2 DISCS! PLAYABLE CHEATS CD PLUS DVD VIDEO

CUBE

NO. 39

THE UK'S BEST SELLING UNOFFICIAL GAME

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METROID PRIME 2 ECHOES

WHO'S AFRAID OF THE DARK?

MASSIVE FEATURE!

NINTENDO DS

ALL THE BIG TITLES PLAYED AND RATED!

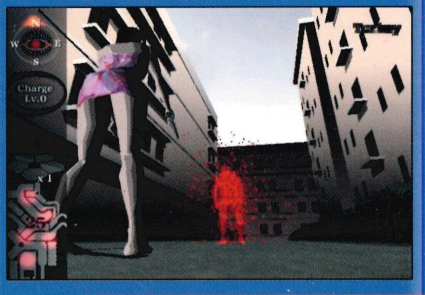


2 FREE DISCS

SCREENS TO DIE FOR

KILLER 7

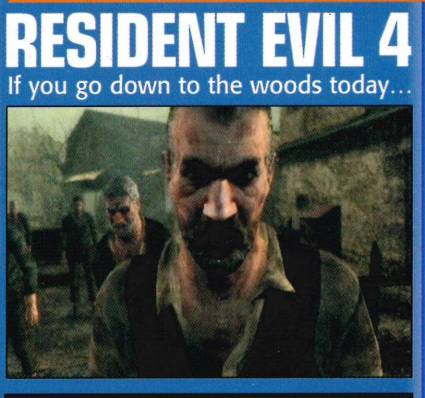
The gun is mightier than the sword



EXCLUSIVE HANDS ON

RESIDENT EVIL 4

If you go down to the woods today...



REVIEWED!

NEED FOR SPEED UNDERGROUND 2

The sequel with go-faster stripes!



"excite, enthuse and inform"

ISSUE 39 £3.99

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METROID PRIME 2 ECHOES

NINTENDO GAMECUBE™

Mission Launch
26.11.04

IT IS TIME SAMUS.
PREPARE WELL OR DIE ALONE.



Technology Updates:

Light Beam
Fires beams of light to set your enemies on fire.
Energizes light crystals to create protective domes.

Dark Beam
Effective against Light Aether enemies.
Charge it to fire an entangler blast.

Annihilator Beam
Fires streams of energy that seek out multiple targets. Effective against Light and Dark enemies.

Space Jump Boots
Stay airborne for longer.

Dark Visor
See through Dark Aether's poisonous haze.
An invaluable lifeline in total darkness.

Echo Visor
Detect and visualize enemy sound waves assaults.

Mission file 02456: 30 days ago contact with galactic federation trooper squad Bravo was lost
Contract Agreement: Locate Federation Troopers and render assistance
Data Confirmation: Last transmission received from a rogue planet in the Dasha region called Aether_

BOUNTY HUNTER CHRONICLE

SAMUS ARAN

You are cordially invited to a

MULTIPLAYER DEATH MATCH

Compete to the death with 3 other Bounty Hunters.

RSVP TXT #814



Space Pirates Faction 1

Possessed by the Ing they have been equipped with upgrades to destroy you Samus.

- E Grenade Launchers
- Energy Scythes
- Oh and rather effective Boost Thrusters

A beautifully deadly arsenal I'm sure you'll agree Samus. Use the Dark Visor to spot them.

www.nintendo.co.uk

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Grenchler
Amphibious creature that kills with electricity.
Weak spot: Aim for the back of their shell.
Screw Attack
-High speed mobility mode
-Assault enemies in a whirl of energy
Luminoth Faction 3
This mosquito type race is on the verge of extinction. The race was starting to flourish when a Phazeon meteor hit their planet creating two dimensions of Dark and Light. Samus, they are potential allies in the fight against the Ing Horde.
Ing Faction 2
These predatory arachnid type creatures cannot survive in the Light world. Their ingenious way round this is to possess Light World creatures. Say your prayers Samus and be vigilant. Their sole aim is to collapse the Light World and turn the whole planet into a Dark World.
From: GalacticFed@corp.eternity
To: Samus@echoes.eternity
Prepare to meet thy shadow self.
Dark Samus, she is your nemesis.
Bounty Hunter Licence
Name: SAMUS ARAN
Occupation:
Bounty Hunter
Blood type: O-V64
Limb type: 446.9V
Federation Medical Report:
Samus Aran
Injury: Destruction of inner ear
Advice: If patient spent a little less time thinking she was invincible and a little more time using the Echo Visor she could avoid wasting Physician's time_
Nintendo
12+
www.pegi.info
PAL 60Hz ONLY
IMPORTANT: This game is only compatible with TVs which can support PAL 60Hz Mode.

THE LEGEND OF ZELDA
The Minish Cap

Live the adventure of being small.

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THE LEGEND OF ZELDA
The Minish Cap

+



Hyrule's biggest hero is now its smallest.
Link will have his work cut out for him as he fights evil in his own land then shrinks to help the Minish people, a miniature race in dire need of a hero. Embark on your quest with the fantastic Zelda Limited Edition Pack, featuring the game and a gold coloured Game Boy Advance SP.

OUT 12TH NOVEMBER



GAME BOY ADVANCE SP™
www.nintendo.co.uk





WELCOME



ONE MONTH, TWO absolutely stellar games that between them have enthralled the entire office without exception. It's not often that one title creates such a stir and inspires so much debate and gushing praise, but two is unheard of. Yup, this will always be remembered as the month that both *Metroid Prime 2* and *Grand Theft Auto: San Andreas* arrived.

It's ironic and terribly typical that Nintendo's biggest title of the year, and perhaps the greatest game of the current generation should hit the shelves so soon after Rockstar's gang-banging magnum opus. While we on CUBE have been captivated by Samus' latest and arguably greatest saga, our thunder has to a degree been stolen. Without wanting to diminish *San Andreas*, which is a staggering achievement of scope and scale, it's a game that has divided opinion. Rockstar's marketing has been cynically manipulative like no other campaign before it, and the fact it didn't allow any reviews to go on sale prior to the game's release suggested deeper problems with the game that it was rather keen to keep mum about until the eager hordes had enthusiastically handed over their dosh. In some ways *San Andreas* is amazing, but it's a long way from perfect. It's massive but glitchy, too ambitious in parts and has a disturbingly unfinished feel. *Metroid Prime 2* on the other hand is almost perfect in every way. The story, level design, presentation, everything is as finely tuned as a Beethoven symphony while *San Andreas* is more ragged and yet as inspirational as an old blues man.

