the game though you'll gradually be forced to explore the game's hidden depths. When you get to the Mines Of Moria the goblin hordes will pummel you. Even the veterans among you will swear your nuts off at them. They get more turns per round than you, and when you attack one of them the rest go mental. You soon learn the moves that push them back down the attacking queue, and eventually you learn the best way to deal with them. We sincerely hope that newcomers will put the time in to learn what the game has to offer instead of getting stuck in the mines and giving up.

The only real bone we have to pick is with the game's linearity. It really is a case of clear an area, complete a quest, complete another one, move onto a new area. There are no side-quests (aside from the Evil Mode that we've covered elsewhere), and nothing to really reward those who are willing to challenge the hardcore dungeons.

That said, we found ourselves hooked, and at 20-25 hours long it's a decent-sized adventure.

Third Age is the definitive *Lord Of The Rings* experience. It remains faithful to the film trilogy in terms of graphics and sound, and uses the licence to full effect, while at the same time delivering a captivating and enjoyable adventure. Good work EA.

CHANDRA

2ND THOUGHTS

THE THIRD PAGE

■ Cynics may well moan that EA hasn't stuck to the original book or movies, but this is by far one of the best film licenses we've ever seen. If you're looking for an excellent (though ever so linear) RPG with plenty of memorable fights and great visuals, then you can't go wrong with *The Third Age*.

DARRAN

CUBE VERDICT

LOTR: THE THIRD AGE

DECENT LOTR-THEMED RPG

VISUALS Detailed characters and well-designed dungeons.

AUDIO Superb orchestral score and awesome sound effects.

GAMEPLAY Fun for the newcomer and the hardcore veteran alike.

LIFESPAN Not the biggest RPG in the world, but large enough for most.

ORIGINALITY Take the best bits from all the greats. Original it ain't.

CONCLUSION

THERE'S A LITTLE devil that wants to find fault with this game. You could moan about the linear gameplay but you will go through and play this again, so this isn't a significant problem. *Third Age* is never stunning, and very occasionally it gets tedious, but for the most part it's a very accomplished adventure game that will appeal to every adventure and/or RPG fan.

ALTERNATIVE



Average hack 'n' slash adventure based on the film licence. It's a bit button bashy.

LOTR: THE TWO TOWERS

Reviewed: 16 CUBE Rating: 7.7

FINAL SCORE

8.5

WAGGING

The boss fights are pretty intense – they're resistant to everything and have special attacks.



It's not a beat-'em-up! Ecksellent!

X-MEN LEGENDS

CUBE

INFORMATION

X-MEN LEGENDS	
PUBLISHER:	ACTIVISION
DEVELOPER:	RAVEN
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	26 BLOCKS

STATS

- 15 X-MEN
- BAULDERS GATE STYLEE
- UNLOCKABLE POWERS
- COMIC BOOK LOOK







OUT NOW | TBA | OUT NOW

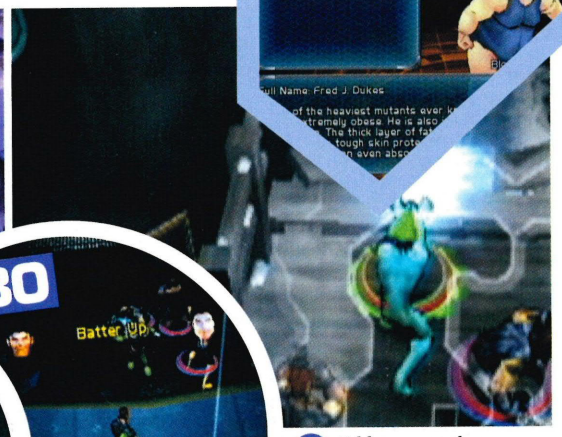
Team up and level up with the ecks-dudes

GOD THOSE beat-'em-ups were awful. Just as you thought you were sitting down to an evening of explosive mutant battling it all imploded and you ended up with two wimpy characters shooting each other with long range specials from either side of the screen. Of course this wasn't the case with Capcom's 2D fighters, just the dodgy Activision ones.

As much/little fun as it was to make the X-Men fight each other with some seriously under-powered special moves and a maddening button bashy combo system, it did kind of miss the point – teamwork.

Like the two-headed purple monster on *Sesame Street*, the X-Men have always been about co-operation (and social acceptance, racism, aliens bent on destroying the solar system and filming the results for their own entertainment... that sort of thing). And





THIS IS NOT A LIBRARY: Dotted about the levels are comic books to pick up. These unlock covers of past issues and character biographies.

COMBO TIME

If two heroes use their mutant powers on the same enemy they create a combo. You'll know because someone shouts: "Combo!" really loud. They deal more damage and give more ecksperience points.

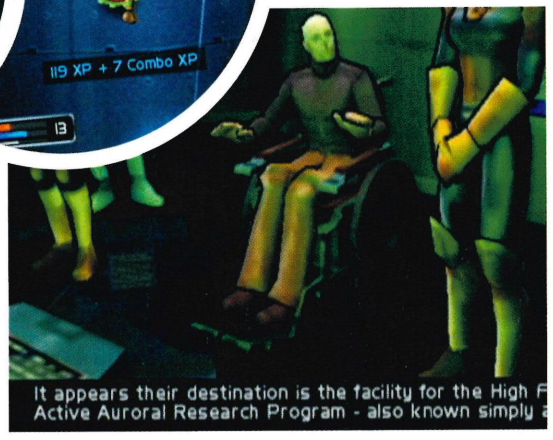




Bridge gaps using Iceman's... ice powers.

"Mmurphh" What's that Charlie? Can't speak? Got no mouth?

Flashback to the Seventies and flesh out some Lycra.



HOT FIERY MAGMA

That's Alison Crestmere to you

There's nothing quite like taking liberties. Whether it's stealing Miles' Rich Tea biccies, or wiping someone's memory card of their *Four Swords* saves (eh, Ryan?) there's something way evilly cool about it. On the other hand, taking liberties from a well established plot might be seen as just plain wrong. Not evil and not cool at all. On another hand (that's three hands, if you're counting) it can be argued with two words – artistic licence. In the comics Magma has a much more complicated history involving a fake Roman Empire and the immortal Selene than her 'Hi, I'm new' story in the game.







what's the best way to emphasise this musketeer attitude? *Baldur's Gate* but with tighter costumes. Genius! And it works. Really well.

You start off with just Wolverine trying to track down a mutant who has just discovered her powers, but the Brotherhood of Evil Mutants (join today, get a nice badge and monthly newsletter) also want her. Eventually you take control of four mutants and experience the thrilling chill down your spine when "Iceman Levelled Up" flashes on the screen. Every enemy you defeat dishes out the ecksperience points and with every level you up, you gain points to make your mutant more mutanty. Eckspowers are unlocked which you can develop until Cyclops only has to wink at someone and they collapse.

Other than the central plot line with the Brotherhood, Sentinels and Morloks, there are flashback episodes which you play when an X-Man reveals a bit about their past. The game reeks of comic book obsession but it is actually pleasing to see Wolverine in his yellow Lycra costume, to see Beast before he was covered in blue fur and, as everyone knows, Iceman looking more like Frosty the Snowman than the powerful mutant he is these days since Emma Frost helped him reach his true potential in the mid-Nineties.

Controlling four X-Men is easy enough and you can switch between them during the level. Enemies are plentiful and some have resistances to physical, mental or energy attacks (some, all three) so if you are having a hard time you can change the whole team to suit the level at the X-Traction Points, which double as save points. The levelling up ensures you will play through it to the end, if only to see everyones' super attacks which are spectacular and deadly. It's all very ecksciting.

But that's enough with the compliments, we are game critics after all. *X-Men Legends* looks rubbish. The comic book look Activision has gone for, with all the flatness, the thick black lines around the edges and the big mittens for hands they all have makes the characters look like... well you know the shadows of people burnt on to walls after a nuclear bomb? Like that only coloured in, badly. You don't notice it so much while playing because the camera can't be zoomed in or out much, but once you hit a game engine cut-scene (not one of the fancy ones) and witness the marionette hand waving and sealed shut mouths – actually, yeah it's like an episode of *Thunderbirds* with all the eckscessive nodding to indicate who's speaking... anyway it doesn't appeal to the eyes.

Your team-mates' AI is very suspect too. Often when an enemy is on a higher level you'll find Gambit winging cards in their direction, 'cool,' you may think, 'he's taking a bit of decisive action,' not so though, practically all attacks are horizontal so he's just wasting precious energy, the Cajun fool. The AI doesn't fight like you do either, while you're pulling out all kinds of floating six-hit combos and blasting from the other side of the screen, they're just occasionally slapping

"DIFFICULT IF YOU HAVEN'T BEEN LEVELLING UP"





THE AMAZING CUBE-MEN

WE'RE SPECIAL, ECKSCEPT MILES

So which of the *X-Men* characters reflects each member of the **CUBE** team, eh? Eh?

Tim – There's a guy called Random (he's not in it much), he's a bit of a mercenary so you never know which side he's on. But best of all his arms mutate into big fupping guns.

Liz – I reckon Rogue, because although everybody loves me, they can't touch me, lest I blow their minds.

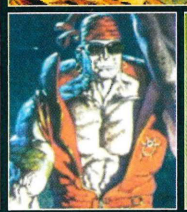
Chandra – I'm like Wolverine because he looks really cool. Oh, and because he's a proper fighter: none of this "oooh, I can shoot projectiles" crap. He's like, got the power to obliterate a flower, not just freeze it, know what I mean?

Lewis – I guess I'll be Professor X, teaching people from my advanced knowledge... well my knowledge at least and just being able to read peoples minds and play with them would be pretty cool too.

Ryan – Gambit. I remember him throwing cards at people and saying "trick card" in *Marvel Vs Capcom 2*. I'd love to be able to throw cards at people. I can say "trick card" but that's a bit rubbish.



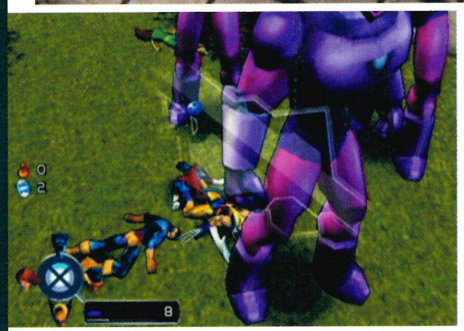






It's all quiet on the USS Arbiter – for now.







CUBE VERDICT

X-MEN LEGENDS

ECKSTREMELY ALRIGHT

VISUALS Looks okay in game, but the lack of detail in the cut-scenes let it down.

AUDIO Snick. Bamf. Bzzzza! Onomatopoeia at its best.

GAMEPLAY Repetitive levels but you have the best ecks-powers at your fingertips.

LIFESPAN About a week to complete, but lots to unlock and levels to be upped.

ORIGINALITY Well it totally rips-off other games, but it is the first decent *X-Men* title.

CONCLUSION

REALLY IT'S JUST the graphics and AI that let *X-Men Legends* down, but those are such big factors in a game like this that it's a bizarre oversight on Raven's part. But still, and rather unfortunately, this is the best *X-Men* game ever, letting you work as part of a team rather than the one-on-one battles of all the beat-'em-ups.

ALTERNATIVE

Better looking, and has the proportional price of a game that's been out a while.



SPIDER-MAN
Reviewed: 35 CUBE Rating: 8.8

FINAL SCORE

8·0

CONTINUED

someone in the face just the once, and this is with the AI set to Aggressive. About as aggressive as Jean Grey shaving her legs in one of those editions when the X-Men are on holiday.

The levels are very linear and it's just a case of uncovering all of the map until you find the exit, or the spot where that last Sentinel you've been searching for will land. This makes it kind of boring, the only reason you put up with the constant battling is to level up, but even that has all been laid out before you. In the upgrade screens you can see what powers you can unlock, what they do and how much damage they will do. It would have been better to keep these as a surprise.

After some time you notice that your ecks-friends fall into particular groups – long range, short range and ones that flit about stunning or confusing the repeating bad guys. The depths that could have been mined from all the differing ecks-powers have been filled in and an unnecessary car park built on top, leaving the landscape flat (Ha! You reckoned that analogy wasn't going anywhere, didn't you?).

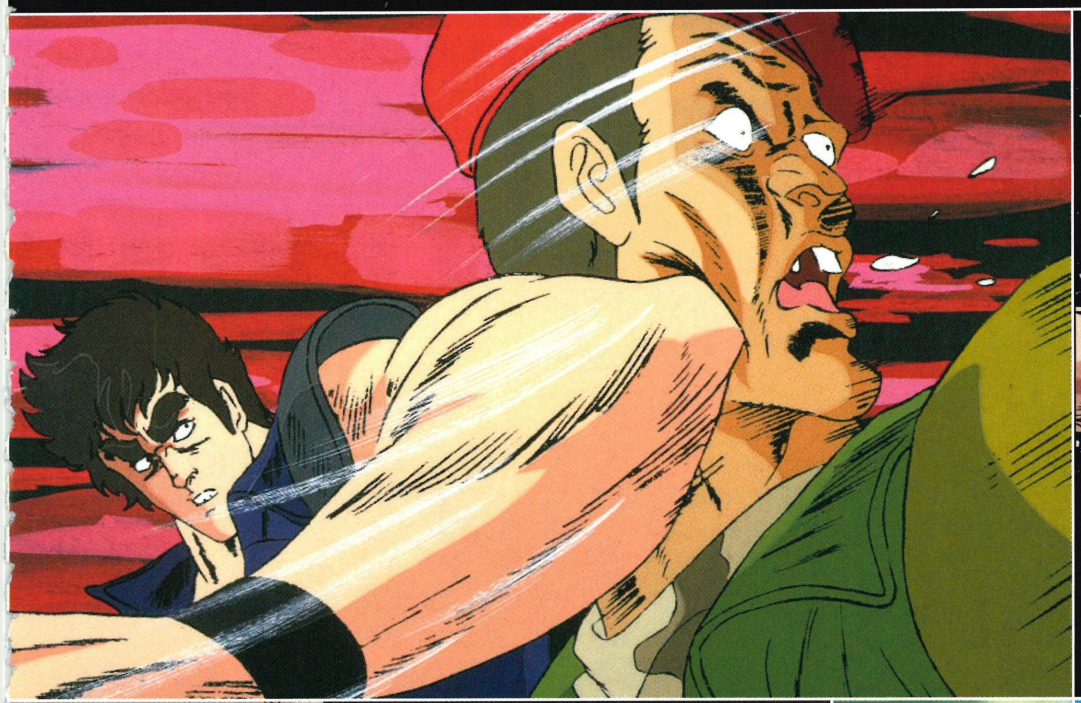
And yet... there is something compulsive about the damn game. It's quite difficult if you haven't been levelling up your team evenly. Also forgetting to heal and scarcity of the health packs (and the fact you have to bash open almost every piece of scenery to find them) means that it gets your hackles up but you can't turn it off. Even when your character gets trapped for a bit while surrounded by team-meats, even if you are stuck because Iceman is dead and you need him to form an ice-bridge, and even if you're just trying one of the more difficult Danger Room scenarios. You know you can beat it and you know you will, it just depends on whether you're going to spend £40 on it or rent it for a week.

TIM

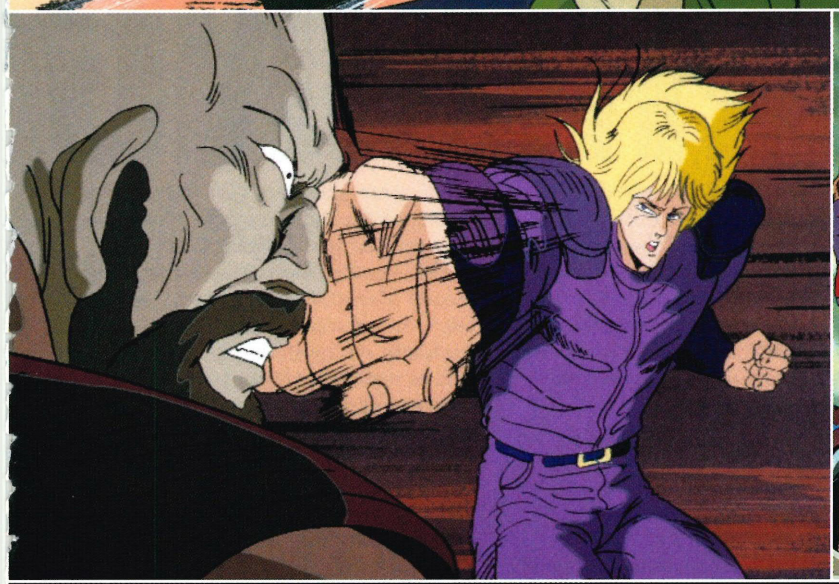
WHEREVER HE APPEARS, CHAOS FOLLOWS

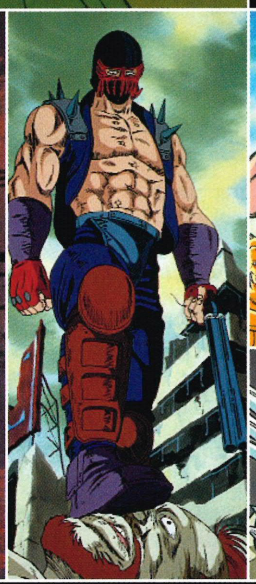
Fist of the North star

TV SERIES













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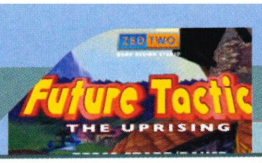
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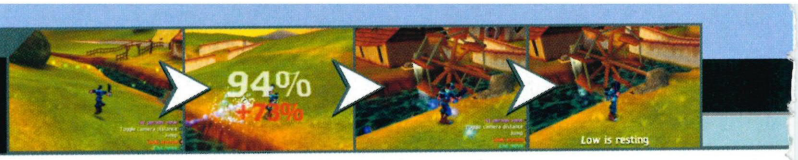
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HIDE & SEEK

The move, fire, hide, rest sequence in full. These are tactics of the future. Apparently.





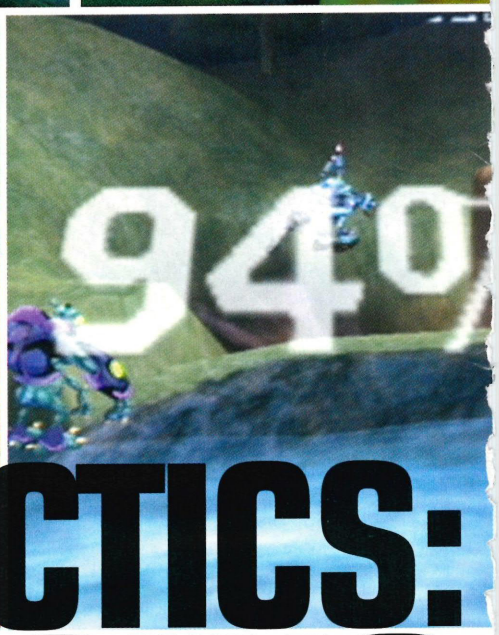






The future's bright?





FUTURE TACTICS: THE UPRISING

CUBE

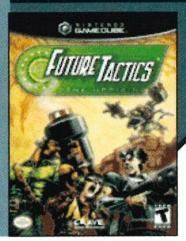
INFORMATION

FUTURE TATICS: THE UPRISING	
PUBLISHER:	CRAVE
DEVELOPER:	ZED TWO
PRICE:	£29.99
ORIGIN:	UK
PLAYERS:	1-2
MEMORY:	4 BLOCKS

STATS

- TURN-BASED STRATEGY
- 19 EPISODES IN TOTAL
- CUSTOMISABLE BATTLE MODE
- TWO PLAYERS USING ONE PAD

OUT NOW (UK) TBA (JP) OUT NOW (US)



Looks cute but looks can certainly deceive...



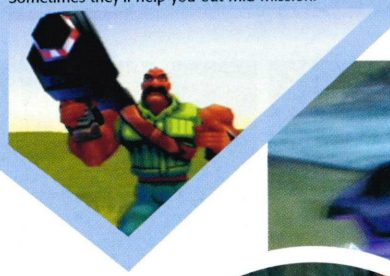
Slide, push it! Pepper pushes it good.

SWEET, CARTOONY graphics that make you squeal with joy and a little girl called Pepper doing victory jigs. Creatures that are so twee and gormless, they don't seem any threat. Opening levels that you can coast through while cooing at how charming everything is. Yes, *Future Tactics: The Uprising* paints a pretty picture, but don't make the same mistake we did. This is merely how you're lulled into a false sense of security before being plunged headfirst into digital hell and some stupidly tough levels, prompting colourful language and childish pad throwing. It's difficult to understand how a game coated in sugary delight can be so damn frustrating.

At least the idea behind *Future Tactics* is easy to understand. It's a turn-based strategy that does away with the genre's obsession with menus and statistics. Health bars replace number crunching, levelling up is simple and, best of all, if you want to move or attack then you do it yourself rather than dish out orders. The loose translation is *Future Tactics* wants to be fun and welcoming, avoiding the usual stuffiness of turn-based strategies. All options fall under three categories: moving, firing and resting. Moving is obvious enough but firing is a little different. You aim in first-person and line up the crosshairs for extra power with a boost button adding to the attack. The old videogame cliché of headshots taking off more health applies and you can upgrade to extra attacks, such as bombs that use radar-screens and the ability to zoom in. Finally resting means ending your turn by normal resting, becoming vulnerable to recover health or shielding, which can only be used in bursts.

Add these options to each character's different traits and you would think there are a fair number of battle-plans available to the player. Despite that, turns tend to follow the same pattern – move, fire, hide and rest. Having not been to the future, it's impossible to say if this kind of strategy is futuristic but it's certainly not tactical. Completing levels often becomes a case of working out where you'll be safe from enemy fire and then falling into the fire and retreat pattern, which doesn't massage the grey matter like it should. It's not that Zed Two has dumbed down the strategy genre, instead the action feels streamlined to the point where strategy isn't needed. Whether it's co-ordinated attacks, pincer movements or stealthy ambushes, nothing is as effective as firing and then ducking for cover, which makes proceedings dull and one-dimensional.

INTRODUCE YOURSELF: New characters are regularly added to the story to keep *Future Tactics* fresh. Sometimes they'll help you out mid-mission.



Line-up your sights over Mr Generic Alien.



BURIED TREASURE

How To Survive A Hostile Country, Pt I. Health packs and upgrades are hidden around the levels, which need firepower to unveil. Upgrades are particularly essential to progress.



2ND THOUGHTS

TIC-TACS, INNIT?

■ Strategy eh? You plan attacks, you perform pincer manoeuvres after out-flanking and surrounding your enemy. You roll a 12, you take finally take Asia... wait, actually that's the board-game *Risk*.

Future Tactics on the other hand, leads you gently (by that hand) until it stops you with some immense difficulty. I couldn't get off level three, sure maybe I suck, but... hell, no I don't! I've completed lots of games, see in the Directory? I got those pics after doing the 100-man Melee in *SSBM*, I don't suck! This game is stupid.

TIM

Despite the simplicity of the tactics involved, the erratic difficulty makes applying them far from easy. It's not a steep learning curve, more of an awkward learning squiggle. The difficulty bounces around from level to level and it's not uncommon to get stuck on one Episode for an infuriating amount of time only to zip through the next bunch before becoming stuck again. Experience points carry over when you die so progress is never impossible but it's no fun vainly battling towards an inevitable death only for marginally increased odds on your next attempt. Some levels nail the difficulty spot-on and show how potent Zed Two's mix of strategy and accessibility can be but before long though, the difficulty wobbles again. Frustration, joy, complacency, anger, satisfaction – the swerving difficulty in *Future Tactics* brings out emotions in you that you never knew existed and not necessarily good ones either (you don't want to experience exasperation more than once a week).

As the price suggests, the production values aren't AAA standard but the characters are fantastic. Despite the wooden voice acting, their personality and vibrancy shines through, such as mini robot Wardwarf with his gorgeous animation and being the only character to double jump, automatically qualifies as the best in the game. It's a shame this love and care doesn't extend to the enemies, who look like they've been assembled by the same Purple-Generic-Alien DIY kit and can be difficult to tell apart. Music doesn't fare much better and is really repetitive, annoying, repetitive, annoying, repetitive and annoying. See how repetitive and annoying that was? A handful of infuriating waltzes play over and over again, slowly grinding you down and forcing you to reach for the mute button.

None of this would matter if the difficulty was more lenient but with frustration levels already high, these trivial faults only add to the problems. What's most upsetting is that as a novel idea that shows an occasional flash of genius, you genuinely want to love *Future Tactics*. Unfortunately, the sad truth is you can't love this game because deep down, you know it will never love you back.

RYAN

MASS DESTRUCTION

How To Survive A Hostile Country, Pt II

There's no 'I' in team (unless you're really bad at spelling) and losing one character in *Future Tactics* often leads to game over. Therefore creating makeshift shelter for the walking wounded is essential, such as blowing up buildings to use ruins as cover or cowering behind them and hoping enemy fire doesn't break through. Just about everything in *Future Tactics* can be destroyed or altered and experimenting is often the only way forward. We only discovered this when trying to destroy everything in Episode 3 out of pure frustration, but we're happy to pass on our knowledge.



"IT'S NOT DUMBED DOWN, INSTEAD THE ACTION FEELS STREAMLINED"

CUBE VERDICT

FUTURE TACTICS: TU

EITHER TOO EASY OR TOO HARD

VISUALS Does the job with no fanfare and no flair.

AUDIO Irksome, and annoying tunes repeat over and over and over...

GAMEPLAY Satisfying when the difficulty is right, otherwise frustrating.

LIFESPAN Several levels to plough through plus a competent two-player mode.

ORIGINALITY Tries something new but succumbs to age-old errors.

CONCLUSION

MAKING TURN-BASED strategies fun and accessible is mission impossible but Zed Two got the hard part right, only to make the difficulty inconsistent. Through the red mist other niggles become obvious and it's too hard to appreciate the clever ideas this game is built on. No matter how novel the gameplay, the ludicrous difficulty is the stake through its big heart.

ALTERNATIVE

Worthy attempt at nailing the point where strategy and fun meet annelids.



WORMS 3D

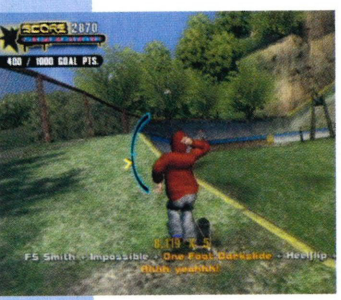
Reviewed: 25 CUBE Rating: 8.3

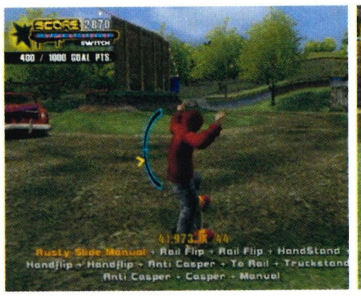
FINAL SCORE

6.5

STRING IT OUT

It's all about working grinds, manuals, grabs and flips into a dreamlike sequence.







CUBE

INFORMATION

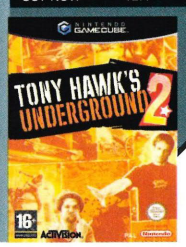
THUG 2

PUBLISHER:	ACTIVISION
DEVELOPER:	NEVERSOFT
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	14 BLOCKS

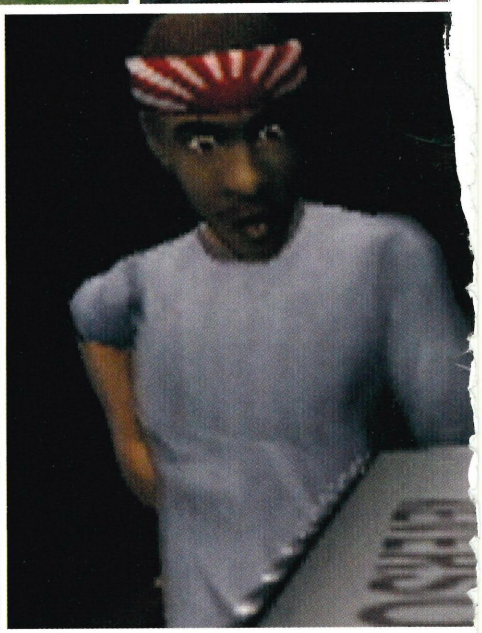
STATS

- JACKASS CHARACTERS
- CLASSIC MODE
- NEW FOCUS MOVE
- CREATE-A-GRAPHIC

OUT NOW	TBA	OUT NOW

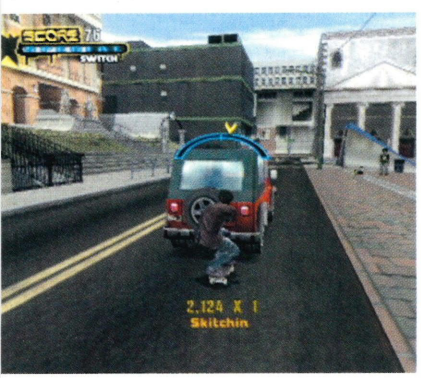


Don't try this at home

TONY HAWK'S

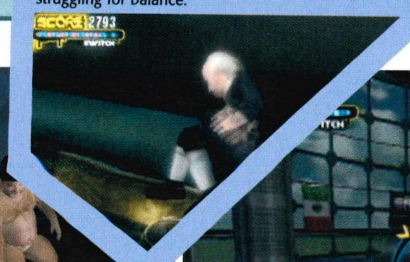
Even better than the Bakerloo line!



CONFESSION time – we were expecting this to be a big disappointment. Following *Underground*'s grand promises of taking the *Tony Hawk* series into a brand new direction and only managing to half-deliver them, it reeked of a series in decline despite the strong gameplay. No more fresh ideas, nowhere to go next. But when Frank Sinatra croons *That's Life* while Bam Margera pukes up on a security guard, you know that all is well in the land of *Hawk* again. The *Tony Hawk* series has been lazily wiggling its rear for the past few games and the *Jackass* boys have turned up and delivered the kick it needed.

Instead of being gritty or realistic, as *Underground* vaguely implied, *Tony Hawk's Underground 2* has brought in the head-cases from *Jackass* and given the game an MTV style lick of paint. Bam Margera and Tony Hawk have competing skateboard teams heading off on a World Destruction Tour beginning with 'Boston or Bust' and you're hauled along for the ride. You only just make it as Bam Margera would rather have Paulie – *Underground 2*'s equivalent of *South Park*'s Timmeh – on his team. Fortunately Tony Hawk takes you under his wing and gives you a chance to prove your worth to both team leaders. While Bam Margera is out doing his best to bring each city to its knees, all poe-faced Tony Hawk can do is look on solemnly like a teacher who's lost control of the school kids during a day out. The Story mode is bursting at the seams with personality and has some really funny moments as well. Working a story into a skateboarding game can't have been easy but somehow, someway, Neversoft has done the impossible.

The aim of the World Destruction Tour is to cause destruction in each of the cities you visit, with each task and bad deed you do racking up points for your team and the total points deciding the winning team for that city. This means the tasks can be anything from getting birds to empty their breakfast over Australian sunbathers to smashing zombies on a runaway tricycle to setting German policemen on fire. You can't predict what you'll be doing next and with only a handful of tasks carrying over to each city, it's always exciting to find



BULLET TIME: Focus is one of the new features – it slows down time to let you pull off grinds and manuals without struggling for balance.





LE FREAK

C'EST CHIC
When you bail a Freak Out indicator appears. The higher the meter, the more anger your skateboarder takes out his board. It also helps fill your Special meter after a spill.

It's all a big balancing act. Phil's ass we mean.

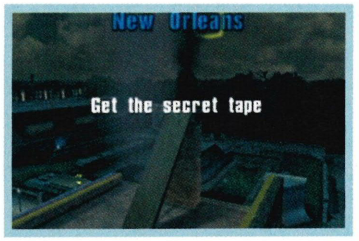
All the secret characters are really good skaters.

The intro is pretty funny. But everyone has a really big head.

CLASSIC MODE

Kicking it old skool with Tony

If you don't want to spend ages jumping off bull dung or looking for Aborigines in go-karts (honest, it's in the game) then Classic mode should be your first port of call. These are the same levels as the Story mode but dressed up à la *Tony Hawk's Pro Skater*, which means chasing after sick scores, looking for S-K-A-T-E and finding the secret tapes. Admittedly, some of these tasks can be a bit trying on your patience but finding the secret tapes is still as fun as it ever was. A few old favourites are also tucked away in here...





UNDERGROUND 2

out what's lying around the corner. Put it this way, it beats collecting S-K-A-T-E. Thankfully, Neversoft also realised how rubbish the driving and stealth challenges that plagued the last game were and nailed them to a skateboard before kicking it far, far away from the *Underground* series. Thank God. Bar a few frustrating challenges that could have been more lenient, especially the Focus related tests, the difficulty is consistent throughout. There's far less throwing joypads out the pram and more opportunities to show off your skills.

Each location has its own feel too. Spain has matadors and a rampaging bull, Germany has gothic churches and New Orleans is packed with neon lights and Mardi Gras girls. As you skate, day turns to night turns to misty morning and back to day again while fellow skaters grind and flip around the scenery surrounding you. These minor details bring the locations to life and while the levels aren't as big as you might expect, each is tightly packed with trickable scenery and it's tough to find any space gone to waste. Search hard enough and you'll also find hidden characters tucked away in the levels. You can choose a professional skateboarder as a team-mate before hopping on your board and once you find him during the level, a new set of goals is opened up and you can control your team-mate to complete them. The same applies to the other characters you find, from Benjamin Franklin to Steve-O to a bullfighter in Barcelona. They're tough to find but the caveman move from *Underground*, that freed your arms to let you scamper about the place like a monkey, finally has some use as there are more ladders and surfaces to climb. Find all the characters in a level and you can switch between them at will so if you get really bored, there's always the chance to slap lifeguards with your shrimp as an Aborigine (honestly, we're not making this up).



The soundtrack has earned a worthy mention as Neversoft has resisted the obvious wimp rock choices and gone for eccentric tracks instead. You'd struggle to find Faith No More, Frank Sinatra, Iggy Pop and Sugar Hill Gang in the

"THE STRUCTURE MEANS YOU CAN CONCENTRATE ON HAVING FUN"

MAKE YOUR MOVES

THROWIN' SHAPES ON A PLANK

There are the usual serious special moves with the Darkslide still looking the coolest, but there are plenty of comedy special moves to choose from as well, modelled here by fat man in pants, Phil Margera...

Headkick Backflip
The skater kicks himself in the head and flips over. Looks even better when the move is performed by the portly Margera.

Beaver Blast
Letting rip with a bottom burp while on the skateboard. On one level, this move is used to set fire to construction workers.

Running Manual
The skateboard rolls along in the manual position while the skater jogs along the top of it. Very, very strange.

Moonwalk Five-O
The skater flips around and starts moonwalking on the skateboard while it grinds in the Five-O position.

Sit Down Air
As the name suggests, you sit down. While in the air. Look, just trust us on this, you have to see it for yourself.

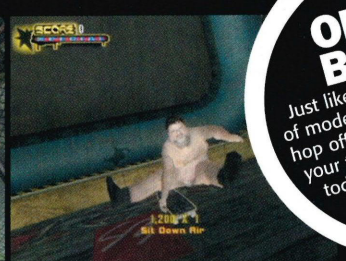
Yeah Right
Two feet, two skateboards, one cool looking and probably-impossible-to-do-in-real-life manual.

Freak Out
This is when the move goes wrong and the fat man in pants gets angry, smashing the skateboard in primal rage. Grrr.

House. See. I. Here. My. Can. From. Rearrange it.









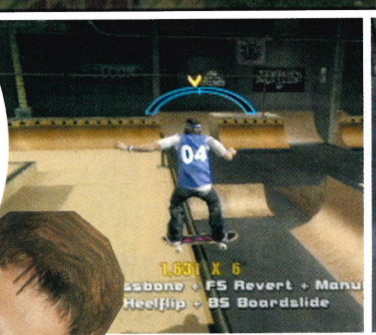




CHAIRMAN OF THE BORED

Just like the naughty rascals of modern day youth, you can hop off your board and spray your tags on the walls. Kids today, what is the world coming to, and so on...



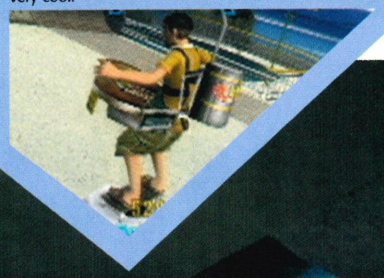




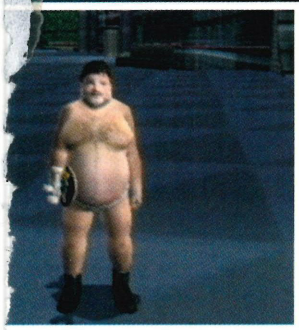
CONTINUED same record store let alone on the same soundtrack, yet somehow put them together and it just works. There's no Motorhead or AC/DC on the playlist and there isn't the same air of cult cool about the songs here as *Tony Hawk's Pro Skater 3* but the sheer diversity should be applauded. It seems that American muscle rock has been accompanying videogames since God was in nappies and it always makes a refreshing change to hear something different.

The best gets saved for last and it's the tasks themselves that have been given the biggest overhaul. They've been streamlined so they're no longer the walk-around-pressing-grind-and-hope-you-get-lucky exercises in boredom they were quickly turning into. For example, in Australia you're asked to wake up the bulldozer driver. Usually this would involve grinding, jumping and

LIKE A RECORD: The Natas Spin sees you spinning atop a pointy object such as hydrant or pole. Pointless but oh so very cool.



We really should start to bring back headbands.



This game is awesome. Wonder what happened to. *Doshin The Giant*. Sorry!



New to *THUG 2*: Fat Men In Pants. Grrr, go get 'em tiger. Bam's dad everybody.

swearing at the scenery around the driver as you desperately try and set off the cut-scene that sees you completing the goal. In this case, each task has a tip accompanying it. "Go on," says the tip, helpfully nudging and winking at you, "use the Natas spin!" Even better than that, there's often someone around to guide you in the right direction. In this case, a construction worker points out that a leaky hydrant can help you out. Hmm, wonder what would happen if we did a Natas spin on the hydrant... see how it works? This cuts out all the tedious legwork and lets you get on with the business at hand.

Being able to take these shortcuts does make it possible to race through the game but that's not to say that *THUG 2* hasn't got replay value. As you only need to complete half the goals on any given level to move on, there will still be lots of tasks left over by the time the staff credits are rolling. On top of that, you can revisit the levels again in Classic mode and then play around creating your own skate park, graffiti and tricks. Throw in secret characters, such as a certain green burger-loving star of a recent popular movie sequel, and there's enough here to keep you going for ages while the straightforward structure of the game means you can concentrate on having fun. There's been some argument around the office regarding which is the greatest Tony Hawk game, but here at CUBE we've agreed that the ultimate accolade belongs to *Tony Hawk's Pro Skater 2*, and dare we say it, this is the best addition to the series since.

RYAN

2ND THOUGHTS

BOTHERED?

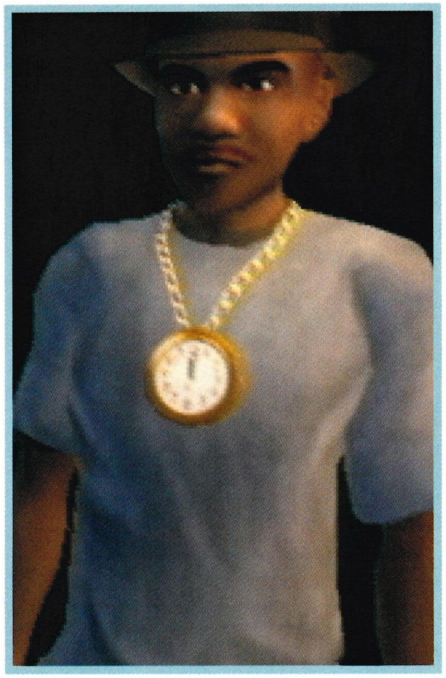
■ Tony has been hanging around (in the air) for the last eight years. Did anyone else get that 'oh I really cannot be arsed doing all this yet again' feeling when the first *THUG* came out? *THUG 2* however actually makes you want to play it – either that or it's just because I didn't play the predecessor much.

TIM

CREATE-A-SKATER

Flava Flav got problems of his own

Before you start Story mode, as with *Tony Hawk's Underground*, you have to Create-A-Skater. You can add all the usual options such as glasses, skating clothes and elbow pads to create a decent clone of yourself but that's not what's interesting here. Oh no. You can add skeleton bones, robot hands and other weird and wonderful things to your character and in line with the recent Flava Flav popularity resurgence, you can even give yourself a top hat and clock. Yeah boyeee! Don't believe the hype! Etc. Of course that's not quite as good as being able to put your own face on using the Eye-toy, but you bought a GC instead of a PS2 didn't you? Maybe something for Nintendo to think about there.



"FIND THE CHARACTERS IN A LEVEL AND SWITCH BETWEEN THEM"

CUBE VERDICT

THUG 2

UNDERGROUND MIXED WITH JACKASS

VISUALS The pinnacle of the series, bright and vibrant throughout.

AUDIO Johnny Cash, The Doors, Frank Sinatra and Sugarhill Gang. Brilliant!

GAMEPLAY Lots of fun tasks wrapped up in an entertaining story.

LIFESPAN Short-ish main game but not if you want to complete everything.

ORIGINALITY Presentation and structure breathes new life into the series.