Had it not been for such unfortunate timing, *Metroid Prime 2* could have significantly raised the profile of the GameCube in the lead up to Christmas. Sadly it's lost on the greater gaming public after the clamour surrounding CJ's arrival on PS2.

For once it's not Nintendo's fault, but a cruelly unfortunate matter of timing. To rub salt into the wound, news arrived just as we were going to press that *Resident Evil 4* will also be making the transition to PS2. It remains to be seen how much of a blow this will be to Nintendo, but it all boils down to the exclusivity period involved. We'll have a more detailed report for you on that next month.

If all this sounds a little bitter-sweet, go check out our massive DS blow-out. It's so close we can almost smell it, and it really is looking the business. Now if that doesn't make you feel better, nothing will!

Miles Guttery
Editor



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CUBE

ISSUE THIRTY NINE

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CUBE: Out of Darkness cometh horribly high-pitched, warbly vocals. Whatever happened to real rock?

METROID PRIME 2: ECHOES



62 **CUBE** reveals every nook and cranny of Samus' new adventure in this eight page bonanza

UP FRONT

What's this? Some information on *Killer 7*? Surely this can't be! Capcom stuns us all with new screenshots, plus more pics from super scary *RE 4*.

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Killer 7 12

GCN

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

Read and learn. 14

ON THE RADAR

Teeny-tiny bite-sized previews that will leave you begging for more. Luckily, there's more preview goodness just a few pages away...

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Mario may be the life of every party and a tennis champ, but he's no Santa.

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Throw out your GBA SPs, coz the DS is in town, backwards compatible see...

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100% UNOFFICIAL 100% UNBIASED
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REVIEWS

Yes, there are other games out this month. It's not just *Metroid Prime 2: Echoes*, you know. Look, there's Mario! And Kelly Brook driving a car, easy on love! Oh, and there's Spyro dragging his tail behind him. Loser.

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NETWORK CUBE

Want to get across your point of view? Feel you need a right to reply? Get in here then. Don't be giving us no back-talk though, sucka!

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ADVANCE

So many big games for such a small machine, but who will wear the Minish Cap? Er... Link obviously.

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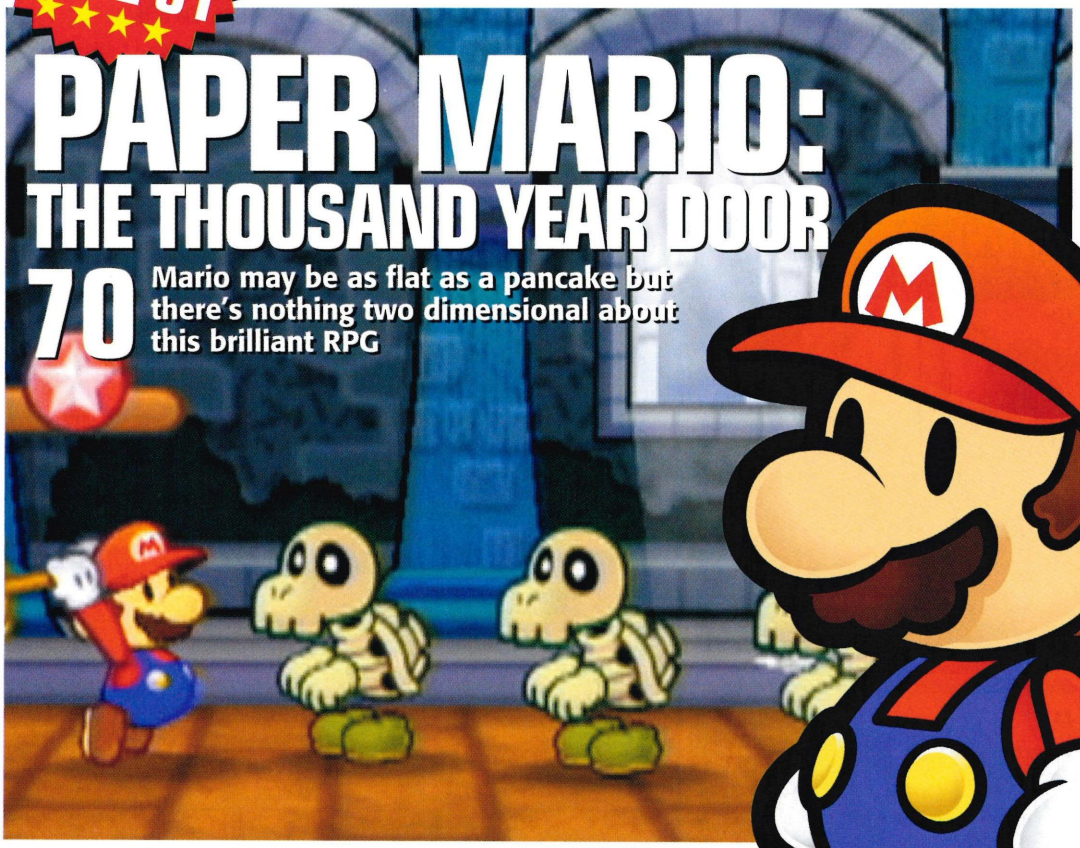


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PAPER MARIO: THE THOUSAND YEAR DOOR

70 Mario may be as flat as a pancake but there's nothing two dimensional about this brilliant RPG





DS PAGE 46

FEATURE!

32 **THE DIVIDED COLOURS OF GAMING**

Exploring the phenomenon of global gaming and trying to figure out how the US breaks down cultural barriers while the UK remains as isolated as Tim at a party.



POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

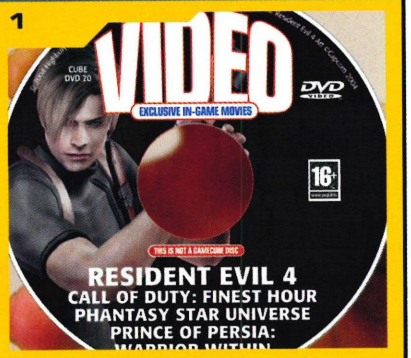
Your monthly fix of brand new videogame footage and cheats for four of the month's biggest games.

EVERY NOW AND then we get our hands on something so special that we have to waylay everything else. This month is one of those times. *Resident Evil 4* dominates on the DVD this month, as it well should, while the Cheats Disc impresses in its own right with *Pikmin 2* cheats to ease your radish worries. And especially for that guy who phoned up looking for *Day Of Reckoning* cheats – here you go, now get nekkid.

USING THE DVD

SLAP IN AND PRESS PLAY

1



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

2



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

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

ON THE DVD

THE FULL HORROR

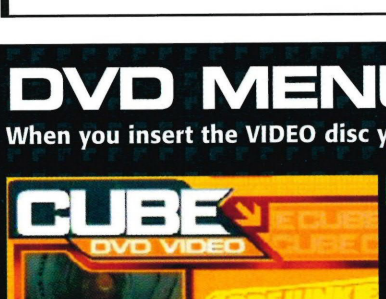
■ *Resident Evil 4* is stunning and we've filmed the latest code just for you. Full of surprises, and featuring the new trailer, it won't fail to impress. Once you've recovered there's footage from the new *Prince Of Persia* title and in-game footage from last month's biggie, *Call Of Duty: Finest Hour*.

- **RESIDENT EVIL 4 WALKTHROUGH**
- **RESIDENT EVIL 4 TRAILER**
- **CALL OF DUTY: FINEST HOUR**
- **PHANTASY STAR UNIVERSE**
- **PRINCE OF PERSIA: WARRIOR WITHIN TRAILER**
- **INTERVIEW: MONICA BELLUCCI**



DVD MENU OPTIONS

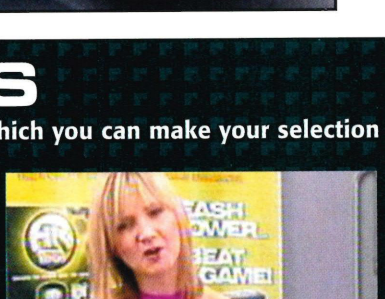
When you insert the VIDEO disc you'll see the main menu from which you can make your selection



VIDEO DISC FRONT PAGE
Navigate using your remote control.



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

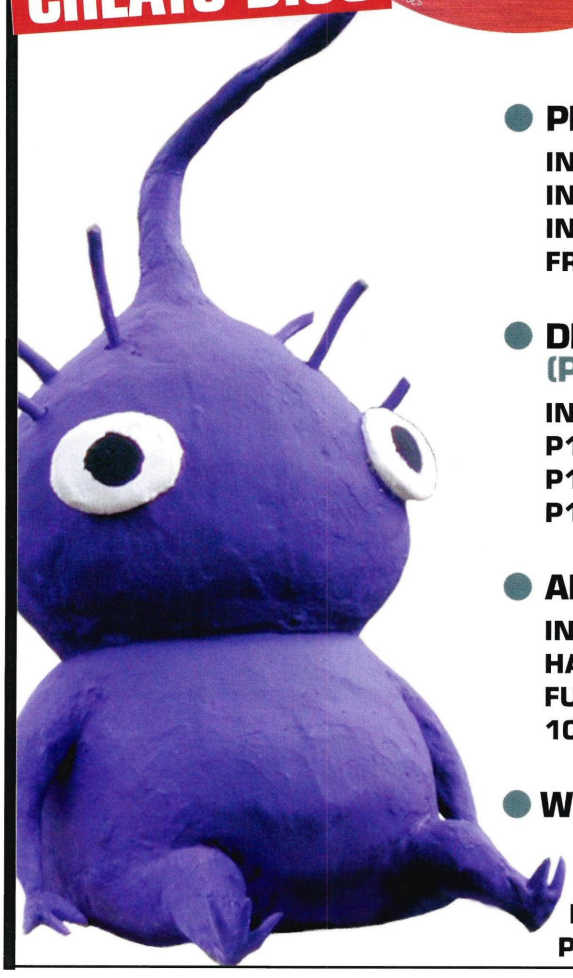


CODE JUNKIES DIRECT
She's code-tastic!

DISC NOT WORKING?
CHEATS NOT LOADING?
THEN PLEASE CALL CUSTOMER SERVICES ON
01202 200 200
AND THEY'LL DO THE DO, JUST LIKE BETTY BOO



ON THE CHEATS DISC



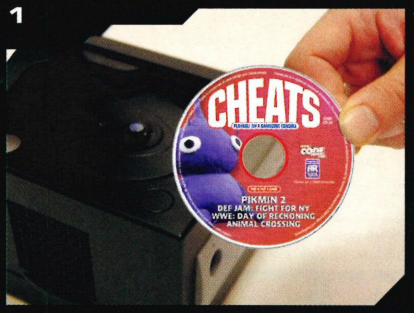
- **PIKMIN 2 (PAL)**
  - INFINITE HEALTH
  - INFINITE SPICY SPRAY
  - INFINITE BITTER SPRAY
  - FREEZE DAY TIMER
- **DEF JAM: FIGHT FOR NEW YORK (PAL)**
  - INFINITE CASH
  - P1 INFINITE HEALTH
  - P1 INFINITE STAMINA
  - P1 MAX SCORE
- **ANIMAL CROSSING (PAL)**
  - INFINITE BELLS
  - HAVE RARE NES GAMES
  - FULL BANK ACCOUNT
  - 100% FULL NOOK'S CATALOGUE
- **WWE: DAY OF RECKONING (PAL)**
  - FULL SPIRIT
  - NO LIMB DAMAGE
  - P1 POCKET FIGHTER
  - P1 ALWAYS IN BRA AND PANTIES

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 your 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

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

It's all gold!: Golden eggs, golden herbs and how to defeat bag-head man!

MAR '05 | 27 JAN '05 | 11 JAN '05



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⊖ "I want to do terrible things to you."



RESIDENT EVIL 4



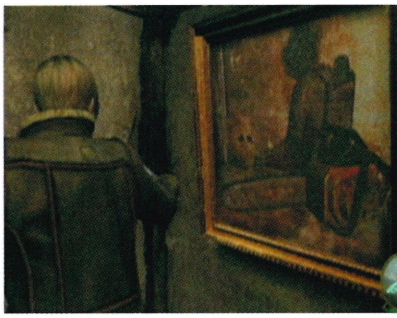
Hands-on with the latest code – secrets revealed!

WE'VE MANAGED TO lay our hands on an all new and fully playable one-level demo of Capcom's up-and-coming scare-fest. The code in question is practically identical to the E3 build we played, but there are several key changes as well as the chance to rack up a hi-score. We've mentioned before that you can collect money in the game. This comes in the form of Ptas (Pesetas), but whereas this currency had no use in previous builds, Capcom has now used it as the basis for the game's reward system. At the end of the demo your bank balance is displayed on the screen. Score over 30,000 in the demo and you'll be presented with the legendary submachine gun. It took over 20 attempts, but we've cracked it. What follows is the best way to get the submachine gun bonus, and all the new elements we discovered along the way.