ALTERNATIVE

The car and stealth challenges are rubbish but classic gameplay shines through.



THUG

Reviewed: 26 CUBE Rating: 9.0

CONCLUSION

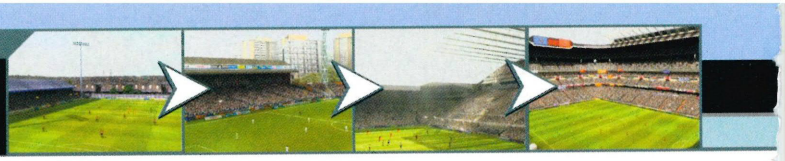
THUG 2 HAS GOT the gameplay, characters and levels to make it the best in the series. It's stopped trying to be gritty and concentrates on having fun, it's hard to resist being swept along for the ride. The Classic mode will silence all those who moan that Story mode dilutes the gameplay and having Frank Sinatra on the soundtrack adds a touch of class. Unmissable.

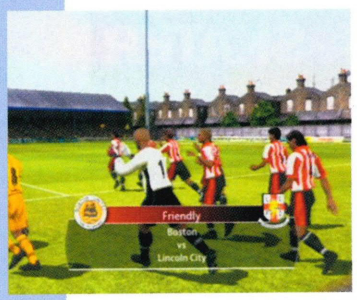
FINAL SCORE

9.3

UP THE LEAGUES

Start out with some third division no hopers and work you way up to Real Madrid.







E, A, E, A... oh FIFA 2005

The GameCube needs a good football game. Make it so, EA!

CUBE

INFORMATION

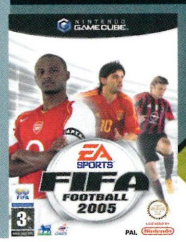
FIFA 2005

PUBLISHER:	EA
DEVELOPER:	EA SPORTS
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1-4
MEMORY:	70 BLOCKS

STATS

- FIRST TOUCH CONTROL
- DOZENS OF LEAGUES
- HUNDRES OF AUTHENTIC TEAMS
- FULL TRANSFER SYSTEM

OUT NOW	TBA	OUT NOW



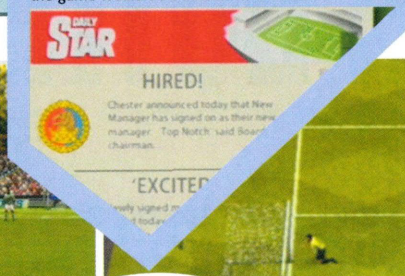


Lay one on and hope for the best, or a broken leg.

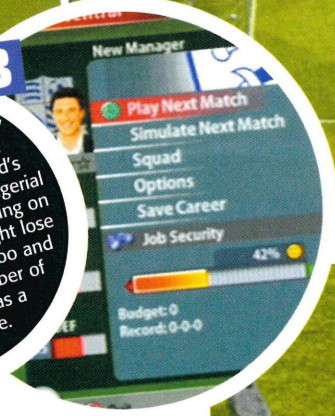
FIFA FOLLOWS the trends of real football in an alarmingly faithful way. The current fixation with change for the sake of change is ridiculous. Whether it's pen-pushers deep in the bowels of the football establishment desperately trying to justify their vastly inflated salaries or faceless marketing bods trying to sell more replica shirts to 'nu-fans', the fact of the matter is that football, in its basic form, is pretty straightforward. Get the ball in the other team's goal without using your hands or tripping opposing players. We might have the Premiership, the Coca Cola Championship, League 1 and League 2, but it's still four divisions at the end of the day, whatever you call them.

FIFA used to represent the thin end of the wedge with its visually impressive but shallow brand of footy, doused in spectacular goals and licensed music but with precious little gameplay to really get your teeth into. Over the last couple of years though the dynamic has shifted almost entirely and EA has tried to turn the game into some sort of deep simulation. A good thing you might think, except that it's now become a ponderous mish-mash of ideas that don't quite gel as they should. However, with no *Pro Evolution Soccer* on the GameCube in Europe and *Winning Eleven 6* (the equivalent of *Pro Evo 2*) the last version to be released in Japan, the GC is crying out for a decent kickabout, and at first *FIFA* manages to deceive you into thinking that's what it is. With a selection of world leagues and a player database comparable with Championship Manager (well, almost), it offers the illusion of a hugely in-depth experience. Select the region in which you'd like to compete then choose from the list of available clubs to manage. Do well enough and come the end of the season you'll find bigger clubs knocking on your door, and

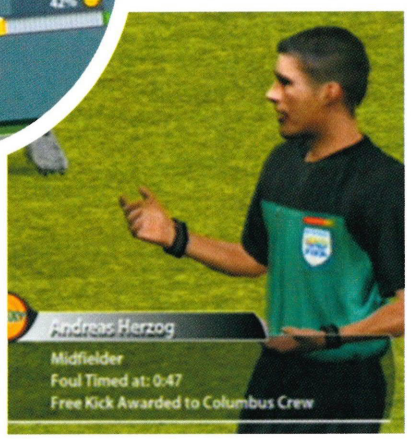
EXTRA EXTRA: After big games you might get a headline in the papers, but it's done in such a crushingly twee way the game would be better off without it.



JOB SECURITY
A bar indicates the board's confidence in your managerial skills. But it has no bearing on the opposition. You might lose an FA cup tie to ManYoo and lose the same number of points as if it was a league game.



Back of the net, as they say down our way.



so it goes on. Win the Champions League, achieve footballing immortality, look forward to having a bronze bust of your mug erected in front of the stadium for pigeons to sit on (that's right, sit). True to EA style, the soundtrack features a vast number of tracks from a mixture of well known and breaking artists, authentic kits, insert further USPs here as required. You earn money by winning games which can be spent on new players (if you can be bothered to navigate the rather incoherent transfer system), and you also gain points to boost up the stats of your various backroom staff. The better your physio, the quicker injured players return to fitness. Obviously.

It's easy to be blinded by all the peripheral tittle-tattle. Despite a few obvious irks in the interface you find yourself nicely keyed up for things come the appointed hour of kick off, and after a few matches you find yourself falling under the game's spell. There are quite a few moves to learn. You can pull off some neat skills, passing is solid and aided by the new First Touch system. The erroneous Off The Ball system has been tweaked a bit, but it's still in there and it's still hideously unwieldy to use. Nuff said. After the honeymoon period comes the realisation that the game just isn't satisfying to play. Instead of feeling fluid and intuitive, you always have the sensation of wrestling with the controls. The key to success isn't in developing your own style of play, but rather learning and exploiting the AI's foibles. A football game should flow. After a few games you shouldn't have to think about what you want to do in advance, it should come naturally. The proof of the pudding is to sit down and play *FIFA* for a few hours, then have a game of *Pro Evo* or *Winning Eleven*. It's a truly liberating feeling and emphasises what's wrong with *FIFA*. It's definitely more playable than *2004*, but you're still better off with *WE 6*. To make matters worse, our chums on PLAY have just got *Pro Evo 4* in for review. No fair!

MILES

2ND THOUGHTS

HEY, JAY

■ Once again, *FIFA* is simply relying on its presentation and up to date team and player information to woo a crowd it's won over many years before. It's not such a bad game of football - it just resembles too closely what's gone before, despite EA telling us how it's made loads of improvements. Just look at the "all-new fluid player kinetic system", designed to make the first-touches more realistic and neater overall, it simply doesn't offer what it promises. Passing, dribbling and tackling is still really sluggish. Oh well, there's always next year...

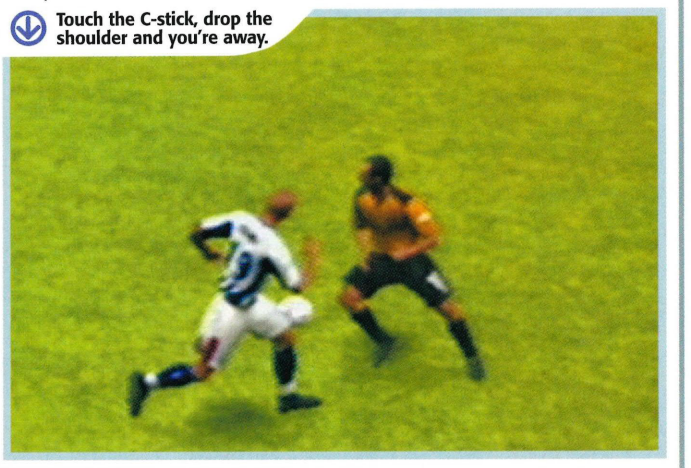
JAY

TOUCHED UP

Can we not knock it?

After years of being accused of knocking out boring stat updates EA's policy is now to offer at least one new major gameplay enhancement in each of it's sports titles every year. *FIFA 2004* introduced Off The Ball Control which let you simultaneously take control of two players, one in possession and one runner. The idea being that you could manoeuvre the second player into the ideal position to receive a killer ball. Sadly it was just as awkward to use as it sounds. This year it's first touch – move the ⊖-stick just before the player receives the ball to knock it into space.

Touch the C-stick, drop the shoulder and you're away.



"A PONDEROUS MISH-MASH OF IDEAS THAT DON'T QUITE GEL"

CUBE VERDICT

FIFA 2005

SLIPS OUER AND SKIES THE PENALTY

VISUALS
All the kits show great attention to detail.

AUDIO
Commentary is good, but the music has little to do with football.

GAMEPLAY
Makes the mistake of over-complicating things unnecessarily.

LIFESPAN
Stacks of competitions for the single player to win.

ORIGINALITY
First touch is this year's innovation. So no, then.

CONCLUSION

THERE ARE LOTS of good ideas and if it all worked as well in practice as it sounds on paper then *FIFA* would be a hell of a game. Unfortunately it doesn't. The developers have tried to implement too many ideas and rendered the whole thing far too slow and fiddly. Instead of trying to come up with a new innovation every year, perhaps it's time to go back to basics.

ALTERNATIVE

Much improved in the latest PS2 version, but this is still the best GC footy game.



WINNING ELEVEN 6
Reviewed: 17 CUBE Rating: 9.2

FINAL SCORE

7.0

MORE FRONT THAN BUTLINS



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Two spindown life counters
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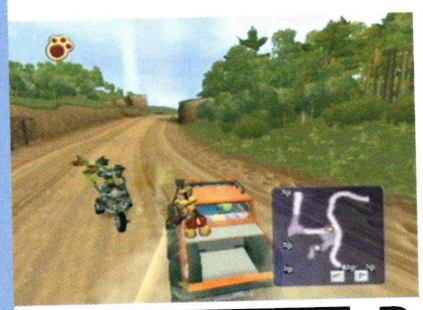
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MECH ATTACK

Robo Ty deals with these beasts early on. Meet them later and you're much more vulnerable...





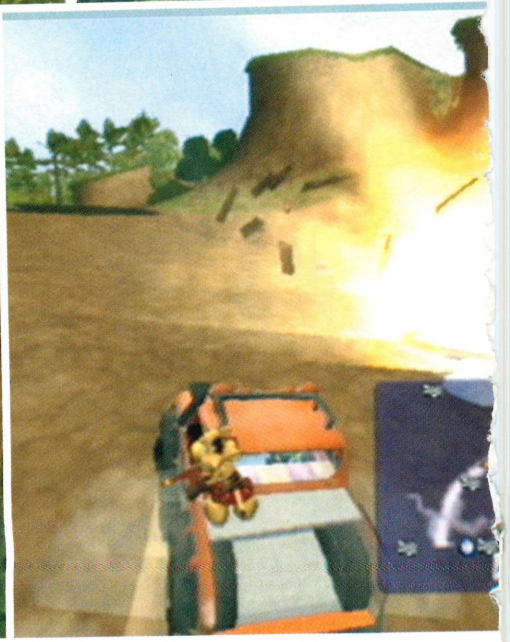






Rudest game name ever?





CUBE

INFORMATION

TY 2: BUSH RESCUE	
PUBLISHER:	EA
DEVELOPER:	KROME STUDIOS
PRICE:	£19.99
ORIGIN:	AUSTRAILIA
PLAYERS:	1-2
MEMORY:	1 BLOCK

STATS

- JULIUS' FUN FACTS THROUGHOUT
- TY CAN PILOT A MECH
- DIFFERENT BOOMERANG ATTACKS
- FULL CARTING GAME!

5 NOV '04	TBA	26 OCT '04



TY THE TASMANIAN TIGER 2:

T to the Y to the Bizzle Rizzle, cobber!



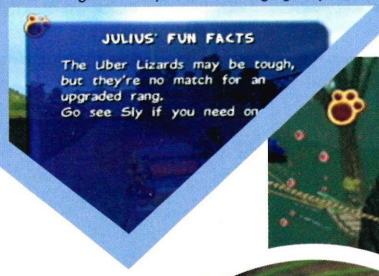
APART FROM having one of the rudest double-entendre game names we've ever seen, *Ty The Tasmanian Tiger 2: Bush Rescue* also causes a shock by actually being quite good. It's all too easy to expect platformers to be run-of-the-mill exercises in double jumping and collecting items that send everyone they touch into a spiral of depression, so it's nice when a game reminds you that platforming and fun aren't always mutually exclusive.

Then again, *Ty 2* (as it will now be known, no way are we shortening it to *Bush Rescue*) does do everything in its power to make sure you have the best chance possible of enjoying it, so maybe it shouldn't be that surprising. Not only does Krome Studios manage to find enough disc space to cram a respectable carting (Ty spells it with a 'C', ok) game alongside the main attraction but the game isn't the usual leaping from A to B affair. *Ty 2* predictably enough opens with a tutorial, teaching you everything from shooting down warships to piloting hulking mechs. Once the tutorial ends and the game settles down, you realise how subtle differences separate this from usual platformers. You're free to roam and explore as you want with important locations and people marked on your map with a coloured star. You don't have to crack on with the missions until you're ready so until then, you can talk to villagers, drive around in Ty's jeep, take part in cart races and generally do as you please. The structure isn't nearly as linear as lesser platforming titles and sometimes in life, it's nice to just drive along the dusty outback and run over a few sheep.

Eventually you will want to make some headway into the story and that's when the coloured stars come in handy. Some missions only reward you with money while others drive the story forward – they're all marked on the missions screen so you know what you're doing and what each star represents. Certain missions are off-limits until you buy specific equipment, which is where the money comes in handy. You can upgrade your boomerangs to the usual elemental attacks (Frosterangs, Flamearangs and so on) and few more interesting choices for those awash with money (Infrarangs and Kaboomarangs). In any case, once you're stocked up with boomerangs and equipment, you can tackle the tougher missions and the bosses. Trying to race through the game means the amount of backtracking becomes obvious and the jovial mood is dampened when you're asked to travel to the other end of the outback, only to complete an easy mission and then have to go all the way back again. Fortunately these occasions are rare and the extra things to do along the way will keep you entertained to the max!

Ty has a glide instead of double

NO FUN AT ALL: Julius' 'fun' facts constantly interrupt the game without warning. When you finally meet him, you'll be wanting to throw your boomerang right up his...





MINI ME

AND YOU

As always, mini-games play a part and range from collecting and dropping off dynamite in helicopters to hunting down crocs to racing around in go-karts.





2ND THOUGHTS

WHEN BUSH ATTACKS

■ All that talk of warming our cynical hearts may apply to wet-behind-the-ears-Ryan, but for me, with around nine years of good old-fashioned I-hate-everything-and-everything-hates-me mental attitude, I can see what this really is. Yet another platformer/collectathon. With annoying accents. Not to say that the Australian accent is bad, I've nothing against Australians – bred for barwork they are – but after years of *Neighbours* and *Home & Away* I do not need reminding of Jim Robinson's death from a game. Or Kerry Mangle's, Helen Daniels, Daphne, Harold, Madge, Harold again... eventually.

TIM

CARTING WITH A 'C'

And it's free!

In what must be a glorious world victory for value and choice coming runner-up only to the day Spar corner shops were introduced to the UK, *Ty 2* actually comes with the carting option included instead of being an extra full price spin-off. It's not too bad either, zippier than you'd expect and decent tracks offering shortcuts and obstacles to keep you on your toes. The weapons are a bit limited and it's not the sort of game you'd ever buy if it came separately *Ty 2* but we actually like it. Nice, simple fun in short bursts.



BUSH RESCUE

jump, which makes platforming leaping a cinch. His shadow is easy to spot so there's not too much danger of missing and even then, there are plenty of fail safes if you do screw up – to give one example, the woodlands has netting and plenty of ladders to scramble back to where you missed the jump, which is far less stressful than instant death.

The tiger also has two main attacks, boomerang throws and a bite. Okay we're lying, he also has a third, the air dive attack, but it's absolutely useless. You want to know what he does? Ty throws himself face first towards the ground, knocking himself out and giving the enemies plenty of opportunity to attack. What an idiot.

Let's talk about the good stuff instead, with a boomerang in each hand, Ty can throw two before he has to wait for one to return and while this still isn't enough to stop you running in circles hammering the attack button (well, it usually works), it's still a nice idea and wonderfully animated. The bite is trickier to aim so it's a good idea to string to two attacks – freeze the disappearing ninjas with your frosterang, for example, and they become a sitting duck for a more powerful bite attack. Simple but very effective.

If you haven't already guessed, we're rather fond of *Ty 2* and if it can warm our cold, cynical hearts, then we dread to think what this would do to a younger gamer full of fizzy coke and cheap sweets. The low price point makes it very attractive indeed (the game that is, not Ty) so it's cheap, cheerful and clever. While *Ty The Tasmanian Tiger 2: Bush Rescue* isn't going to rock the gaming world to its foundations or win any awards, it's still an enjoyable and entertaining platform romp that will surprise those of you who decide to take a chance on it.

RYAN

"TY 2 DOES EVERYTHING IN ITS POWER TO MAKE SURE YOU ENJOY IT"

CUBE VERDICT

TY 2: BUSH RESCUE

BETTER THAN YOU'D EXPECT

VISUALS
Cute and always packed with life and colour.

AUDIO
Delightful acoustic guitar jingles and Aussie voices. G'day sport, etc.

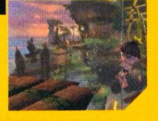
GAMEPLAY
Some moments of frustration, generally quite enjoyable.

LIFESPAN
Ten to twelve hours of gameplay, if you're good.

ORIGINALITY
Old platforming mixed with new, different ideas.

ALTERNATIVE

Competes with *Ty 2* in both platforming and stupid name stakes.



TAK AND THE POWER OF JUJU

Reviewed: 30 CUBE Rating: 8.6

CONCLUSION

TY 2 KNOWS its audience and gently pushes the boundaries a little with the free roaming environments letting you explore. The combat is solid, the mini-games hold together and the mix of characters is nice. There are worse games on the shelf than this and while *Ty 2* isn't going to revolutionise gaming, it's a competent little platformer that more than holds its own.

FINAL SCORE

8.0

THE LEGEND OF ZELDA FOUR SWORDS ADVENTURES

THROWIN' SHAPES

In one-player you have to arrange you Links in different formations to activate switches











CUBE

INFORMATION

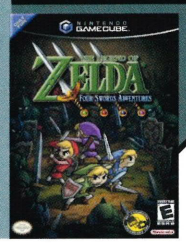
ZELDA: FOUR SWORDS ADVENTURES

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

STATS

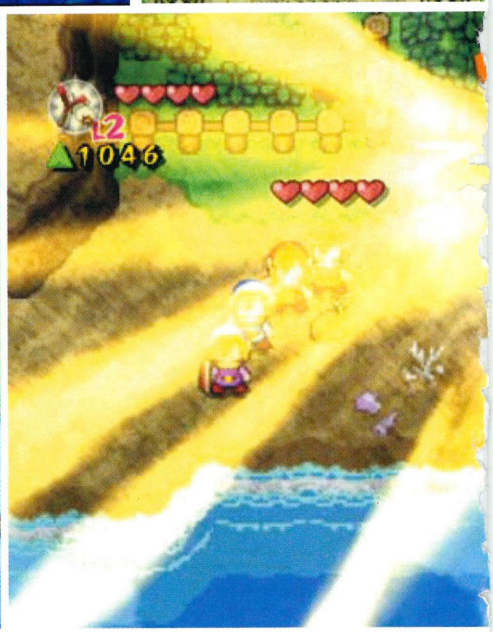
- TWO GAMES
- FREE LINK (ARF!) CABLE
- NO TETRA'S TRACKERS
- NOT AS GOOD AS WE THOUGHT

NOV '04 | OUT NOW | OUT NOW



With four Links it's easy





THE LEGEND FOUR SWORDS

Link multiplied by four then divided by two



LET'S GET this straight from the off – Four Swords isn't very good. Huh? CUBE dissing a Nintendo game? A game they gave 9.4 when they reviewed the Japanese version!? Not… make… sense.

But it's the truth. There are quite few things that chip away at the usual 'wow this is great, those guys at Nintendo are geniuses' feeling: the connectivity, the lack of *Tetra's Trackers*, the fact that *Hyrulean Adventure* is very short and *Shadow Battle* isn't as much fun as you'd hope. Bum.

In case you don't know – *Four Swords* is Nintendo's connectivity dream in action. Stick the disc in the GameCube, tempt three friends (and their GBAs and link cables) over to your house with some sweeties or something, plug all the holes and off youse go into a world of neck-snapping, squint-inducing 'Please look at the TV screen' annoyance. Connectivity is a stupid idea. Admit it, who still plays *Pac-Man Vs* that came with *R: Racing*? Did anyone sit through *FF: Crystal Chronicles* with their mates? Okay *Pokémon Colosseum* used it to pretty good effect, but that's ONE GAME! And unless you're part of an upper-middle class family or a bit pikey and have access to the back of a lorry, it's difficult to imagine that you can afford a GameCube and multiple GBAs. Lord knows we can't, we have to blag everything.

But the game, the game! That's what's on trial here, and boy is it going to get sent down. Plot wise – guess what! Silly bint Zelda's been kidnapped again, this time by Vaati the Wind Sorcerer who was sealed away by the power of the Four Sword ages ago by a

BOB-OMB: If Shadow Link throws one of these – it'll kill you unless you escape to the GBA. You could try ducking and covering but it's like trying to avoid a nuclear attack.



THIEVING

LIL GIT

Tingle (hiss, spit, kick in the nadgers) makes his reappearance in *Four Swords* and tries to steal your Gems, but he's so slow he never gets anything. But he does make an amusing 'oh' noise when defeated.

Grab a Blue Bracelet and damage is halved.

It's a race to get the big scoring Force Gems. Purple is best.

One of the huge bombs going off, see, told you it was deadly.

TETRA'S TRACKERS

Gone but not forgotten

Certainly one of the best bits about the Japanese release was *Tetra's Trackers*. Here the feisty lass (before she turns into the simpleton Zelda) shouted at you in Japanese while you ran about on the GBA looking for numbered bottle tops (see, already it's brilliant). Oddly enough this made for much more competition between friends than the Gem collecting and fighting that *Hyrulean Adventure* and *Shadow Battle* muster up. We knew that it wouldn't make it on to the American or PAL releases but it's such a let down to have the game completely removed and makes *Four Swords* less of the package it should have been.



OF ZELDA: ADVENTURES

young boy. Then he broke out again, kidnapped Zelda who was rescued by Link and Vaati was sealed away again. Everybody though it was safe, peace reigned until... wait a minute! If Link has already saved Zelda then what the heck are we doing going to rescue her again!? How the hell did she fall into the same trap? Why is this the third time the same thing has happened!? Does nobody learn from mistakes anymore!? Damn this is silly. After drawing the Four Sword again, Link then splits in four and off you go on a puzzle solving mission.

In one-player you control all four Links, usually they play follow-the-leader, but for certain puzzles and for better attack possibilities you can put them in formations. Obviously with friends round each person controls one Link, the camera and graphics scaling in and out depending on how far you are from each other.

Pretty early on that damn owl turns up and does that freaky thing with its head, then explains that the sword is powered by Force Gems. Collect 2,000 Gems and the sword will gain the power to repel evil, which means you can break down the barrier at

DARKNESS FALLS

ACTUALLY YOU FALL INTO DARKNESS

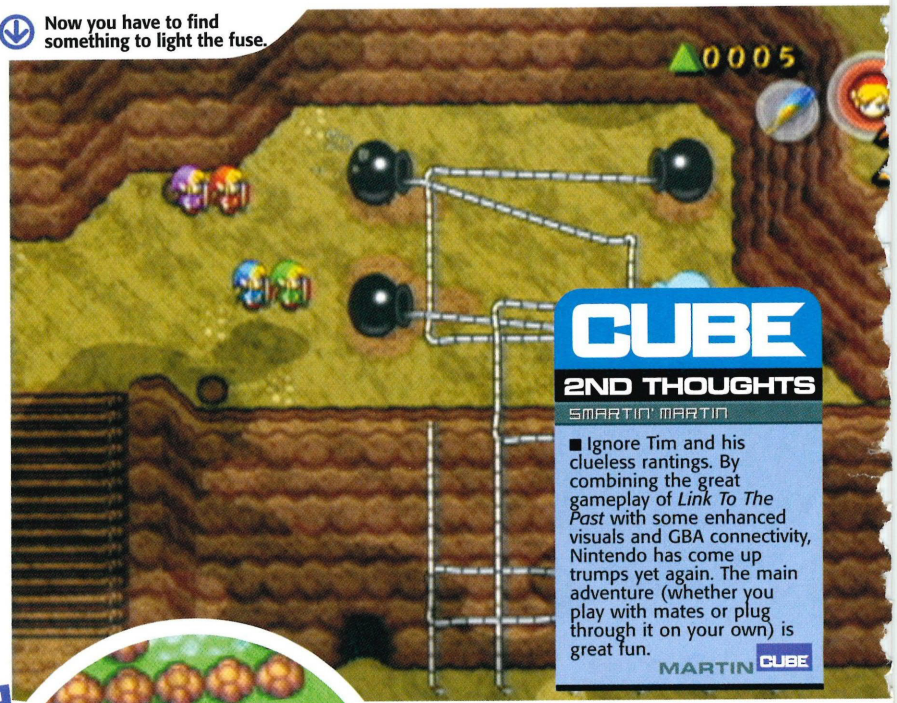
At some points you'll have to find Moon Pearls to open the portal to the Dark World. Then snap your eyes down to your GBA and marvel at the slightly creepy wavy world. It's a copy of the Light World and shadows from both can be seen in either world. More puzzles are down here as well as solutions to others. But it just offers yet another piece of confusion when you're wandering around trying to find a solution: "Is the switch in the Dark World? No. Oh. Let's go somewhere else."







Now you have to find something to light the fuse.



CUBE 2ND THOUGHTS

SMARTIN' MARTIN

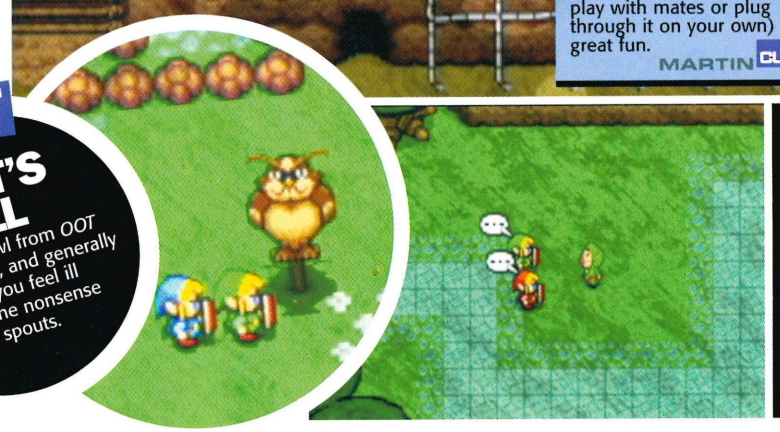
■ Ignore Tim and his clueless rantings. By combining the great gameplay of *Link To The Past* with some enhanced visuals and GBA connectivity, Nintendo has come up trumps yet again. The main adventure (whether you play with mates or plug through it on your own) is great fun.

MARTIN CUBE

TWIT

THAT'S ALL

The scary owl from OOT shows up too, and generally makes you feel ill with all the nonsense he spouts.



CONTINUED the end of the levels and shoot light from the sword if you've full health.

The levels themselves are made up of puzzles, switches, special weapons and lots of trial and error gameplay. The special weapons including the Boomerang, Arrows, Roc's Feather, the Hammer and so on are usually the solutions to the puzzles. They'll help you get through blocks, over large chasms, set things on fire and hit targets. Unfortunately in one-player you can only pick up one type of weapon, so say you pick up the arrows, shoot a target to open a door, then a couple of screens later there'll be a tree stump to burn down, you'll have to find where the appropriate weapon is, switch over and go back to the stump. Then what do you do? Hold on to that weapon and hope the next puzzle involves immolation or go back for the arrows? The constant back and forth traipsing for weapons grates very quickly.

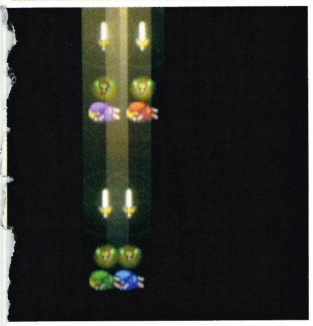
With four people though, each can take a weapon of choice, meaning that you've got four different keys and this lessens the backtracking. Though if you do have to go back, everybody has to backtrack as you can't leave a screen unless you're all together.

The one-player game can be played without a GBA, which is nice if you're lonely and skint. But the 'reason' for the connectivity is that at certain points the action will flick from the screen to the GBA. Say you find a secret hole under some grass or a stone, while everyone else is concentrating on their characters you can drop into the hole and onto the GBA and root about down there for more Force Gems. Y'see, at the end of each level players are awarded for not dying, killing the most enemies and collecting the most Gems. Win by getting the most Gems and all you get is the envy of your friends, no upgraded weapons, no extra health for the next level, nothing.



HIGH RULE OK: Look it's Hyrule Castle, but flat! And has a totally different layout to the one in *Ocarina Of Time*. Artistic licence to the max!

Split your team and stand on the switches, obviously.



Before you ask, we did get off level one. Get thee behind you, satan.

You'll collect Force Fairies as you go, they bring you back to life.



Other times when you have to look at the other screen, refocus your eyes and be made generally uncomfortable are when you enter a house or use a Moon Pearl to get to the Dark World. And this is what we don't like – the switching. It becomes a real hassle and doesn't add much to the gameplay as you usually all end up on the same screen anyway looking for a crack in a wall to bomb. Only very occasionally is there a switch puzzle that requires you to be on different screens. The supposed feeling of working together as one just doesn't work, because getting through the puzzles is actually depressing. It's all very stop-start. You realise you can't progress any further, wander about trying everything, eventually succeed and then, ouch it's another puzzle stopping you from progressing. It actually becomes very tiring on the brain, when you are constantly trying to think up solutions to each problem. The boss fights are a welcome bit of action, but are over too quickly.

We did complete *Hyrulean Adventure*, and what do you get for finishing it? More arenas to play *Shadow Battle* on, class... *Shadow Battle* isn't very good either, it's just an exercise in getting whatever special weapon you feel most au fait with and threatening your rivals with it. Not much time is going to be spent here – especially when you've got *SSBM* for proper four-player action.

Sorry if this has come as a shock. "But, but surely Nintendo can do no wrong." Shut-it fanboy! There is just not enough of a game here to recommend to people. A distraction for the weekend it may be, but blimey there are better things to do and better party games to play on those two days 'off'.

As for the import review score? Well, we can only assume that Gary's judgment was clouded by his near-obsessional love for *A Link To The Past*. Whatever it was, this isn't all that.

TIM

BONUS ROUND

Enter Tingle's Tower for more collecting

After every second level you can enter Tingle's Tower for some fun mini-games and yet another chance to beat your mates. The tower is only unlocked in the mulitplayer, well you'd only be doing it against yourself otherwise.

An interesting distraction from all the puzzling or just a waste of time when you should be getting the damn adventure over and done with? We reckon it's the latter.





"THE ONE-PLAYER GAME CAN BE PLAYED WITHOUT A GBA... NICE IF YOU'RE LONELY AND SKINT"

CUBE VERDICT

LOZ: FOUR SWORDS

CONNECTIVITY FINALLY HAS A (DULL) POINT

VISUALS
Wind Waker effects over cuddly little Links and classy GC style.

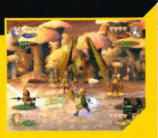
AUDIO
Shrieks and cries, wails and thunks, and the fabulous *Zelda* score.

GAMEPLAY
Annoying puzzles, the feeling you get when you complete them... average.

LIFESPAN
Took a weekend to complete, after a few *Shadow Battles* we turned it off.

ORIGINALITY
Yeah, yeah connectivity, woooo. Bah. we all need neck-braces now.

ALTERNATIVE



The other four-way game, it looks like a next gen release and has a much better story.

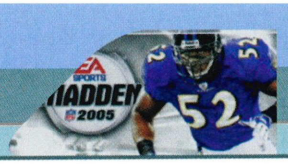
FINAL FANTASY: CC
Reviewed: 30 CUBE Rating: 9.0

CONCLUSION

IF YOU HAVE the friends, the GBAs, the pathological interest in all of Link's adventures then get it, but make everybody chip a bit in. That way it won't feel like you've wasted all your money when you could have spent your cash on a much better game. *Four Swords* is seriously not worth it if you play on your own and not as good as we hoped even with four players.

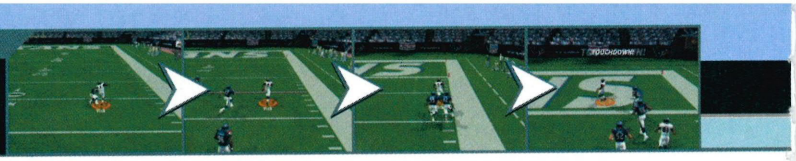
FINAL SCORE

7.8

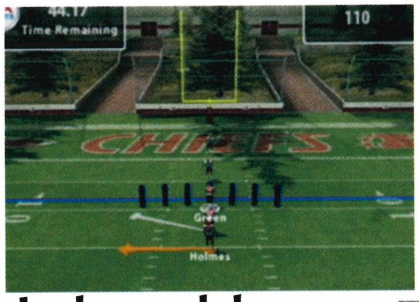


C'MON, PASS IT!

One thing that has stayed the same, it's still too easy to run the ball with a nippy quarterback



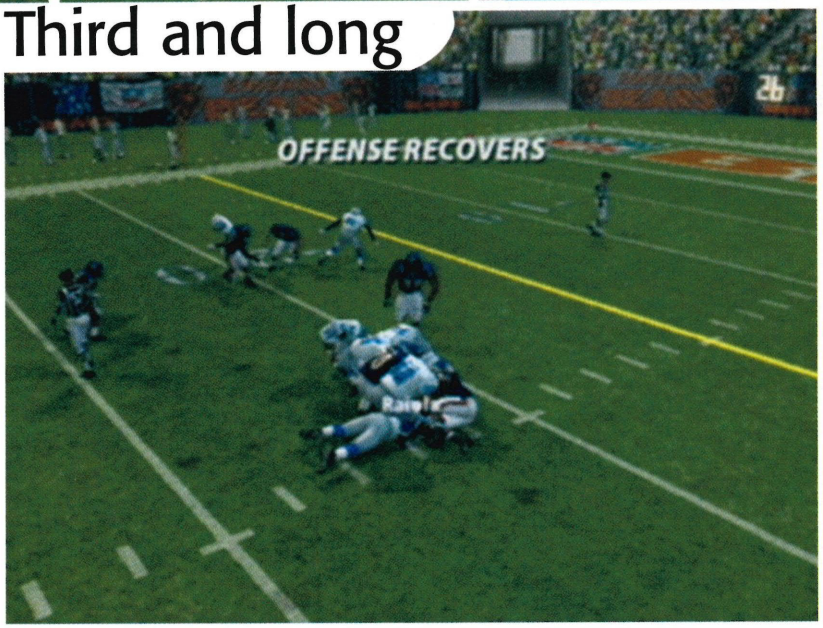








Third and long





CUBE

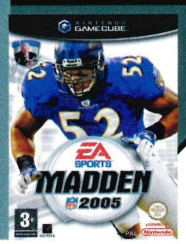
INFORMATION

MADDEN NFL 2005	
PUBLISHER:	EA SPORTS
DEVELOPER:	EA SPORTS
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	173 BLOCKS

STATS

- ALL ROOKIES INCLUDED
- EA SPORTS RADIO
- HIT STICK CONTROL
- CREAT-A-FAN MODE

OUT NOW	TBA	OUT NOW



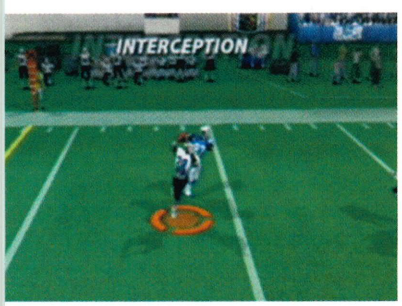
MADDEN NFL 2005

IN AMERICA they do things differently. Not just when it comes to foreign policies or putting mayonnaise on everything from hamburgers to beer, but sports as well. Over yonder side of the big pond, where *Madden* games sell more than the bible, football is about burly, grimacing men in helmets while commentator John Madden gives English his best shot between mouthfuls of pizza. Sure, 'soccer' as it's sometimes known has its fair share of burly, grimacing men (Emile Heskey is clearly playing the wrong sport) but otherwise American football is lost on the majority of us Europeans. Isn't it about time we tried to learn the rules for once and for all?

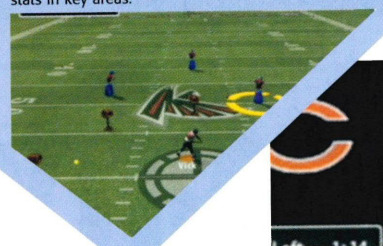
After all, *Madden NFL 2005* is one of the best sports games available for GameCube and it's a shame to miss out because it seems too big a task to tackle an unfamiliar sport. American football has strategy, planning and risk-taking bubbling under its macho surface and this translates to videogames perfectly. Once you learn the rules, it can get surprisingly tense on the field. You're constantly formulating ideas and contingency plans as the tactical element slowly sinks in while you grind out yards and weigh up whether it's worth gambling on fourth down with a 70-yard throw – plenty of brains and balls are required to go with the brawn. Newcomers will be drowned in buttons to remember but it is possible to whittle the controls down to a manageable bare minimum. As you get more confident and learn the intricacies of the game, practice modes and training drills gently nudge you along until the advanced controls become second nature. John Madden might be a sweaty, incoherent man who's made of chips but at least he's a kind and caring soul when it comes to videogames.

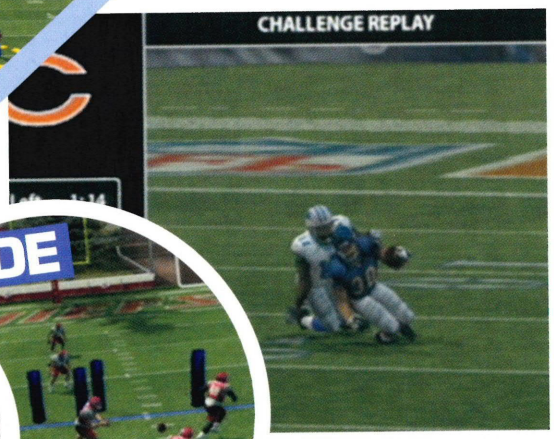
There are new additions for *2005*, they're just not as good or useful as they sound. First new thing is the Hit Stick. By flicking the C-stick, your defender will attempt to flatten whoever has the ball and boost the crowd. Sadly, there's never enough time or space to use it, as it's hard enough to stop the attacking team without the extra controls to worry about. Who cares about the crowd anyway? All they do is eat hotdogs and drool. Second new thing is the Defensive Playmaker, to tinker with defensive set-ups for double teams, man marking and so on – great for those who know their Jerry Porters from their Joey Porters – a confusing and dull diversion for the rest of us. Third new thing is Create-A-Fan mode, which admittedly never sounded good or useful but proves to be neither anyway, bar a few comedic attempts to make funny fat people.

Known round these parts as Madden 2004 with fat fans



TRAINING DAY: Pre-season training and running your players through different drills allows you to boost their stats in key areas.





TWO-A-SIDE



EAT PILLOW!

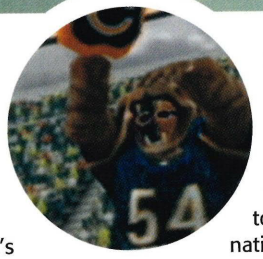
The mini-camp games are back and perfect for dipping into if you don't have time for a full-blown game. Ground Attack is still far and away the best.

CUBE 2ND THOUGHTS

CHEESEHEADS

■ Whether you like American Football or not... actually that's nonsense – you have to like it a bit in order to even look at the box. With all the stoppy-starty gameplay and all the whoopin' and a'hollerin' that goes on, you do need some vested interest in it. Me, I don't, but as a wise man once sang: "Ignore those journalists, they're just one mind to miss."

TIM CUBE



Maybe an ideas hat gets passed around EA's offices, with ideas pulled out and subsequently assigned to their sports games at random. It's a theory we've just made up but it's a pretty good one, especially considering how inconsistent the additions to EA games are this year - *NHL* gets player personalities (good), *Tiger Woods* gets Tiger Vision (not too bad) and *Madden NFL* gets fat fans (oh dear). Nevertheless, *Madden NFL 2005* also boasts the usual annual updates, with the inclusion of new rookies such as Eli Manning and Philip Rivers taking their places alongside the usual checklist of new animation, streamlined gameplay, visual tweaks and so on. Of course the music mostly sucks, it's EA Trax in full effect and with that brings Franz Ferdinand, Hoobastank, New Found Glory and The Hives. There's more but the only band worth mentioning is Faith No More.