"SCORE OVER 30,000 IN THE DEMO AND YOU'LL BE PRESENTED WITH THE SUBMACHINE GUN"













There are two areas to the first level: the forest outskirts and the village. To get the 30,000 it's essential that you kill everything in the forest area. This includes the five crows that otherwise you probably wouldn't take much notice of. Stand at a distance and you can take them all out without their mates flying off. If they do fly away they circle over your head three times before disappearing. Enemies drop ammo, Herbs or Ptas. In this case the crows drop two chests of money and a First Aid Spray. There are no more new additions until you get to the village.

This is where the really interesting stuff kicks in. Previously we were under the impression that the now infamous bag-head man was invincible. The truth though is that he can be floored, but like Nemesis, it takes a lot of firepower and he won't stay down for long. The trick to racking up the points is to defeat bag-head man twice. As soon as you enter the village you should rush to the far exit where he's standing on guard (stopping in at the huts on the way to grab some grenades). The best way to put his in-bred arse out of action is to knock him over with a grenade and then shoot him in the head as many times as you can while he's down. Repeat the process a few times and down he will stay. That'll be 10,000 Ptas thanks very much. We recommend using the standard grenades as the flame grenades don't actually floor him and the flash grenades just stun him.

With him out of the way you should leg it to the tower (shotgun shells), then slide down the ladder and run into the main house. At this point the one-man chainsaw massacre makes a return. There's a shotgun, ammo and grenades in this house. You can jump out of the top window and land in the centre of the village. By now there are crazed villagers everywhere, but if you're clever you can get them and bag-head man together in a group for a mass slaughter. Keep pummelling them with grenades and shotgun blasts and you'll have a pile of goodies to pick up. Another 10,000 from bag-head, a few grand from the villagers and six or seven grand from the forest, and that's your 30,000. When you start the game again you'll have the submachine gun and 800 rounds in your inventory. Sweet.

There are two more secrets and they both enhance your health meter. Just behind the cowshed you can pick up a Gold Herb. Combine this with a Green and Red Herb to make a Gold Elixir, a tonic that increases the size of your health meter by 30 per cent AND fills it completely. Hassle the chicken near the cowshed and it will drop a Golden Egg, which has similar properties. And shoot the cow in the face, but that's just for fun.

Phew, that'll do for now. Check the DVD for the live footage version of what you've just read. You really do have to see it to believe it. CUBE

CUBE

INFORMATION

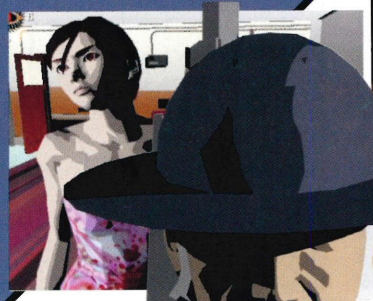
KILLER 7	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	SHOOT-'EM-UP
PLAYERS:	1

WHAT'S NEW

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

Clarity at last!: New character and plot details put the game into perspective.

Q2 '05 APR '05 Q2 '05



Fire Zombies ain't got nothing on twin sawn-off shotguns...





We try to make some sense of Capcom's mystery shooter

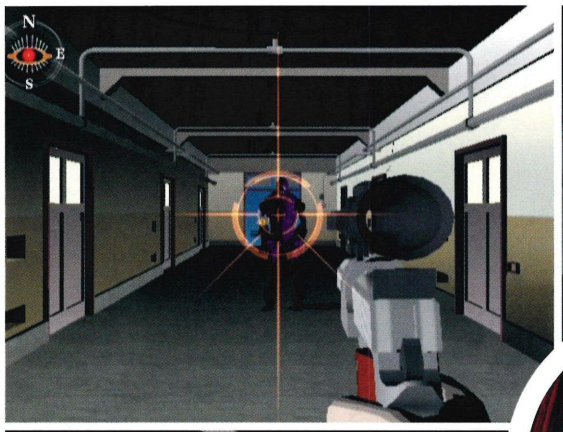
KILLER 7

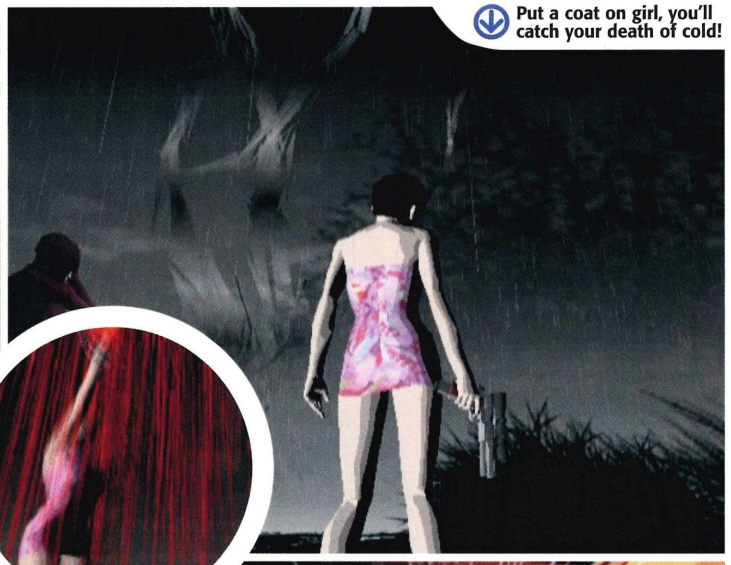
NOW COME ON... this is just getting ridiculous. For a game that was announced two years ago, and has been in development for even longer than that, we know worryingly little about *Killer 7*. Ultra stylish and mysterious it may be, but at the end of the day will it turn out to be just another shallow shoot-'em-up? Capcom still isn't letting the cat out of the bag, insisting on giving us yet another trailer to get excited about (which you can see on next month's DVD) as well as a load of new screens that serve to tell us a little about the characters.