It's not exactly fashionable to mock EA for failing to pump their latest updates with new ideas and to be fair, some improvements have been made in Franchise mode. As you take control of an NFL team and try to guide it towards the Superbowl, national newspaper reports will keep track of other league teams, while you can check your own local paper for verdicts on your team. The storylines in the news make you feel there's a bigger picture than chucking a funny-shaped pigskin around a field and best of all is the radio station that chatters away with competitions and phone-ins while you're busy signing free agents, raising the price of hamburgers and relocating your team to Mexico. Throw in the return of the awesome mini-games and it adds up to a tidy little package that currently represents one of the best sports titles on GameCube.

The standard sit-on-the-fence "If you're a fan..." line doesn't apply here. Instead, we say this – buy it, learn the rules and thank us later. Ours will be a pint. Without the mayonnaise, thanks.

RYAN

MEET MY FAT FRIENDS

Create-A-Fan mode is officially rubbish

Among the token additions to *Madden 2005* is Create-A-Fan. It's the most useless mode you'll ever use, allowing you to create an obese American who whoops and hollers when a touchdown is scored, Budweiser dribbling down his fat, greasy chin. The mode isn't very flexible with few hats, clothes or accessories to choose from and you rarely get to see your creation. At least there's Create-A-Hotdog-Vendor to look forward to for next year's Madden. Well, it's probably truer than you think.



"YOU'RE FORMULATING IDEAS AS THE TACTICAL ELEMENT SINKS IN"

CUBE VERDICT

MADDEN NFL 2005

THE BEST GETS BETTER

VISUALS
Slick animation and the usual superb EA presentation.

AUDIO
Some commentary from last year but a brilliant radio station.

GAMEPLAY
Best recreation of any sport you'll find on GameCube.

LIFESPAN
Lots of tactical nuances and gameplay depth.

ORIGINALITY
Just like last year with created fans and radio station.

CONCLUSION

IT'S A SHAME the new additions don't really add much to this year's version, otherwise *Madden NFL 2005* would easily have scored over 9 and been among the top GC sports games. Trade in if you have last year's as it's been honed and tweaked so everything is just that little bit better. If you've never taken the plunge into NFL and you like sports, then start saving.

ALTERNATIVE

Funky, colourful and over-the-top take on America's favourite winningest sport.



NFL STREET

Reviewed: 29 CUBE Rating: 8.6

FINAL SCORE

8.9



DUCK AND COVER

Find a secluded spot, charge up your Medaforce then unleash the powerful attack



Robots in disguise

MEDABOTS INFINITY

CUBE

INFORMATION

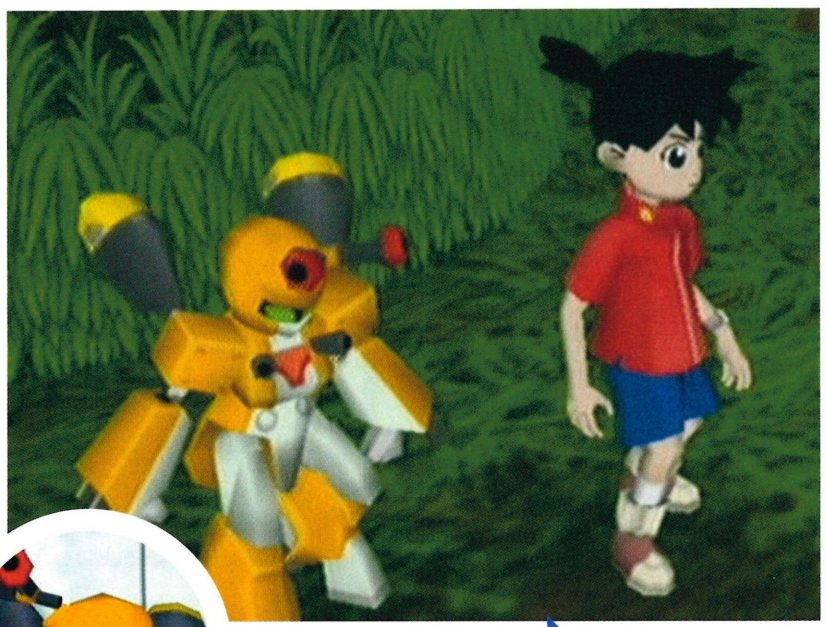
MEDABOTS INFINITY	
PUBLISHER:	UBISOFT
DEVELOPER:	NATSUME
PRICE:	£29.99
ORIGIN:	JAPAN
PLAYERS:	1-2
MEMORY:	3 BLOCKS

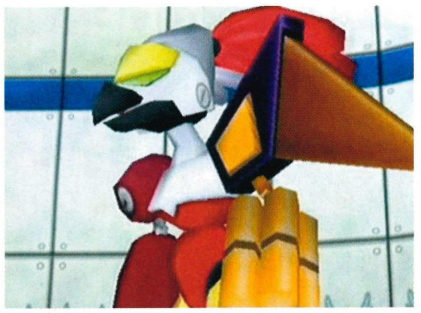
STATS

- BASED ON THE CARTOON
- WHICH IS A BIT CRAP
- LOADS OF MEDAPARTS
- BUT THEY'RE CRAP TOO

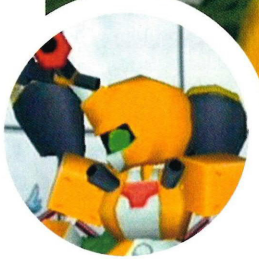
OUT NOW | TBA | OUT NOW











To Infinity and beyond!

MEDABOTS for all its appeal, is essentially *Pokémon* with robots. This is okay. We like *Pokémon* and we love robots. But somehow the *Medabots* games haven't seen the same level of success as the *Pokémon* series and sadly *Infinity* isn't about to break that cycle.

In theory, *Medabots* is a good game: it has plenty of characters from the cartoon series, the ability to customise your own Medabots and create a new arena. You can also download Medaparts from the GBA *Medabot* games. Great. But in reality the game fails on almost every level. The graphics are shoddy, the music is appalling, the camera defies any rational reasoning and there is no targeting system.

The game starts off on the wrong foot with a lengthy opening sequence that sees your character, Ikki, and gal-pal Erika drivel on for ages about the Toru-Toru Land robobattle tournament. Yawns-ville. And this is the good bit. From here on, it just gets worse.

In order to progress through the game, you have to clear all the arenas in the park. Each arena is based on a theme – such as a forest, an icescape or an ancient ruin – which are full of natural hazards, enemies, puzzles and traps. Whilst not exactly stimulating on the old eyes, the levels do throw a number of challenges your way and they would've been quite fun if it hadn't been for two problems: the camera and the lack of a targeting system.

Firstly, the camera. For some strange reason it's fixed at a high angle and can only be spun around by 180 degrees or nudged slightly with the D-pad. This is excruciatingly annoying as, thanks to the awkward angle, it's difficult to see where you are and impossible to see where objects are, so you regularly fall into traps or miss vital switches and items.

Worse is the Robobattle camera that suddenly pulls in for a close-up, making it even harder to locate the enemy. With no means of panning around and no bird's-eye-view of the arena, you often lose sight of them.

If that wasn't bad enough, you also have to contend with the useless targeting system. This is okay for static objects, but get into a Robobattle and you'll be lucky to hit anything, unless you walk directly up to your opponent and shoot them from point-blank range. *Medabots Infinity* is one of the worst games we've played in a long time. Its badly designed, poorly implemented and an insult to fans.

LIZ

CUBE VERDICT

MEDABOTS INFINITY

MEDABOTTOM BURP, MORE LIKE

VISUALS
Cartoony SNES-grade graphics, and dull environments.

AUDIO
Appalling. Sounds like something you'd hear on *Art Attack*.

GAMEPLAY
Incredibly slow, infuriating and monotonous.

LIFESPAN
Depends how masochistic you are. Can be completed in a day.

ORIGINALITY
It's *Bionicle* meets *Custom Robo*. So not original on any level.

CONCLUSION

THE CONCEPTS OF Robobattles, customising Medabots and collecting and exchanging Medaparts are okay, but the actual game lacks depth. It's badly executed, tedious and the horrendous camera totally ruins what fun you might've had. It makes you wonder what Natsume was trying to achieve. Is it an RPG? Is it an action game? Either way, it doesn't work.

ALTERNATIVE

We didn't review it, but we know it's only slighlty better than *Medabots*.



GOTCHA FORCE

Reviewed: n/a CUBE Rating: n/a

FINAL SCORE

4.0

The Secret Adventures of Tom Thumb



A nursery crime of epic proportions...
released on DVD on 8th November 2004

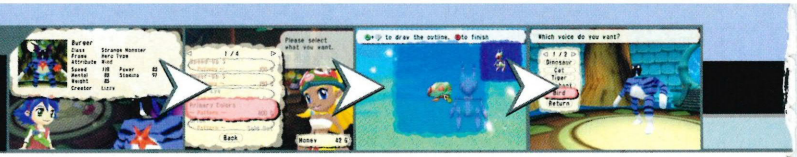
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MAKE ME BAD

Get a tailor-made monster by answering a set of personal questions.



Robots in disguise

AMAZING ISLAND

CUBE

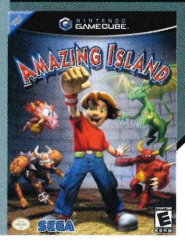
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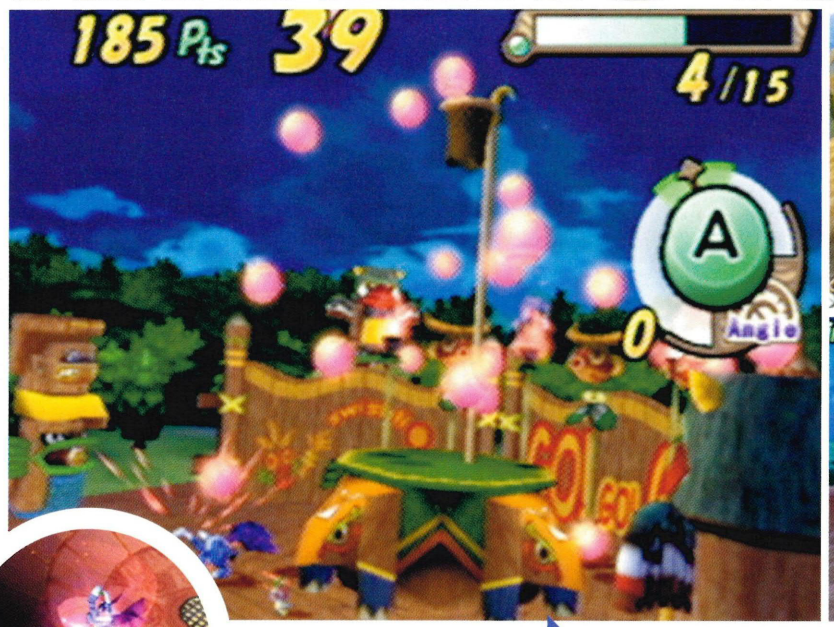
AMAZING ISLAND	
PUBLISHER:	SEGA
DEVELOPER:	SEGA
PRICE:	£34.99
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	13 BLOCKS

STATS

- GBA CONNECTIVITY
- DRAW YOUR OWN MONSTERS
- TWO-PLAYER MODE
- DOZENS OF CHALLENGES

TBA | OUT NOW | OUT NOW











Oh my island in da sun…

CUBE VERDICT

AMAZING ISLAND

A HIGHLY ENDEARING AND ENTERTAINING GAME

VISUALS
Animal Crossing style cartoony graphics with plenty of colour.

AUDIO
Not going to win any awards, but the monsters sound super cute.

GAMEPLAY
Really addictive. You just have to keep playing to unlock more.

LIFESPAN
The game is very short, but you will come back to it again and again.

ORIGINALITY
It's pretty generic apart from the Monster Editing mode.

ALTERNATIVE



More animals for you to train (and send to fight) but here you can't design your own.

POKÉMON COLOSSEUM
Reviewed: 32 CUBE Rating: 8.6

CONCLUSION

A VERY SWEET and charming game that's as quaint as country cottages and cream teas. The visuals suit the simplistic gameplay, which is as addictive as it is frustrating. The challenges are annoying at times, especially when you have to play them several times before completing them, but the rewards are worth the effort as the Monster Editing is the game's main appeal.

FINAL SCORE

7.4

WHEN SEGA first brought down *Amazing Island*, we have to admit we were a tad sceptical. Whilst it looked endearing enough, there was something painfully generic about the game, from the cartoony graphics and the *Super Monkey Ball* type challenges to the RPG-action gameplay. You wonder what could possibly be so amazing about this island. But after playing through the game we have to confess there's now a little *Amazing Island*-shaped space in our hearts. Awww.

This isn't to say the game's without its flaws. Like we said, it's pretty generic and it can be completed in one sitting. In an attempt to combat the game's shortcomings, however, Sega has upped the difficulty by giving the player a limited number of lives to complete each course. If you lose all your lives before you've finished the course then you have to start the entire level again. Gah! There's nothing better than doing the same challenge over and over and over again… no wait, that's not right! Still, practice makes perfect and if you're patient you can complete each course after a few tries.

You shouldn't mind sticking with it though, as the challenges are varied enough to prevent the game from getting stale. For instance, one minute you're skipping over water like a bouncing bomb and the next you're trying to pair up statues or knock opponents off a platform by spinning into them. So far, so-so.

Where *Amazing Island* excels over the competition, however, is with its Monster Editing mode. Okay, so creating your own character is hardly a new thing. However *Amazing Island* offers something that other games don't and that's the ability to draw your character freehand (using the analogue stick like a pen) and then stretch, sharpen and resize the outline to create your dream monster. Once the basic model is in place you can accessorise it by giving it patterned skin, eyes, wings, and decorative items like bows, sneakers and alarms.

However, despite the fantastic Monster Editing mode and all the game's charm, it's not the exactly the height of originality and can be completed way too easily. Still, whilst the game may not be amazing, it's pretty darn good in our books and definitely worth a rent.

LIZ

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6481	Eminem *Lose Yourself*	1177	Twista *Sunshine*
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6465	Jennifer Lopez *Jenny from the..*	1998	Prodigy *Girls*
1433	Joe ft GUnit *Ride Wit U*	O208	Robert Miles *Children*
7764	Justin Timberlake *Rock Your..*	5872	Scooter *The Logical Song*
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4357	Avril Lavigne *Don't Tell Me*	2367	Libertines *Can't Stand Me Now*
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4334	Blink 182 *Down*	5526	Snow Patrol *Chocolate*
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3738	Glasgow Rangers *Follow Follow*	8561	TV & Film *Lord Of The Rings*
3739	Liverpool FC *Never Walk Alone*	1486	TV & Film *Knight Rider*
3740	Manchester City FC *Blue Moon*	8488	TV & Film *Starksy and Hutch*
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8322	Tv *UEFA Champions League*	0091	TV & Film *The Simpsons*

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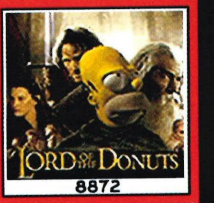

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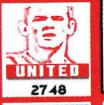

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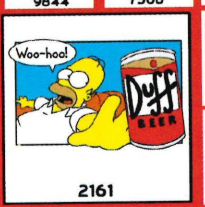

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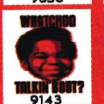

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1096	Del Boy	1159	Ozzy Osbourne
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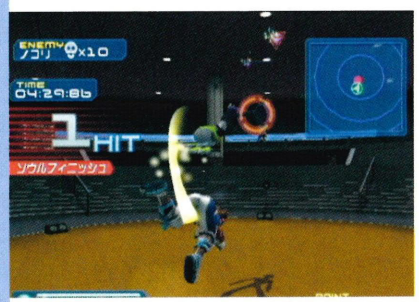
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SWINGING

Watch Sei leap! Envy the fun! Sigh. We tried but this simply doesn't make us game-horny.











CUBE

INFORMATION

VIRTUA FIGHTER: CG	
PUBLISHER:	SEGA
DEVELOPER:	SEGA
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	7 BLOCKS

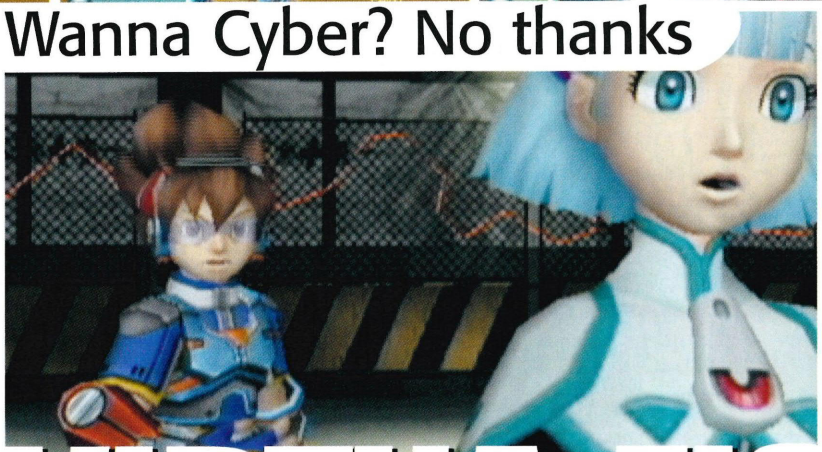
STATS

- EIGHT LEVELS IN TOTAL
- PLAYABLE SIDE QUESTS
- VIRTUA FIGHTER MUSIC
- PURPLE WHIP THING

OCT '04 (PAL) TBA (JAP) OCT '04 (US)



Wanna Cyber? No thanks





VIRTUA FIGHTER CYBER GENERATION

It's Virtua Fighter. With platforming. And a whip. Huh?



OH SEGA. What happened? Do you still love us? Do you even care about us anymore? First *Sonic Heroes*, seemingly destined to go head-to-head with *Mario Sunshine*, limped towards our feet and grovelled for forgiveness before falling through a glitch in the floor, never to be seen again. Now *Virtua Fighter Cyber Generation*, the one title we had pencilled in with vague and far-fetching hopes that it could at least compete with *Soul Calibur II*, doesn't even have any virtua fighting in at all.

No virtua fighting in a *Virtua Fighter* game. It's a bizarre concept and doesn't really work, partly because the 3D brawling found here isn't quite as good as the traditional one-on-one action it has replaced. Big-haired girly-voiced boy Sei is new to the series, as is the futuristic setting and the concept of learning moves. A fresh approach to an ageing series is never a bad thing and although this is clearly no match for the classic *Virtua Fighter* gameplay that's been drawing crowds to arcades for years, the fighting is enjoyable enough to prop up the other lacklustre sections and provide some enjoyment.

Now the bad news. There's platforming in *Cyber Generation* and it's truly woeful, punctuated by aimless wandering around and fiddly jumps that set off the CUBE alarms when our copy landed on the desk (or at least would have done had the shambolic box art not set the alarms off first). Even though the camera behaves itself, without any feeling of weight or solid control when your feet leave the ground, it's almost impossible to predict where your character will land. As a result, Sei spends much of his time fluttering around like an empty crisp packet in a breeze. Sega saw enough sense to implement a generous number of restart points and shortcuts to scramble back to where you screwed up a crucial jump but that's missing the point – if Sei had a shadow or the controls had some sort of fluidity, shortcuts wouldn't be needed. It's like *Prince Of Persia* never happened.

Just as awkward jumps will forever be the bane of platform games, hunting for keys can't be too far behind. Too many moments in *Cyber Generation* rely on you having to trigger an ambush just as you reach the box containing the vital key, which smacks of lazy level design. Through sheer persistence, Sei will eventually find the key/hit the button/turn on the power to progress and amble into the next area only for the 'fight enemies, find key and open door' sequence to kick in again. It's not just the platforming that spoils your enjoyment: empty environments, horrendous difficulty spikes and cutscenes that

BOSS ME: Sega being Sega, bosses are peppered throughout *Cyber Generation*. They're not as good as the Virtua Fighters but still quite fun to fight.



CUBE 2ND THOUGHTS

WHIPPING HECK

■ Sega has gone a little bit peculiar. *Billy Hatcher* was odd, *Sonic Heroes* was just crap, and now it's dusted off one of its most fondly remembered franchises and... done away with everything that was fondly remembered about it. Actually it plays more on the fond remembrance aspect than you might think, and it is pretty cool when you meet those familiar faces. Other than that though you've got basic platform gameplay and the most irritating camera system imaginable. Frequent and extensive dialogue-driven cut-scenes just make matters worse. Don't bother.

MILES CUBE

would test Solid Snake's patience also take their share of the blame. With no English option ruling out the storyline as motivation to see this through to completion, it's often hard to find inspiration to continue.

So where are the Virtua Fighters in *Virtua Fighter Cyber Generation*? They are in there, it's just they're well hidden and take some time to find. Maybe they're too embarrassed to be associated with Sei's mess of a game or maybe they got lost on their way to *Virtua Fighter 5*. Whatever happened, Akira and pals easily provide the best moments. Throughout *Cyber Generation* you'll come across coloured boxes that open to allow you to take on one of the famous brawlers, albeit sporting a simpler look than fans will remember.

You fight them to learn their moves, for example, beat Wolf and he'll teach you his shoulder charge, beat Akira and you'll gain his stun-palm thing. However you're only able to use six of these learned moves at any one time. Many characters are included from oldies Jacky and Pai to new faces such as Aoi (no Goh or Brad though), which means a healthy dose of fights to find and moves to learn.

The fights themselves are accompanied by their signature tunes plucked from *Virtua Fighter*'s history, a nostalgic touch for those who have played previous titles in the series.

The entertaining encounters with the Virtua Fighters serve another purpose apart from teaching you moves: they make you lustful for a true GameCube version of *Virtua Fighter*, something to compete with *Soul Calibur II*. However, the 3D fighting and platform stylings place this more in *Prince Of Persia*'s league, where comparisons are even more unfavourable.

Cyber Generation may have very little to do with *Virtua Fighter* but ironically, it's the few strands of Sega's landmark series that have made it into the game that prevent it from being a total embarrassment. And to think *Cyber Generation* comes from a company that once had some of the finest platform and fighting games in the world. Oh Sega. What happened?

RYAN

KER-ACK THAT WHIP

Where there's a whip there's a way

Sei's purple plasma whip has two main uses. First, he can use his whip while fighting. Smack an enemy off his feet and you can whip yourself towards the reeling goon to follow up with an air combo (fun) or pull the enemy back to slap him about some more (bit tricky and not so fun). The second use of the whip is latching onto hooks to swing around the levels like a Chinese gymnast. Well, that's the idea anyway – in practice, the stubborn controls mean slamming into walls, missing jumps and flailing about like a drunken Tarzan.



"THE PLATFORMING IN CYBER GENERATIONS IS WOEFUL, PUNCTUATED BY AIMLESS WANDERING"

CUBE VERDICT

VIRTUA FIGHTER CG

MISSED OPPORTUNITY FOR SEGA

VISUALS
Visuals are simple, clean, tidy and oh so very dull.

AUDIO
Nostalgic *Virtua Fighter* music, bland tunes otherwise.

GAMEPLAY
Passable fighting mixed with tedious platforming.

LIFESPAN
Lots of side challenges and *VF* moves to unlock.

ORIGINALITY
No developer has tried this before. Did anyone want to?

ALTERNATIVE

Classy mix of wall-leaping and fighting, this is how it should be done.



PRINCE OF PERSIA

Reviewed: 29 CUBE Rating: 9.3

CONCLUSION

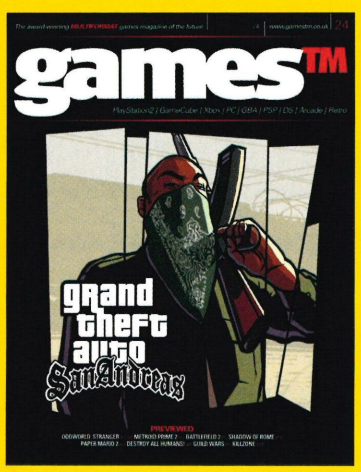
THE GAME FORMALLY known as *Virtua Quest* improves as you play, thanks to the ability to unlock special moves. The *VF* pedigree also shines through whenever you come across the characters from the series. It's just a shame it's wrapped up in shallow RPG fumblings with tiresome platform sections that conspire to undo all the hard work.

FINAL SCORE

5.8

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NETWORK CUBE

ISSUE THIRTY EIGHT

How many potatoes does Tim eat in a day? None. He isn't Irish, got it?

YOUR LETTERS

VIEWPOINT

90 Need to get something off your chest? Then go to a doctor. We're only interested in Nintendo matters.

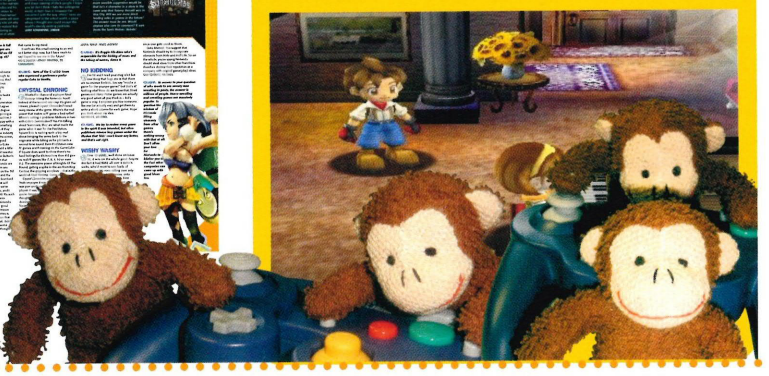


FORUM FRENZY

94 Wanna see your name in print? Then log on to TGN and say something rude. Or bribe us with sweets.

CHEATING MONKEYS

100 The monkeys aren't speaking to us, because we said apes were better. But that's okay, they don't make any sense anyway.



REGULARS

FORUM FRENZY

094 Want to chat to your favourite CUBE team member? Bad luck. Gary's gone. But Ryan has brown hair too and sits in the same seat.

BEAT THE WORLD

096 Think you're better than us? Do you? DO YOU? Well, send us your top scores and prove it.

ADVANCE

116 Giving proof of the old adage 'all good things come in small packages' the GBA continues to wow us with its great games.

THE DIRECTORY

122 Want to make sure your mum/nan/partner doesn't buy you a naff game ever again? Then show them the directory.



CONTENTS

Viewpoint 90
Forum Frenzy 94
Beat The World 96
Cheating Monkeys 100
Cheating Monkeys Action Replay 102

GUIDES & SOLUTIONS
Pokémon FireRed/LeafGreen 104

ADVANCE
Pokémon FireRed/Leaf Green 116
Super Mario Ball 117

THE REST
Directory 122
Horizon 126
Back issues 128
The back page 130

CUBE VIEWPOINT

ISSUE THIRTY EIGHT

THE PLACE WHERE YOU GET TO MOAN AT US, MOAN AT EACH OTHER, JUST BASICALLY MOAN. GO ON!

Plenty to chew over this month, perhaps most importantly the issue of racial stereotypes in games...

RANT ON!

THANKYOU PLEASE

Okay the usual story first: this is my first time when I write in any mag. And your mag rocks (translation: it kicks ass). On the business: everyone is always crying about Nintendo doesn't advertise. I don't think so. Here in Finland there is no such problem and recently there is this *Pokémon Colosseum* Mega Pak ad. And now on MTV (Nordic) shows a GBA SP Tribal advert. And when I'm reading Finnish game mag I don't see PS2 or Xbox adverts. I see Nintendo adverts (or multiformat game ads) and then everybody's crying "GC doesn't have much games". Well if you well know there is over 600 games on PS2. BUT I would say half of them is rubbish do you really think yourself going to a games store and buy something like *Chessmaster 2004*? Buy full price game that allows you just to play chess? Well I wouldn't. GC maybe got less games but they are good and by the way about licensed games I know, I know most them are crap. but there is good to remember that *Star Wars Rebel Strike* is a licensed game. And what comes to childishness I'll tell you an real story: I was walking in a store and then I walked to the place where they keep all their games and there's usually the spot where's where you can try consoles. There I was playing GC (yes I own GC!) and there was a little kid and when he saw an Xbox he shouted "PLAYSTATION PLAYSTATION! Dad look, PS2!" (This happened twice but in different stores). So what we can think of this? [Umm, that kids are pretty stupid? – Tim.]

Surely not that GC is for children. And there is a game for PS2 it's called: *Barbie's Horse Adventure* (not childish?). There's more of that kinda game than that! Everything on PS2 "off" course! Now I'm starting about Xbox (don't worry this is short) you all know most games are "for PS2 and Xbox" but most of them turned out to be crap so they're out of counts. And those "decent" games that it has are war or racing or sport games: war games repeat themselves, you like them or not. Sport games are... well sport games again, you like it or not. And racing games oh the racing games they're sooooo slow, the game says you're driving 140 MPH but it feels like 40 MPH.

And when you try to turn it slides and its impossible to handle and if you brake the whole car stops there! Again: you like the genre or not. And when I'm in store I go play (you read about this before) what I see? I see an Xbox that isn't working there's only a message: game disc is broken or scratched please try again (how the hell I'm gonna try again cos its inside a plastic) and then I go to PS2 there is *Eye-toy* (boring!) N-gage has done Xbox, only GC's working so at least I can trust a good console! And PLEASE CUBE TEAM I WANT YOU (YES YOU!) TO COMMENT THIS LETTER MORE THAN WITH COUPLE OF WORDS! Could you please put more time to your competitions cos I never have time to send my answers because your mag comes 10 days late here and when I send my letter it arrives there in 10 days and how much it will cost if I subscribe to your mag?

JUKKA SALOVAARA, JYVÄSKYLÄ, FINLAND

PS Who did the music in your DVD I heard that same beat in one Finnish TV program!

CUBE: ***You need to call the number on the subs page for international***

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.

MAG MOANS

Straight to the point, you mag's quality, the best mag out there but I've a few ideas to improve it.

For starters have you seen the size of the Official Xbox and PS2 mags, they're slightly bigger than yours and their covers are more shiny and look better than yours (the truth can hurt). So you should make yours that big and also a major change should be 150 page mag, in these new 20 pages you could have 1–3 pages for ads and split the others in anything to do with the big N.

You should add five pages for the GBA SP because we need a decent mag for the GBA (Total Advance RIP). In a few month's time we will also need about five pages for the DS.

To keep costs down you could scrap the monthly discs but have fuller discs every two to three months (slight price increase is expected). Alternatively you could print two versions of the mag (with and without discs – thus no moaners).

The other pages can be used to have a monthly retro section and also some added letter pages etc.

Finally we need a huge feature on the NES Level X Expo in Japan. Need.

MUSTAFA BELIM, VIA EMAIL

CUBE: ***We'll be covering the DS in depth and upping our GBA coverage over the coming months as well. As for making the mag bigger, well, we're already working our arses off to do 132 pages. Do you want Liz to have another tizzy because Nintendo won't release any news, on anything?***



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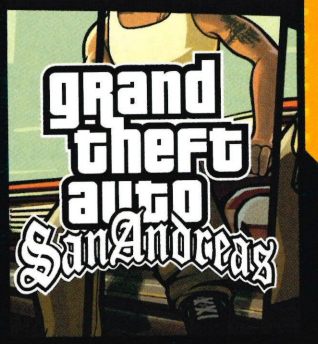
RACEY COMMENT

I'm studying my third year on an art course and in process of researching for my dissertation, which is based on the marginalizing of black artists in art and the portrayal of black people within other subject matters. While researching it came to my knowledge that not only do black characters rarely have a leading role in videogames, but also they've been marginalized in the games they've starred in. Take Mike Leroi for example, he's typically associated with voodoo and his alias is demeaning in the way it relates to black people, hence the name 'Shadowman'. Secondly the *Grand Theft Auto* series will soon have a black person in a leading role, yet why all of a sudden is he black? I've realised that with the hip-hop genre becoming so popular and the escalation of artists such as 50 Cent and Outkast being so apparent, developers Rockstar wouldn't end up taking a huge risk on 'minorities'.

Finally, I wouldn't have thought much of it in the past, but have you focused on the *Pokémon* character known as Jinx? Doesn't he/she look peculiar? It was certain racist cartoons and the emergence of the Minstrels that contributed to the degrading and down classing of black people. I hope you lot don't think I hate the videogame world, in fact I love it. However I'm concerned with the way 'ethnic' races are categorised in the virtual world, a place where I thought one could escape the world's already existing problems.

LARRY ACHIAMPONG, LONDON

CUBE: ***There have been a few arguments recently regarding* San Andreas*, perhaps the most controversial being the suggestion that CJ, as the leading character in perhaps the highest profile game so far this decade, is conforming entirely to the hip-hop stereotype of young black men as gun-toting hoodlums. A more sensible suggestion would be that he's a character in a story in the same way that Tommy Vercetti was in* Vice City*. Will we see more black leading roles in games in the future? The answer must be yes. Would anyone else care to comment? It sure beats the* Sonic Heroes *'debate'.***



subscriptions. Now, the magazine is full of our comments. The letters pages are for your comments, so why would we fill them with more of our blathering, eh?

AD NAUSEA

I haven't written in much, and none of my mails have gotten through to the mag so far, so pleeeeeease post this! I'm starting to think I got the address wrong! Anyhoo, I was just writing to comment on what Iwata-san said, "innovate or die", and what Satoru Iwata said, "What we need is not a next-generation machine but a next-generation way of playing games," and that I agree with both of them... to a certain degree.

I do believe that a new way of gaming is needed, but still with a next-gen machine, I don't think the public would be happy with a GameCube that has a camera or something – the graphics will be needed also. If they could surpass in both aspects of the industry then they could come through as the victors, as Xbox 2 and PS3 will only have good graphics, and fast machines. It's like Coke (the drink) take what ya got, and add a little bit of vanilla to make it that little bit sweeter.

Also, I wish to comment on Dan Bolton's letter in Issue 35. I agree with him that when it comes to advertising Nintendo are just a load of b*****ks. I don't even see many ads in magazines let alone on the TV! When it comes to the Revolution and the DS, they need to get in there and bombard the world with advertisements that will shout out "We are Nintendo, and we're taking over!" Nintendo can do this, and I wish them all the luck in the world. It's such a shame that the majority have been blinded by PlayStation, because Nintendo are the ones that make gaming a good experience. In fact, I bet the only reason people may have strayed from games is that they were given the impression that PlayStations are better, bought that, didn't like it and assume Nintendo are worse... hmm... dunno about that, just a thought that came to my mind.

I can't see this email coming to an end so I better stop now, but I have much to say! Expect to see me in the future!

MELEE MASTER (JEREMY GRIGSON), 16, LINCOLNSHIRE

CUBE: ***60% of the* CUBE *team who expressed a preference prefer regular Coke to Vanilla.***

CRYSTAL CHRONIC

What's the chance of a proper *Final Fantasy* hitting the Nintendo front? Instead of the second rate crap it's given us! I mean, please! *Crystal Chronicles*? I read every review of the game. Where's the real power that makes a *FF* game a best-seller? Where's cutting a goddamn Malboro in two with Odin's Zentetsuken!? Yes I'm talking about Summons, they are what made the game what it was for the PooStation. Square Enix is making such a big deal about bringing the series back to the originator while taking us for pilchards a second time round. Even PooStation new *FF* games aren't coming on the GameCube. If Square does want to show there's no hard feelings for it's treachery then it'd give us real *FF* games like *7*, *8*, *9*, *10* or even *X-2*. The awesome power of Knights Of The Round, getting a spike in the ass from King Cactaur, the gripping storylines – that is the world of *Final Fantasy*. Come on!

Crystal Chronicles wasn't even one player. Yeah on paper it was but in reality the game was poo on its own. Even if you had other players it was still second rate. Miyamoto if you're listening, take a holiday, get these thoughts of DS *Zelda* connectivity and world domination out of your head and see what Square is taking Nintendo for. Again! And take names, demand Bahamut and kick ass like promised. The only thing I see being summoned on future *FF* GC games is my foot! You won't print this cos you're all *FF: CC* fans blinded by the 'hype' but not realising given the s***e. £34.99? HA!

JUSTIN 'NINJA' JONES, BEDFORD

CUBE: ***It's Reggie Fils-Aime who's responsible for the kicking of asses and the taking of names, damn it.***

NO KIDDING

I'm 14 and I read your mag a lot but one thing that bugs me is that there are no reviews for kids. You say "maybe a game for the younger gamer" but that's it! Nothing else! How do we know that *Shrek* games and *Harry Potter* games are actually any good when all you think is – kid's game = crap. I propose you hire someone, like me (or actually me) and get them to write a short column for each game. Hope you think about my idea.

SALTIRE321, VIA EMAIL

CUBE: ***We try to review every game in the spirit it was intended, but often publishers release lazy games under the illusion that 'kids' won't know any better, and that's not right.***

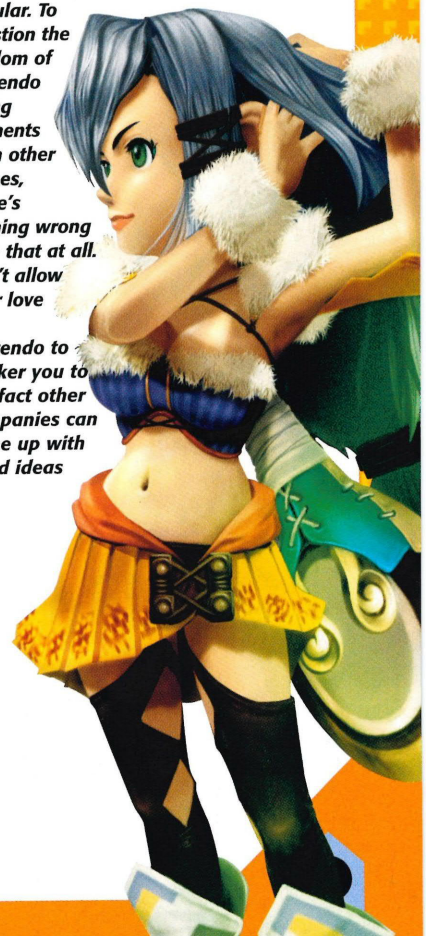
WISHY WASHY

Dear CUBE, well done on Issue 36, it was on the whole good despite the fact it had WWE all over it (which sucks, who'd want to see loads of sweaty, muscley men rolling over only wearing underpants). Anyway, onto your Wishful Thinking feature. First up: *F-Zero*. The car design is not crap, as you said. The Blue Falcon does not suck. The amount of detail on all of the cars is amazing, down to the patches where the paint has being scratched off. If Nintendo incorporated weapons into the franchise, it wouldn't be *F-Zero* anymore, it would be a *WipeOut* clone. Anyone who's played *WipeOut* on the PS2 (and isn't a casual gamer) will admit that high-speed futuristic racer's don't work with weapons. And besides, the attacking moves In *F-Zero GX* work fine once one gets used to them.

Onto *Metroid*. You suggest that Nintendo should try to incorporate elements from *Halo* and *Half-Life*. So on the whole, you're saying Nintendo should steal ideas from other franchises therefore destroy their reputation as a company with original game(play) ideas.

SAM TEMBLETT, VIA EMAIL

CUBE: ***In answer to your question of who wants to see sweaty men wrestling in pants, the answer is millions of people. Hence wrestling and wrestling games are massively popular. To question the wisdom of Nintendo lifting elements from other games, there's nothing wrong with that at all. Don't allow your love for Nintendo to blinker you to the fact other companies can come up with good ideas too.***



CUBE VIEWPOINT

CHARACTER FLAW

The letters page seems to consist of people who are worried that not enough games get released for the GameCube. Or to justify to themselves that a GameCube is worth having. So I wondered where this has come from. Firstly the N64 was not a failure but certainly not a success. It had some hit games (*GoldenEye*, *Mario*, *Zelda*) but most other games were rubbish.

The trouble with the GC is although *Mario Kart* and *Monkey Ball* are brilliant games, the *Zelda* and *Mario* games were not as life changing as the N64 versions. This comes to the main point of my letter: Nintendo has a great character with a lot of history and good memories for us all. Unfortunately it is wasting this with the Mario Brothers. *Mario Kart* is brilliant but *Smash Brothers Melee* and *Mario Party*? What a load of rubbish. I saw *Mario Golf* in HMV and I wasn't exactly jumping for joy. I thought about the next *Mario* game – maybe *Mario Tennis* or a *Mario* puzzle game. Hmmm!



I know the GC has no Rare but they only produced rip-offs of other Nintendo games (*Diddy Kong Racing* and *Banjo*). Excellent games but still rip-offs.

I think that not only Nintendo but the videogames industry in general is crying out for a new life-changing game that will grab you like when you first saw *Mario 64*, *Sonic* or *GoldenEye*.

ADRIAN 'THE BLADE' BETTS, STAFFS

MARIO DS

Hello CUBE I have a question about the Nintendo DS, I was just wondering if *Paper Mario* or *Super Mario RPG* will find its way to the console. And I have been hearing that up to 20 consoles can link together but I don't know whether or not it's true. And to be honest when I saw the Nintendo DS screen shots of *Mario 64* I thought to myself that the PSP has no chance.

CARLTON HIGGENS, 13, LONDON

CUBE: ***We'll have a much clearer idea of what's going on when the DS launches next month. Stay tuned.***

ZEL-BY DATE

Dear CUBE I am not emailing you to express anger about your re-review of *SSBM* or your review of Sonic Heroes. I am, however, emailing you to tell you about a new idea for *Zelda* that I dreamt up a couple of nights ago.

The idea is that Link has a piece of fabric in the shape of a cone that, when blown through, can stun enemies with a blinding light. This will ensure Link remains safe and free from attack. Please can you tell me what you think of this idea, maybe you can mention it to Shigeru Miyamoto at the next E3.

STEPHEN INGRAM, 11, TORMARTO

Are these the definitive Nintendo experiences? We hope not or there won't be much to look forward too.





SONIC BRIBES

Hey CUBE, y'know in Issue 37 how you said you would give Sonic Heroes 9.9 if we shut up. My Big Brother's "*Sonic Heroes*, *Sonic Heroes*, *Sonic Heroes*, I'll do anything but don't give it 9.9," and since *Sonic Adventure 2 Battle* is a port from the Dreamcast, *Sonic Heroes* should be a port from a Game & Watch machine.

RONAN FORMAN, 9, NOTTINGHAM

CUBE: ***How the hell did this get in?***

BWHAHAHAHA!

Dear CUBE team. I've gotta be honest, I'm a bit disappointed with the lot of you. Roughly a month and a half ago I sent you a letter saying how good *Prince Of Persia* and *Beyond Good & Evil* are, I basically (with words) dipped these games in gold.

Now, you lot are always biggin' up these two games, saying what a travesty it was that the sales were so dire, and correct me if I'm wrong, but I don't recall anyone else writing in and saying how good they both are. Now I might be wrong and you could be planning on using it in Issue 37, but somehow I doubt it. The worst part is, I was 100 per cent certain that you would print it, I thought that it would be a star letter of the month (if you had one) and I'm almost certain that it would at least tempt some readers into buying them. It makes me sick to think that you gave that div Simon Jackson from Southbourne (pretending to be Eminem) priority space over me, and you said yourselves: "That enough Sonic letters."

As a regular reader who never misses an issue, and doesn't mind paying the sum of £3.99 because I think it's more than worth it, I don't think it's too much to ask for a reply to let me know where I stand, so could you please let me know if:

The letter never reached you and you've know idea what I'm on about.

The letter did reach you plan on using it in a future issue.

The letter did reach you but you don't plan on using it.

As you've probably guessed by now I feel quite strongly about the letter in question. So if you didn't receive it I would be happy to write another one as I have strong feelings towards *POP* and *BG&E*, and would like to share them with the rest of the

SHINE ON

I'm writing this letter to ask you some questions about *Harvest Moon: IAWL*. It is a good game if you like games where you don't kill anyone. I want to know where to get all the tools, we ordered them all from Van, please give me a list. And do you get any more toys for the kid except the ones from Van? And one night a guy with glasses, I think he was called Will, said he's opening a new shop – is this true? And why can't you hit your animals with a sickle?

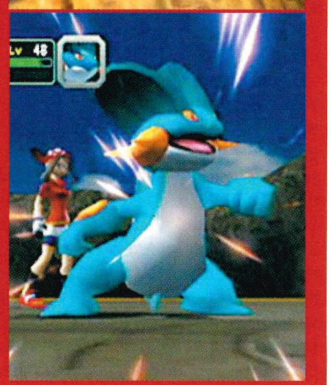
DANIEL OLDHAM, ACCRINGTON

PS Which game do you think I should get for a GBA SP – *Pokémon Sapphire*, *Harvest Moon* or *Boxtai*?

PPS In Issue 34 on page 94 what the hell is that thing on Link's head? And on *Pokémon Colosseum* where is the woman with the Remoraid after you complete it and can you put in a poster of Link or *Harvest Moon* in your next issue. And could you get the Cheating Monkeys spanked... I mean get cheats for *TimeSplitters 2*, *Harvest Moon* or *Pokémon Colosseum*?

CUBE: ***Erm, what was that first question again? Yes, I think I'll have the soup of the day. With chips.***





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SMASHED UP

I'm appalled that *SSBM* has got less than 9.0! If you think it's too short why don't try playing the large amount of modes in it!? Also if it's so short why don't you give *MK: DD!!* 8.7 instead of 9.4? *MK: DD!!* may be a great game but it's short. Can you find games with the other modes? Tiny, camera, lightening, slow-mo etc! I'll be amazed if you can! You may say that *SCII* is better because it's more mature, but even though I haven't played it, I read other magazines apart from yours and strangely enough… Link is actually the character that fits in perfectly (and what other game does he appear in? *SSBM*!) one example of two given by another magazine is Spawn, what the hell is a superhero doing in a game like this. A 20th Century superhero as well!

If this isn't shown then it just proves that *SSBM* is better than *SCII*. You may say that none of the characters in *SSBM* fit into the game but this is a pure Nintendo game so they all fit in because they are all Nintendo characters!

PETER CHETTLEBOROUGH, LONDON



Whine, whine, whine, bitch.

Nintendo race. Please, please check your letters for my letters and please, please (I'm on my knees) print it. I feel like I'm at death's door and the only thing keeping me going is… okay, so I'm probably over doing it somewhat, but to see my letter printed in you mag would be the highlight of the year and one day I'd be able to tell the grandkids all about my claim to fame.

On the other hand, if you have the letter but don't plan on using it, then shame on you. I know you wouldn't normally reply direct, but the suspense of waiting and hoping for the next issue is killing me, and as a result it's affecting my gaming ability. Which is very bad indeed. So if you spare a few minutes and either write, ring or text me I'd be very GRATEFUL.

JAMES CROWLEY, SWADLINCOTE

XXXX EVERYWHERE

G'day. My name is Jhonty Mansueto and I live in Australia. Not too many people like the GameCube and at my school my friends are always saying it's bloody stupid because you can't even play DVDs on it. I have got two of my friends to get one but still it isn't very popular. Do you know if the GameCube 2 will play DVDs?

Also there's never anything like E3 going on in Australia. Why? And do you know if that slippery little sucker Yoshi will be having any adventures on the GameCube or GameCube 2?

JHONTY MANSUETO, DOWN UNDER, WHERE BEER DOES FLOW AND MEN CHUNDER, CAN'T YOU HEAR, CAN'T YOU HEAR THE THUNDER? YOU BETTER RUN, YOU BETTER TAKE COVER…

CUBE: ***There's nothing like E3 in Europe either, just ECTS, which is rubbish, although EGN wasn't too bad now you mention it. Anyway GC2, DVDs, doubtful.***

FOSTERS TOP

Yo dudes! You would never guess how long it took me to find you guys but straight to the point. Yo my name is Ed and I live in the one place you wouldn't expect to home **CUBE** fans, Australia! By by hocky (sorry) you guys rock. **CUBE** I've got to say is the best Nintendo mag I've read yet (and I've seen a few believe me) and when Nintendo Gamer (the only Australian game mag stopped I didn't no what to do until I found **CUBE**, it's cool. Ow yeah and it costs about $5 here (yeah I'm serious, you guys had better thank me) but I still buy it, and it's two issues out of date by the time I get it so while you're all enjoying Issue 35 I'm just getting Issue 33. But enough about me I just have to ask you guys if you know if *Harvest Moon* and *Custom Robo* are being released in Aus any time soon and to put in as much stuff about the new *Zelda* game as you can, it looks sweet! And to shorten the rest, the Cheating Monkeys are cool and shouldn't be scraped and you guys are cool. Oh and by the way I know I'm sending this to Miles and not to **CUBE** itself cause I can't find the site and you can shorten this if you put it in the mag? PS Miles you are cool. You are all cool but Tim needs to take it down a notch or he'll throw a gasket. The girl that threatened Gary (in Issue 32) should be hanged. Sorry about the spelling.

CUBE: ***Have you considered importing games? We'll keep you posted on*** **Zelda** ***and as for Gary, well, he's run off, so I guess there's nothing we can do!***

ROCK BANANA

First let me say your magazine rocks like a big… rocky… rock. Yeah.

Anyway on to business. Why are so many people obsessed with starting a war between Mario and Sonic? Why don't people vent their platforming fury on Spyro or Crash or someone who actually is crap. Jesus Christ – bananas, get some sense. Rock on **CUBE**.

MICHEAL PEAKE, STAFFORDSHIRE

CUBE: This really has to stop and we're doing our best. You wouldn't believe how many letters have been scrunched up and tossed vehemently in the bin, yet still they come…



LET'S TALK ABOUT TXT

We want your text!

I LOVE ETERNAL DARKNESS SANITY'S REQUIEM. WITH ALMOST FLAWLESS GRAPHICS AND SCENES OF PURE HORROR ACCOMPANIED BY A LONG LIFESPAN FULL OF SURPRISES IT'S A MUST PLAY. SO I'D LIKE TO RECOMMEND TO ALL SERIOUS GAMERS. PEOPLE WHO'RE BORED OF THEIR CUBE AND THINK THAT GAMES ARE CRAP MUST PLAY IT. HONESTLY IT ROCKS!
CUBE: Yeah, it's okay.

WHAT ARE THE TRIANGLES ON THE SIDE OF BOXES?
CUBE: Sign of the devil, dude!

PLEASE TELL ME THAT CAPCOM AREN'T BRINGING OUT RES EVIL 4 FOR PS2, THAT WUD SUCK.
CUBE: Capcom aren't bringing out res evil 4 for PS2.

HOW CAN I GET YOU TO LET ME WORK FOR YOU? I TRIED SAYING PLEASE, BUT, PLEASE!!
CUBE: Bribes damn it, you know the drill!

GARY IS SO FIT (AS IN SXYO. SAD TO SEE HIM GO. FROM JAKE.
CUBE: It's people like you that scared him off!

WILL PRO EVO EVER COME 2 THE CUBE AND WENS WWE: FOR OUT?
CUBE: WWE is out and ProEvo, well, we wish!

THAT'S A FRAGRANCE O' LOVE SCENTED CANDLE, BITCH!
CUBE: Ain't your fault you like the flava.

CUBE

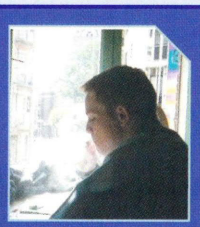
ISSUE THIRTY EIGHT

FORUM FRENZY

THE SINTERNET IS a classy place, filled to the brim with all sorts of information and suggestions for things that will almost certainly get you in trouble. But if you look hard enough, tucked away in the corner are the videogame sites. We have one, it's pretty cool, and we hang out there quite a lot too. Just to tempt you, here's some of the ker-razy stuff that happens there. Wow, it's just like being in a slightly wackier version of *Friends* or something. Awesome.

USER PROFILE...

NAME:	Peter
USER NAME:	Zebedee
OCCUPATION:	Production Assistant
FAVOURITE GAME:	Ocarina Of Time



Please comment on why something as irrelevant as gaming plays such an important part in your so-called life: Gaming can change the mood of a day instantly, as within seconds of turning your console on, your problems fade away.

The ability to be so immersive is gaming's great strength as you have no time to be worrying about, friends, family or your resulting lack of social skills.

My GBA also has the uncanny ability of being able to blind me to the full horrors of travelling on the Tube.

Mario will always keep my attention, even with a fat dude's sweaty armpit invading my personal space, and for that I am eternally grateful.

POSTS WITH THE MOSTEST

1 ***"Sorry but you haven't got the grip of reality. And I bet you didn't get my joke, if you did, who is it, and it not me or my family."***
Rhinox

2 ***Re: The GC Mic Revealed!***
"Oh well, might make it more popular with the illiterate female demographic."
david_reed48

3 ***"My laptop just rose a couple of inches"***
Kid A

4 ***"I know. I got a nose bleed from that crazy thang."***
Fighter Of Foo

5 ***"Pull his finger out of what Miles?... Oh I see. GROSS!"***
lizzypop



HONOURABLE MENTIONS

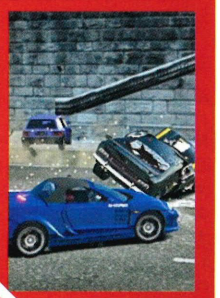
Yes it's an obvious suck-up but, Kid A for raising temperatures (among other things) on the forum, Rebs and Numpty and their loverly story, Nintyspong for finding the most tenuous of rhymes and Ace Rimmer for providing little bits of rudeness in his avatars. God bless you all.



HOT TOPICS...

BURNOUT 3

EVERYONE IS ON about how much fun they're having playing *Burnout*. It's fabulous in one-player, fabulous with a friend and absolutely... er, brilliant Live.



YESTERDAY'S NEWS...

RIVAL MAGS...

YEAH THANKS FOR bringing to our attention that other mags either sell a hell of a lot more or are infinitely funnier. Bah!



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:

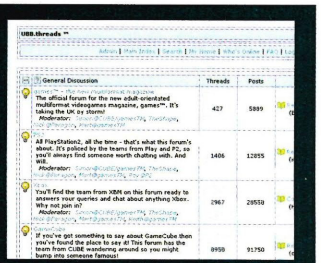
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're 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).

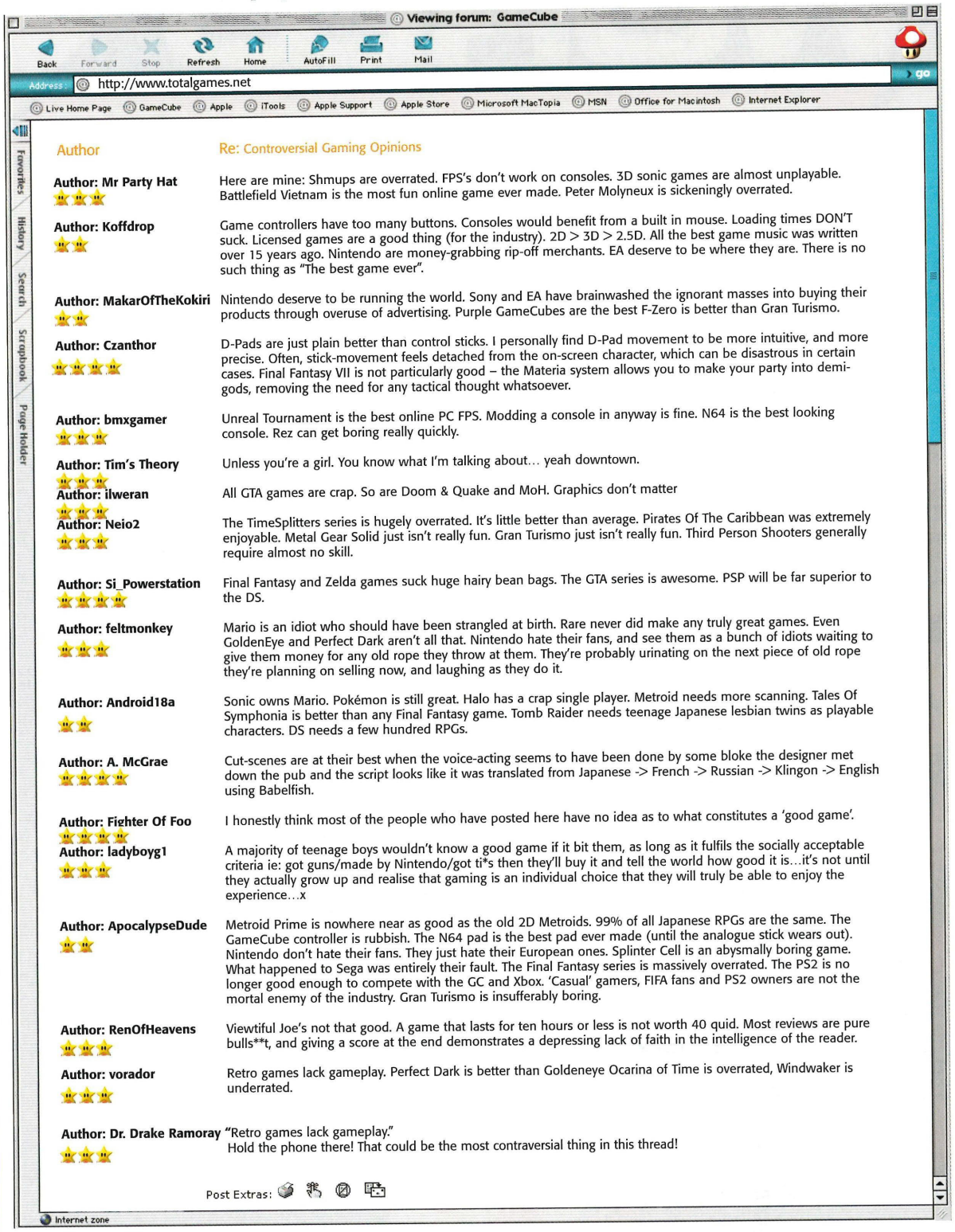
STEP THREE:

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.



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JAN – JUN 2004

BEAT THE WORLD

ISSUE THIRTY EIGHT

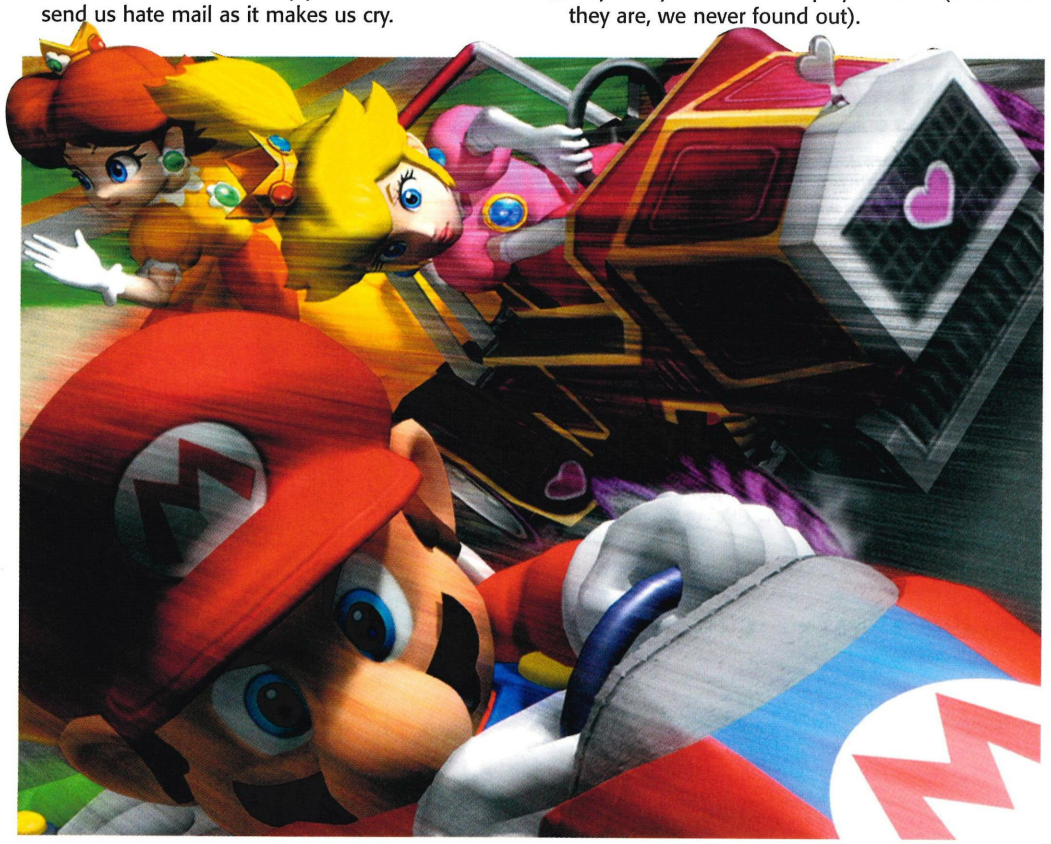
RECORD BREAKER

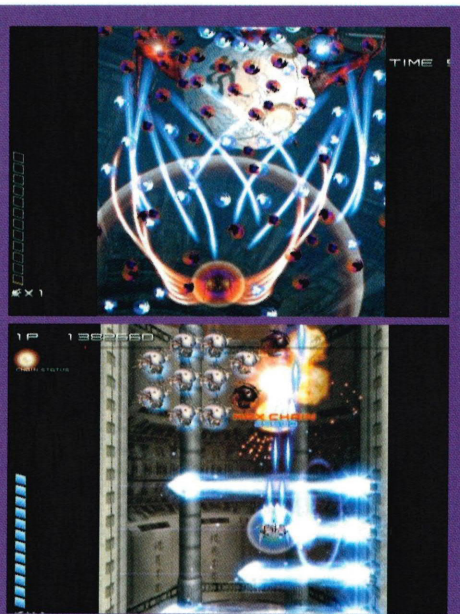
Wow, it's not every day that somebody comes along and wrecks everybody else's scores... (Wrecks? Rex? Geddit?). Sorry. Right, try and beat these scores! Because if you don't, a growling monkey will live in Bognor.

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).

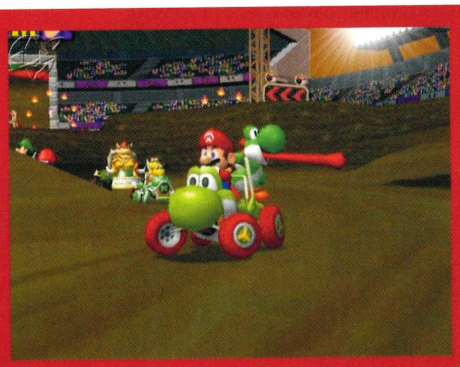




IKARUGA

ARROOGAA! This game rules. End of.

LEVEL	SCORE	CHAIN	NAME
Challenge Mode			
Ch 1	3,124,440	98	Rex McGee
Ch 2	3,429,770	95	Rex McGee
Ch 3	4,521,890	138	Rex McGee
Ch 4	Your score here!	?	?
Ch 5	Your score here!	?	?
Prototype Mode:			
Ch 1	Your score here!	?	?
Ch 2	Your score here!	?	?
Ch 3	Your score here!	?	?
Ch 4	Your score here!	?	?
Ch 5	Your score here!	?	?



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

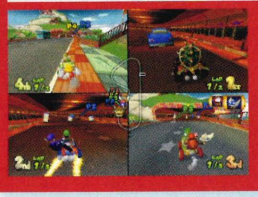
STAR CUP

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 Collosseum	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





Hey there readers! Doesn't this shot just make you want to race and throw shells around the track?



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

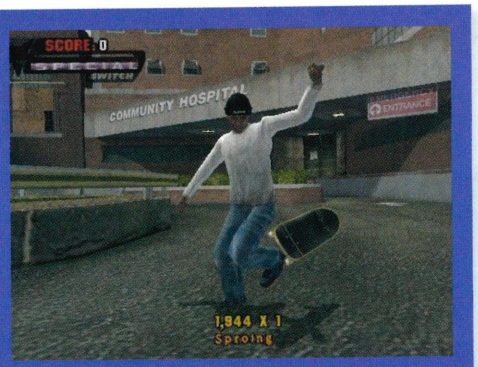
Course	Time	Name
Revolution Cliff	1'09'90	Dave Every
Midnight City	1'35'22	Dave Every
Rotted Ridge	1'06'64	Dave Every
Diesel Disaster	1'15'13	Dave Every
Sick with it	1'29'42	Dave Every

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



And this one – it'll get you screaming for snowboarding.



TONY HAWKS UNDERGROUND

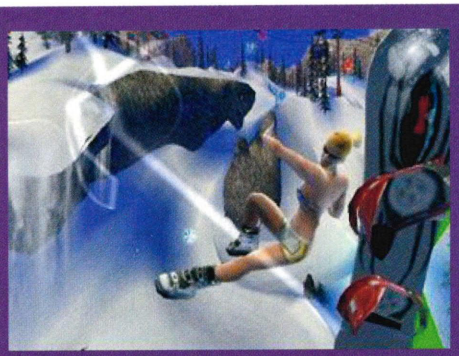
Board stupid

Level	Score	Name
New Jersey	–	?
Manhattan	25,059,006	Matthew Paradise
Tampa	–	?
San Diego	–	?
Vancouver	4,888,028	Thomas Davell
Hanger	–	?
School II	–	?
Venice	–	?





BEAT THE WORLD
RECORD BREAKER



Look at this one too! Lungs still sore from screaming for snowboarding? Never mind because...



...this shot isn't quite as cool, so you can stop screaming, grab a breath and prepare yourself...

SSX 3

All aboard for the high scores

PEAK 1 SCORES:

Course	Score	Name
R&B	1,463,087	Rex McGee
Crow's Nest	365,237	Rex McGee
The Junction	921,959	Rex McGee
Happiness Jam	1,030,996	Rex McGee
Peak 1 Jam	2,02,083	Rex McGee

PEAK 2 SCORES:

Course	Score	Name
Style Mile	1,404,719	Rex McGee
Launch Time	321,467	Rex McGee
Schizophrenia	857,178	Rex McGee
Ruthless Jam	1,007,893	Rex McGee
Peak 2 Jam	3,038,593	Rex McGee

PEAK 3 SCORES:

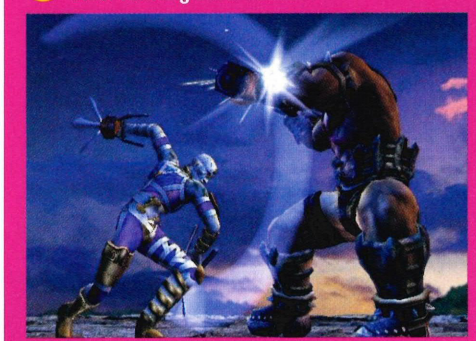
Course	Score	Name
Kick Doubt	1,002,185	Rex McGee
Much-2-Much	325,028	Rex McGee
Perpendiculous	1,257,964	Rex McGee
Throne Jam	1,118,230	Rex McGee
All Peak Jam	4,691,969	Rex McGee



... for this one. Hoof! Astaroth's Hunting Crotch attack in all it's glory.



More crotch attacks – from Voldo this time. Yunsung never learns...



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 – Ex	Your score here!	?
Extra Time Attack – Std	2'04"32	Dave Every
Extra Time Attack – Alt	3'55"42	Dave Every
Extra Time Attack – Ex	4'53"38	Dave Every
Survival	24 Wins	Craig Ross
Extra Survival – Std	44 Wins	Dave Every
No Recovery	49 Wins	Dave Every
Sudden Death	31 Wins	Jonas Pettersson



BOOM! That's the sound you'd hear if CUBE had speakers.





BURNOUT 2

Damn shame we won't be seeing the third one – it rocks.

Course	Score	Name
88 Interchange	2:17:760	Robb Porter
Airport Terminal 3	0.31.179	Scott Dabell
Airport Terminal 1 & 2	1:20:099	Rex McGee
Big Surf Shores	1:42:979	Rex McGee
Crystal Summit Peak	0:43:959	Rex McGee
Crystal Summit Lake	2:06:799	Rex McGee
Freeway Dash	1:57:799	Rex McGee
Heartbreak Hills	1:38:680	Rex McGee
Interstate Loop	1:01:059	Rex McGee
Ocean Sprint	1:49:139	Rex McGee
Palm Bay Heights	1:05:000	Rex McGee
Palm Bay Marina	1:29:100	Rex McGee
Sunrise Downtown	0:42:400	Rex McGee

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	00'44"138	Rex McGee
Casino Palace: Split Oval	00'48"709	Rex McGee
Sand Ocean: Surface Slide	01'27"614	Rex McGee
Lightening: Loop Cross	01'44"283	Rex McGee
Aeropolis: Multiplex	01'49"1288	Rex McGee

SAPPHIRE CUP

Big Blue: Drift Highway	00'52"462	Rex McGee
Port Town: Aero Dive	02'02"750	Rex McGee
Green Plant: Mobius Ring	01'20"669	Rex McGee
Port Town: Long Pipe	02'24"845	Rex McGee
Mute City: Serial Gaps	01'17"765	Rex McGee

EMERALD CUP

Fire Field: Cylinder Knot	02'36"049	Rex McGee
Green Plant: Intersection	02'16"241	Rex McGee
Casino Palace: Double Branches	02'35"118	Rex McGee
Lightning: Half Pipe	02'33"603	Rex McGee
Big Blue: Ordeal	02'40"192	Rex McGee

DIAMOND CUP

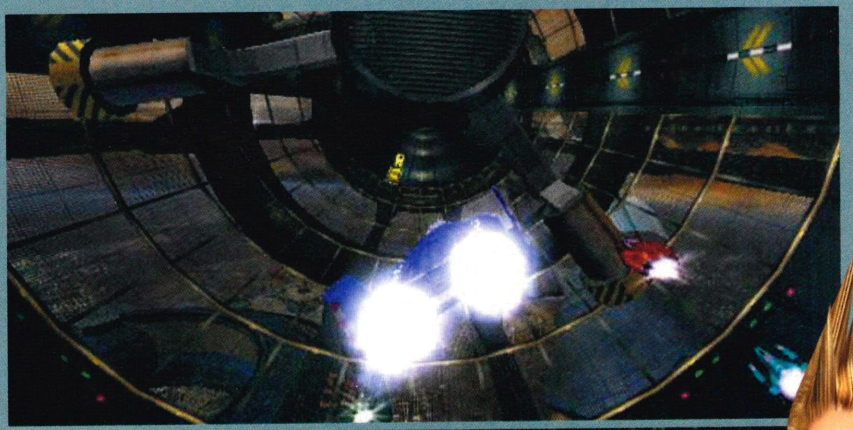
Casino Terminal: Trident	02'47"084	Rex McGee
Sand Ocean: Lateral Shift	1"42"135	Rex McGee
Fire Field: Undulation	01'55"197	Rex McGee
Aeropolis: Dragon Slope	02'32"467	Rex McGee
Phantom Road: Slim-Line Slits	01'46"315	Rex McGee

AX CUP

Aeropolis: Screw Drive	00'52"246	Rex McGee
Outer Space: Meteor Stream	01'22"069	Rex McGee
Port Town: Cylinder Wave	01'48"459	Rex McGee
Lightening: Thunder Road	02'36"097	Rex McGee
Green Plant: Spiral	03'16"412	Rex McGee

SPECIAL EXTRA TRACK

Mute City: Sonic Oval	00'36"327	Arif Saddiq





Blimey, that's fast! Well it's bound to be, but the speedo's been covered up.

CUBE

ISSUE THIRTY EIGHT

CHEATING MONKEYS

It started with a kiss, never thought it would come to this. This issue didn't start with a kiss. It started with the contents, which doesn't rhyme with anything.

FREEDOM FIGHTERS

Enjoy your freedom? Enjoy your fighting? Enjoy your cheating? Then whack these codes in while freedom fighting for a soupcon of cheating and a hat-trick of joy.

UNLOCKS	CODE
Fast motion	↑, A, B, ←, ←, Down
Flymo ragdolls	↑, A, B, ←, ←, L
Heavy machine gun	↑, A, B, ←, ↑, Down
Invisibility	↑, A, B, ←, ←, Left
Maximum charisma	↑, A, B, ←, A, Down
Nail gun	↑, A, B, ←, A, Left
Rocket launcher	↑, A, B, ←, ↑, Left
Shotgun	↑, A, B, ←, ←, L
Slow motion	↑, A, B, ←, ←, Right
Sniper rifle	↑, A, B, ←, ↑, Right
Submachine gun	↑, A, B, ←, ↑, L
Unlimited ammo	↑, A, B, ←, A, Right



TONY HAWK'S PRO SKATER 3

THUG 2 is upon us so we decided to dig out this oldie to celebrate. CUBE's Not-Very-Interesting-Fact Number 51: If you break all the glass in the greenhouse on the Cruise Ship, the captain's voice will change for the rest of the level.



UNLOCKABLE	HOW?
Darth Maul	COMPLETE GAME ONCE
Wolverine	COMPLETE GAME TWICE
Warehouse level	COMPLETE GAME THREE TIMES
Officer Dick	COMPLETE GAME FOUR TIMES
Private Carrea	COMPLETE GAME FIVE TIMES
Burnside Skate Park level	COMPLETE GAME SIX TIMES
Ollie The Magic Bum	COMPLETE GAME SEVEN TIMES
Kelly Slater	COMPLETE GAME EIGHT TIMES
Roswell level	COMPLETE GAME NINE TIMES
Demoness From Hell	COMPLETE GAME TEN TIMES
Snowboard mode	COMPLETE GAME ELEVEN TIMES
Always Special	COMPLETE GAME TWELVE TIMES
Perfect Rail Balance	COMPLETE GAME THIRTEEN TIMES
Super Stats mode	COMPLETE GAME FOURTEEN TIMES
Giant mode	COMPLETE GAME FIFTEEN TIMES
Slow Motion mode	COMPLETE GAME SIXTEEN TIMES
Perfect Manual Balance	COMPLETE GAME SEVENTEEN TIMES
Tiny mode	COMPLETE GAME EIGHTEEN TIMES
Moon Physics	COMPLETE GAME NINETEEN TIMES
Expert mode	COMPLETE GAME TWENTY TIMES
Neversoft Eyeball	COMPLETE GAME TWENTY ONE GAMES
First Person View	COMPLETE GAME TWENTY TWO GAMES
All Mode cheats enabled	ENTER CODE MARKEDCARDS
Unlock hidden characters	ENTER CODE FREAKSHOW
Complete objectives	ENTER CODE NONEED2PLAY
Get full stats	ENTER CODE MAXMEOUT
Unlimited specials	ENTER CODE UNLIMITED
Unlock all movies	ENTER CODE POPCORN

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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**



CHIMP'LL FIX IT

Us simians will help you cheat with GameCube and GBA games. But remember! There are some things in life you can't cheat. Like milk sell-by dates, don't even ask. Otherwise get in touch at Chimp'll Fix It at **CUBE**, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or email us at cube@paragon.co.uk.

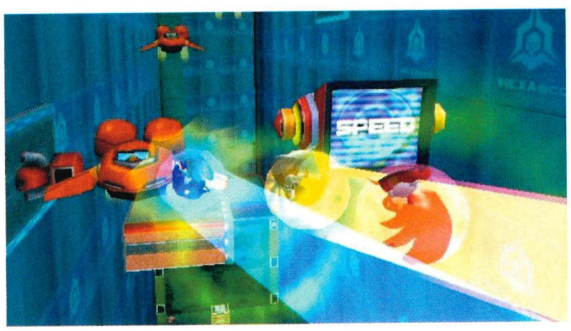
Team Rose – God they're wet. Hate them, hate them.



SONIC HEROES

This preamble is meaningless, as you presumably want to get straight on with the *Sonic Heroes* cheats. But if that was true, then why are you reading this now? Eh? It makes no sense!

UNLOCK	HOW?
Last Story mode	COMPLETE GAME WITH ALL TEAMS AND CHAOS EMERALDS
Last Cinema	COMPLETE LAST STORY IN STORY MODE
Team Chaotix cinema	COMPLETE TEAM CHAOTIX IN STORY MODE
Team Dark cinema	COMPLETE TEAM DARK IN STORY MODE
Team Rose cinema	COMPLETE TEAM ROSE IN STORY MODE
Team Sonic cinema	COMPLETE TEAM SONIC IN STORY MODE
"Team Chaotix" song	COMPLETE TEAM CHAOTIX IN STORY MODE
"This Machine" song	COMPLETE TEAM DARK IN STORY MODE
"Follow me" song	COMPLETE TEAM ROSE IN STORY MODE
"We Can" song	COMPLETE TEAM SONIC IN STORY MODE
2 Player metal characters	HOLD ⊕+🅰 AFTER SELECTING LEVEL
2 Player Team Battle	COLLECT 20 EMBLEMS
2 Player Special Stage	COLLECT 40 EMBLEMS
2 Player Ring Race	COLLECT 60 EMBLEMS
2 Player Bobsled Race	COLLECT 80 EMBLEMS
2 Player Expert Race	COLLECT 100 EMBLEMS
2 Player Quick Race	COLLECT 120 EMBLEMS
Super Hard mode	COMPLETE WITH ALL TEAMS AND ALL EMBLEMS









NEW YORK MINUTE

Dear Cheating Monkeys,
In *Spiderman 2*, I have just come out of Mysterio's apartment after fighting the funky reflections and the mirrors but the next chapter, Chapter 10, won't start. What am I doing wrong? And in which part of Manhattan is Mysterio's apartment in? Cheers,
JONNY, DROMORE

The monkeys say:
"After you destroy the mirrors, simply follow the blue marker to the next chapter. But wait! Before you run off to resume playing, clutching our advice in the air as some sort of sentinel of gaming justice, we must warn you. There's a glitch here where Chapter 10 can sometimes refuse to load, which is what happened to you. It's affected a fair number of gamers and there's no way around it, with the only solution offered so far being to restart."

MIX N' MATCH

I've read up on *Harvest Moon* and read that you could hybrid fruits and vegetables but I've been playing for a few months now and still can't work it out. I've tried everything and what really bugs me is that when you sleep, the dream sometimes shows your character standing in the middle of fruits like an eggplant. How do you do it? Please help!
RICHARD, LONDON

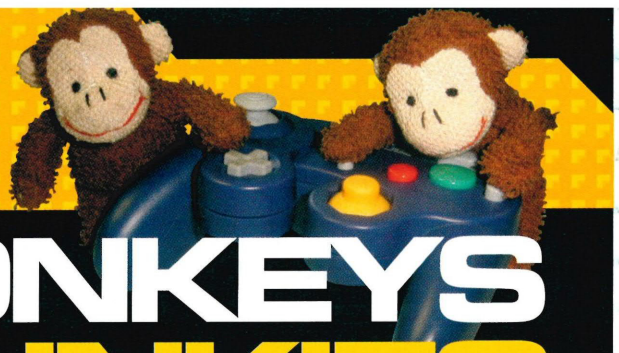
The monkeys say:
"This is a little long so bear with us. First, you need to find a two-headed plant called Tartan. You need to enter Takakura's house anytime after Chapter 2 while Takakura is there and hope you're lucky – the odds of Tartan appearing are random but improve if you work hard on the farm. After that, you need to befriend Tartan by talking to him a lot, offering compliments and telling him he doesn't talk about himself enough. Keep talking and befriending Tartan and eventually, the Hybrid option will appear. It's possible to get this option on the first day if you keep chatting to him for about 15 minutes."

STARLIGHT

Hey **CUBE**,
On *Mario Kart: Double Dash!!* I've done everything except Star Cup 150cc. Any hints, tips or shortcuts I should know about?
JOSEPH DUFFY

The monkeys say:
"A whole* Mario Kart: DD *guide in under three sentences? Is that even possible? Let's give it a shot - slide your kart on the straights, flick the analogue stick away from the turn and then back with the turn. Do the same again when the sparks under the tires turn red and when the spark turns blue, abort the slide for a mini-turbo. Also check our* Mario Kart: DD *Action Replay codes just over the page. Et voila!"