It now appears as if the multiple personality angle won't be as complex as we first thought. Garcian Smith is the leader of the seven personalities. He's in touch with an informant called Mills who gives him his jobs. As well as being the boss, Garcian is also

"KAEDA'S TALENTS LIE ELSEWHERE. SHE CAN EXCRETE BLOOD FROM HER WRISTS"



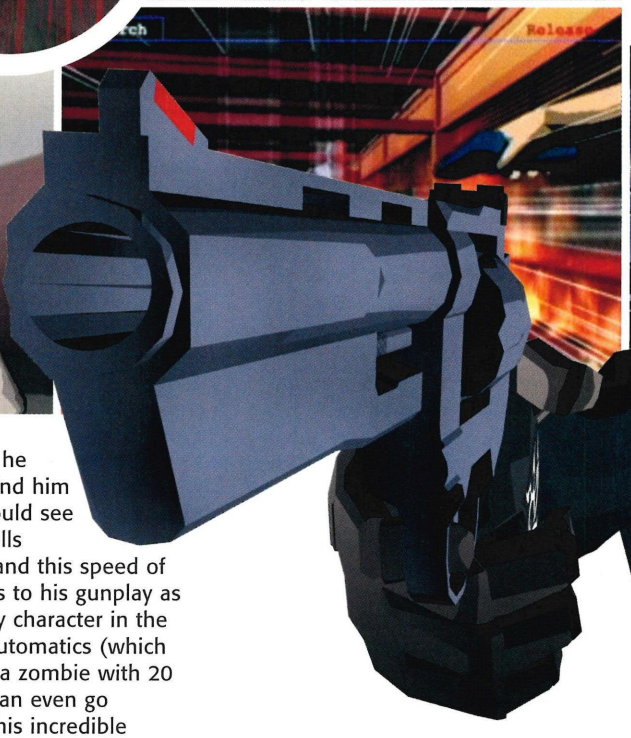


Put a coat on girl, you'll catch your death of cold!



Dan Smith has flashbacks about falling on the job. Get a grip man!





Garcian is the leader and the cleaner. That's what the big case is for, see?



the cleaner. If any of his personalities die he is able to recover them. To give you an exact example... Mills gives Garcian the location of 14 infected people (remember, the game is about an evil overlord who's infecting the world with the Heaven's Smile virus). He makes his way to the location in question before switching to Dan Smith, who goes in with a magnum and culls.

There's definitely an *X-Files* style conspiracy going on as well. The informant (who gives you all your info) is being played by someone, and while his info is useful, it's often dangerously inaccurate. Dan Smith goes into the location expecting to kill 13 enemies and keep one alive for questioning, but the true number ends up a lot higher than that.

As far as specific character details go, we can tell you a little bit more about Con and Kaeda. Con is well known to the enemy characters in the game as a character of incredible speed. He can move so fast that he leaves a blur behind him (big deal, you should see Tim when he smells Special Brew...), and this speed of movement applies to his gunplay as well. He's the only character in the game with dual automatics (which means he can fill a zombie with 20 rounds before it can even go "eurgghhh"), but his incredible accuracy is down to the fact that he hears rather than sees enemies. His eyes are covered at all time. Both Con and Kaeda are slight of build, but whereas Con relies on his speed and gun accuracy, Kaeda plays on the fact that she's a young girl. Enemies don't see her as a threat, so she can get into certain buildings and get behind enemy lines before commencing to kick serious ass.

Her weapon is a Hardballer (a pistol with a very long barrel) with a two-stage zoom scope, but her real talents lie elsewhere. She can excrete a shower of blood from her wrists, we're not entirely sure how this affects enemies or why she maybe attempted suicide, but it's definitely damn freaky.

Capcom is now at the stage where the game is really starting to come together and make a lot more sense. Over the next few months we hope to learn more, though Mikami-san is, and always will be, very secretive about his projects.

CUBE

GCN GAMECUBE NEWS

Three days to launch...

FINAL COUNTD

NEWS CONTENTS

AT A GLANCE

NINTENDO DS
Woot, woot! The DS is finally here-ish. Well it's a bit closer anyway. Here's the news from the pre-launch conference!
PAGES 14-15

NEWS ROUND UP
Lots of news gathered together in a pen-like enclosure (or two pages if you're being picky). Read it, it's interesting!
PAGES 16-17

VANISHING POINT
This month Mr VP feels his... age, and questions social demographics and how they relate to Action Man.
PAGE 20

WORLD NEWS
You do realise we travel all over the world getting this news for you, it's tiring and expensive but worth it.
PAGE 22-23

BOYS R US
Boys, boys, boys looking for a good time (That's twice this issue we've done that joke. Sort it out! – Ed)
PAGE 24-25

CHARTS/RELEASES
Release lists and charts – well what else did you expect to find here? A cardboard Pokémon? Nah, sod that.
PAGES 28-29

WITH THE LAUNCH of the DS just days away, gamers the world over are chomping at the bit to get their hands on the dual-screened portable system. However, CUBE was fortunate enough to get a hands-on demonstration of the DS and its games weeks before the release date, after being invited along to the Grand Hyatt Hotel in Seattle for Nintendo's exclusive DS pre-launch conference.

The event, hosted by the awesome Reggie Fils-Aime, featured an impressive line-up of speakers who were showcasing their new DS games. These games, which will be available in the first 30 days of the DS' launch on 21 November in the US, included *The Urbz: Sims In The City*, *Spider-Man 2* and *Super Mario 64 DS* (see page 42 for the full list), although Nintendo stated that 10–12 games will be available between November and December, with this number increasing to 25 by the end of Q1 in 2005. This however is only the tip of the iceberg, as the coming months will see the release of 124 titles from third-party publishers like EA, Ubisoft, THQ, Majesco and Capcom and, of course, Nintendo itself which is currently developing over 20 games. These will be available for as little as $29.99 (roughly £16), which is a marked change from Ninty's GBA games which retail at around the £30 mark.





It's certainly good to see Nintendo getting so many companies on-board with the DS, especially after the GameCube's slow take-up of interest by third-party developers: "The overwhelming support of strong third-party titles, combined with Nintendo's flagship franchise, makes this the strongest software support for any Nintendo system in more than a decade," said Reggie, with a cold gleam in his eye.

Nintendo also confirmed that the DS will come complete with *Pictochat* and a free demo of *Metroid Prime Hunters: First Hunt* – a multiplayer game that allows up to four people to compete at the same time using the DS's Wi-Fi technology. But talk wasn't all games, games, games as Reggie gave an ass-kickin', name-takin' speech about the DS' potential influence on the gaming market and how he foresees the portable device's effect on Nintendo as a company – the highlights of which are on the following page.

In all it was an impressive show by Nintendo, which is finally getting back in the game with its new "aggressive" approach. Hell yeah!

For a deeper look at the games demonstrated at the event, check out the In-depth on page 42.



OWN



NEXT MONTH...

New section!

As of Issue 40, CUBE will be featuring a 16 page dedicated GBA and Nintendo DS section called Hands-On. Each month we'll bring you all the latest news, previews and reviews on Nintendo's two portable systems. We spoil you lot, we really do...

DS IN SEATTLE...

The Reginator eats the Sky Pin

Here's what NOA's vice president of sales and marketing, Reggie "kick ass and take names" Fils-Aime, had to say at the Nintendo's game summit, held in Seattle.

The buzz:
"Ladies and gentlemen, today's the day you're going to test drive the DS. Today you're going to get your hands on the device and find out for yourself why we're so excited and why our licensee partners are so excited about this. We think this is truly the first step to revolutionising this business and point the way forward for Nintendo overall."

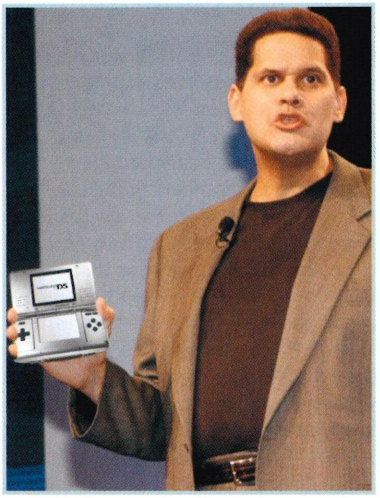
The price:
"The Nintendo DS is critically important for us on a number of parts... it really backs up the message of an aggressive new Nintendo. First, it has an MSRP of $149.99. It's going to launch at a mass-market ready price, right from the start."

The time and place:
"[The] Nintendo DS is coming this year, with an announced launch date of 21 November... NOA markets will be the first where you can buy the Nintendo DS and it will launch quite a bit in front of that other handheld [PSP] that's being developed in California."

Shortfall:
"We have just over 1 million units to sell here in the United States. That's between the launch day and the end of December... whilst it's a big number it's likely that we will have some shortages despite all our planning because the excitement is so high out there in the market place."

A new tomorrow:
"The Nintendo DS is significant to the industry. From our perspective it points the way forward; it's the road map to the future. Consumer research done [shows] consumers are already saying, from a graphics standpoint, things can't get much better. Graphically, things already look photo realistic. Pushing things from a graphic standpoint is a yellow brick road that ends in a hard-brick wall. From our perspective, from what we know and what gamers are telling us, functionality is what points the way forward. In their experience, a better connection between the gamer and the gaming experience is where we need to go and absolutely, the Nintendo DS works on that experience."

New and improved:
"What we are doing with this machine has truly never been done before. Dual screen: never been done before (except Nintendo's Game & Watch series! – News Ed). Touch screen: never been successfully done in a gaming system. Voice recognition: brand new on a portable. It gives you wireless in two different ways: the LAN system and Wi-Fi compatibility."



On offer:
"And right from the start we'll be launching the DS with the built in functionality of *Pictochat*. [The] ability to drive messaging, written words, drawings and visual communication will be able from the start. With this it's no wonder the development community is absolutely stoked."

Calm down!:
"It [Nintendo DS] enables the development community to get tremendously excited about what the potential is for gaming and what new games will look like in the future. As its easy to get into and easy to develop for, it has publishers getting excited as well."

DS Bunny?:
"But there are other advantages from a consumer standpoint. Battery life. We've gone on record [to say] that the battery life for DS is comparable to the PSP. The fact is, during the Tokyo Game Show, those little women walking around with PSP units had to go and recharge the batteries every two hours. There's a reason why they [SONY] haven't announced many details."

Long live the DS:
"On top of that, durability. Our unit can withstand the day-to-day activity that a young adult or teenager goes through. It's designed to live long and be a critical gaming device for a long time. And because of the clamshell design the screens are protected. So we feel great about what we've designed and the consumers have already told us this in a number of different ways."

What gamers want:
"Firstly, we have to have great games. We talked to gamers and they said "its all about the game". Secondly, they need to have a greater experience. They want new ways to play and new ways to enjoy their gaming experience. And they want value."

ROUND-UP

VIVENDI UNIVERSAL games

WE DON'T NEED...

...no education. Vivendi Universal Games has sold its educational games division, Knowledge Adventure, to two Californian firms: Azure Capital Partners and Telesoft Partners. The company, best known for its JumpStart Learning System and Blaster Learning Series games for the PC and consoles, will now be known as Knowledge Holdings Inc. So now you know. Don't you feel smart?

LOYALTY CARDS

Nintendo's new aggressive marketing attitude seems to have breeched the usual boundaries as the company is offering game store employees incentives to sell its games. Apparently for every Nintendo game sold, the employee will receive a cash reward. However, the scheme is currently only running in Game Crazy stores across the US, so sorry UK staff, you'll just have to make do with a pat on the back.

HAVE YOUR SAY

Do you want to have a say in what appears in your favourite mag, CUBE? Do you have an opinion on how it looks, or perhaps an idea for a freebie gift? If so, then join our Reader's Panel where we will pry into your minds and find out all of your likes, dislikes and views on the magazine and games in general. Your ideas and opinions might even shape the future of CUBE. If you want to be part of the team, then email: readerpanel@highburyentertainment.co.uk, and put the header "Reader Panel CUBE" in the subject line. We'll then get back to you with our questions! Reader panellists will also be the first to know about any new promotions or great give-aways we have – you might even win a few prizes, so what are you waiting for? Get emailing and get your opinions heard.



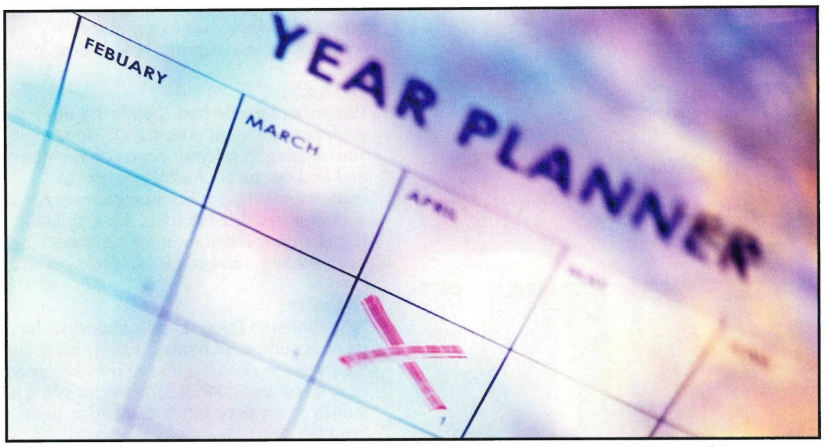
SOUND BYTE

"WHY CAN'T I SLAP HIM WITH MY SHRIMP?"