CUBE CHEATING MONKEYS CODE JUNKIES



ISSUE THIRTY EIGHT

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

MARIO KART DOUBLE DASH

Master
1 ANZT-AP2Y-0JYEY
2 KG16-PZFM-223FE

Stars Last Forever
1 6TG1-BU7K-MPMPU
2 Q8GK-9P31-N06KB

Extra Speed
1 DY58-2WK5-AFBXY
2 V6GW-FKR3-GFJD2
3 RUUF-39YP-NKKB4

Open Characters/Courses
1 QY69-CDCB-ZFCUH
2 4K9K-ZMEJ-PW3U3

Open All Karts
1 WFDG-1Y43-RQFFE
2 N9V2-UE4P-2KATU

Stop Lap Timer (D-pad Up)
1 5FXD-E7JT-C45JG
2 83ED-18N4-KZN6C
3 GTN1-V5DH-EH8KM

Enable Lap Timer (D-pad Down)
1 89ZQ-RWXK-PJOQD
2 RP99-7ADP-AXRND
3 CM63-06PY-6W8FD

Infinite Mushrooms
1 GAV7-KM1E-BDJD9
2 8J2X-3GKG-3JQPY

Double Mushroom Boosts
1 WNPK-0H7T-96E5N
2 A0N1-1J74-RM9CD

All Races: 1 Lap
1 7Z22-K525-UDR00
2 8YAQ-71VP-W279E

Others Karts Cant Move
1 18ZZ-61VT-R4G6V
2 8TN9-XXKF-PNDNJ

Massive Karts
1 U0VP-9FZ8-XEXM7
2 NVW9-0F1P-TZ5B2
3 G6VM-5REV-5WBWZ

Tiny Karts
1 R3HP-3UH7-HTBH8
2 8FX6-DDXA-NW8Z4
3 G6VM-5REV-5WBWZ

Log Bridges Don't Sway
1 CVQ1-8767-JHNTC
2 PXHV-XXAC-BN619

Weapons Are Useless
1 1U23-YY86-F40AD
2 M7D8-RKKU-82DZC

Turn off Course Hazards
1 VYW1-NM84-3DAXH
2 E3PD-9GD0-2VH1D

Moon Jump (Hold D-pad Right)
1 N07X-M889-6NWPG
2 4F7W-TVXX-7DNKQ
3 AQG1-M10M-1B5CN
4 HX3Z-4XCJ-PPZU0

Unrestricted Kart Selection
1 8GH5-GJQ8-B622W
2 NJWQ-J4WZ-7TNQR
3 2A10-ZY5C-HU0GU
4 2C72-UN9M-RVPY3
5 GFXH-MYMK-M4YQ4
6 UGYC-1JZF-8FGVV
7 4ZZF-12RK-06DMN
8 X66P-ME4H-WPJPJ
9 B02J-1E3J-GM5W3
10 4UTC-0567-YHYBZ
11 ZA6K-Q7TM-76KRA
12 M4WB-GQ1P-5BM2C

Item Always Green Shell
1 1B1H-X023-JY17F
2 K8B4-CVVN-E5A03

Item Always Special Green Shell
1 Y5DE-PH9M-1NW90
2 0JZ9-KWRV-5W4U0

Item Always Red Shell
1 CBT4-V2R5-CXG61
2 RHNQ-WHFW-XVK3J

Item Always Banana
1 HQ3T-H1HH-MGV20
2 KAZ2-BYJX-69H88

Item Always Special Banana
1 JX45-ZG93-B4TCA
2 Z87A-V4VD-MG9F6

Item Always Mushroom
1 3ZGP-RY2T-QGCZ7
2 41VX-RD7M-33RG7

Item Always Star
1 W767-DTZT-M3HA1
2 DMK7-Q61E-H0HKF

Item Always Wan Wan
1 5TNU-AW0X-K7YYV
2 FPWK-HZXE-VK0D8

Item Always Bomb
1 7WMW-G4H0-D6MBG
2 FMDF-Z7DP-YKZKX

Item Always Bros Special
1 JYCF-74BY-Y8MM0
2 R0C8-5976-MN63D

Item Always Lightning
1 U0DG-G7XQ-D9U0B
2 K386-AMZG-D465F

Item Always Yoshi Egg
1 QDUX-V73D-V9G2J
2 ZP5M-6B9T-UJMQ8

Item Always Golden Mushroom
1 9ZWP-CPE8-MFH48
2 CVPN-FFTD-Y39YJ

Item Always Homing Shell
1 WT89-FB79-6JXAW
2 55KR-HZR5-HG84Z

Item Always Heart
1 5Y8X-FVB6-PCDHX
2 TT3A-5T1V-F6W0K

Item Always Fake Prezzie
1 86X0-AWD8-39PER
2 88A5-FK74-VZ5V3

Item Always Special Shells
1 M6UJ-DNPM-QUCHD
2 3A2K-MWRZ-ENNM1

Item Always 3 Mushrooms
1 DXBP-8RUK-FR1BJ
2 5C9H-NE8F-TFKXB

Reduced Nintendo Blur
1 Y69Q-6MZV-686U2
2 BMQ8-MAEU-CJUZR

Increased Nintendo Blur
1 WA4R-NUXF-F8ZDB
2 0RP8-3RXD-27M4H

Goraud Shading
1 U11A-HH97-9YR2G
2 0FYB-43VU-0RTAM

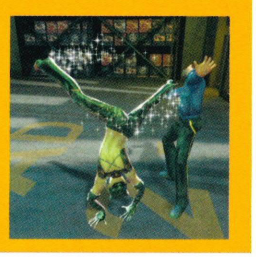
CATWOMAN

Master
1 PHRA-H5P4-PY8EC
2 19JE-38WQ-5ATW5

Infinite Health
1 ZPCM-N8H2-PU4U4
2 JWZ3-0YC5-Q1CU9

All These Points
1 X42N-7KJU-6NJ3N
2 EKX1-GN9C-EVRKP

Infinite Diamonds
1 EAA0-2XVV-76J20
2 KHH4-DG0G-6MPN4

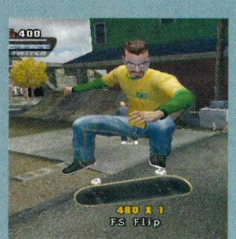


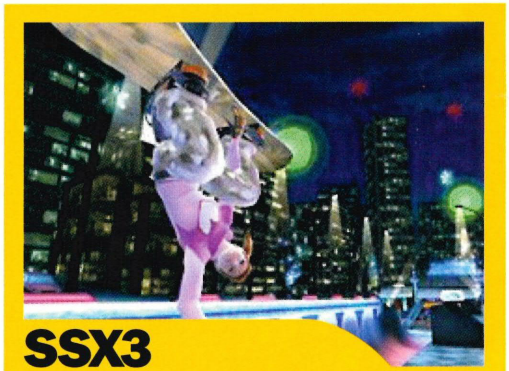
THUG

Master
1 7V2B-JQ6Y-KCKFK
2 RNHW-WG0M-99JFY

Massive Score in Challenges
1 FD1N-PB09-J0D03
2 XER3-M7C2-PFY6Q

Moon Jump (Hold D-pad Up)
1 0HWC-FJEJ-7ZDGR
2 97U4-VFN2-V9A7X
3 UDPM-32AM-FN55E





SSX3

Master
1 15GN-96BU-CEV95
2 7WKA-CPMC-PM0K5

Always Uber
1 XQR0-3DZP-33KJM
2 X6YH-P1YW-CK3RR

Tons of Cash
1 VJX6-N40R-N0BJR
2 CHV9-RRPU-NV766

All Rewards/Cheat Characters
1 9DGB-X6FK-54HTQ
2 XBER-736B-PCRRZ
3 4AAV-0VGU-TN7C3

1 Minute At Headstart
1 55FW-7NVM-2CBVP
2 6VHC-1UC2-4QTBH

3 Minutes At Headstart
1 82YD-CMBU-WJ1WQ
2 N3CN-DWB3-MYNW2

Moby Max Stats
1 JY6U-WRN1-YETHX
2 CBX3-9BVQ-KTUMT

Allegra Max Stats
1 M4V3-YPVA-Q1RD9
2 B6MK-A152-YZY3P

Kaori Max Stats
1 1ZMY-ZZNG-UJH4A
2 ERC9-V097-56ZXZ

Mac Max Stats
1 NHNC-4NJ3-5X81Q
2 HH44-04B9-RC7CU

Zoe Max Stats
1 47F4-UDYY-M4563
2 V17F-Q1GK-G4E1K

Griff Max Stats
1 RV9U-GY6J-BRHP6
2 0QMD-FUNA-1MJBP

Elise Max Stats
1 YTN2-T0V7-6GFXJ
2 KAYZ-UHXX-G555J

Nate Max Stats
1 G1CC-DZW5-CGRVY
2 PK66-NPBB-KFVZV

Psymon Max Stats
1 F9AF-Q2AT-7QVGC
2 AQU1-F2Z1-41JF7

Viggo Max Stats
1 WPBC-RF1P-QBYBP
2 61T6-A1FR-Q6VZR

PN03

Master
1 ZH5H-2KPR-1CZ8D
2 FRTC-JF7X-WBY21

Infinite Health
1 TY49-9Y3J-PNEMZ
2 8FNR-9TAE-A9134

Infinite Energy
1 5JX1-KC0R-URDVJ
2 4J7G-FC0U-7CBUG

Infinite Continues
1 JU0V-FJCU-0KRY4
2 RKPD-Q6GB-EZWA3

Infinite Points
1 QE2M-VBWP-YJC29
2 A9BT-5KDD-W97WC

Have All The Aegis Suits
1 U2YD-PY1B-RBUUB
2 JZBX-47XX-Q89NV
3 QH25-R584-26FY3

Have All Aegis Suit Stats Maxed
1 6FPM-0A7G-J76VJ
2 CCMK-U09J-ET2RK
3 6JDK-GNR3-A3CRM
4 65RN-NQXH-TNXB8
5 4NF1-HJCJ-M21UV

Infinite Combo Time
1 PQAP-HZF9-N5MQC
2 ZFMA-TCH3-KEDNF

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sound effects

Alarm	Fun5896	F1 racing car	Fun5913
AliG**	Fun5897	Football stadium	Fun5914
Austin Powers**	Fun5898	Hairdryer	Fun5915
Avid Merrion**	Fun5899	Harp	Fun5916
Barking Dog	Fun5900	Heavy Shotgun	Fun5917
Bert and Ernie**	Fun5901	Hey You!	Fun5918
Big Ben	Fun5902	Horse	Fun5919
Billy Connelly**	Fun5903	Laughing Mobile	Fun5920
Bomb impact	Fun5904	Lick It Baby	Fun5921
Busy signal	Fun5905	Lion Roaring	Fun5922
Chicken	Fun5906	Loo	Fun5923
Church bell	Fun5907	Lou & Andy**	Fun5924
Countdown	Fun5908	MelB (Bo Selecta)**	Fun5925
Crash	Fun5909	Mission Impossible**	Fun5926
Del Boy**	Fun5910	Pig Squeak	Fun5927

realmusic ringtones

Atomic Kitten - Ladies Night	Real4796
Britney Spears - Lucky	Real4797
Dido - White Flag	Real4798
Dirty Dancing	Real4799
Faithless - Insomnia	Real4800
Hippo Rave - Hippo Rave	Real4801
Houston - I Like That	Real4802
Outkast - Roses	Real4803
Usher - Confessions	Real4804
Usher - Yeah!	Real4805

move ya body

	poly	mono
Anastacia - Left Outside Alone	Dance3150	Dance3165
Benny Benassi - Satisfaction	Dance3151	Dance3166
Beyoncé - Naughty Girl	Dance3152	Dance3167
Brooklyn Bounce - Bring It	Dance3153	Dance3168
DJ Casper - Cha Cha Slide	Dance3154	Dance3169
Hardy Hard - Silver Surfer	Dance3155	Dance3170
Jaimeson - Complete	Dance3156	Dance3171
Kate Ryan - Only If I	Dance3157	Dance3172
Maroon 5 - This Love	Dance3158	Dance3173
Peter André - Mysterious Girl	Dance3159	Dance3174
Pink Panther - Que Sera	Dance3160	Dance3175
Special D - Come With Me	Dance3161	Dance3176
Spiller - Groovejet	Dance3162	Dance3177
Starsplash - Endless Fantasy	Dance3163	Dance3178
Ultrabeat - Pretty Green Eyes	Dance3164	Dance3179

old school

	poly	mono
Christina Milan - Where Is	Hip3620	Hip3638
Eamon - F*** It	Hip3621	Hip3639
Frankee - F. U. R. B.	Hip3622	Hip3640
Janet Jackson - Just A Little	Hip3623	Hip3641
K. Clarkson - Miss Independent	Hip3624	Hip3642
Kelly Rowland - Can't Nobody	Hip3625	Hip3643
Kevin Lyttle - Last Drop	Hip3626	Hip3644
LL Cool J - Luv U Better	Hip3627	Hip3645
Missy Elliott - Pass That Dutch	Hip3628	Hip3646
N.E.R.D. - She Wants To Move	Hip3629	Hip3647
Nelly - Hot In Herre	Hip3630	Hip3648
Obie Trice - Got Some Teeth	Hip3631	Hip3649
Outkast - The Way You Move	Hip3632	Hip3650
Pink - Get The Party Started	Hip3633	Hip3651
Sarah Connor - Bounce	Hip3634	Hip3652

POLYPHONIC RINGTONES FOR: most polyphonic handsets (LG, NOKIA, PANASONIC, SAMSUNG, SHARP, SIEMENS, SONY ERICSSON); MONOPHONIC RINGTONES FOR: NOKIA: all popular handsets; SAMSUNG: C100, N500, N620, R210, S100, S300, T100; REALTONES: NOKIA: NGage, 3650, 3660, 6230, 6600, 6820, 7200, 7600, 7650 PANASONIC: X60, X70 SAMSUNG: C100, E100, E700, E710, P400, V200, X100, X600 SHARP: GX10(i), GX20, GX30 SIEMENS: SX1, U15 SONY ERICSSON: P800, P900 MOTOROLA: V525, V600, V300; SOUND EFFECTS: NOKIA: N-Gage, 3650, 7610, 7650, 6600, 3660, 6230, MOTOROLA: V300, V525,V500, V600; PANASONIC: X70, X60, P400, E700, X100, X600, E710, E100, E600, E810, P510, X450, E310, D410; SHARP: GX10, GX15, GX20, GX30; SONY ERICSSON: P800, P900; COLOUR WALLPAPER FOR: most colour handsets (LG, MOTOROLA, NOKIA, PANASONIC, PHILIPS, SAGEM, SAMSUNG, SHARP, SIEMENS, SONY ERICSSON) ANIMATED WALLPAPER FOR: NOKIA: N-Gage, 3100, 3650, 3660, 6230, 6600, 7610, 7650 MOTOROLA: V300, V525, V600 SAMSUNG C100, D410, E310, E700, P400, P510, S300, V200, X450, X600 SHARP: GX 10(i), GX15, GX20, GX30, TM100 SIEMENS A60, CX65, M55, M65, SL55, S55 SONY ERICSSON T610 PICTURE MESSAGES FOR: NOKIA: all popular handsets; SAMSUNG: A800, C100, N500, N620, R210, S100, T100 OPERATOR LOGOS FOR: NOKIA: ALL POPULAR HANDSETS

top charts

	poly	mono	real
1) 3 Of A Kind - Baby Cakes	A600	B600	C600
2) Girls Aloud - Love Machine	A601	B601	soon
3) Green Day - American Idiot	A602	B602	C602
4) Eric Prydz - Call On Me	A603	B603	C603
5) J-Kwon - Tipsy	A604	B604	C604
6) Usher - Burn	A605	B605	C605
7) Shapeshifters - Lola's Theme	A606	B606	C606
8) N. Bedingfield - These Words	A607	B607	C607
9) Gunther & T. S. - Teeny Weeny	A608	B608	soon
10) Maroon 5 - She Will Be Loved	A609	B609	C609

top wallpapers





top animated wallpapers



top messages



top logos

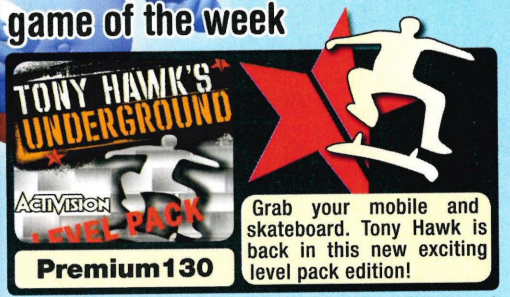


For the Nr.1 Hit "Baby Cakes" txt SMS A600 to NUMBER 88888

88 888

T-Mobile vodafone Virgin mobile O2

game of the week



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E&OE

POKÉMON FIRERED & LEAFGREEN POKÉDEX

Wanna catch 'em all? Check out all 386 FireRed and LeafGreen Pokémon in our awesome Pokédex!

1. BULBASAUR
ONLY ONE!
TYPE: GRASS/POISON
HEIGHT: 2'4" **WEIGHT:** 15 LBS
EVOLVES INTO: IVYSAUR (LV16)
FOUND: PALLET TOWN (PROF OAK)



APPEARS IN... RED ✓ GREEN ✓

2. IVYSAUR
TYPE: GRASS/POISON
HEIGHT: 3'3" **WEIGHT:** 29 LBS
EVOLVES FROM: BULBASAUR (LV16)
EVOLVES INTO: VENUSAUR (LV32)



APPEARS IN... RED ✓ GREEN ✓

3. VENUSAUR
TYPE: GRASS/POISON
HEIGHT: 6'7" **WEIGHT:** 221 LBS
EVOLVES FROM: IVYSAUR (LV 32)



APPEARS IN... RED ✓ GREEN ✓

4. CHARMANDER
ONLY ONE!
TYPE: FIRE
HEIGHT: 2'0" **WEIGHT:** 19 LBS
EVOLVES INTO: CHARMELEON (LV16)
FOUND: PALLET TOWN (PROF OAK)



APPEARS IN... RED ✓ GREEN ✓

5. CHARMELEON
TYPE: FIRE
HEIGHT: 3'7" **WEIGHT:** 42 LBS
EVOLVES FROM: CHARMANDER (LV16)
EVOLVES INTO: CHARIZARD (LV36)



APPEARS IN... RED ✓ GREEN ✓

6. CHARIZARD
TYPE: FIRE/FLYING
HEIGHT: 5'7" **WEIGHT:** 200 LBS
EVOLVES FROM: CHARMELEON (LV36)



APPEARS IN... RED ✓ GREEN ✓

7. SQUIRTLE
ONLY ONE!
TYPE: WATER
HEIGHT: 1'8" **WEIGHT:** 20 LBS
EVOLVES INTO: WARTORTLE (LV16)
FOUND: PALLET TOWN (PROF OAK)



APPEARS IN... RED ✓ GREEN ✓

8. WARTORTLE
TYPE: WATER
HEIGHT: 3'3" **WEIGHT:** 50 LBS
EVOLVES FROM: SQUIRTLE (LV16)
EVOLVES INTO: BLASTOISE (LV36)



APPEARS IN... RED ✓ GREEN ✓

9. BLASTOISE
TYPE: WATER
HEIGHT: 5'3" **WEIGHT:** 189 LBS
EVOLVES FROM: WARTORTLE (LV36)



APPEARS IN... RED ✓ GREEN ✓

10. CATERPIE
TYPE: BUG
HEIGHT: 1'0" **WEIGHT:** 6 LBS
EVOLVES INTO: METAPOD (LV7)
FOUND: VIRIDIAN FOREST, ROUTE 25, SIX ISLAND FOREST



APPEARS IN... RED ✓ GREEN ✓

11. METAPOD
TYPE: BUG
HEIGHT: 2'4" **WEIGHT:** 22 LBS
EVOLVES FROM: CATERPIE (LV7)
EVOLVES INTO: BUTTERFREE (LV10)
FOUND: VIRIDIAN FOREST, ROUTE 25, SIX ISLAND FOREST



APPEARS IN... RED ✓ GREEN ✓

12. BUTTERFREE
TYPE: BUG/FLYING
HEIGHT: 3'7" **WEIGHT:** 71 LBS
EVOLVES FROM: METAPOD (LV10)



APPEARS IN... RED ✓ GREEN ✓

13. WEEDLE
TYPE: BUG/POISON
HEIGHT: 1'0" **WEIGHT:** 7 LBS
EVOLVES INTO: KAKUNA (LV7)
FOUND: VIRIDIAN FOREST, ROUTE 25, SIX ISLAND FOREST



APPEARS IN... RED ✓ GREEN ✓

14. KAKUNA
TYPE: BUG/POISON
HEIGHT: 2'0" **WEIGHT:** 22 LBS
EVOLVES FROM: WEEDLE (LV7)
EVOLVES INTO: BEEDRILL (LV10)
FOUND: VIRIDIAN FOREST, ROUTE 25, SIX ISLAND FOREST



APPEARS IN... RED ✓ GREEN ✓

15. BEEDRILL
TYPE: BUG/POISON
HEIGHT: 3'3" **WEIGHT:** 65 LBS
EVOLVES FROM: KAKUNA (LV10)



APPEARS IN... RED ✓ GREEN ✓

16. PIDGEY
TYPE: NORMAL/FLYING
HEIGHT: 1'0" **WEIGHT:** 4 LBS
EVOLVES INTO: PIDGEOTTO (LV18)
FOUND: ROUTES 1-3, 5-8, 12-15, VIRIDIAN FOREST, ISLANDS 3, 5



APPEARS IN... RED ✓ GREEN ✓

17. PIDGEOTTO
TYPE: NORMAL/FLYING
HEIGHT: 3'7" **WEIGHT:** 66 LBS
EVOLVES FROM: PIDGEY (LV18)
EVOLVES INTO: PIDGEOT (LV36)
FOUND: ROUTES 13-15, ISLANDS 3, 5



APPEARS IN... RED ✓ GREEN ✓

18. PIDGEOT
TYPE: NORMAL/FLYING
HEIGHT: 4'11" **WEIGHT:** 87 LBS
EVOLVES FROM: PIDGEOTTO (LV36)



APPEARS IN... RED ✓ GREEN ✓

19. RATTATA
TYPE: NORMAL
HEIGHT: 1'0" **WEIGHT:** 8 LBS
EVOLVES INTO: RATICATE (LV20)
FOUND: ROUTES 1, 2, 4, 9, 17, 18, 22, POKÉMON MANSION



APPEARS IN... RED ✓ GREEN ✓

20. RATICATE
TYPE: FLYING
HEIGHT: 2'4" **WEIGHT:** 41 LBS
EVOLVES FROM: RATTATA (LV20)
FOUND: ROUTES 7, 18, POKÉMON MANSION



APPEARS IN... RED ✓ GREEN ✓

21. SPEAROW
TYPE: NORMAL/FLYING
HEIGHT: 1'0" **WEIGHT:** 4 LBS
EVOLVES INTO: FEAROW (LV20)
FOUND: ROUTES 3, 4, 9-11, 17, 18, ISLANDS 1, 2, 6, 7



APPEARS IN... RED ✓ GREEN ✓

22. FEAROW
TYPE: NORMAL/FLYING
HEIGHT: 3'11" **WEIGHT:** 84 LBS
EVOLVES FROM: SPEAROW (LV20)
FOUND: ROUTES 17, 18, 23, ISLANDS 1, 2, 6, 7



APPEARS IN... RED ✓ GREEN ✓

23. EKANS
FIRE RED ONLY!
TYPE: POISON
HEIGHT: 6'7" **WEIGHT:** 15 LBS
EVOLVES INTO: ARBOK (LV22)
FOUND: ROUTES 4, 8-11, 22, 23



APPEARS IN... RED ✓ GREEN ✗

24. ARBOK
FIRE RED ONLY!
TYPE: POISON
HEIGHT: 11'6" **WEIGHT:** 143 LBS
EVOLVES FROM: EKANS (LV22)
FOUND: ROUTES 22, 23, VICTORY ROAD



APPEARS IN... RED ✓ GREEN ✗

25. PIKACHU
TYPE: ELECTRIC
HEIGHT: 1'4" **WEIGHT:** 13 LBS
EVOLVES FROM: PICHU (FRIENDSHIP)
EVOLVES INTO: RAICHU (THUNDER STONE)
FOUND: VIRIDIAN FOREST, POWER PLANT



APPEARS IN... RED ✓ GREEN ✓

26. RAICHU
TYPE: ELECTRIC
HEIGHT: 2'7" **WEIGHT:** 66 LBS
EVOLVES FROM: PIKACHU (THUNDER STONE)



APPEARS IN... RED ✓ GREEN ✓

27. SANDSHREW
LEAF GREEN ONLY!
TYPE: GROUND
HEIGHT: 2'0" **WEIGHT:** 26 LBS
EVOLVES INTO: SANDSLASH (LV22)
FOUND: ROUTES 4, 8-11, 23



APPEARS IN... RED ✗ GREEN ✓

POKÉMON POKÉDEX

28. SANDSLASH
LEAF GREEN ONLY!

TYPE: GROUND
HEIGHT: 3'3" **WEIGHT:** 65 LBS
EVOLVES FROM: SANDSHREW (LV22)
FOUND: ROUTE 23, VICTORY ROAD



APPEARS IN... RED ✗ GREEN ✓

29. NIDORAN (F)

TYPE: POISON
HEIGHT: 1'4" **WEIGHT:** 15 LBS
EVOLVES INTO: NIDORINA (LV16)
FOUND: ROUTE 3, SAFARI ZONE



APPEARS IN... RED ✓ GREEN ✓

30. NIDORINA

TYPE: POISON
HEIGHT: *2'7"* ***WEIGHT:*** *44 LBS*
EVOLVES FROM: NIDORAN (F) (LV16)
EVOLVES INTO: NIDOQUEEN (MOON STONE)
FOUND: SAFARI ZONE



APPEARS IN... RED ✓ GREEN ✓

31. NIDOQUEEN

TYPE: POISON/GROUND
HEIGHT: 4'3" **WEIGHT:** 132 LBS
EVOLVES FROM: NIDORINA (MOON STONE)



APPEARS IN... RED ✓ GREEN ✓

32. NIDORAN (M)

TYPE: POISON
HEIGHT: 1'8" **WEIGHT:** 20 LBS
EVOLVES INTO: NIDORINO (LV16)
FOUND: ROUTE 3, SAFARI ZONE



APPEARS IN... RED ✓ GREEN ✓

33. NIDORINO

TYPE: POISON
HEIGHT: 2'11" **WEIGHT:** 43 LBS
EVOLVES FROM: NIDORAN (M) (LV16)
EVOLVES INTO: NIDOKING (MOON STONE)
FOUND: SAFARI ZONE



APPEARS IN... RED ✓ GREEN ✓

34. NIDOKING

TYPE: POISON/GROUND
HEIGHT: 4'7" **WEIGHT:** 137 LBS
EVOLVES FROM: NIDORINO (MOON STONE)



APPEARS IN... RED ✓ GREEN ✓

35. CLEFAIRY

TYPE: NORMAL
HEIGHT: 2'0" **WEIGHT:** 17 LBS
EVOLVES FROM: CLEFFA (FRIENDSHIP)
EVOLVES INTO: CLEFABLE (MOON STONE)
FOUND: MT MOON



APPEARS IN... RED ✓ GREEN ✓

36. CLEFABLE

TYPE: NORMAL
HEIGHT: 4'3" **WEIGHT:** 88 LBS
EVOLVES FROM: CLEFAIRY (MOON STONE)



APPEARS IN... RED ✓ GREEN ✓

37. VULPIX
LEAF GREEN ONLY!

TYPE: FIRE
HEIGHT: 2'0" **WEIGHT:** 22 LBS
EVOLVES INTO: NINETALES (FIRE STONE)
FOUND: ROUTES 7, 8, POKÉMON MANSION



APPEARS IN... RED ✗ GREEN ✓

38. NINETALES
LEAF GREEN ONLY!

TYPE: FIRE
HEIGHT: 3'7" **WEIGHT:** 44 LBS
EVOLVES FROM: VULPIX (FIRE STONE)



APPEARS IN... RED ✗ GREEN ✓

39. JIGGLYPUFF

TYPE: NORMAL
HEIGHT: 1'8" **WEIGHT:** 12 LBS
EVOLVES FROM: IGGLYPUFF (FRIENDSHIP)
EVOLVES INTO: WIGGLYTUFF (MOON STONE)
FOUND: ROUTE 3



APPEARS IN... RED ✓ GREEN ✓

40. WIGGLYTUFF

TYPE: NORMAL
HEIGHT: 3'3" **WEIGHT:** 26 LBS
EVOLVES FROM: JIGGLYPUFF (MOON STONE)



APPEARS IN... RED ✓ GREEN ✓

41. ZUBAT

TYPE: POISON/FLYING
HEIGHT: *2'7"* ***WEIGHT:*** *17 LBS*
EVOLVES INTO: GOLBAT (LV22)
FOUND: MT MOON, ROCK TUNNEL, ISLANDS 4-6 (CAVES), VICTORY ROAD



APPEARS IN... RED ✓ GREEN ✓

42. GOLBAT

TYPE: POISON/FLYING
HEIGHT: 5'3" **WEIGHT:** 121 LBS
EVOLVES FROM: ZUBAT (LV22)
EVOLVES INTO: CROBAT (FRIENDSHIP)
FOUND: MT MOON, ROCK TUNNEL, VICTORY ROAD, SEAFOAM ISLANDS, ISLANDS 4-5 (CAVES), UNKNOWN DUNGEON



APPEARS IN... RED ✓ GREEN ✓

43. ODDISH
FIRE RED ONLY!

TYPE: GRASS/POISON
HEIGHT: 1'8" **WEIGHT:** 12 LBS
EVOLVES INTO: GLOOM (LV22)
FOUND: ROUTES 5-7, 12-15, 24, 25, ISLANDS 2, 3, 6



APPEARS IN... RED ✓ GREEN ✗

44. GLOOM
FIRE RED ONLY!

TYPE: GRASS/POISON
HEIGHT: 2'7" **WEIGHT:** 19 LBS
EVOLVES FROM: ODDISH (LV22)
EVOLVES INTO: VILEPLUME (LEAF STONE), BELLOSSOM (SUN STONE)
FOUND: ROUTES 12-15, ISLANDS 2, 3, 6



APPEARS IN... RED ✓ GREEN ✗

45. VILEPLUME
FIRE RED ONLY!

TYPE: RASS/POISON
HEIGHT: 3'11" **WEIGHT:** 41 LBS
EVOLVES FROM: GLOOM (LEAF STONE)



APPEARS IN... RED ✓ GREEN ✗

46. PARAS

TYPE: BUG/GRASS
HEIGHT: 1'0" **WEIGHT:** 12 LBS
EVOLVES INTO: PARASECT (LV24)
FOUND: MT MOON, SAFARI ZONE



APPEARS IN... RED ✓ GREEN ✓

47. PARASECT

TYPE: BUG/GRASS
HEIGHT: 3'3" **WEIGHT:** 65 LBS
EVOLVES FROM: PARAS (LV24)
FOUND: SAFARI ZONE, UNKNOWN DUNGEON



APPEARS IN... RED ✓ GREEN ✓

48. VENONAT

TYPE: BUG/POISON
HEIGHT: 3'3" **WEIGHT:** 66 LBS
EVOLVES INTO: VENOMOTH (LV31)
FOUND: ROUTES 12-15, SAFARI ZONE, THREE ISLAND



APPEARS IN... RED ✓ GREEN ✓

49. VENOMOTH

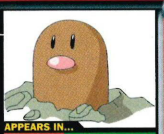
TYPE: BUG/POISON
HEIGHT: 4'11" **WEIGHT:** 28 LBS
EVOLVES FROM: VENONAT (LV31)
FOUND: SAFARI ZONE, THREE ISLAND



APPEARS IN... RED ✓ GREEN ✓

50. DIGLETT

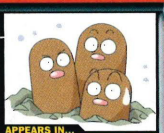
TYPE: GROUND
HEIGHT: 0'8" **WEIGHT:** 2 LBS
EVOLVES INTO: DUGTRIO (LV26)
FOUND: DIGLETT'S CAVE



APPEARS IN... RED ✓ GREEN ✓

51. DUGTRIO

TYPE: GROUND
HEIGHT: 2'4" **WEIGHT:** 73 LBS
EVOLVES FROM: DIGLETT (LV26)
FOUND: DIGLETT'S CAVE



APPEARS IN... RED ✓ GREEN ✓

52. MEOWTH

TYPE: NORMAL
HEIGHT: 1'4" **WEIGHT:** 9 LBS
EVOLVES INTO: PERSIAN (LV28)
FOUND: ROUTES 5-8, ISLANDS 3, 5-7



APPEARS IN... RED ✓ GREEN ✓

53. PERSIAN

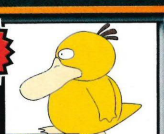
TYPE: NORMAL
HEIGHT: 3'3" **WEIGHT:** 71 LBS
EVOLVES FROM: MEOWTH (LV28)
FOUND: ISLANDS 1-3, 5-7



APPEARS IN... RED ✓ GREEN ✓

54. PSYDUCK
FIRE RED ONLY!

TYPE: WATER
HEIGHT: 2'7" **WEIGHT:** 43 LBS
EVOLVES INTO: GOLDUCK (LV33)
FOUND: MOST PLACES WITH WATER



APPEARS IN... RED ✓ GREEN ✗

55. GOLDUCK
FIRE RED ONLY!

TYPE: WATER
HEIGHT: 5'7" **WEIGHT:** 169 LBS
EVOLVES FROM: PSYDUCK (LV33)
FOUND: SEAFOAM ISLANDS, ISLANDS 1, 2, UNKNOWN DUNGEON



APPEARS IN... RED ✓ GREEN ✗

56. MANKEY

TYPE: FIGHTING
HEIGHT: 1'8" **WEIGHT:** 62 LBS
EVOLVES INTO: PRIMEAPE (LV28)
FOUND: ROUTES 3, 4, 22, 23, ROCK TUNNEL, VICTORY ROAD



APPEARS IN... RED ✓ GREEN ✓

57. PRIMEAPE

TYPE: FIGHTING
HEIGHT: 3'3" **WEIGHT:** 71 LBS
EVOLVES FROM: MANKEY (LV28)
FOUND: ROUTE 23, VICTORY ROAD, UNKNOWN DUNGEON



APPEARS IN... RED ✓ GREEN ✓

58. GROWLITHE
FIRE RED ONLY!

TYPE: FIRE
HEIGHT: 2'4" **WEIGHT:** 42 LBS
EVOLVES INTO: ARCANINE (FIRE STONE)
FOUND: ROUTES 6, 8, POKÉMON MANSION



APPEARS IN... RED ✓ GREEN ✗

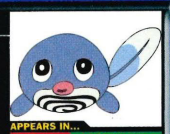
59. ARCANINE
FIRE RED ONLY!

TYPE: FIRE
HEIGHT: 6'3" **WEIGHT:** 342 LBS
EVOLVES FROM: GROWLITHE (FIRE STONE)



APPEARS IN... RED ✓ GREEN ✗

60. POLIWAG



TYPE: WATER
HEIGHT: 2'0" **WEIGHT:** 27 LBS
EVOLVES INTO: POLIWHIRL (LV25)
FOUND: VIRIDIAN CITY, SAFARI ZONE, ISLANDS 2, 3, 6, UNKNOWN DUNGEON

APPEARS IN... RED ✓ GREEN ✓

61. POLIWHIRL



TYPE: GRASS/POISON
HEIGHT: 3'3" **WEIGHT:** 44 LBS
EVOLVES FROM: POLIWAG (LV25)
EVOLVES INTO: POLIWRATH (WATER STONE), POLITOED (KING'S ROCK)
FOUND: ISLANDS 2, 4, 6, VIRIDIAN CITY, UNKNOWN DUNGEON

APPEARS IN... RED ✓ GREEN ✓

62. POLIWRATH



TYPE: WATER/FIGHTING
HEIGHT: 4'3" **WEIGHT:** 119 LBS
EVOLVES FROM: POLIWHIRL (WATER STONE)

APPEARS IN... RED ✓ GREEN ✓

63. ABRA



TYPE: PSYCHIC
HEIGHT: 2'11" **WEIGHT:** 43 LBS
EVOLVES INTO: KADABRA (LV16)
FOUND: ROUTES 24, 25

APPEARS IN... RED ✓ GREEN ✓

64. KADABRA



TYPE: PSYCHIC
HEIGHT: 4'3" **WEIGHT:** 125 LBS
EVOLVES FROM: ABRA (LV16)
EVOLVES INTO: ALAKAZAM (TRADE)
FOUND: UNKNOWN DUNGEON

APPEARS IN... RED ✓ GREEN ✓

65. ALAKAZAM



TYPE: PSYCHIC
HEIGHT: 4'11" **WEIGHT:** 106 LBS
EVOLVES FROM: KADABRA (TRADE)

APPEARS IN... RED ✓ GREEN ✓

66. MACHOP



TYPE: FIGHTING
HEIGHT: 2'7" **WEIGHT:** 43 LBS
EVOLVES INTO: MACHOKE (LV28)
FOUND: ROCK TUNNEL, VICTORY ROAD, ONE ISLAND CAVE

APPEARS IN... RED ✓ GREEN ✓

67. MACHOKE



TYPE: FIGHTING
HEIGHT: 4'11" **WEIGHT:** 155 LBS
EVOLVES FROM: MACHOP (LV28)
EVOLVES INTO: MACHAMP (TRADE)
FOUND: VICTORY ROAD, ONE ISLAND CAVE, UNKNOWN DUNGEON

APPEARS IN... RED ✓ GREEN ✓

68. MACHAMP



TYPE: FIGHTING
HEIGHT: 5'3" **WEIGHT:** 287 LBS
EVOLVES FROM: MACHOKE (TRADE)

APPEARS IN... RED ✓ GREEN ✓

69. BELLSPROUT

LEAF GREEN ONLY!



TYPE: GRASS/POISON
HEIGHT: 2'4" **WEIGHT:** 9 LBS
EVOLVES INTO: WEEPINBELL (LV21)
FOUND: ROUTES 5-7, 12-15, ISLANDS 2, 3, 6

APPEARS IN... RED ✗ GREEN ✓

70. WEEPINBELL

LEAF GREEN ONLY!



TYPE: GRASS/POISON
HEIGHT: 3'3" **WEIGHT:** 14 LBS
EVOLVES FROM: BELLSPROUT (LV21)
EVOLVES INTO: VICTREEBEL (LEAF STONE)
FOUND: ROUTES 12-15, ISLANDS 2, 3, 6

APPEARS IN... RED ✗ GREEN ✓

71. VICTREEBEL

LEAF GREEN ONLY!



TYPE: GRASS/POISON
HEIGHT: 5'7" **WEIGHT:** 34 LBS
EVOLVES FROM: WEEPINBELL (LEAF STONE)

APPEARS IN... RED ✗ GREEN ✓

72. TENTACOOL



TYPE: WATER/POISON
HEIGHT: 2'11" **WEIGHT:** 100 LBS
EVOLVES INTO: TENTACRUEL (LV30)
FOUND: ROUTES 4, 10-13, 19-21, 24, CELADON CITY, VERMILION CITY, ISLANDS 1, 3, 5-7

APPEARS IN... RED ✓ GREEN ✓

73. TENTACRUEL



TYPE: WATER/POISON
HEIGHT: 5'3" **WEIGHT:** 121 LBS
EVOLVES FROM: TENTACOOL (LV30)
FOUND: ISLANDS 1, 6, 7

APPEARS IN... RED ✓ GREEN ✓

74. GEODUDE



TYPE: ROCK/GROUND
HEIGHT: 1'4" **WEIGHT:** 44 LBS
EVOLVES INTO: GRAVELER (LV25)
FOUND: MT MOON, ROCK TUNNEL, VICTORY ROAD, ONE ISLAND, UNKNOWN DUNGEON

APPEARS IN... RED ✓ GREEN ✓

75. GRAVELER



TYPE: ROCK/GROUND
HEIGHT: 3'3" **WEIGHT:** 232 LBS
EVOLVES FROM: GEODUDE (LV25)
EVOLVES INTO: GOLEM (TRADE)
FOUND: ROCK TUNNEL, ONE ISLAND CAVE, UNKNOWN DUNGEON

APPEARS IN... RED ✓ GREEN ✓

76. GOLEM



TYPE: ROCK/GROUND
HEIGHT: 4'7" **WEIGHT:** 622 LBS
EVOLVES FROM: GRAVELER (TRADE)

APPEARS IN... RED ✓ GREEN ✓

77. PONYTA



TYPE: FIRE
HEIGHT: 3'3" **WEIGHT:** 66 LBS
EVOLVES INTO: RAPIDASH (LV40)
FOUND: ONE ISLAND

APPEARS IN... RED ✓ GREEN ✓

78. RAPIDASH



TYPE: FIRE
HEIGHT: 5'7" **WEIGHT:** 209 LBS
EVOLVES FROM: PONYTA (LV40)
FOUND: ONE ISLAND

APPEARS IN... RED ✓ GREEN ✓

79. SLOWPOKE

LEAF GREEN ONLY!



TYPE: WATER/PSYCHIC
HEIGHT: 3'11" **WEIGHT:** 79 LBS
EVOLVES INTO: SLOWBRO (LV37), SLOWKING (KING'S ROCK)
FOUND: ROUTES 4, 10-14, 19-21, 24, 25, FUCHSIA, VIRIDIAN, VERMILION, SAFARI ZONE, ISLANDS 1-3, 5-7, UNKNOWN DUNGEON

APPEARS IN... RED ✗ GREEN ✓

80. SLOWBRO

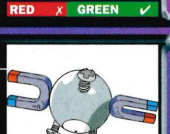
LEAF GREEN ONLY!



TYPE: WATER/PSYCHIC
HEIGHT: 5'3" **WEIGHT:** 173 LBS
EVOLVES FROM: SLOWPOKE (LV37)
FOUND: SEAFOAM ISLANDS, CINNABAR ISLAND, ISLANDS 1, 2

APPEARS IN... RED ✗ GREEN ✓

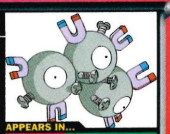
81. MAGNEMITE



TYPE: ELECTRIC/STEEL
HEIGHT: 1'0" **WEIGHT:** 13 LBS
EVOLVES INTO: MAGNETON (LV30)
FOUND: POWER PLANT

APPEARS IN... RED ✓ GREEN ✓

82. MAGNETON



TYPE: ELECTRIC/STEEL
HEIGHT: 3'3" **WEIGHT:** 132 LBS
EVOLVES FROM: MAGNEMITE (LV30)
FOUND: POWER PLANT, UNKNOWN DUNGEON

APPEARS IN... RED ✓ GREEN ✓

83. FARFETCH'D

ONLY ONE!



TYPE: NORMAL/FLYING
HEIGHT: 2'7" **WEIGHT:** 33 LBS
FOUND: VERMILION CITY (TRADE FOR SPEAROW)

APPEARS IN... RED ✓ GREEN ✓

84. DODUO



TYPE: NORMAL/FLYING
HEIGHT: 4'7" **WEIGHT:** 86 LBS
EVOLVES INTO: DODRIO (LV31)
FOUND: ROUTES 16-18, SAFARI ZONE

APPEARS IN... RED ✓ GREEN ✓

85. DODRIO



TYPE: NORMAL/FLYING
HEIGHT: 5'11" **WEIGHT:** 188 LBS
EVOLVES FROM: DODUO (LV31)

APPEARS IN... RED ✓ GREEN ✓

86. SEEL



TYPE: WATER
HEIGHT: 3'7" **WEIGHT:** 198 LBS
EVOLVES INTO: DEWGONG (LV34)
FOUND: SEAFOAM ISLANDS, FOUR ISLAND CAVE

APPEARS IN... RED ✓ GREEN ✓

87. DEWGONG



TYPE: WATER/ICE
HEIGHT: 5'7" **WEIGHT:** 265 LBS
EVOLVES FROM: SEEL (LV34)
FOUND: SEAFOAM ISLANDS, FOUR ISLAND CAVE

APPEARS IN... RED ✓ GREEN ✓

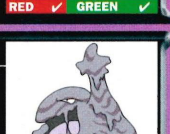
88. GRIMER



TYPE: POISON
HEIGHT: 2'11" **WEIGHT:** 66 LBS
EVOLVES INTO: MUK (LV38)
FOUND: TEAM ROCKET HIDEOUT, POKÉMON MANSION

APPEARS IN... RED ✓ GREEN ✓

89. MUK



TYPE: POISON
HEIGHT: 3'11" **WEIGHT:** 66 LBS
EVOLVES FROM: GRIMER (LV38)
FOUND: POKÉMON MANSION (LEAF GREEN ONLY)

APPEARS IN... RED ✓ GREEN ✓

90. SHELLDER

FIRE RED ONLY!