Ryan, whilst playing *THUG 2*. Aww, you poor demented boy.

BLIND DATE

Nintendo confirms Revolution timetable... sort of



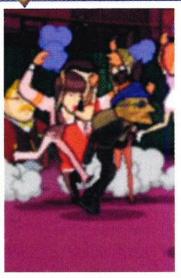
SINCE THE REVOLUTION was officially announced at E3 earlier this year, speculation has been rife as to when the next-gen machine will actually launch. Now Nintendo has confirmed the Revolution's development timetable, although it's a little vague to say the least.

Reggie Fils-Aime recently took time out from eating raw meat to state that Nintendo is aiming to release the Revolution around the same time as Sony's PS3: "Our focus is this," said the Reggienator in an interview with IGN, "we will bring Revolution to the marketplace roughly at the same time as the competition. We [Nintendo] are driving our timetables based on what we believe Sony will do."

This we already expected. As Nintendo's main competitor, it would only be wise to launch the next-gen machines at the same time to avoid the same disappointment the company saw with its European launch of the GameCube. However, the big question is: "when does Sony plan to release the PS3?" The general consensus is that the PS3 will launch around the end of 2005 or, more likely, early 2006. But with Microsoft continuing to push for a 2005 release with it's next machine, codenamed Xenon, many wonder if Sony and Nintendo will feel pressured to release their consoles at the same time. With Microsoft's chairman Bill Gates appearing at the Consumer Electronics Show in January 2005, where he is expected to make a public statement about the Xenon, the pressure is certainly being applied.

It looks like Nintendo is sticking to its guns for the time-being if Big Reggie's comments are anything to go by: "Not that I want to ignore the Xbox, but certainly we believe that a rush to a new system is a mistake." Whether Nintendo actually believes this, or the company is simply under pressure to develop the Revolution in a shorter timeframe thanks to the launch of the Nintendo DS, is anyone's guess. But with Sony in a similar position to Nintendo, it seems highly unlikely that the company will feel the strain too much.

NEWS FLASH



I'VE GOT YOU...

Rumour has it that Capcom is releasing a port of its new PS2 game, *Under The Skin*, for the GC. Capcom itself has yet to confirm this though.

TRAILER OF THE MONTH

VIEWTIFUL JOE 2

Here's the new video of Capcom's hotly anticipated *Viewtiful Joe 2*. Oooh, doesn't it look just totally freaking awesome? Yes it does.



GOOD, BAD AND UGLY

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

GOOD: Acclaim

ACCLAIM'S FUTURE WAS looking very gloomy indeed, the company had filed for bankruptcy. However, Acclaim's former CEO, Rod Cousens, and Europlay Capital Advisers LLC have bought Acclaim's Cheltenham and Manchester studios.

BAD: THQ

UH-OH. IF RUMOURS turn out to be true, THQ could lose its exclusive licensing rights to several Nickelodeon products. Apparently Midway's biggest shareholder, Viacom president Sumner Redstone, might be planning a buy-out of the company. If this happens, Midway will obtain the licensing rights to Viacom's properties.

UGLY: THQ

IT COULD LOSE one of its biggest licences. WWE is suing THQ and Jakks over an alleged incident of bribery involving former WWE employee, senior VP of licensing and merchandising James Bell. According to reports, Bell accepted a bribe from Jakks as an attempt to secure the WWE licence.

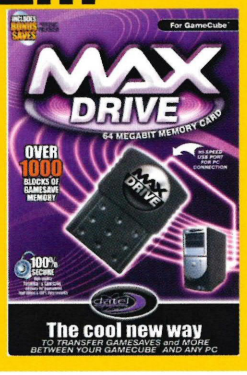


Stacy Keibler she doesn't actually do much to be honest. Just stands there.

(OVER THE) COUNTER CULTURE...

GOT A GAMECUBE? Got a PC? Then get Datel's "most powerful memory management device". MAX Drive is a 64 Mb GameCube memory card that you can connect to your PC via the USB port and download all the latest GC Action Replay cheats and game saves from www.codejunkies.com directly onto the card (as long as you have an Action Replay and a net connection, of course). You can also trade game saves with your mates, via email and the web. MAX Drive is available now, and costs £19.99.

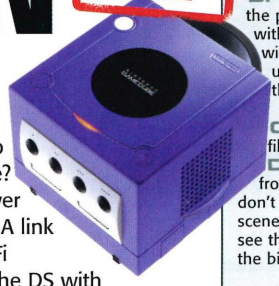




HELLO AGAIN

RUMOUR ALERT

GameCube to be relaunched?



RUMOUR HAS IT that Nintendo plans to relaunch the GameCube in the UK, but what exactly would this entail? If Sony's PStwo is anything to go by then the GameCube could be reduced in size and receive some added features.

However, the GameCube is already very compact so we can't imagine it could be made much smaller. It's also unlikely that we'll see any online functions, if Iwata-san's previous comments are anything to go by. So what else could it be? The most likely answer would be in-built GBA link cables or added Wi-Fi functionality to link the DS with the GameCube. However, Nintendo refused to comment on the rumours, so until a relaunch is confirmed these reports will have to be taken with a pinch of salt.



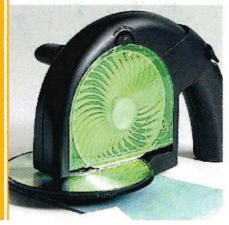
DOCTOR DOCTOR

WIN!

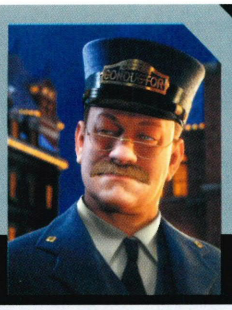
Fix your discs

WE LOVE OUR videogames like they were our children, but despite all our best efforts the discs often get scratched. Well not any more! Digital Innovations has developed the SkipDr – a device that mends scratched games, CDs and DVDs. Yay! Better still, Digital Innovations is giving away a SkipDr to one lucky CUBE reader. All you have to do to win the SkipDr is write in to CUBE at the usual address, and head your letter 'SkipDr Competition'. At the end of the month we'll pick one name out of a hat. Don't forget to include your name, address and a bribe... we're only kidding about the last bit. Honest.