TYPE: WATER
HEIGHT: 1'0" **WEIGHT:** 9 LBS
EVOLVES INTO: CLOYSTER (WATER STONE)
FOUND: VERMILION CITY, ISLANDS 4, 5

APPEARS IN... RED ✓ GREEN ✗

91. CLOYSTER

FIRE RED ONLY!



TYPE: WATER/ICE
HEIGHT: 4'11" **WEIGHT:** 292 LBS
EVOLVES FROM: SHELLDER (WATER STONE)

APPEARS IN... RED ✓ GREEN ✗

92. GASTLY



TYPE: GHOST/POISON
HEIGHT: 4'3" **WEIGHT:** 0.2 LBS
EVOLVES INTO: HAUNTER (LV25)
FOUND: FIVE ISLAND CAVE, POKÉMON TOWER

APPEARS IN... RED ✓ GREEN ✓

POKÉMON POKÉDEX

93. HAUNTER



TYPE: GHOST/POISON
HEIGHT: 5'3" **WEIGHT:** 0.2 LBS
EVOLVES FROM: GASTLY (LV25)
EVOLVES INTO: GENGAR (TRADE)
FOUND: FIVE ISLAND CAVE, POKÉMON TOWER

APPEARS IN... RED ✓ GREEN ✓

94. GENGAR



TYPE: GHOST/POISON
HEIGHT: 4'11" **WEIGHT:** 89 LBS
EVOLVES FROM: HAUNTER (TRADE)

APPEARS IN... RED ✓ GREEN ✓

95. ONIX



TYPE: ROCK/GROUND
HEIGHT: 28'10" **WEIGHT:** 463 LBS
EVOLVES INTO: STEELIX (METAL COAT)
FOUND: ROCK TUNNEL, VICTORY ROAD, SEVEN ISLAND

APPEARS IN... RED ✓ GREEN ✓

96. DROWZEE



TYPE: PSYCHIC
HEIGHT: 3'3" **WEIGHT:** 71 LBS
EVOLVES INTO: HYPNO (LV26)
FOUND: ROUTE 11, THREE ISLAND FOREST

APPEARS IN... RED ✓ GREEN ✓

97. HYPNO



TYPE: PSYCHIC
HEIGHT: 5'3" **WEIGHT:** 167 LBS
EVOLVES FROM: DROWZEE (LV26)
FOUND: THREE ISLAND FOREST

APPEARS IN... RED ✓ GREEN ✓

98. KRABBY



TYPE: WATER
HEIGHT: 1'4" **WEIGHT:** 14 LBS
EVOLVES INTO: KINGLER (LV28)
FOUND: MOST PLACES WITH WATER

APPEARS IN... RED ✓ GREEN ✓

99. KINGLER



TYPE: WATER
HEIGHT: 4'3" **WEIGHT:** 132 LBS
EVOLVES FROM: KRABBY (LV28)
FOUND: ROUTES 19-21, FIVE ISLAND

APPEARS IN... RED ✓ GREEN ✓

100. VOLTORB



TYPE: ELECTRIC
HEIGHT: 1'8" **WEIGHT:** 23 LBS
EVOLVES INTO: ELECTRODE (LV30)
FOUND: ROUTE 10, POWER PLANT

APPEARS IN... RED ✓ GREEN ✓

101. ELECTRODE



TYPE: ELECTRIC
HEIGHT: 3'11" **WEIGHT:** 147 LBS
EVOLVES FROM: VOLTORB (LV30)
FOUND: POWER PLANT, UNKNOWN DUNGEON

APPEARS IN... RED ✓ GREEN ✓

102. EXEGGCUTE



TYPE: GRASS/PSYCHIC
HEIGHT: 1'4" **WEIGHT:** 6 LBS
EVOLVES INTO: EXEGGUTOR (LEAF STONE)
FOUND: SAFARI ZONE

APPEARS IN... RED ✓ GREEN ✓

103. EXEGGUTOR



TYPE: GRASS/PSYCHIC
HEIGHT: 6'7" **WEIGHT:** 265 LBS
EVOLVES FROM: EXEGGCUTE (LEAF STONE)

APPEARS IN... RED ✓ GREEN ✓

104. CUBONE



TYPE: GROUND
HEIGHT: 1'4" **WEIGHT:** 14 LBS
EVOLVES INTO: MAROWAK (LV28)
FOUND: SEVEN ISLAND, POKÉMON TOWER

APPEARS IN... RED ✓ GREEN ✓

105. MAROWAK



TYPE: GROUND
HEIGHT: 3'3" **WEIGHT:** 99 LBS
EVOLVES FROM: CUBONE (LV28)
FOUND: VICTORY ROAD, SEVEN ISLAND

APPEARS IN... RED ✓ GREEN ✓

106. HITMONLEE

ONLY ONE!



TYPE: FIGHTING
HEIGHT: 4'11" **WEIGHT:** 110 LBS
EVOLVES FROM: TYROGUE (LV20) (ATTACK > DEFENCE)
FOUND: FIGHTING DOJO (SAFFRON CITY)

APPEARS IN... RED ✓ GREEN ✓

107. HITMONCHAN

ONLY ONE!



TYPE: FIGHTING
HEIGHT: 4'7" **WEIGHT:** 111 LBS
EVOLVES FROM: TYROGUE (LV20) (ATTACK < DEFENCE)
FOUND: FIGHTING DOJO (SAFFRON CITY)

APPEARS IN... RED ✓ GREEN ✓

108. LICKITUNG

ONLY ONE!



TYPE: NORMAL
HEIGHT: 3'11" **WEIGHT:** 144 LBS
FOUND: ROUTE 18 (TRADE GOLDUCK - FIRE RED) (TRADE SLOWBRO - LEAF GREEN)

APPEARS IN... RED ✓ GREEN ✓

109. KOFFING



TYPE: POISON
HEIGHT: 2'0" **WEIGHT:** 2 LBS
EVOLVES INTO: WEEZING (LV36)
FOUND: POKÉMON MANSION

APPEARS IN... RED ✓ GREEN ✓

110. WEEZING



TYPE: POISON
HEIGHT: 3'11" **WEIGHT:** 21 LBS
EVOLVES FROM: WEEZING (LV36)
FOUND: POKÉMON MANSION (FIRE RED ONLY)

APPEARS IN... RED ✓ GREEN ✓

111. RHYHORN



TYPE: GROUND/ROCK
HEIGHT: 3'3" **WEIGHT:** 254 LBS
EVOLVES INTO: RHYDON (LV42)
FOUND: SAFARI ZONE

APPEARS IN... RED ✓ GREEN ✓

112. RHYDON



TYPE: GROUND/ROCK
HEIGHT: 6'3" **WEIGHT:** 265 LBS
EVOLVES FROM: RHYHORN (LV42)

APPEARS IN... RED ✓ GREEN ✓

113. CHANSEY



TYPE: NORMAL
HEIGHT: 3'7" **WEIGHT:** 76 LBS
EVOLVES INTO: BUSSEY (FRIENDSHIP)
FOUND: SAFARI ZONE

APPEARS IN... RED ✓ GREEN ✓

114. TANGELA



TYPE: GRASS
HEIGHT: 3'3" **WEIGHT:** 77 LBS
FOUND: ROUTE 21, ONE ISLAND

APPEARS IN... RED ✓ GREEN ✓

115. KANGASKHAN



TYPE: NORMAL
HEIGHT: 7'3" **WEIGHT:** 176 LBS
FOUND: SAFARI ZONE

APPEARS IN... RED ✓ GREEN ✓

116. HORSEA



TYPE: WATER
HEIGHT: 1'4" **WEIGHT:** 18 LBS
EVOLVES INTO: SEADRA (LV32)
FOUND: CERULEAN CITY, VERMILION CITY, ROUTES 4, 10, 12, 13, 19-21, 24

APPEARS IN... RED ✓ GREEN ✓

117. SEADRA



TYPE: WATER
HEIGHT: 3'11" **WEIGHT:** 55 LBS
EVOLVES FROM: HORSEA (LV32)
EVOLVES INTO: KINGDRA (DRAGON SCALE)
FOUND: ROUTES 19-21, SEVEN ISLAND

APPEARS IN... RED ✓ GREEN ✓

118. GOLDEEN



TYPE: WATER
HEIGHT: 2'0" **WEIGHT:** 33 LBS
EVOLVES INTO: SEAKING (LV33)
FOUND: ROUTES 6, 22, 23, 25, VIRIDIAN CITY, FUCHSIA CITY, SAFARI ZONE, UNKNOWN DUNGEON

APPEARS IN... RED ✓ GREEN ✓

119. SEAKING



TYPE: WATER
HEIGHT: 4'3" **WEIGHT:** 86 LBS
FOUND: FUCHSIA CITY, SAFARI ZONE

APPEARS IN... RED ✓ GREEN ✓

120. STARYU

LEAF GREEN ONLY!



TYPE: WATER
HEIGHT: 2'7" **WEIGHT:** 76 LBS
EVOLVES INTO: STARMIE (WATER STONE)
FOUND: PALLET TOWN, VERMILION CITY, CINNABAR ISLAND, ISLANDS 4 (CAVE), 5

APPEARS IN... RED ✗ GREEN ✓

121. STARMIE

LEAF GREEN ONLY!



TYPE: WATER/PSYCHIC
HEIGHT: 3'7" **WEIGHT:** 176 LBS
EVOLVES FROM: STARYU (WATER STONE)

APPEARS IN... RED ✗ GREEN ✓

122. MR. MIME

ONLY ONE!



TYPE: PSYCHIC
HEIGHT: 4'3" **WEIGHT:** 120 LBS
FOUND: ROUTE 2 (TRADE ABRA)

APPEARS IN... RED ✓ GREEN ✓

123. SCYTHER

FIRE RED ONLY!



TYPE: BUG/FLYING
HEIGHT: 4'11" **WEIGHT:** 123 LBS
EVOLVES INTO: SCIZOR (METAL COAT)
FOUND: SAFARI ZONE, GAME CORNER

APPEARS IN... RED ✓ GREEN ✗

124. JYNX

ONLY ONE!



TYPE: ICE/PSYCHIC
HEIGHT: 4'7" **WEIGHT:** 90 LBS
EVOLVES FROM: SMOOCHUM (LV30)
FOUND: CERULEAN CITY (TRADE POLIWHIRL)

APPEARS IN... RED ✓ GREEN ✓

125. ELECTABUZZ
FIRE RED ONLY!
TYPE: ELECTRIC
HEIGHT: 3'7" **WEIGHT:** 66 LBS
EVOLVES FROM: ELEKID (LV30)
FOUND: POWER PLANT
APPEARS IN... RED ✓ GREEN ✗

126. MAGMAR
LEAF GREEN ONLY!
TYPE: FIRE
HEIGHT: 4'3" **WEIGHT:** 98 LBS
EVOLVES FROM: MAGBY (LV30)
FOUND: ONE ISLAND MOUNTAIN
APPEARS IN... RED ✗ GREEN ✓

127. PINSIR
LEAF GREEN ONLY!
TYPE: BUG
HEIGHT: 4'11" **WEIGHT:** 121 LBS
FOUND: SAFARI ZONE, GAME CORNER
APPEARS IN... RED ✗ GREEN ✓

128. TAUROS
TYPE: NORMAL
HEIGHT: 4'7" **WEIGHT:** 195 LBS
FOUND: SAFARI ZONE
APPEARS IN... RED ✓ GREEN ✓

129. MAGIKARP
TYPE: WATER
HEIGHT: 2'11" **WEIGHT:** 22 LBS
EVOLVES INTO: GYARADOS (LV20)
FOUND: EVERYWHERE WITH WATER
APPEARS IN... RED ✓ GREEN ✓

130. GYARADOS
TYPE: WATER/FLYING
HEIGHT: 21'4" **WEIGHT:** 518 LBS
EVOLVES FROM: MAGIKARP (LV20)
FOUND: EVERYWHERE WITH WATER (SUPER ROD)
APPEARS IN... RED ✓ GREEN ✓

131. LAPRAS
TYPE: WATER/ICE
HEIGHT: 8'2" **WEIGHT:** 485 LBS
FOUND: SILPH CO, FOUR ISLAND CAVE
APPEARS IN... RED ✓ GREEN ✓

132. DITTO
TYPE: NORMAL
HEIGHT: 1'0" **WEIGHT:** 9 LBS
FOUND: ROUTES 13, 14, POKÉMON MANSION, UNKNOWN DUNGEON
APPEARS IN... RED ✓ GREEN ✓

133. EEVEE
TYPE: NORMAL
HEIGHT: 1'0" **WEIGHT:** 4 LBS
EVOLVES INTO: UMBREON (FRIENDSHIP, NIGHT), ESPEON (FRIENDSHIP, DAY), VAPOREON (WATER STONE), JOLTEON (THUNDER STONE), FLAREON (FIRE STONE)
FOUND: CELADON MANSION (TOP FLOOR)
APPEARS IN... RED ✓ GREEN ✓

134. VAPOREON
TYPE: WATER
HEIGHT: 3'3" **WEIGHT:** 64 LBS
EVOLVES FROM: EEVEE (WATER STONE)
APPEARS IN... RED ✓ GREEN ✓

135. JOLTEON
TYPE: ELECTRIC
HEIGHT: 2'7" **WEIGHT:** 54 LBS
EVOLVES FROM: EEVEE (THUNDER STONE)
APPEARS IN... RED ✓ GREEN ✓

136. FLAREON
TYPE: FIRE
HEIGHT: 2'1" **WEIGHT:** 55 LBS
EVOLVES FROM: EEVEE (FIRE STONE)
APPEARS IN... RED ✓ GREEN ✓

137. PORYGON
TYPE: NORMAL
HEIGHT: 2'7" **WEIGHT:** 80 LBS
EVOLVES INTO: PORYGON2 (UPGRADE)
FOUND: GAME CORNER
APPEARS IN... RED ✓ GREEN ✓

138. OMANYTE
ONLY ONE!
TYPE: ROCK/WATER
HEIGHT: 1'4" **WEIGHT:** 17 LBS
EVOLVES INTO: OMASTAR (LV40)
FOUND: MT MOON (REVIVE FROM HELIX FOSSIL)
APPEARS IN... RED ✓ GREEN ✓

139. OMASTAR
TYPE: ROCK/WATER
HEIGHT: 3'3" **WEIGHT:** 77 LBS
EVOLVES FROM: OMANYTE (LV40)
APPEARS IN... RED ✓ GREEN ✓

140. KABUTO
ONLY ONE!
TYPE: ROCK/WATER
HEIGHT: 1'8" **WEIGHT:** 25 LBS
EVOLVES INTO: KABUTOPS (LV40)
FOUND: MT MOON (REVIVE FROM DOME FOSSIL)
APPEARS IN... RED ✓ GREEN ✓

141. KABUTOPS
TYPE: ROCK/WATER
HEIGHT: 4'3" **WEIGHT:** 89 LBS
EVOLVES FROM: KABUTO (LV40)
APPEARS IN... RED ✓ GREEN ✓

142. AERODACTYL
ONLY ONE!
TYPE: ROCK/FLYING
HEIGHT: 5'11" **WEIGHT:** 130 LBS
FOUND: CINNABAR ISLAND (REVIVE FROM AMBER)
APPEARS IN... RED ✓ GREEN ✓

143. SNORLAX
ONLY TWO!
TYPE: NORMAL
HEIGHT: 6'11" **WEIGHT:** 1,014 LBS
FOUND: ROUTES 12, 16 (USE POKÉ FLUTE TO AWAKEN)
APPEARS IN... RED ✓ GREEN ✓

144. ARTICUNO
ONLY ONE!
TYPE: ICE/FLYING
HEIGHT: 5'7" **WEIGHT:** 122 LBS
FOUND: SEAFOAM ISLANDS
APPEARS IN... RED ✓ GREEN ✓

145. ZAPDOS
ONLY ONE!
TYPE: ELECTRIC/FLYING
HEIGHT: 5'3" **WEIGHT:** 116 LBS
FOUND: POWER PLANT
APPEARS IN... RED ✓ GREEN ✓

146. MOLTRES
ONLY ONE!
TYPE: FIRE/FLYING
HEIGHT: 6'7" **WEIGHT:** 132 LBS
FOUND: ONE ISLAND MOUNTAIN
APPEARS IN... RED ✓ GREEN ✓

147. DRATINI
TYPE: DRAGON
HEIGHT: 5'11" **WEIGHT:** 7 LBS
EVOLVES INTO: DRAGONAIR (LV30)
FOUND: SAFARI ZONE (SUPER ROD), GAME CORNER
APPEARS IN... RED ✓ GREEN ✓

148. DRAGONAIR
TYPE: DRAGON
HEIGHT: 13'1" **WEIGHT:** 36 LBS
EVOLVES FROM: DRATINI (LV30)
EVOLVES INTO: DRAGONITE (LV55)
FOUND: SAFARI ZONE (SUPER ROD)
APPEARS IN... RED ✓ GREEN ✓

149. DRAGONITE
TYPE: DRAGON/FLYING
HEIGHT: 7'3" **WEIGHT:** 463 LBS
EVOLVES FROM: DRAGONAIR (LV55)
APPEARS IN... RED ✓ GREEN ✓

150. MEWTWO
ONLY ONE!
TYPE: PSYCHIC
HEIGHT: 6'7" **WEIGHT:** 269 LBS
FOUND: UNKNOWN DUNGEON
APPEARS IN... RED ✓ GREEN ✓

151. MEW
NOT YET!
TYPE: PSYCHIC
HEIGHT: 1'4" **WEIGHT:** 9 LBS
FOUND: NOT YET AVAILABLE
APPEARS IN... RED ✗ GREEN ✗

152. CHIKORITA
TRADE & BREED!
TYPE: GRASS
HEIGHT: 2'11" **WEIGHT:** 14 LBS
EVOLVES INTO: BAYLEEF (LV16)
FOUND: TRADE BAYLEEF / MEGANIUM FROM COLOSSEUM THEN BREED
APPEARS IN... RED ✗ GREEN ✗

153. BAYLEEF
TRADE ONLY!
TYPE: GRASS
HEIGHT: 3'11" **WEIGHT:** 35 LBS
EVOLVES FROM: CHIKORITA (LV16)
EVOLVES INTO: MEGANIUM (LV32)
FOUND: TRADE FROM COLOSSEUM
APPEARS IN... RED ✗ GREEN ✗

154. MEGANIUM
TRADE ONLY!
TYPE: GRASS
HEIGHT: 5'11" **WEIGHT:** 222 LBS
EVOLVES FROM: BAYLEEF (LV32)
FOUND: TRADE FROM COLOSSEUM
APPEARS IN... RED ✗ GREEN ✗

155. CYNDAQUIL
TRADE & BREED!
TYPE: FIRE
HEIGHT: 1'8" **WEIGHT:** 17 LBS
EVOLVES INTO: QUILAVA (LV14)
FOUND: TRADE QUILAVA / TYPHLOSION FROM COLOSSEUM THEN BREED
APPEARS IN... RED ✗ GREEN ✗

156. QUILAVA
TRADE ONLY!
TYPE: FIRE
HEIGHT: 2'11" **WEIGHT:** 42 LBS
EVOLVES FROM: CYNDAQUIL (LV14)
EVOLVES INTO: TYPHLOSION (LV36)
FOUND: TRADE FROM COLOSSEUM
APPEARS IN... RED ✗ GREEN ✗

157. TYPHLOSION
TRADE ONLY!
TYPE: FIRE
HEIGHT: 5'7" **WEIGHT:** 175 LBS
EVOLVES FROM: QUILAVA (LV36)
FOUND: TRADE FROM COLOSSEUM
APPEARS IN... RED ✗ GREEN ✗

158. TOTODILE

TRADE & BREED!

TYPE: WATER
HEIGHT: 2'0" **WEIGHT:** 21 LBS
EVOLVES INTO: CROCONAW (LV18)
FOUND: TRADE CROCONAW / FERALIGATR FROM COLOSSEUM THEN BREED



APPEARS IN... RED ✗ GREEN ✗

159. CROCONAW

TRADE ONLY!

TYPE: WATER
HEIGHT: 3'7" **WEIGHT:** 55 LBS
EVOLVES FROM: TOTODILE (LV18)
EVOLVES INTO: FERALIGATR (LV30)
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✗ GREEN ✗

160. FERALIGATR

TRADE ONLY!

TYPE: WATER
HEIGHT: 7'7" **WEIGHT:** 196 LBS
EVOLVES FROM: CROCONAW (LV30)
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✗ GREEN ✗

161. SENTRET

TYPE: NORMAL
HEIGHT: 2'7" **WEIGHT:** 13 LBS
EVOLVES INTO: FURRET (LV15)
FOUND: ISLANDS 5-7



APPEARS IN... RED ✓ GREEN ✓

162. FURRET

TYPE: NORMAL
HEIGHT: 5'11" **WEIGHT:** 72 LBS
EVOLVES FROM: SENTRET (LV15)
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✓ GREEN ✓

163. HOOTHOOT

TRADE & BREED!

TYPE: NORMAL/FLYING
HEIGHT: 2'4" **WEIGHT:** 47 LBS
EVOLVES INTO: NOCTOWL (LV20)
FOUND: TRADE NOCTOWL FROM COLOSSEUM THEN BREED



APPEARS IN... RED ✗ GREEN ✗

164. NOCTOWL

TRADE ONLY!

TYPE: NORMAL/FLYING
HEIGHT: 5'3" **WEIGHT:** 90 LBS
EVOLVES FROM: HOOTHOOT (LV20)
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✗ GREEN ✗

165. LEDYBA

TYPE: BUG/FLYING
HEIGHT: 3'3" **WEIGHT:** 24 LBS
EVOLVES INTO: LEDIAN (LV18)
FOUND: SIX ISLAND FOREST



APPEARS IN... RED ✓ GREEN ✓

166. LEDIAN

TYPE: BUG/FLYING
HEIGHT: 4'7" **WEIGHT:** 78 LBS
EVOLVES FROM: LEDYBA (LV18)
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✓ GREEN ✓

167. SPINARAK

TYPE: BUG/POISON
HEIGHT: 1'8" **WEIGHT:** 19 LBS
EVOLVES INTO: ARIADOS (LV22)
FOUND: SIX ISLAND FOREST



APPEARS IN... RED ✓ GREEN ✓

168. ARIADOS

TYPE: BUG/POISON
HEIGHT: 3'7" **WEIGHT:** 74 LBS
EVOLVES FROM: SPINARAK (LV22)
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✓ GREEN ✓

169. CROBAT

TYPE: FLYING/POISON
HEIGHT: 5'11" **WEIGHT:** 165 LBS
EVOLVES FROM: GOLBAT (FRIENDSHIP)

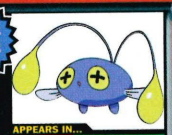


APPEARS IN... RED ✓ GREEN ✓

170. CHINCHOU

TRADE ONLY!

TYPE: ELECTRIC/WATER
HEIGHT: 1'8" **WEIGHT:** 26 LBS
EVOLVES INTO: LANTURN (LV27)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

171. LANTURN

TRADE ONLY!

TYPE: ELECTRIC/WATER
HEIGHT: 3'11" **WEIGHT:** 50 LBS
EVOLVES FROM: CHINCHOU (L27)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

172. PICHU

BREED ONLY!

TYPE: ELECTRIC
HEIGHT: 1'0" **WEIGHT:** 4 LBS
EVOLVES INTO: PIKACHU (FRIENDSHIP)
FOUND: BREED PIKACHU



APPEARS IN... RED ✗ GREEN ✗

173. CLEFFA

BREED ONLY!

TYPE: NORMAL
HEIGHT: 1'0" **WEIGHT:** 7 LBS
EVOLVES INTO: CLEFAIRY (FRIENDSHIP)
FOUND: BREED CLEFAIRY



APPEARS IN... RED ✗ GREEN ✗

174. IGGLYBUFF

BREED ONLY!

TYPE: NORMAL
HEIGHT: 1'0" **WEIGHT:** 2 LBS
EVOLVES INTO: JIGGLYPUFF (FRIENDSHIP)
FOUND: BREED JIGGLYPUFF



APPEARS IN... RED ✗ GREEN ✗

175. TOGEPI

TYPE: NORMAL
HEIGHT: 1'0" **WEIGHT:** 3 LBS
EVOLVES INTO: TOGETIC (FRIENDSHIP)
FOUND: FIVE ISLAND (EGG)



APPEARS IN... RED ✓ GREEN ✓

176. TOGETIC

TYPE: NORMAL/FLYING
HEIGHT: 2'0" **WEIGHT:** 7 LBS
EVOLVES FROM: TOGEPI (FRIENDSHIP)
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✓ GREEN ✓

177. NATU

TYPE: PSYCHIC/FLYING
HEIGHT: 0'8" **WEIGHT:** 4 LBS
EVOLVES INTO: XATU (LV25)
FOUND: SIX ISLAND



APPEARS IN... RED ✓ GREEN ✓

178. XATU

TYPE: PSYCHIC/FLYING
HEIGHT: 4'11" **WEIGHT:** 33 LBS
EVOLVES FROM: NATU (LV25)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✓ GREEN ✓

179. MAREEP

TRADE & BREED!

TYPE: ELECTRIC
HEIGHT: 2'0" **WEIGHT:** 17 LBS
EVOLVES INTO: FLAAFFY (LV15)
FOUND: TRADE FLAAFFY / AMPHAROS FROM COLOSSEUM THEN BREED



APPEARS IN... RED ✗ GREEN ✗

180. FLAAFFY

TRADE ONLY!

TYPE: ELECTRIC
HEIGHT: 2'7" **WEIGHT:** 29 LBS
EVOLVES FROM: MAREEP (LV15)
EVOLVES INTO: AMPHAROS (LV30)
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✗ GREEN ✗

181. AMPHAROS

TRADE ONLY!

TYPE: ELECTRIC
HEIGHT: 4'7" **WEIGHT:** 136 LBS
EVOLVES FROM: FLAAFFY (LV30)
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✗ GREEN ✗

182. BELLOSSOM

FIRE RED ONLY!

TYPE: GRASS
HEIGHT: 1'4" **WEIGHT:** 13 LBS
EVOLVES FROM: GLOOM (SUN STONE)



APPEARS IN... RED ✓ GREEN ✗

183. MARILL

LEAF GREEN ONLY!

TYPE: WATER
HEIGHT: 1'4" **WEIGHT:** 19 LBS
EVOLVES FROM: AZURILL (FRIENDSHIP)
EVOLVES INTO: AZUMARILL (LV18)
FOUND: ISLANDS 4, 6 (SURF)



APPEARS IN... RED ✗ GREEN ✓

184. AZUMARILL

LEAF GREEN ONLY!

TYPE: WATER
HEIGHT: 2'7" **WEIGHT:** 63 LBS
EVOLVES FROM: MARILL (LV18)



APPEARS IN... RED ✗ GREEN ✓

185. SUDOWOODO

TRADE ONLY!

TYPE: ROCK
HEIGHT: 3'11" **WEIGHT:** 84 LBS
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✗ GREEN ✗

186. POLITOED

TYPE: WATER
HEIGHT: 3'7" **WEIGHT:** 75 LBS
EVOLVES FROM: POLIWHIRL (KING'S ROCK)



APPEARS IN... RED ✓ GREEN ✓

187. HOPPIP

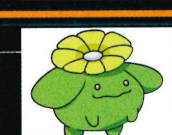
TYPE: GRASS/FLYING
HEIGHT: 1'4" **WEIGHT:** 1 LB
EVOLVES INTO: SKIPLOOM (LV18)
FOUND: FIVE ISLAND



APPEARS IN... RED ✓ GREEN ✓

188. SKIPLOOM

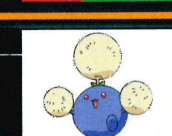
TYPE: GRASS/FLYING
HEIGHT: 2'0" **WEIGHT:** 2 LBS
EVOLVES FROM: HOPPIP (LV18)
EVOLVES INTO: JUMPLUFF (LV27)
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✓ GREEN ✓

189. JUMPLUFF

TYPE: GRASS/FLYING
HEIGHT: 2'7" **WEIGHT:** 7 LBS
EVOLVES FROM: SKIPLOOM (LV27)



APPEARS IN... RED ✓ GREEN ✓

190. AIPOM

TRADE ONLY!

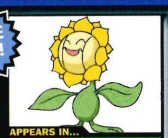
TYPE: NORMAL
HEIGHT: 2'7" **WEIGHT:** 25 LBS
FOUND: TRADE FROM COLOSSEUM



APPEARS IN... RED ✗ GREEN ✗

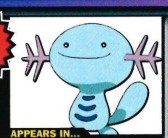
191. SUNKERN
TRADE & BREED!
TYPE: GRASS
HEIGHT: 1'0" **WEIGHT:** 4 LBS
EVOLVES INTO: SUNFLORA (SUN STONE)
FOUND: TRADE SUNFLORA FROM COLOSSEUM THEN BREED

APPEARS IN... RED ✓ GREEN ✓

192. SUNFLORA
TRADE ONLY!
TYPE: GRASS
HEIGHT: 2'7" **WEIGHT:** 19 LBS
EVOLVES FROM: SUNKERN
FOUND: TRADE FROM COLOSSEUM

APPEARS IN... RED ✓ GREEN ✓

193. YANMA
TYPE: BUG/FLYING
HEIGHT: 3'11" **WEIGHT:** 84 LBS
FOUND: SIX ISLAND, OR TRADE FROM COLOSSEUM

APPEARS IN... RED ✓ GREEN ✓

194. WOOPER
FIRE RED ONLY!
TYPE: WATER/GROUND
HEIGHT: 1'4" **WEIGHT:** 19 LBS
EVOLVES INTO: QUAGSIRE (LV20)
FOUND: FOUR ISLAND

APPEARS IN... RED ✓ GREEN ✗

195. QUAGSIRE
FIRE RED ONLY!
TYPE: WATER/GROUND
HEIGHT: 4'7" **WEIGHT:** 165 LBS
EVOLVES FROM: WOOPER (LV20)
FOUND: TRADE FROM COLOSSEUM

APPEARS IN... RED ✓ GREEN ✗

196. ESPEON
TYPE: PSYCHIC
HEIGHT: 2'11" **WEIGHT:** 58 LBS
EVOLVES FROM: EEVEE (FRIENDSHIP, RANDOM)
FOUND: TRADE FROM COLOSSEUM

APPEARS IN... RED ✓ GREEN ✓

197. UMBREON
TYPE: DARK
HEIGHT: 3'3" **WEIGHT:** 60 LBS
EVOLVES FROM: EEVEE (FRIENDSHIP, RANDOM)
FOUND: TRADE FROM COLOSSEUM

APPEARS IN... RED ✓ GREEN ✓

198. MURKROW
FIRE RED ONLY!
TYPE: DARK/FLYING
HEIGHT: 1'8" **WEIGHT:** 5 LBS
FOUND: FIVE ISLAND CAVE, OR TRADE FROM COLOSSEUM

APPEARS IN... RED ✓ GREEN ✗

199. SLOWKING
LEAF GREEN ONLY!
TYPE: PSYCHIC/WATER
HEIGHT: 6'7" **WEIGHT:** 175 LBS
EVOLVES FROM: SLOWPOKE (KING'S ROCK)

APPEARS IN... RED ✗ GREEN ✓

200. MISDREAVUS
LEAF GREEN ONLY!
TYPE: GHOST
HEIGHT: 2'4" **WEIGHT:** 2 LBS
FOUND: FIVE ISLAND CAVE, OR TRADE FROM COLOSSEUM

APPEARS IN... RED ✗ GREEN ✓

201. UNOWN
TYPE: PSYCHIC
HEIGHT: 1'8" **WEIGHT:** 11 LBS
FOUND: SEVEN ISLAND RUINS

APPEARS IN... RED ✓ GREEN ✓

202. WOBBUFFET
TYPE: PSYCHIC
HEIGHT: 4'3" **WEIGHT:** 63 LBS
EVOLVES FROM: WYNAUT (LV15)
FOUND: SIX ISLAND, UNKNOWN DUNGEON

APPEARS IN... RED ✓ GREEN ✓

203. GIRAFARIG
TRADE ONLY!
TYPE: PSYCHIC/NORMAL
HEIGHT: 4'11" **WEIGHT:** 91 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

204. PINECO
TRADE & BREED!
TYPE: BUG
HEIGHT: 2'0" **WEIGHT:** 16 LBS
EVOLVES INTO: FORRETRESS (LV31)
FOUND: TRADE FORRETRESS FROM COLOSSEUM THEN BREED

APPEARS IN... RED ✗ GREEN ✗

205. FORRETRESS
TRADE ONLY!
TYPE: STEEL/BUG
HEIGHT: 3'11" **WEIGHT:** 277 LBS
EVOLVES FROM: PINECO (LV31)
FOUND: TRADE FROM COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

206. DUNSPARCE
TYPE: NORMAL
HEIGHT: 4'11" **WEIGHT:** 31 LBS
FOUND: THREE ISLAND, OR TRADE FROM COLOSSEUM

APPEARS IN... RED ✓ GREEN ✓

207. GLIGAR
TRADE ONLY!
TYPE: FLYING/GROUND
HEIGHT: 3'7" **WEIGHT:** 143 LBS
FOUND: TRADE FROM COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

208. STEELIX
TYPE: STEEL/GROUND
HEIGHT: 30'2" **WEIGHT:** 882 LBS
EVOLVES FROM: ONIX (METAL COAT)

APPEARS IN... RED ✓ GREEN ✓

209. SNUBBULL
TRADE & BREED!
TYPE: NORMAL
HEIGHT: 2'0" **WEIGHT:** 17 LBS
EVOLVES INTO: GRANBULL (LV23)
FOUND: TRADE GRANBULL FROM COLOSSEUM THEN BREED

APPEARS IN... RED ✗ GREEN ✗

210. GRANBULL
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 4'7" **WEIGHT:** 107 LBS
EVOLVES FROM: SNUBBULL (LV23)
FOUND: TRADE FROM COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

211. QWILFISH
FIRE RED ONLY!
TYPE: WATER/POISON
HEIGHT: 1'8" **WEIGHT:** 9 LBS
FOUND: FIVE ISLAND, OR TRADE FROM COLOSSEUM

APPEARS IN... RED ✓ GREEN ✗

212. SCIZOR
FIRE RED ONLY!
TYPE: BUG/STEEL
HEIGHT: 5'11" **WEIGHT:** 260 LBS
EVOLVES FROM: SCYTHER (METAL COAT)

APPEARS IN... RED ✓ GREEN ✗

213. SHUCKLE
TRADE ONLY!
TYPE: BUG/ROCK
HEIGHT: 2'0" **WEIGHT:** 45 LBS
FOUND: TRADE FROM COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

214. HERACROSS
TYPE: BUG/FIGHTING
HEIGHT: 4'11" **WEIGHT:** 119 LBS
FOUND: SIX ISLAND FOREST, OR TRADE FROM COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

215. SNEASEL
LEAF GREEN ONLY!
TYPE: DARK/ICE
HEIGHT: 2'11" **WEIGHT:** 62 LBS
FOUND: FOUR ISLAND CAVE, OR TRADE FROM COLOSSEUM

APPEARS IN... RED ✗ GREEN ✓

216. TEDDIURSA
TRADE & BREED!
TYPE: NORMAL
HEIGHT: 2'0" **WEIGHT:** 19 LBS
EVOLVES INTO: URSARING (LV30)
FOUND: TRADE URSARING FROM COLOSSEUM THEN BREED

APPEARS IN... RED ✗ GREEN ✗

217. URSARING
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 5'11" **WEIGHT:** 277
EVOLVES FROM: TEDDIURSA (LV30)
FOUND: TRADE FROM COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

218. SLUGMA
TYPE: FIRE
HEIGHT: 2'4" **WEIGHT:** 77 LBS
EVOLVES INTO: MAGCARGO (LV38)
FOUND: ONE ISLAND CAVE, OR TRADE FROM COLOSSEUM

APPEARS IN... RED ✓ GREEN ✓

219. MAGCARGO
TYPE: FIRE/ROCK
HEIGHT: 2'7" **WEIGHT:** 121 LBS
EVOLVES FROM: SLUGMA (LV38)

APPEARS IN... RED ✓ GREEN ✓

220. SWINUB
TYPE: ICE/GROUND
HEIGHT: 1'4" **WEIGHT:** 14 LBS
EVOLVES INTO: PILOSWINE (LV33)
FOUND: FOUR ISLAND

APPEARS IN... RED ✓ GREEN ✓

221. PILOSWINE
TYPE: ICE/GROUND
HEIGHT: 3'7" **WEIGHT:** 123 LBS
EVOLVES FROM: SWINUB
FOUND: TRADE FROM COLOSSEUM

APPEARS IN... RED ✓ GREEN ✓

222. CORSOLA
TRADE ONLY!
TYPE: WATER/ROCK
HEIGHT: 2'0" **WEIGHT:** 11 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

223. REMORAID
LEAF GREEN ONLY!
TYPE: WATER
HEIGHT: 2'0" **WEIGHT:** 26 LBS
EVOLVES INTO: OCTILLERY (LV25)
FOUND: ISLANDS 5, 6 (SUPER ROD), OR TRADE FROM COLOSSEUM

APPEARS IN... RED ✗ GREEN ✓

POKÉMON POKÉDEX

224. OCTILLERY
LEAF GREEN ONLY!
TYPE: WATER
HEIGHT: 3'0" **WEIGHT:** 63 LBS
EVOLVES FROM: REMORAID (LV25)
APPEARS IN... RED ✗ GREEN ✓

225. DELIBIRD
FIRE RED ONLY!
TYPE: ICE/FLYING
HEIGHT: 2'11" **WEIGHT:** 35 LBS
FOUND: FOUR ISLAND CAVE, OR TRADE FROM COLOSSEUM
APPEARS IN... RED ✓ GREEN ✗

226. MANTINE
LEAF GREEN ONLY!
TYPE: WATER/FLYING
HEIGHT: 7'0" **WEIGHT:** 485 LBS
FOUND: SEVEN ISLAND, OR TRADE FROM COLOSSEUM
APPEARS IN... RED ✗ GREEN ✓

227. SKARMORY
FIRE RED ONLY!
TYPE: STEEL/FLYING
HEIGHT: 5'7" **WEIGHT:** 112 LBS
FOUND: SEVEN ISLAND, OR TRADE FROM COLOSSEUM
APPEARS IN... RED ✓ GREEN ✗

228. HOUNDOUR
TRADE & BREED!
TYPE: DARK/FIRE
HEIGHT: 2'0" **WEIGHT:** 24 LBS
EVOLVES INTO: HOUNDOOM (LV24)
FOUND: TRADE HOUNDOOM FROM COLOSSEUM THEN BREED
APPEARS IN... RED ✗ GREEN ✗

229. HOUNDOOM
TRADE ONLY!
TYPE: DARK/FIRE
HEIGHT: 4'7" **WEIGHT:** 77 LBS
EVOLVES FROM: HOUNDOUR (LV24)
FOUND: TRADE FROM COLOSSEUM
APPEARS IN... RED ✗ GREEN ✗

230. KINGDRA
TYPE: WATER/DRAGON
HEIGHT: 5'11" **WEIGHT:** 336 LBS
EVOLVES FROM: SEADRA (DRAGON SCALE)
APPEARS IN... RED ✓ GREEN ✓

231. PHANPY
TYPE: GROUND
HEIGHT: 1'8" **WEIGHT:** 74 LBS
EVOLVES INTO: DONPHAN (LV25)
FOUND: SEVEN ISLAND
APPEARS IN... RED ✓ GREEN ✓

232. DONPHAN
TYPE: GROUND
HEIGHT: 6'7" **WEIGHT:** 365 LBS
EVOLVES FROM: PHANPY (LV25)
APPEARS IN... RED ✓ GREEN ✓

233. PORYGON2
TYPE: NORMAL
HEIGHT: 2'0" **WEIGHT:** 72 LBS
EVOLVES FROM: PORYGON (UPGRADE)
APPEARS IN... RED ✓ GREEN ✓

234. STANTLER
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 4'7" **WEIGHT:** 156 LBS
FOUND: TRADE FROM COLOSSEUM
APPEARS IN... RED ✗ GREEN ✗

235. SMEARGLE
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 3'11" **WEIGHT:** 128 LBS
FOUND: TRADE FROM COLOSSEUM
APPEARS IN... RED ✗ GREEN ✗

236. TYROGUE
BREED ONLY!
TYPE: FIGHTING
HEIGHT: 2'4" **WEIGHT:** 46 LBS
EVOLVES INTO: HITMONLEE (LV20, ATTACK > DEFENCE), HITMONCHAN (LV20, ATTACK < DEFENCE), HITMONTOP (LV20, ATTACK = DEFENCE)
FOUND: BREED HITMONLEE OR HITMONCHAN WITH DITTO
APPEARS IN... RED ✗ GREEN ✗

237. HITMONTOP
TYPE: FIGHTING
HEIGHT: 4'7" **WEIGHT:** 108 LBS
EVOLVES FROM: TYROGUE (LV20, ATTACK = DEFENCE), OR TRADE FROM COLOSSEUM
APPEARS IN... RED ✓ GREEN ✓

238. SMOOCHUM
BREED ONLY!
TYPE: ICE/PSYCHIC
HEIGHT: 1'4" **WEIGHT:** 13 LBS
EVOLVES INTO: JYNX (LV30)
FOUND: BREED JYNX
APPEARS IN... RED ✗ GREEN ✗

239. ELEKID
FIRE RED ONLY! BREED ONLY!
TYPE: ELECTRIC
HEIGHT: 2'0" **WEIGHT:** 52 LBS
EVOLVES INTO: ELECTABUZZ (LV30)
FOUND: BREED ELECTABUZZ
APPEARS IN... RED ✓ GREEN ✗

240. MAGBY
LEAF GREEN ONLY! BREED ONLY!
TYPE: FIRE
HEIGHT: 2'4" **WEIGHT:** 47 LBS
EVOLVES INTO: MAGMAR (LV30)
FOUND: BREED MAGMAR
APPEARS IN... RED ✗ GREEN ✓

241. MILTANK
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 3'11" **WEIGHT:** 166 LBS
FOUND: TRADE FROM COLOSSEUM
APPEARS IN... RED ✗ GREEN ✗

242. BLISSEY
TYPE: NORMAL
HEIGHT: 4'11" **WEIGHT:** 103 LBS
EVOLVES FROM: CHANSEY (FRIENDSHIP)
APPEARS IN... RED ✓ GREEN ✓

243. RAIKOU
ONLY ONE!
TYPE: ELECTRIC
HEIGHT: 6'3" **WEIGHT:** 392 LBS
FOUND: RANDOM AFTER BEATING ELITE FOUR IF STARTER IS SQUIRTLE (USE MASTER BALL), OR TRADE FROM COLOSSEUM
APPEARS IN... RED ✓ GREEN ✓

244. ENTEI
ONLY ONE!
TYPE: FIRE
HEIGHT: 6'11" **WEIGHT:** 437 LBS
FOUND: RANDOM AFTER BEATING ELITE FOUR IF STARTER IS BULBASAUR (USE MASTER BALL), OR TRADE FROM COLOSSEUM
APPEARS IN... RED ✓ GREEN ✓

245. SUICUNE
ONLY ONE!
TYPE: WATER
HEIGHT: 6'7" **WEIGHT:** 412 LBS
FOUND: RANDOM AFTER BEATING ELITE FOUR IF STARTER IS CHARMANDER (USE MASTER BALL), OR TRADE FROM COLOSSEUM
APPEARS IN... RED ✓ GREEN ✓

246. LARVITAR
TYPE: ROCK/GROUND
HEIGHT: 2'0" **WEIGHT:** 159 LBS
EVOLVES INTO: PUPITAR (LV35)
FOUND: SEVEN ISLAND
APPEARS IN... RED ✓ GREEN ✓

247. PUPITAR
TYPE: ROCK/GROUND
HEIGHT: 3'11" **WEIGHT:** 335 LBS
EVOLVES FROM: LARVITAR (LV35)
EVOLVES INTO: TYRANITAR (LV55)
APPEARS IN... RED ✓ GREEN ✓

248. TYRANITAR
TYPE: ROCK/DARK
HEIGHT: 6'7" **WEIGHT:** 445 LBS
EVOLVES FROM: PUPITAR (LV55)
FOUND: TRADE FROM COLOSSEUM
APPEARS IN... RED ✓ GREEN ✓

249. LUGIA
ONLY ONE!
TYPE: FLYING/PSYCHIC
HEIGHT: 17'1" **WEIGHT:** 476 LBS
FOUND: EIGHT ISLAND (NEED TICKET OR ACTION REPLAY CODE TO ACCESS), OR TRADE FROM COLOSSEUM
APPEARS IN... RED ✓ GREEN ✓

250. HO-OH
ONLY ONE!
TYPE: FLYING/FIRE
HEIGHT: 12'6" **WEIGHT:** 439 LBS
FOUND: EIGHT ISLAND (NEED TICKET OR ACTION REPLAY CODE TO ACCESS), OR TRADE FROM COLOSSEUM
APPEARS IN... RED ✓ GREEN ✓

251. CELEBI
NOT YET!
TYPE: GRASS/PSYCHIC
HEIGHT: 2'0" **WEIGHT:** 11 LBS
FOUND: NOT YET AVAILABLE IN UK/US VERSION OF GAME (TRADE FROM COLOSSEUM'S JAPANESE BONUS DISC)
APPEARS IN... RED ✗ GREEN ✗

252. TREECKO
TRADE ONLY!
TYPE: GRASS
HEIGHT: 1'8" **WEIGHT:** 11 LBS
EVOLVES INTO: GROVYLE (LV16)
FOUND: TRADE FROM RUBY / SAPPHIRE
APPEARS IN... RED ✗ GREEN ✗

253. GROVYLE
TRADE ONLY!
TYPE: GRASS
HEIGHT: 2'11" **WEIGHT:** 48 LBS
EVOLVES FROM: TREECKO (LV16)
EVOLVES INTO: SCEPTILE (LV36)
FOUND: TRADE FROM RUBY / SAPPHIRE
APPEARS IN... RED ✗ GREEN ✗

254. SCEPTILE
TRADE ONLY!
TYPE: GRASS
HEIGHT: 5'7" **WEIGHT:** 115 LBS
EVOLVES FROM: GROVYLE (LV36)
FOUND: TRADE FROM RUBY / SAPPHIRE
APPEARS IN... RED ✗ GREEN ✗

255. TORCHIC
TRADE ONLY!
TYPE: FIRE
HEIGHT: 1'4" **WEIGHT:** 6 LBS
EVOLVES INTO: COMBUSKEN (LV16)
FOUND: TRADE FROM RUBY / SAPPHIRE
APPEARS IN... RED ✗ GREEN ✗

256. COMBUSKEN

TRADE ONLY!

TYPE: FIRE/FIGHTING
HEIGHT: 2'11" **WEIGHT:** 43 LBS
EVOLVES FROM: TORCHIC (LV16)
EVOLVES INTO: BLAZIKEN (LV36)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

257. BLAZIKEN

TRADE ONLY!

TYPE: FIRE/FIGHTING
HEIGHT: 6'3" **WEIGHT:** 115 LBS
EVOLVES FROM: COMBUSKEN (LV36)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

258. MUDKIP

TRADE ONLY!

TYPE: WATER/GROUND
HEIGHT: 1'4" **WEIGHT:** 17 LBS
EVOLVES INTO: MARSHTOMP (LV16)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

259. MARSHTOMP

TRADE ONLY!

TYPE: WATER/GROUND
HEIGHT: 2'4" **WEIGHT:** 62 LBS
EVOLVES FROM: MUDKIP (LV16)
EVOLVES INTO: SWAMPERT (LV36)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

260. SWAMPERT

TRADE ONLY!

TYPE: WATER/GROUND
HEIGHT: 4'11" **WEIGHT:** 181 LBS
EVOLVES FROM: MARSHTOMP (LV36)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

261. POOCHYENA

TRADE ONLY!

TYPE: DARK
HEIGHT: 1'8" **WEIGHT:** 30 LBS
EVOLVES INTO: MIGHTYENA (LV18)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

262. MIGHTYENA

TRADE ONLY!

TYPE: DARK
HEIGHT: 3'3" **WEIGHT:** 82 LBS
EVOLVES FROM: POOCHYENA (LV18)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

263. ZIGZAGOON

TRADE ONLY!

TYPE: NORMAL
HEIGHT: 1'4" **WEIGHT:** 39 LBS
EVOLVES INTO: LINOONE (LV20)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

264. LINOONE

TRADE ONLY!

TYPE: NORMAL
HEIGHT: 1'8" **WEIGHT:** 72 LBS
EVOLVES FROM: ZIGZAGOON (LV20)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

265. WURMPLE

TRADE ONLY!

TYPE: BUG
HEIGHT: 1'0" **WEIGHT:** 8 LBS
EVOLVES INTO: SILCOON OR CASCOON (LV7, RANDOM)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

266. SILCOON

TRADE ONLY!

TYPE: BUG
HEIGHT: 2'0" **WEIGHT:** 22 LBS
EVOLVES FROM: WURMPLE (LV7, RANDOM)
EVOLVES INTO: BEAUTIFLY (LV10)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

267. BEAUTIFLY

TRADE ONLY!

TYPE: BUG/FLYING
HEIGHT: 3'3" **WEIGHT:** 63 LBS
EVOLVES FROM: SILCOON (LV10)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

268. CASCOON

TRADE ONLY!

TYPE: BUG
HEIGHT: 2'4" **WEIGHT:** 25 LBS
EVOLVES FROM: WURMPLE (LV7, RANDOM)
EVOLVES INTO: DUSTOX (LV10)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

269. DUSTOX

TRADE ONLY!

TYPE: BUG/FLYING
HEIGHT: 3'11" **WEIGHT:** 70 LBS
EVOLVES FROM: CASCOON (LV10)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

270. LOTAD

TRADE ONLY!

TYPE: WATER/GRASS
HEIGHT: 1'8" **WEIGHT:** 6 LBS
EVOLVES INTO: LOMBRE (LV14)
FOUND: TRADE FROM SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

271. LOMBRE

TRADE ONLY!

TYPE: WATER/GRASS
HEIGHT: 3'11" **WEIGHT:** 72 LBS
EVOLVES FROM: LOTAD (LV14)
EVOLVES INTO: LUDICOLO (WATER STONE)
FOUND: TRADE FROM SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

272. LUDICOLO

TRADE ONLY!

TYPE: WATER/GRASS
HEIGHT: 4'11" **WEIGHT:** 121 LBS
EVOLVES FROM: LOMBRE (WATER STONE)
FOUND: TRADE FROM SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

273. SEEDOT

TRADE ONLY!

TYPE: GRASS
HEIGHT: 1'8" **WEIGHT:** 9 LBS
EVOLVES INTO: NUZLEAF (LV14)
FOUND: TRADE FROM RUBY



APPEARS IN... RED ✗ GREEN ✗

274. NUZLEAF

TRADE ONLY!

TYPE: GRASS/DARK
HEIGHT: 3'3" **WEIGHT:** 62 LBS
EVOLVES FROM: SEEDOT (LV14)
EVOLVES INTO: SHIFTRY (LEAF STONE)
FOUND: TRADE FROM RUBY



APPEARS IN... RED ✗ GREEN ✗

275. SHIFTRY

TRADE ONLY!

TYPE: GRASS/DARK
HEIGHT: 4'3" **WEIGHT:** 131 LBS
EVOLVES FROM: NUZLEAF (LEAF STONE)
FOUND: TRADE FROM RUBY



APPEARS IN... RED ✗ GREEN ✗

276. TAILLOW

TRADE ONLY!

TYPE: NORMAL/FLYING
HEIGHT: 1'0" **WEIGHT:** 5 LBS
EVOLVES INTO: SWELLOW (LV20)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

277. SWELLOW

TRADE ONLY!

TYPE: NORMAL/FLYING
HEIGHT: 2'4" **WEIGHT:** 44 LBS
EVOLVES FROM: TAILLOW (LV20)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

278. WINGULL

TRADE ONLY!

TYPE: WATER/FLYING
HEIGHT: 2'0" **WEIGHT:** 21 LBS
EVOLVES INTO: PELIPPER (LV25)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

279. PELIPPER

TRADE ONLY!

TYPE: WATER/FLYING
HEIGHT: 3'11" **WEIGHT:** 62 LBS
EVOLVES FROM: WINGULL (LV25)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

280. RALTS

TRADE ONLY!

TYPE: PSYCHIC
HEIGHT: 1'4" **WEIGHT:** 15 LBS
EVOLVES INTO: KIRLIA (LV20)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

281. KIRLIA

TRADE ONLY!

TYPE: PSYCHIC
HEIGHT: 2'7" **WEIGHT:** 45 LBS
EVOLVES FROM: RALTS (LV20)
EVOLVES INTO: GARDEVOIR (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

282. GARDEVOIR

TRADE ONLY!

TYPE: PSYCHIC
HEIGHT: 5'3" **WEIGHT:** 107 LBS
EVOLVES FROM: KIRLIA (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

283. SURSKIT

TRADE ONLY!

TYPE: WATER/BUG
HEIGHT: 1'8" **WEIGHT:** 4 LBS
EVOLVES INTO: MASQUERIN (LV22)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

284. MASQUERAIN

TRADE ONLY!

TYPE: FLYING/BUG
HEIGHT: 2'7" **WEIGHT:** 8 LBS
EVOLVES FROM: SURSKIT (LV22)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

285. SHROOMISH

TRADE ONLY!

TYPE: GRASS
HEIGHT: 1'4" **WEIGHT:** 10 LBS
EVOLVES INTO: BRELOOM (LV23)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

286. BRELOOM

TRADE ONLY!

TYPE: GRASS/FIGHTING
HEIGHT: 3'11" **WEIGHT:** 86 LBS
EVOLVES FROM: SHROOMISH (LV23)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

287. SLAKOTH

TRADE ONLY!

TYPE: NORMAL
HEIGHT: 2'7" **WEIGHT:** 53 LBS
EVOLVES INTO: VIGOROTH (LV18)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

288. VIGOROTH

TRADE ONLY!

TYPE: NORMAL
HEIGHT: 4'7" **WEIGHT:** 103 LBS
EVOLVES FROM: SLAKOTH (LV18)
EVOLVES INTO: SLAKING (LV36)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

POKÉMON POKÉDEX

289. SLAKING
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 6'7" **WEIGHT:** 288 LBS
EVOLVES FROM: VIGOROTH (LV36)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

290. NINCADA
TRADE ONLY!
TYPE: BUG/GROUND
HEIGHT: 1'8" **WEIGHT:** 12 LBS
EVOLVES INTO: NINJASK (LV 20), SHEDINJA (LV20, FREE SPACE IN BELT)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

291. NINJASK
TRADE ONLY!
TYPE: BUG/FLYING
HEIGHT: 2'7" **WEIGHT:** 26 LBS
EVOLVES FROM: NINCADA (LV20)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

292. SHEDINJA
TRADE ONLY!
TYPE: BUG/GHOST
HEIGHT: 2'7" **WEIGHT:** 3 LBS
EVOLVES FROM: NINCADA (LV20, FREE SPACE IN BELT)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

293. WHISMUR
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 2'0" **WEIGHT:** 36 LBS
EVOLVES INTO: LOUDRED (LV20)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

294. LOUDRED
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 3'3" **WEIGHT:** 89 LBS
EVOLVES FROM: WHISMUR (LV20)
EVOLVES INTO: EXPLOUD (LV40)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

295. EXPLOUD
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 4'11" **WEIGHT:** 185 LBS
EVOLVES FROM: LOUDRED (LV40)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

296. MAKUHITA
TRADE ONLY!
TYPE: FIGHTING
HEIGHT: 3'3" **WEIGHT:** 191 LBS
EVOLVES INTO: HARIYAMA (LV24)
FOUND: TRADE FROM RUBY / SAPPHIRE / COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

297. HARIYAMA
TRADE ONLY!
TYPE: FIGHTING
HEIGHT: 7'7" **WEIGHT:** 560 LBS
EVOLVES FROM: MAKUHITA (LV24)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

298. AZURILL
LEAF GREEN ONLY! BREED ONLY!
TYPE: NORMAL
HEIGHT: 0'8" **WEIGHT:** 4 LBS
EVOLVES INTO: MARILL (FRIENDSHIP)
FOUND: BREED MARILL (WITH SEA INCENSE)

APPEARS IN... RED ✗ GREEN ✗

299. NOSEPASS
TRADE ONLY!
TYPE: ROCK
HEIGHT: 3'3" **WEIGHT:** 214 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

300. SKITTY
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 2'0" **WEIGHT:** 24 LBS
EVOLVES INTO: DELCATTY (MOON STONE)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

301. DELCATTY
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 3'7" **WEIGHT:** 72 LBS
EVOLVES FROM: SKITTY (MOON STONE)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

302. SABLEYE
TRADE ONLY!
TYPE: DARK/GHOST
HEIGHT: 1'8" **WEIGHT:** 24 LBS
FOUND: TRADE FROM SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

303. MAWILE
TRADE ONLY!
TYPE: STEEL
HEIGHT: 2'0" **WEIGHT:** 25 LBS
FOUND: TRADE FROM RUBY

APPEARS IN... RED ✗ GREEN ✗

304. ARON
TRADE ONLY!
TYPE: STEEL/ROCK
HEIGHT: 1'4" **WEIGHT:** 132 LBS
EVOLVES INTO: LAIRON (LV32)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

305. LAIRON
TRADE ONLY!
TYPE: STEEL/ROCK
HEIGHT: 2'11" **WEIGHT:** 265 LBS
EVOLVES FROM: ARON (LV32)
EVOLVES INTO: AGGRON (LV42)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

306. AGGRON
TRADE ONLY!
TYPE: STEEL/ROCK
HEIGHT: 6'11" **WEIGHT:** 794 LBS
EVOLVES FROM: LAIRON (LV42)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

307. MEDITITE
TRADE ONLY!
TYPE: FIGHTING/PSYCHIC
HEIGHT: 2'0" **WEIGHT:** 25 LBS
EVOLVES INTO: MEDICHAM (LV37)
FOUND: TRADE FROM RUBY / SAPPHIRE / COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

308. MEDICHAM
TRADE ONLY!
TYPE: FIGHTING/PSYCHIC
HEIGHT: 4'3" **WEIGHT:** 69 LBS
EVOLVES FROM: MEDITITE (LV37)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

309. ELECTRIKE
TRADE ONLY!
TYPE: ELECTRIC
HEIGHT: 2'0" **WEIGHT:** 34 LBS
EVOLVES INTO: MANECTRIC (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

310. MANECTRIC
TRADE ONLY!
TYPE: ELECTRIC
HEIGHT: 4'11" **WEIGHT:** 89 LBS
EVOLVES FROM: ELECTRIKE (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

311. PLUSLE
TRADE ONLY!
TYPE: ELECTRIC
HEIGHT: 1'4" **WEIGHT:** 9 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE / COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

312. MINUN
TRADE ONLY!
TYPE: ELECTRIC
HEIGHT: 1'4" **WEIGHT:** 9 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

313. VOLBEAT
TRADE ONLY!
TYPE: BUG
HEIGHT: 2'4" **WEIGHT:** 39 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

314. ILLUMISE
TRADE ONLY!
TYPE: BUG
HEIGHT: 2'0" **WEIGHT:** 39 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

315. ROSELIA
TRADE ONLY!
TYPE: GRASS/POISON
HEIGHT: 1'0" **WEIGHT:** 4 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

316. GULPIN
TRADE ONLY!
TYPE: POISON
HEIGHT: 1'4" **WEIGHT:** 23 LBS
EVOLVES INTO: SWALOT (LV26)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

317. SWALOT
TRADE ONLY!
TYPE: POISON
HEIGHT: 5'7" **WEIGHT:** 176 LBS
EVOLVES FROM: GULPIN (LV26)
FOUND: TRADE FROM RUBY / SAPPHIRE

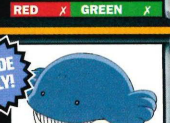
APPEARS IN... RED ✗ GREEN ✗

318. CARVANHA
TRADE ONLY!
TYPE: WATER/DARK
HEIGHT: 2'7" **WEIGHT:** 46 LBS
EVOLVES INTO: SHARPEDO (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

319. SHARPEDO
TRADE ONLY!
TYPE: WATER/DARK
HEIGHT: 5'11" **WEIGHT:** 196 LBS
EVOLVES FROM: CARVANHA (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

320. WAILMER
TRADE ONLY!
TYPE: WATER
HEIGHT: 6'7" **WEIGHT:** 287 LBS
EVOLVES INTO: WAILORD (LV40)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

321. WAILORD
TRADE ONLY!
TYPE: WATER
HEIGHT: 47'7" **WEIGHT:** 878 LBS
EVOLVES FROM: WAILMER (LV40)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

322. NUMEL
TRADE ONLY!
TYPE: FIRE/GROUND
HEIGHT: 2'4" **WEIGHT:** 53 LBS
EVOLVES INTO: CAMERUPT (LV33)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

323. CAMERUPT
TRADE ONLY!
TYPE: FIRE/GROUND
HEIGHT: 6'3" **WEIGHT:** 485 LBS
EVOLVES FROM: NUMEL (LV33)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

324. TORKOAL
TRADE ONLY!
TYPE: PSYCHIC
HEIGHT: 1'8" **WEIGHT:** 177 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

325. SPOINK
TRADE ONLY!
TYPE: PSYCHIC
HEIGHT: 2'4" **WEIGHT:** 67 LBS
EVOLVES INTO: GRUMPIG (LV32)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

326. GRUMPIG
TRADE ONLY!
TYPE: PSYCHIC
HEIGHT: 2'11" **WEIGHT:** 158 LBS
EVOLVES FROM: SPOINK (LV32)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

327. SPINDA
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 3'7" **WEIGHT:** 11 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

328. TRAPINCH
TRADE ONLY!
TYPE: GROUND
HEIGHT: 2'4" **WEIGHT:** 33 LBS
EVOLVES INTO: VIBRAVA (LV35)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

329. VIBRAVA
TRADE ONLY!
TYPE: GROUND/DRAGON
HEIGHT: 3'7" **WEIGHT:** 34 LBS
EVOLVES FROM: TRAPINCH (LV35)
EVOLVES INTO: FLYGON (LV45)
FOUND: TRADE FROM RUBY / SAPPHIRE / COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

330. FLYGON
TRADE ONLY!
TYPE: GROUND/DRAGON
HEIGHT: 6'7" **WEIGHT:** 181 LBS
EVOLVES FROM: VIBRAVA (LV45)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

331. CACNEA
TRADE ONLY!
TYPE: GRASS
HEIGHT: 1'4" **WEIGHT:** 113 LBS
EVOLVES INTO: CACTURNE (LV32)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

332. CACTURNE
TRADE ONLY!
TYPE: GRASS/DARK
HEIGHT: 4'3" **WEIGHT:** 171 LBS
EVOLVES FROM: CACNEA (LV32)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

333. SWABLU
TRADE ONLY!
TYPE: NORMAL/FLYING
HEIGHT: 1'4" **WEIGHT:** 3 LBS
EVOLVES INTO: ALTARIA (LV35)
FOUND: TRADE FROM RUBY / SAPPHIRE / COLOSSEUM

APPEARS IN... RED ✗ GREEN ✗

334. ALTARIA
TRADE ONLY!
TYPE: DRAGON/FLYING
HEIGHT: 3'7" **WEIGHT:** 45 LBS
EVOLVES FROM: SWABLU (LV35)
FOUND: TRADE FROM RUBY / SAPPHIRE

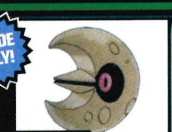
APPEARS IN... RED ✗ GREEN ✗

335. ZANGOOSE
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 4'3" **WEIGHT:** 89 LBS
FOUND: TRADE FROM RUBY

APPEARS IN... RED ✗ GREEN ✗

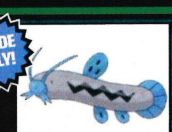
336. SEVIPER
TRADE ONLY!
TYPE: POISON
HEIGHT: 8'10" **WEIGHT:** 116 LBS
FOUND: TRADE FROM SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

337. LUNATONE
TRADE ONLY!
TYPE: ROCK/PSYCHIC
HEIGHT: 3'3" **WEIGHT:** 370 LBS
FOUND: TRADE FROM SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

338. SOLROCK
TRADE ONLY!
TYPE: ROCK/PSYCHIC
HEIGHT: 3'11" **WEIGHT:** 340 LBS
FOUND: TRADE FROM RUBY

APPEARS IN... RED ✗ GREEN ✗

339. BARBOACH
TRADE ONLY!
TYPE: GROUND/WATER
HEIGHT: 1'4" **WEIGHT:** 4 LBS
EVOLVES INTO: WHISCASH (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

340. WHISCASH
TRADE ONLY!
TYPE: GROUND/WATER
HEIGHT: 2'11" **WEIGHT:** 52 LBS
EVOLVES FROM: BARBOACH (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

341. CORPHISH
TRADE ONLY!
TYPE: WATER
HEIGHT: 2'0" **WEIGHT:** 25 LBS
EVOLVES INTO: CRAWDAUNT (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

342. CRAWDAUNT
TRADE ONLY!
TYPE: WATER/DARK
HEIGHT: 3'7" **WEIGHT:** 72 LBS
EVOLVES FROM: CORPHISH (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

343. BALTOY
TRADE ONLY!
TYPE: PSYCHIC/GROUND
HEIGHT: 1'8" **WEIGHT:** 47 LBS
EVOLVES INTO: CLAYDOL (LV36)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

344. CLAYDOL
TRADE ONLY!
TYPE: PSYCHIC/GROUND
HEIGHT: 4'11" **WEIGHT:** 238 LBS
EVOLVES FROM: BALTOY (LV36)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

345. LILEEP
TRADE ONLY!
TYPE: ROCK/GRASS
HEIGHT: 3'3" **WEIGHT:** 52 LBS
EVOLVES INTO: CRADILY (LV40)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

346. CRADILY
TRADE ONLY!
TYPE: ROCK/GRASS
HEIGHT: 4'11" **WEIGHT:** 133 LBS
EVOLVES FROM: LILEEP (LV40)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

347. ANORITH
TRADE ONLY!
TYPE: ROCK/BUG
HEIGHT: 2'4" **WEIGHT:** 28 LBS
EVOLVES INTO: ARMALDO (LV40)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

348. ARMALDO
TRADE ONLY!
TYPE: ROCK/BUG
HEIGHT: 4'11" **WEIGHT:** 150 LBS
EVOLVES FROM: ANORITH (LV40)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

349. FEEBAS
TRADE ONLY!
TYPE: WATER
HEIGHT: 2'0" **WEIGHT:** 16 LBS
EVOLVES INTO: MILOTIC (BEAUTY)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

350. MILOTIC
TRADE ONLY!
TYPE: WATER
HEIGHT: 20'4" **WEIGHT:** 357 LBS
EVOLVES FROM: FEEBAS (BEAUTY)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

351. CASTFORM
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 1'0" **WEIGHT:** 2 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

352. KECLEON
TRADE ONLY!
TYPE: NORMAL
HEIGHT: 3'3" **WEIGHT:** 49 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

353. SHUPPET
TRADE ONLY!
TYPE: GHOST
HEIGHT: 2'0" **WEIGHT:** 5 LBS
EVOLVES INTO: BANETTE (LV37)
FOUND: TRADE FROM RUBY / SAPPHIRE

APPEARS IN... RED ✗ GREEN ✗

354. BANETTE

TRADE ONLY!

TYPE: GHOST
HEIGHT: 3'7" **WEIGHT:** 28 LBS
EVOLVES FROM: SHUPPET (LV37)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

355. DUSKULL

TRADE ONLY!

TYPE: GHOST
HEIGHT: 2'7" **WEIGHT:** 33 LBS
EVOLVES INTO: DUSCLOPS (LV37)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

356. DUSCLOPS

TRADE ONLY!

TYPE: GHOST
HEIGHT: 5'3" **WEIGHT:** 67 LBS
EVOLVES FROM: DUSKULL (LV37)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

357. TROPIUS

TRADE ONLY!

TYPE: FLYING/GRASS
HEIGHT: 6'7" **WEIGHT:** 221 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE / COLOSSEUM



APPEARS IN... RED ✗ GREEN ✗

358. CHIMECHO

TRADE ONLY!

TYPE: PSYCHIC
HEIGHT: 2'0" **WEIGHT:** 2 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

359. ABSOL

TRADE ONLY!

TYPE: DARK
HEIGHT: 3'11" **WEIGHT:** 104 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE / COLOSSEUM



APPEARS IN... RED ✗ GREEN ✗

360. WYNAUT

TRADE ONLY!

TYPE: PSYCHIC
HEIGHT: 2'0" **WEIGHT:** 31 LBS
EVOLVES INTO: WOBBUFFET (FRIENDSHIP)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

361. SNORUNT

TRADE ONLY!

TYPE: ICE
HEIGHT: 2'4" **WEIGHT:** 37 LBS
EVOLVES INTO: GLALIE (LV42)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

362. GLALIE

TRADE ONLY!

TYPE: ICE
HEIGHT: 4'11" **WEIGHT:** 566 LBS
EVOLVES FROM: SNORUNT (LV42)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

363. SPHEAL

TRADE ONLY!

TYPE: ICE/WATER
HEIGHT: 2'7" **WEIGHT:** 87 LBS
EVOLVES INTO: SEALEO (LV32)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

364. SEALEO

TRADE ONLY!

TYPE: ICE/WATER
HEIGHT: 3'7" **WEIGHT:** 193 LBS
EVOLVES FROM: SPHEAL (LV32)
EVOLVES INTO: WALREIN (LV44)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

365. WALREIN

TRADE ONLY!

TYPE: ICE/WATER
HEIGHT: 4'7" **WEIGHT:** 332 LBS
EVOLVES FROM: SEALEO (LV44)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

366. CLAMPERL

TRADE ONLY!

TYPE: WATER
HEIGHT: 1'4" **WEIGHT:** 116 LBS
EVOLVES INTO: HUNTAIL (DEEP SEA TOOTH), GOREBYSS (DEEP SEA SCALE)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

367. HUNTAIL

TRADE ONLY!

TYPE: WATER
HEIGHT: 5'7" **WEIGHT:** 60 LBS
EVOLVES FROM: CLAMPERL (DEEP SEA TOOTH)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

368. GOREBYSS

TRADE ONLY!

TYPE: WATER
HEIGHT: 5'11" **WEIGHT:** 50 LBS
EVOLVES FROM: CLAMPERL (DEEP SEA SCALE)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

369. RELICANTH

TRADE ONLY!

TYPE: WATER/ROCK
HEIGHT: 3'3" **WEIGHT:** 52 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE

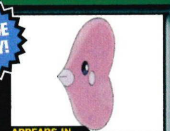


APPEARS IN... RED ✗ GREEN ✗

370. LUVDISC

TRADE ONLY!

TYPE: WATER
HEIGHT: 2'0" **WEIGHT:** 19 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

371. BAGON

TRADE ONLY!

TYPE: DRAGON
HEIGHT: 2'0" **WEIGHT:** 93 LBS
EVOLVES INTO: SHELGON (LV30)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

372. SHELGON

TRADE ONLY!

TYPE: DRAGON
HEIGHT: 3'7" **WEIGHT:** 244 LBS
EVOLVES FROM: BAGON LV30)
EVOLVES INTO: SALAMENCE (LV50)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

373. SALAMENCE

TRADE ONLY!

TYPE: DRAGON/FLYING
HEIGHT: 4'11" **WEIGHT:** 226 LBS
EVOLVES FROM: SHELGON (LV50)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

374. BELDUM

TRADE ONLY!

TYPE: STEEL/PSYCHIC
HEIGHT: 2'0" **WEIGHT:** 210 LBS
EVOLVES INTO: METANG (LV20)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

375. METANG

TRADE ONLY!

TYPE: STEEL/PSYCHIC
HEIGHT: 3'11" **WEIGHT:** 447 LBS
EVOLVES FROM: BELDUM (LV20)
EVOLVES INTO: METAGROSS (LV45)
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

376. METAGROSS

TRADE ONLY!

TYPE: STEEL/PSYCHIC
HEIGHT: 5'3" **WEIGHT:** 1,213 LBS
EVOLVES FROM: METANG (LV45)
FOUND: TRADE FROM RUBY / SAPPHIRE / COLOSSEUM



APPEARS IN... RED ✗ GREEN ✗

377. REGIROCK

TRADE ONLY!

TYPE: ROCK
HEIGHT: 5'7" **WEIGHT:** 507 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

378. REGICE

TRADE ONLY!

TYPE: ICE
HEIGHT: 5'11" **WEIGHT:** 386 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

379. REGISTEEL

TRADE ONLY!

TYPE: STEEL
HEIGHT: 6'3" **WEIGHT:** 452 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

380. LATIAS

TRADE ONLY!

TYPE: PSYCHIC/DRAGON
HEIGHT: 4'7" **WEIGHT:** 88 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

381. LATIOS

TRADE ONLY!

TYPE: PSYCHIC/DRAGON
HEIGHT: 6'7" **WEIGHT:** 132 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

382. KYOGRE

TRADE ONLY!

TYPE: WATER
HEIGHT: 14'9" **WEIGHT:** 776 LBS
FOUND: TRADE FROM SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

383. GROUDON

TRADE ONLY!

TYPE: GROUND
HEIGHT: 11'6" **WEIGHT:** 2,095 LBS
FOUND: TRADE FROM RUBY



APPEARS IN... RED ✗ GREEN ✗

384. RAYQUAZA

TRADE ONLY!

TYPE: DRAGON/FLYING
HEIGHT: 23'0" **WEIGHT:** 455 LBS
FOUND: TRADE FROM RUBY / SAPPHIRE



APPEARS IN... RED ✗ GREEN ✗

385. JIRACHI

TRADE ONLY!

TYPE: STEEL/PSYCHIC
HEIGHT: 1'0" **WEIGHT:** 2 LBS
FOUND: TRADE FROM POKÉMON CHANNEL (OR U.S. COLOSSEUM BONUS DISC)



APPEARS IN... RED ✗ GREEN ✗

386. DEOXYS

ONLY ONE!

TYPE: PSYCHIC
HEIGHT: 5'7" **WEIGHT:** 134 LBS
FOUND: ISLAND NINE (NEED TICKET OR ACTION REPLAY CODE TO ACCESS)



APPEARS IN... RED ✓ GREEN ✓

WELCOME TO ADVANCE...

It's the big Pokémon remake review. Which is better, Red or Green? Well that's just a silly question. They're practicaly the same you muppet. Anyway Super Mario Ball is just over the page, pinball wizard or deaf, dumb and blind kid?



ADVANCE

Still the world's favourite handheld console...

POKÉMON LEAF



Butterfree evolves from Metapod, a husk with eyes.





Yeah? Well we're going to kick all y'all asses anyway. If there's time we'll take your names as well.

We kind of missed the wild grass to catch Pokémon in after all the snagging in *Colosseum*.

Gotta buy 'em all!

IT ALWAYS AMAZES us just how many people are keen to shout about how the *Pokémon* series is dead. Sure, the craze as a whole has been surpassed by the likes of *Yu-Gi-Oh* in terms of popularity and the cards and toys may be slightly harder to come by but the games – the most fundamental part of the series – continue to go from strength to strength both in terms of quality and sales. To this day, *Pokémon* remains one of Nintendo's key franchises and that's probably why the Japanese firm is just so eager to reintroduce the world to how the whole phenomenon originally began...

Game Freak's latest duo are essentially remakes of the two games that started it all, *Red* and *Blue* (originally called *Green* in Japan), shined up for a new generation of both hardware and gamers, not to mention improved with all of the extras that the series has enjoyed in its eight-year history. Things like the Steel and Dark types, two-on-two battles, move tutors, Pokémon breeding and countless new moves really add to the experience. But even more surprising is the fact that the game's design, progression and structure – largely unchanged from the original Game Boy titles – still stands up incredibly well today.

In addition to the original quest, a series of additional islands offer yet more adventuring while new items like the VS Seeker (a device that sniffs out trainers ready for a rematch) mean that your raising, breeding and battling need never come to an end. These extras have been worked into the traditional formula perfectly and mean that you'll still be playing long after you become the Pokémon League Champion. If that weren't enough, the long-standing concept of linking up with friends to battle and trade has been taken to a whole new level with the Wireless Adapter,

CUBE
INFO
PUBLISHER: NINTENDO
DEVELOPER: GAME FREAK
GENRE: RPG
PLAYERS: 1-4
STATS
- REVISIT RED AND BLUE
- FINISH YOUR POKÉDEX





Moltres versus Ho-oh now there's a match.

GREEN/FIRERED



Yes, well it is the only way to wake Snorlax.



All aborad for a bit of cruising – *Pokémon*-style.



effectively a link cable that allows you to link up to several other trainers in the area (up to 50ft or so) without cords running everywhere. The Union Room uses this best, allowing up to 40 trainers to mingle, arrange trades or simply chat to one another so it's never been easier to meet and play with other players.

Pretty much every *Pokémon* title so far has looked great considering the system running it and *Leaf* and *Fire* are certainly no exceptions. Looking ever-so-slightly nicer than *Ruby* and *Sapphire*, these are definitely some of the most solid and well-designed graphics on the Game Boy. Minor gripes such as the lack of battle animations aside from attacks and the poor quality Pokémon cries (blippy effects that date back to the original games) are nothing new and are unlikely to be addressed until the inevitable *Pokémon DS* is released. But bearing in mind just how long it took for the GBA and GameCube versions to arrive after the consoles had been available, holding your breath for that could well be a very silly move.

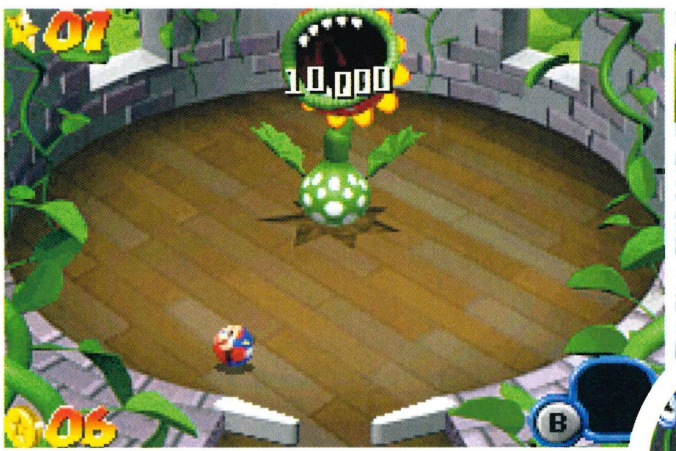
If you've already played through either *Red* or *Blue*, you might not necessarily relish the prospect of playing through these admittedly polished remakes but for those of us willing to see this generation of *Pokémon* through to the end, *Leaf* and *Fire* are the missing pieces of the puzzle and finally allow completion of the full Pokédex of 386 monsters. Well, almost – there are still a couple of critters missing at this time, most likely to arrive later from either the forthcoming *Pokémon Emerald* or from Nintendo-run events (as was the case with Mew and Celebi, two monsters that have yet to be spotted in the GBA versions). So while you used to be able to finish your Pokédex with just two games (*Red* and *Blue* or indeed *Gold* and *Silver*), the Advance generation calls upon at least six different titles – these updates, *Ruby*, *Sapphire*, *Colosseum* and *Channel*. Come on... you didn't think Nintendo would make catching 'em all that easy, did you?



CUBE RATING 8.9

It's-a-him, Mario

SUPER MARIO BALL





Roll that freak into the penguins.





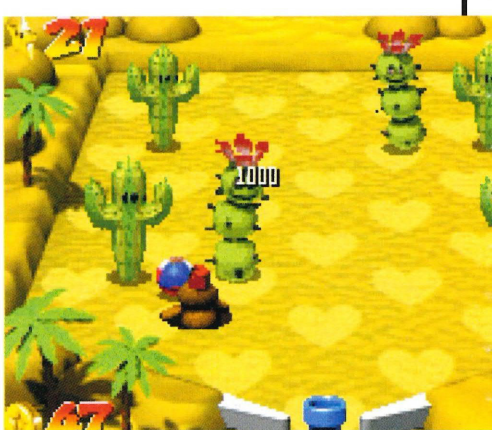
Aww look at Toad, so, so happy.



WHEN HE'S NOT golfing, playing doctor, smashing aces, saving Princess Peach from Bowser again or karting, Mario still finds enough free time to dabble in pinball too. Except this isn't really proper pinball. With no high scores to beat, you have several tables that are broken up into different areas, requiring a certain number of stars to access. Stars are collected by beating all the enemies in each area, so you hop between tables, unlocking little by little until you reach the boss. Beat the boss and you then have to collect red coins for the whole table within a time limit to complete it, before moving onto the next table. Like we said, not really proper pinball. But then neither was *Sonic Spinball* and we always get a wee bit misty-eyed over that one.

The physics confirm this, as Mario is too light and sticks to the outside of the tables too easily. Maybe he's finding it easier to turn a blind eye to that last slice of pizza these days, but it's just as likely that the physics aren't quite spot-on.

It's also difficult to aim Mario towards the middle of the table and this spills over into frustration when time is expiring and the last coin spins agonisingly out of reach. Even so it remains fun thanks to the vibrant style and unique design of the tables, along with several hidden areas to uncover. *Super Mario Ball* isn't going to be remembered as a tough game and gives up everything it has to offer in a few hours. What *Super Mario Ball* does do well is pick-up-and-play style gaming and while the crossover between Mario and pinball doesn't slot together as nicely as his previous hobbies have, it's the perfect tonic for a dull afternoon. Another tonic for a dull afternoon has to be tea! Quenches your thirst and doesn't have any mild poisons like coffee.



CUBE RATING 8.0

CUBE

INFO

PUBLISHER:	NINTENDO
DEVELOPER:	FUSE GAMES
GENRE:	PUZZLE/PARTY
PLAYERS:	1
RELEASE:	NOVEMBER 26

STATS

- FIVE WORLDS
- 35 STARS TO COLLECT

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PREMIUM GAMES

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KEYWORD: DRIVER
The top-selling console classic comes to your mobile! Packed with driving and out-of-car missions, chases, and much more!



KEYWORD: FOXFOOT
Amazing first person football game, from the Fox sports range. Change formations, pull of amazing bicycle kicks in this fast and thrilling game



KEYWORD: IROBOT
Play as Det. Spooner, Dr. Calvin, and Sonny, each with their own skills, in a thrilling race to defeat the NS-5 robots



KEYWORD: YAO
2-on-2 mobile hoop match-up with great moves. Shoot the 3-point shot or pass into the post for board-shattering jams.

JAVA GAMES

To order text to 8181: CUBE GAME and KEYWORD



Keyword: BOARD
Fly down a wide range of courses, hit the jumps and pull off trick combos.

Keyword: BOWLING
Play in the fast lane. All the fun of real bowling without the silly shoes.

Keyword: DISCSTA
Make it big in the music business. Get cool clothes, flirt & check out the competition.

Keyword: ELECTION
Manage your campaign to become President. Place ads, recruit volunteers.

Keyword: FOOTBALL
Choose your team and enjoy the realistic moves in this fast paced football game.

Keyword: GOLFALOT
Play in 2D or 3D, select your 14 clubs and judge wind, slope and spin to get under par.

Keyword: KUNGFU
Prepare to kick ass over several levels with some great looking moves.

Keyword: LETHAL
Eliminate enemies, picking up grenades, dynamites & bullets to extend your fire power!

Keyword: MANAGER
Start in Division 4 with a squad of 17 players and manage your way to the top!

Keyword: NIGHT
Control the crazed air traffic control night shifts in over 100 challenging levels.

Keyword: OUTROAD
One of the most breathtaking racing games ever, featuring exhilirating gameplay.

Keyword: PET
MobilePet lives in your mobile, ready to play with you. Feed, bathe, and exercise.

Keyword: POP
Protect the winner of Pop Idol. Keep the crowd off the stage & disrupting the star.

Keyword: RACER2
Fire up your nitros to lose the cops, buy serious upgrades. Pick cars & special bonuses.

Keyword: RACK
This has it all- tricky shot challenges, a fastarcade mode & fantastic multiplayer 8-Ball.

Keyword: QUEST
An amazing RPG full of great weapons, spells and evil enemies.

SOUND ALERTS

To order text to 8181: CUBE ALERT and KEYWORD

SOUND	KEYWORD	SOUND	KEYWORD
Applause	applause	Motorbike	bike
Crowd Cheer	cheer	Shotgun	shotgun
Ref Whistle	ref	Elephant	elephant
Toilet Flush	toilet	Chimpanzee	chimpanzee
Burp	burp	Evil Laugh	evil
Fart	fart	Aerial Warfare	aeril
Boxing Bell	boxing	Shout	shout

TONES & POLYS

To order text to 8181: CUBE TONE and KEYWORD (or) CUBE POLY and KEYWORD (Samsung Handsets - text SAMSUNG after KEYWORD)

HOTTEST NEW RELEASES

	KEYWORD
The 411 - **Dumb**	dumb
Anastacia - **Sick And Tired**	sickand
Avril Lavigne - **My Happy Ending**	myhappy
Brian McFadden - **Real To Me**	realto
Britney Spears - **Everytime**	everytime
Britney Spears - **Toxic**	toxic
Busted - **Thunderbirds Are Go!**	arego
Cassidy ft R Kelly - **Hotel**	hotel
D12 - **How Come**	howcome
D12 - **My Band**	myband
DJ Casper - **Cha Cha Slide**	cha
Eamon - **Don't Want You Back**	eamon
Eric Prydz - **Call On Me**	callon
Girls Aloud - **Love Machine**	lovemach
J Kwon - **Tipsy**	tipsy
Jamelia - **See It In A Boy's Eyes**	seeit
Jojo - **Leave (Get Out)**	getout
Kanye West - **Jesus Walks**	jesus
Kelis - **Trick Me**	trick
Natasha Bedingfield - **These Words**	thesewords
Nelly - **Flap Your Wings**	flap
Nina Skye - **Move Ya Body**	moveya
Outkast - **Roses**	roses

8181 GREATEST TONES

	KEYWORD
50 Cent - **In Da Club**	club
50 Cent - **PIMP**	pimp
Anastacia - **Left Outside Alone**	outside
Beyonce - **Crazy In Love**	inlove
Black Eyed Peas - **Shut Up**	shutup
Black Eyed Peas - **Where Is The Love**	love
Dido - **Life For Rent**	forrent
Eminem - **Lose Yourself**	lose
Kelis - **Milkshake**	milkshake

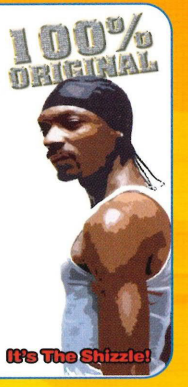
8181 FILM & TV THEMES

	KEYWORD
Angel - **TV Theme**	angel
Big Brother - **TV Theme**	brother
Buffy - **TV Theme**	buffy
Eastenders - **TV Theme**	eastenders
Harry Potter - **Film Theme**	potter
Itchy & Scratchy - **TV Theme**	itchy
Knight Rider - **TV Theme**	knight
Looney Tunes - **TV Theme**	looney
The Muppets - **TV Theme**	muppets
The OC - **TV Theme**	oc

VOICE TONES

To order text to 8181: CUBE VOICE and KEYWORD

	KEYWORD
50Cent - **G Unit!**	50cent
50Cent - **Your Killin' Me**	50cent1
50Cent - **Do Me A Favour**	50cent2
D12 - **D12 In Da House**	d12
Bizzare (D12) - **It's The Fat Girl**	d121
jurassic5 - **Akil Pocket**	jurassic
jurassic5 - **Marc7 So Answer**	jurassic1
Michelle Branch - **Are You Happy**	branch
Michelle Branch - **In Your Pocket**	branch1
Snoop Dogg - **Get Off A****	snoop
Snoop Dogg - **Crack A Lackin**	snoop1
Snoop Dogg - **Need To Shout**	snoop2
Snoop Dogg - **U Wanna Answer**	snoop3



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9. Daughter's Pregnant
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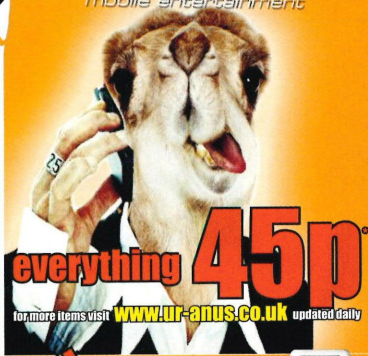
CHART

eric prydz - call on me	3277270
girls aloud - love machine	3277271
nelly - flap your wings	3277272
jo jo - leave	3277273
green day - american idiot	3277274
brian mcfadden - real to me	3277275
3 of a kind - babycakes	3277276
donny osmond - breeze on by	3277277
twista - sunshine	3277278
natasha bedingfield - these words	3277279
groove armada - i see you baby	3277280
fatboy slim - slash dot dash	3277281
joss stone - you had me	3277282
muse - butterflies & hurricanes	3277283
alcazar - this is the world we live	3277284
maroon 5 - she will be loved	3277285
mcfly - that girl	3277286
ian brown - keep what ya got	3277287
411 - dumb	3277288
the pirates - you should really know	3277289

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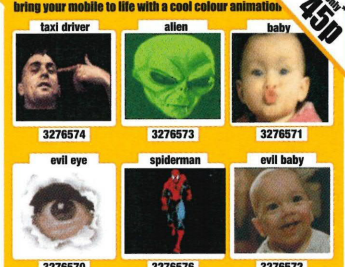
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stevie wonder tt	3276890
simon cowell vm	3276891
rolf harris vm	3276892
richard and judy vm	3276893
oasis tt	3276894
motson and hansen tt	3276895
michael jackson tt	3276896
michael caine vm	3276897
mel b vm	3276898
martine mcCutcheon	3276899
martians tt	3276900
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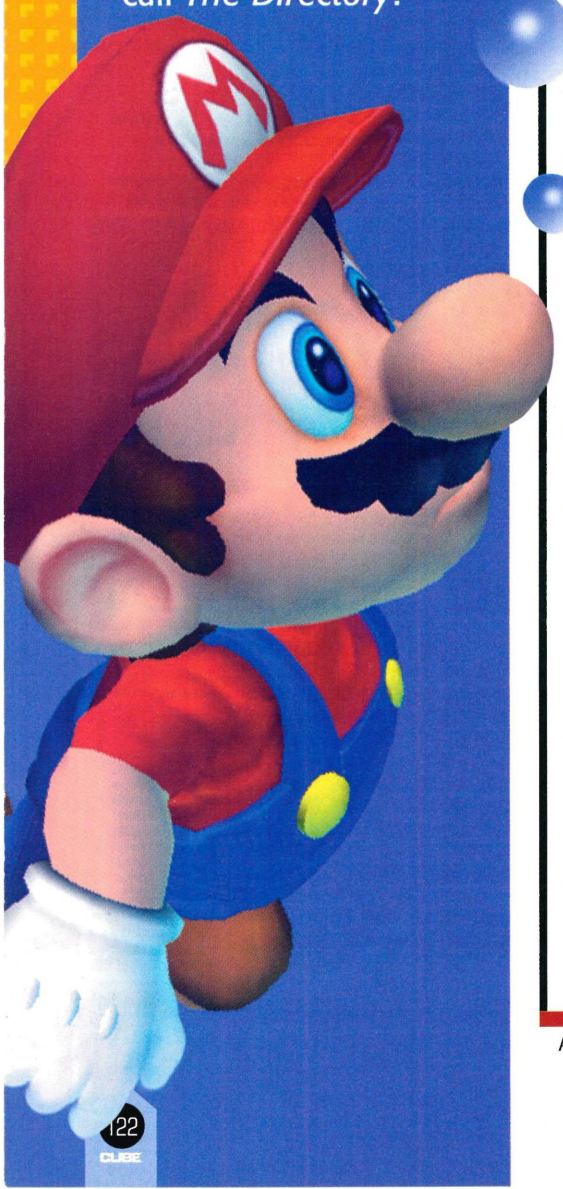
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CUBE DIRECTORY

ISSUE THIRTY EIGHT

Your complete at-a-glance guide to every game CUBE has ever reviewed since the dawn of time. Now that's what we call *The Directory*!



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
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	N	N	37	PAL	8.0
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
Def Jam: Fight For New York	EA	Ari	1-4	N	N	37	PAL	9.2
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

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
Donald Duck: Quack Attack	Ubi Soft	In-house	1	N	N	6	PAL	6.2
Donkey Konga	Nintendo	Namco	1-4	N	N	28	NTSC	9.2
Donkey Konga	Nintendo	In-house	1-4	N	N	37	PAL	9.0
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	Infogrames	Shiny	1	N	N	20	PAL	6.8
ESPN INT Winter Sports '02	Konami	In-house	1-2	N	N	6	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	N	N	12	PAL	9.3
F1 2002	EA	In-house	1-2	N	N	9	PAL	7.6
F1 Career Challenge	EA Sports	In-house	1	N	N	21	PAL	6.4
FIFA 2004	EA	EA Canada	1-4	N	N	26	PAL	8.9
FIFA Football 2003	EA	In-house	1-4	N	N	13	PAL	8.2
Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	Y	N	30	PAL	9.0
Finding Nemo	THQ	Traveller's Tales	1	N	N	24	PAL	6.1
Fireblade	Midway	Avalanche	1	N	N	16	PAL	6.5
Freedom Fighters	EA	IO Interactive	1-4	N	N	24	PAL	8.0
Freekstyle	EA	Hypnos Ent	1-2	N	N	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	N	N	23	NTSC	9.4
Gauntlet: Dark Legacy	Midway	In-house	1-4	N	N	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	N	N	18	PAL	6.5
Giftpia	Nintendo	Skip Ltd.	1	N	N	20	NTSC	7.5
Gladius	Lucasarts	In-house	1	N	N	26	PAL	6.5
Goblin Commander	Jaleco	In-house	1	N	N	30	PAL	6.2
Godzilla: Damm	Infogrames	Pipeworks Studios	1-4	N	N	13	PAL	4.0
GPX Cyber Formula	Sunrise	In-house	1-4	N	N	37	NTSC	6.1
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
Jikkyou Powerful Pro Baseball 11	Konami	In-house	1-2	N	N	37	NTSC	8.1
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

Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

CHARACTERS

In an effort to get some interactive connectivity going on, we asked da kidz on the forum who their favourite Nintendo character is. Here's what they reckoned:

LINK



1

"I like his endearing inability to articulate proper words. "Unnnng!" "Huah!" "Aaaarrh?" "Eeeeeeaa!" What are you trying to say, little fella? It's all just noise! Cute." – Corinthians9:25.

MARIO



2

"Mario – you can play most of his games again and again without losing interest." – Mortal Wombat. "He's an Italian plumber with a handle-bar moustache. He was bred for the porn industry." – Mr Party Hat.

FOX MCCLOUD



3

"Fox w00t w00t, it's a Fox that has a gun and freakin' talks. He's like a Disney character on steroids!" – Caboose. "The agility, the jacket and the knee-high boots. He's just liquid disco." – wa?u

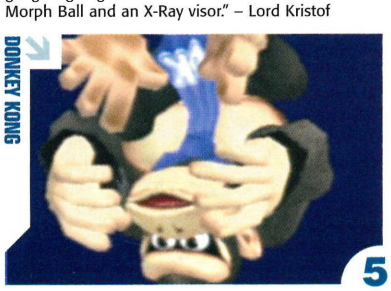
SAMUS



4

"Samus is the best. Not only can she run around with ease in a 10 ton suit but she has the best gadgets going. Oh the fun I could have with a Morph Ball and an X-Ray visor." – Lord Kristof

DONKEY KONG



5

"My favourite character is Donkey Kong, because he rhymes with Nintyspong." – Nintyspong. "I've got to root for the monkey. DK will always be da best" – Jazzem

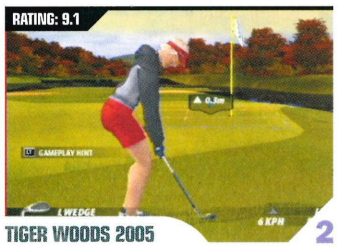
ORDINARY SPORTS

You know – the dull ones. The sports that millions of people watch and know an immeasurable amount of stats about. How many conversations have you halted by saying, "No, I'm not really into football"?



WINNING ELEVEN 6 — 1

Or *Pro Evo 2* if you've got a PS2 and live over here. It's the football game-player's football game and regularly turns the office blue with all the swearing that goes on. But why have the later versions not made it to the GC?



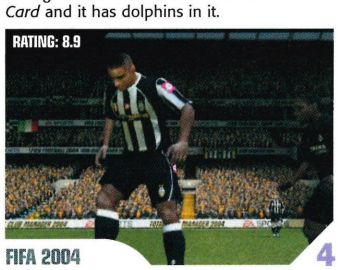
TIGER WOODS 2005 — 2

For the last three years Tiger's games have been getting better and better (while his skills slip). Surely now this is the ultimate incarnation of the game? You'd think, but there's always 2006.



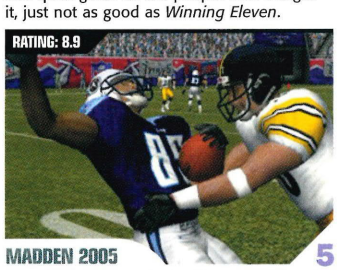
SEGA SOCCER SLAM — 3

It's the arcade (ie fun) version of the 'beautiful game'. Or it's that stupid one that demands no skills and has power-ups and mini-games. Whateva! It's better than *Red Card* and it has dolphins in it.



FIFA 2004 — 4

EA went off the wall with its Off The Ball control last year (wakka wakka). And, well, came up with another *FIFA*. Good for them and quite good for the people who bought it, just not as good as *Winning Eleven*.



MADDEN 2005 — 5

American soccer (what? It'll never catch on) is very much like making love to a beautiful woman: two minutes of tension then everything explodes and the action's over in three seconds. Class.

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	GBA	GUIDE	ISSUE	REVIEW	RATING
Metal Arms	Vivendi Universal	Swigin' Ape Studios	1-4	N	N	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
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 2005	EA	EA	1-4	N	N	37	PAL	8.7
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	37	PAL	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	N	N	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	N	N	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

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
Skies Of Arcadia Legends	SEGA	Overworks	1	N	Issue 20	20	PAL	9.0
Summoner: A Goddess Reborn	THQ	Volition	1	N	N	17	PAL	6.0
Smuggler's Run: Warzones	Take Two	Rockstar	1-4	N	N	1	PAL	7.1
Sonic Adventure 2: Battle	SEGA	Sonic Team	1-2	Y	N	6	PAL	7.6
Sonic Adventure DX	SEGA	Sonic Team	1	Y	N	20	PAL	6.1
Sonic Mega Collection	SEGA	In-house	1-2	N	N	15	PAL	8.0
Sonic Heroes	SEGA	Sonic Team	1-4	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
Tales Of Symphonia	Namco	In-house	1-4	N	N	37	PAL	8.0
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
Terminator 3: The Redemption	Atari	Paradigm	1	N	N	37	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 2005	EA	EA	1-4	N	N	37	PAL	9.1
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	SEGA	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

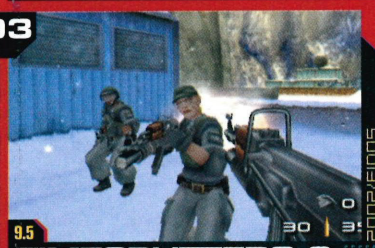
Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

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 MARIO KART: DOUBLE DASH!! 9.4
2003/NINTENDO

07 PAPER MARIO 2 9.4
2004/NINTENDO

08 BEYOND GOOD & EVIL 9.4
2003/UBISOFT

09 SUPER MARIO SUNSHINE 9.4
2002/NINTENDO

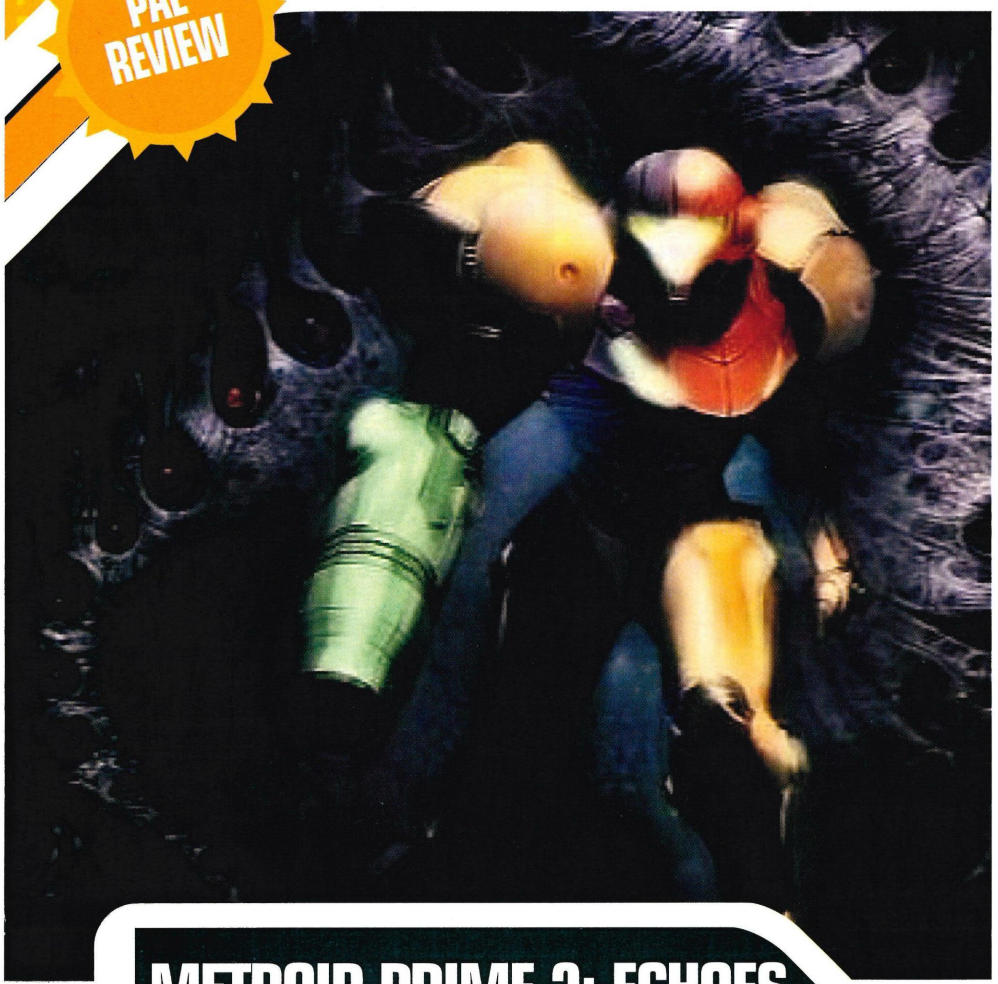
10 PIKMIN 2 9.3
2004/NINTENDO

ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT!

Next Month... Next Month... Next Month... Next Month...

HORIZON

PAL REVIEW



METROID PRIME 2: ECHOES

THE MOST IMPORTANT GAME OF THE YEAR?

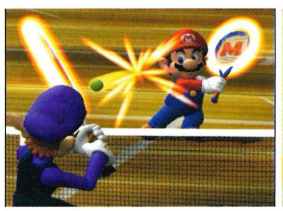
Let's face it: you already know you'll be buying this. You don't need our review to tell you that – just watch this month's footage. Instead we'll concentrate on showing you the coolest bits of the game a full week before it hits the shelves.

FIRST REVIEW

MARIO TENNIS

IT'S TENNIS, BUT NOT AS WE KNOW IT

Those of you who were lucky enough to get to GameStars will have been some of the first people in the world to get your hands on it, and you'll already know how great this game is.





FEATURE

GAMING ON THE MOVE

HANDS ON

The DS hits Japan next month and we'll be cranking up our handheld coverage with a whole new section dedicated to Nintendo's new dual screen wonder, plus all things GBA!

SOLUTIONS

A MIGHTY QUEST INDEED

LOTR: THE THIRD AGE

With EA delivering the ultimate *Lord Of The Rings* experience it seems obvious that we should deliver the ultimate guide to go with it. Battle tips a walkthrough to the best RPG of the year.

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!



NFS UNDERGROUND 2
Has the potential to be outstanding.



POP: WARRIOR WITHIN
Darkness descends on GameCubes the world over.



FIRE EMBLEM (JAP)
A short delay later (typical), and here it is!

PLUS

- GoldenEye: RA
- Gamecube Microphone
- Mario Party 6
- Mortal Kombat: Deception
- Nintendo DS
- Hope
- Golden Sun GC
- Square's new project!
- Splinter Cell 3
- Call Of Duty: FH

NEXT ISSUE

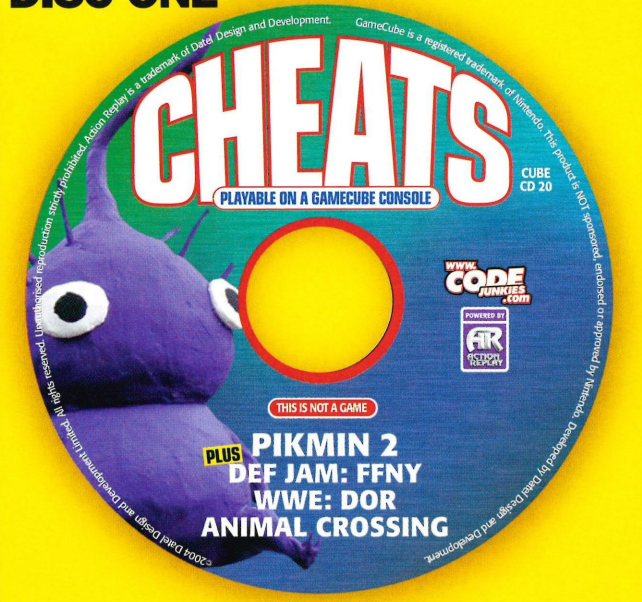
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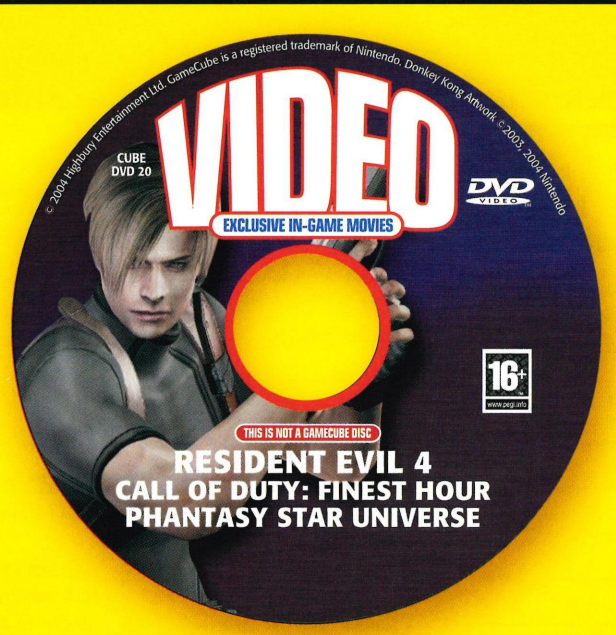
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CHEATS DISC



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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!

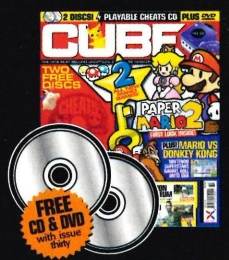
- RESIDENT EVIL 4 SPECIAL
- MORTAL KOMBAT: DECEPTION
- STREET RACING SYNDICATE
- BATEN KAITOS (PAL)
- GOLDENEYE: ROGUE AGENT
- NINTENDO DS
- TOKYO GAME SHOW
- MARIO PARTY 6

RESERVE YOUR COPY TODAY PAGE 29

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 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.



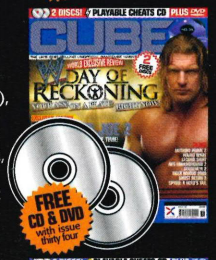
ISSUE THIRTY FIVE

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.



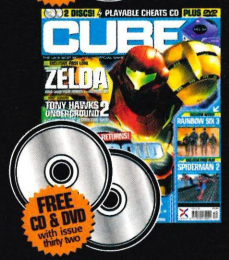
ISSUE THIRTY THREE

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.



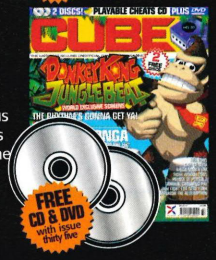
ISSUE THIRTY SIX

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.



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 SEVEN

Go monkey crazy with the first PAL review of *Donkey Konga*, watch the CUBE team banging away... on bongos and all sorts of the usual stuff. You know reviews, previews and all that stuff that gets done at the last minute.

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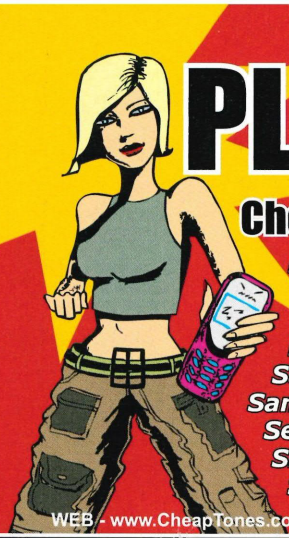
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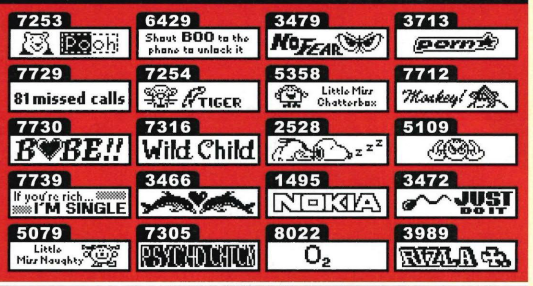
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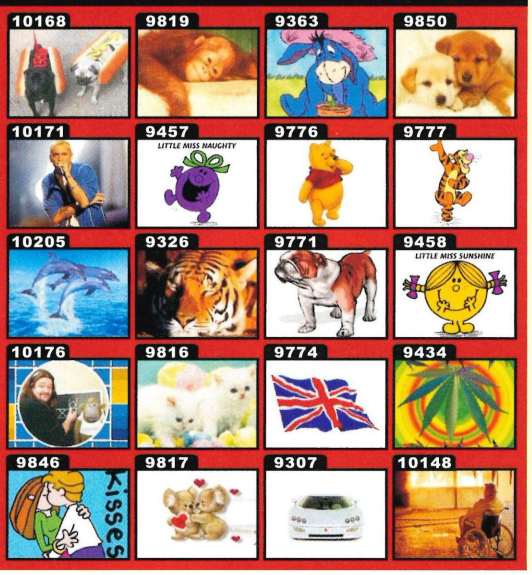
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3 Of A Kind - Baby Cakes	10538	10526	Eminem - Superman	9642	9621	Nina Sky - Move Ya Body	10385	10392
411 - Dumb	10581	10552	Eminem - Without Me	6604	6976	Outkast - Hey Ya	9503	9515
5 6 7 8's - Woo Hoo	10388	10372	Eric Prydz - Call On Me	10679	10669	Outkast - Roses	10346	10341
50 Cent - In Da Club	8133	8300	Europe - Final Countdown	5353	9567	O-Zone - Dragostea Din Tei	10309	10286
50 Cent - P**P	9078	9386	Evanescence - Bring Me To	8605	8774	Paul Weller - Wishing On A	10630	10623
50 Cent & G Unit - If I Can't	9836	9823	Faithless - I Want More	10588	10555	Peter Andre - The Right Way	10660	10654
ACDC - Whole Lotta Rosie	3936	9572	Frankee - F.U.R.B.	10134	10125	Pink Floyd - Another Brick	1311	8471
Anastacia - Left Outside	9970	9958	Girls Aloud - Love Machine	10680	10672	Pirates - You Should	10629	10624
Annie - Chewing Gum	10686	10670	Girls Of FHM - Da Ya Think	10349	10335	Pop - Can't Say Goodbye	10638	10604
Armand Van Helden - My My My	10632	10613	Goldie - Guns Don't	10572	10553	Prodigy - Girls	10635	10606
ATL - Make It Up With Love	10577	10560	Green Day - American Idiot	10590	10549	Queen - Bohemian Rhapsody	1315	8475
Beastie Boys - Triple Trouble	10663	10656	Green Day - American	10689	10667	Rachel Stevens - Some Girls	10421	10411
Black Eyed - Let's Get It	10378	10364	Guns 'n' Roses - Sweet Child	8589	6977	Raghav - Let's Work	10587	10559
Black Eyed Peas - Hey Mama	9912	9899	Hope Of The States - Nehemiah	10580	10562	Rasmus - In The Shadows	10009	10003
Black Eyed Peas - Shut Up	9586	9599	Houston - I Like That	10659	10647	Razorlight - Vice	10683	10676
Black Eyed Peas - Where Is The	9195	9246	Jam - Town Called Malice	4563	9876	Red Hot Chili Ps - Can't Stop	8143	8478
Black Keys - 10AM Automatic	10664	10643	J-Kwon - Tipsy	10422	10417	Robbie Williams - Angels	3580	8482
Blink 182 - I Miss You	9884	9867	Jojo - Leave (Get Out)	10626	10612	Rolling Stones - Paint It Black	3800	8536
Bon Jovi - Living On A Prayer	3945	9569	Joss Stone - You Had Me	10681	10677	Salt N Pepa - Push It	9646	9619
Brian Mcfadden - Real To Me	10657	10650	Kanye West - Jesus Walks	10633	10611	Scissor Sisters - Laura	10313	10294
Britney Spears - Everytime	10318	10307	Kanye West - Through The Wire	9975	9967	Scooter - Logical Song	6818	8503
Britney Spears - Toxic	9879	9877	Keane - Bedshaped	10574	10550	Scooter - The Logical Song	6658	8503
Bryan Adams - Open Road	10684	10673	Keane - Everybody's Changing	10107	10091	Sex Pistols - Anarchy In UK	10066	10040
Busted - Air Hostess	10080	10077	Kelis - Trick Me	10218	10217	Sex Pistols - God Save Queen	6622	8505
Busted - Crashed The Wedding	9501	9514	Kevin Lyttle - Turn Me On	9393	9391	Shapeshifters - Lola's Theme	10420	10406
Busted - Thunderbirds/3am	10436	10416	Killers - All These	10634	10600	Shifty - Slide Along Side	10639	10619
Candee Jay - If I Were You	10314	10292	Kristian Leontiou - Shining	10575	10566	Slipknot - Duality	10323	10287
Cassidy Ft - Get No Better	10685	10671	Linkin Park - Numb	9160	9582	Soul Control - Chocolate	10662	10644
Cassidy Ft R Kelly - Hotel	10192	10180	LL Cool J - Headsprung	10579	10554	Special D - Come With Me	10010	10000
Chingy Ft J - One Call Away	10202	10184	LMC Vs U2 - Take Me To	9765	9763	Status Quo - You'll Come	10682	10678
Christina Aguilera - Dirrty	7912	7898	Lostprophets - Last Train	9751	9734	Stonebridge - Put Em High	10573	10563
Christina Milian - Dip It Low	10105	10090	Madness - One Step Beyond	3598	8927	Streets - Dry Your Eyes	10429	10403
CKY - 96 Quite Bitter Beings	6080	7168	Mario Winans - I Don't	10257	10247	Sugababes - Caught In A	10583	10551
Coldplay - Clocks	8248	8344	Maroon 5 - She Will Be Loved	10582	10565	Thrills - Whatever	10636	10622
Corrs - Angel	10688	10668	Maroon 5 - This Love	10059	10057	Tina Turner - Simply The Best	3870	8545
D12 - How Come	10437	10405	McFly - 5 Colours In Her Hair	9995	9986	Twista - Slow Jamz	9996	9991
D12 - My Band	10030	10025	McFly - Obviously	10345	10339	Twista - Sunshine	10627	10620
Darkness - Thing Called Love	9157	9258	McFly - That Girl	10658	10653	UB40 - Red Red Wine	1398	8562
Darren Hayes - Popular	10631	10615	Metallica - Enter Sandman	3849	7165	Ultrabeat - Better Than Life	10637	10602
Darude - Sandstorm	9754	9740	Motorhead - Ace Of Spades	6332	9687	Ultrabeat - Pretty Green Eyes	9105	9188
Dido - Sand In My Shoes	10687	10674	Mousse T - Is It Cos	10584	10556	Usher - Burn	10373	10359
Dizzee Rascal - Stand Up Tall	10585	10567	Music - Freedom Fighters	10661	10646	Usher - Yeah	9944	9936
DJ Casper - Cha Cha Slide	9880	9861	Natasha - These Words	10571	10568	Van Morrison - Brown Eyed Girl	4935	8563
DJ Sammy - Heaven	7137	8366	Natasha Bedingfield - Single	10106	10100	Velvet Revolver - Slither	10075	10054
DMX - X Gon' Give It To Ya	8593	8659	Nelly - Dilemma	7952	7951	White Stripes - 7 Nation Army	8594	8701
Eamon - Don't Want You Back	10029	10022	Nelly - My Place	10625	10614	XTM & DJ - Fly On Wings	8730	9728
Embrace - Gravity	10628	10607	Nelly Ft - Dilemma	6946	7951	Yellowcard - Ocean Avenue	10666	10649

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A-Team	6454	8454	Dirty Dancing	10326	10285	Knight Rider	4645	8696	Popeye	5020	8541
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Big Brother	4613	8166	Friends	4632	8535	Lord Of 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
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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 Pooh	3893	6978

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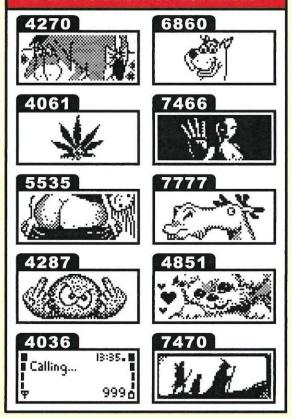
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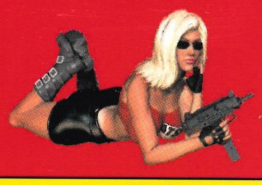
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Burnout 2 Point of Impact

C = 0 3
Capcom vs. SNK: EO
Casper: Spirit Dimensions
Catwoman
Clone Wars, Star Wars
Conflict: Desert Storm 1 & 2
Crash B'coot: Wr. of Cortex
Crush Hour, WWE

D = 0 4
Darkened Skye
Dave Mirra Freestyle BMX 2
Day of Reckoning - WWE
Def Jam Vendetta
Defender
Die Hard: Vendetta
Dinosaur Planet
Disney Sports Football
Dragon Ball Z: Budokai

E = 0 5
Enter the Matrix
Eternal Darkness
Evolution Skateboarding

F = 0 6
Fantasy Star Online 1 & 2
FIFA 2003
FIFA 2004
Final Fantasy C. Chronicles
Fire Blade
Fox McCloud in StarFox Adv.
Freedom Fighters
Freekstyle
F-Zero GX

G = 0 7
Gladius
Goddess Reborn
Godzilla: Destroy all Monst.
Gotcha Force

H = 0 8
H.Potter & Chamber of Sec.
H.Potter & Pris. of Azkaban
H.Potter: Quidditch W. Cup
Harvest Moon 2: Wond. Life
Haunted Mansion
Hitman 2: Silent Assassin
Hobbit
Hulk

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
Kirby's Air Ride

L = 1 2
L.A. Heist, The Italian Job
Leg. of Zelda: Ocarina of T.
Leg. of Zelda: Wind Waker
Leg.of Zelda: Majora's Mask
Legends of Wrestling
Looney Tunes:Back in Action
Lord of the Rings: R.of King
Lord of the Rings: T. Towers
Lost Kingdoms II: Rune
Luigi's Mansion

M = 1 3
Madden NFL 2004
Magical Mirror
Majora's Mask
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
Mario Party 4
Mario Sunshine
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.
Mystic Heroes

N = 1 4
NASCAR Thunder 2003
NBA Live 2004
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
NFL Street
Nightfire

P = 1 6
Pac-Man World 2
Pikmin
Pikmin 2*
Pokemon Channel
Pokemon Colosseum
Prince of Persia: S. of Time

R = 1 8
Rainbow Six 3
Rebel Strike, R. Squadron 3
Red Card Soccer 2003
Reign Of Fire
Res. Evil: Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Ribbit King
Rising Sun, Medal of Honor
Rocky
Rogue Leader
Rogue Ops

S = 1 9
Samurai Jack: Shad. of Aku
Sarge's War - Army Men
Scooby Doo: Night of 100 F.
Second Sight
Serious Sam Next Encounter
Shrek 2
Simpsons: Hit & Run
Sims
Sims: Bustin' Out
Skies of Arcadia Legends
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Heroes
Sonic Mega Collection
Soul Calibur 2
Speed Kings
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spyro: Enter the Dragonfly
Star Fox 2*
Star Wars: Bounty Hunter
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Starfox Adventures
Summoner Goddess Reborn
Super Mario Sunshine
Super Monkey Ball
Super Monkey Ball 2
Super Smash Bros Melee

T = 2 0
Tak and the Power of Juju
Tarzan Freeride
Teenage Mut. Ninja Turtles
Ten-Eighty Avalanche
Terminator 3: Redemption
The Fellowship of the Ring
The Haunted Mansion
The Hobbit
The Hulk
The Italian Job: L.A. Heist
The L.of Zelda: Four Swords
The L.of Zelda: Majora's M.
The L.of Zelda: Mast. Quest
The L.of Zelda: Oc. of Time
The L.of Zelda: Wind Waker
The Matrix
The Reckoning, Hunter
The Return of the King
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Suffering
The Twin Snakes
The Two Towers
Theme Park Adventure
Thirteen
Throwdown, UFC
Tiger Woods Golf 2004
Time Splitters 2
Toadstool Tour
Tom Clancy's Ghost Recon
Tom Clancy's Rainbow Six 3
Tom Clancy's Splinter Cell
Tom Clancy's Sum of Fears
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
Ty the Tasmanian Tiger

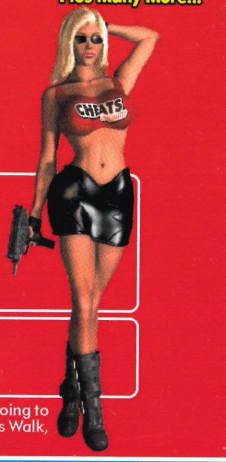
V = 2 2
Viewtiful Joe

W = 2 3
Wario Ware Inc.: M.PG.$
Wario World
Wolverine's Revenge
World Cup 2002
Worms 3D
WWE Crush Hour
WWE Day of Reckoning
WWE Wrestlemania X8
WWE Wrestlemania XIX

X = 2 4
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men: Next Dimension

Z = 2 6
Zelda: Majora's Mask
Zelda: Master Quest
Zelda: Ocarina of Time
Zelda: The Wind Waker
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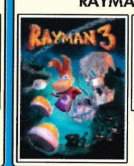
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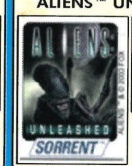
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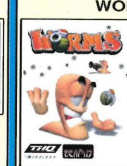
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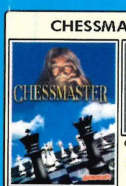
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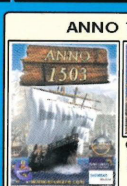
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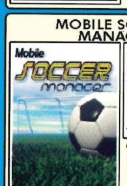
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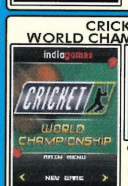
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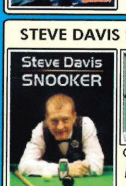
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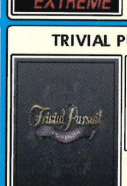
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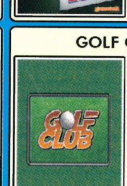
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