Reminds us of Evil Knievel.



IN THE CUBE WITH... DEREK PROUD



POSITION: PRODUCT MANAGER
COMPANY: THQ

CUBE: In a nutshell, what is *The Polar Express* about?
DP: It's about a boy who wakes up on Christmas Eve to find a train pulling up in front of his house. Obviously, he's intrigued and decides to get on the train, beginning an amazing roller coaster ride to the North Pole to meet Santa!

CUBE: How closely did you work with the filmmakers? Were you involved at the start of the filming process, or were you called in at the end?
DP: We came in towards the end of the process, but we met very regularly with the filmmakers, they provided us with artwork and models, and we also used many of the voice actors from the film.

CUBE: What set pieces from the film can we expect to see in the game?
DP: We pretty much follow the story from the beginning to the end, and I don't want to spoil any of the movie scenes so I won't tell you any more! If you see the film you will recognise many of the bits in the game.

CUBE: How many characters from the film appear in the game?
DP: Let's see, all the kids, the conductor, the hobo, the engineers, the waiters, the elves and Santa. Yep, everyone!

CUBE: How many of these characters are playable?
DP: You play the boy only, but you also get to operate the vehicles that he drives (including the Zeppelin!) and I guess you also control the Hobo when they are skiing down the hill.

CUBE: Will the main character be given any special powers or weapons? If so, can you describe what they are?
DP: There are tools along the way, but really it's just up to you and your wits to get through the game.

CUBE: Will Tom Hanks narrate?
DP: No, but we do incorporate some scenes from the movie that have Tom in it, and we use his brother for the in game voice over.

CUBE: How many levels are there in the game? Can you describe in more detail the types of environments that will appear in the game?
DP: There are about 15 levels in the game. You get to do everything, from defeating bad toys to help your friends, to assist in delivering the presents to Santa's sleigh.

CUBE: What type of puzzles and mini-games will there be?
DP: A lot of the puzzles are environment based, so as an example you are lost in the present-wrapping room and you need to find your way out by travelling along the conveyor belts and pulling switches to change their direction. In the tube system, a network of complex glass tubes that you can travel through, you need to figure out which switches to activate to get to the next level.

CUBE: Will *The Polar Express* appeal to older gamers, or is it strictly aimed at a younger audience?
DP: We're pretty much aimed at a younger audience, the kids who are going to get a kick out of the film will have a great time in the game.

CUBE: Will there be any GBA connectivity and can you describe how the this will be used within the game, or is the GBA game standalone?
DP: No, but the GBA game is very cool, an enormous platformer adventure.





This game is going to be so awesome. Snow! And Trains! Together for the first time! YES!



ROUND-UP



PSP DELAYED?

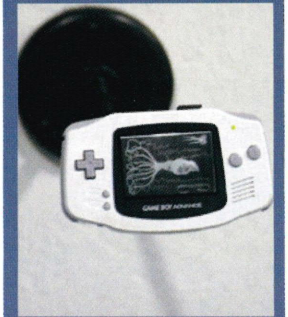
Could this be true? According to an interview in Impress Watch AV with Sony Computer Entertainment network systems boss, Izumi Kawanishi, the PSP might miss its Q4 2004 release in Japan due to software delays. Good news for Nintendo. According to reports, much of the PSP's software at TGS only appeared to be around 60-75 per cent complete, and some analysts were reportedly concerned that Sony would not meet the launch timetable. Kawanishi-san also stated that the PSP started development just before E3 2003, meaning it's only been in development for about18 months, which is a very short timeframe and might explain why the developers are struggling to meet the deadline.

TECHNOLOGY, EXPLAINED

A new industry event, called Game Tech, will be taking place in San Francisco from 30 November to 3 December. The event hopes to tackle "the challenge of shipping technically innovative games on next-generation platforms" and will feature two seminars, one called "Creating believable characters" and the other "Game Tech leadership summit". However, the event is for games developers only. Shame. We think. Actually, no, it sounds really boring.

ART ATTACK

US artist, Paul Catanese, has found a new way to express himself using a GBA. Catanese has created several pieces of "art" on his GBA, including pieces like "Recollections Of A Somnambulist" and "Medicinal Craft Of Cephalopods". We're sure they're of great merit in the art community, but they look like a bunch of white squiggles to us...



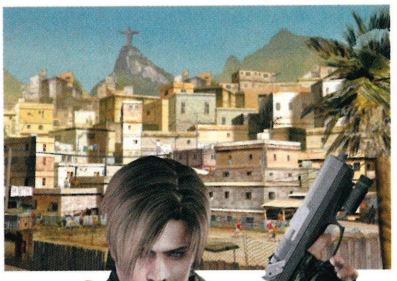
FIFA STREET

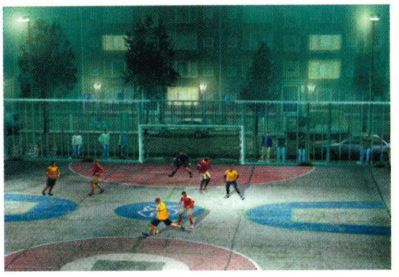
The UK's number one sport takes to the streets...

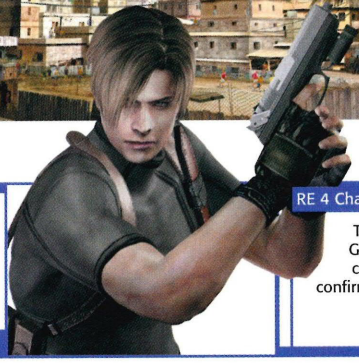
WITH THE SUCCESS of *NFL Street* and *NBA Street* it was only a matter of time before EA put two-and-two together and come up with *FIFA Street*. As it's name suggests, *FIFA Street* takes the sport out of the stadiums and onto the streets where teams of four players battle it out for the championship (wow! We've never used the word 'street' that many times in a paragraph before). Now, we have a confession to make. We're not entirely sure what "street football" is. We're pretty sure it's a bunch of kids kicking a half-deflated ball about in front of their parent's house, but EA insists there's a whole "culture of freestyle street football" out there, so who are we to argue?

This small quibble aside, *FIFA Street* does more than just change locations, the whole gameplay aspect is different too. Unlike previous *FIFA* titles, less focus is on the rules and more attention is paid to style, on-the-ball flare, one-on-one encounters and earning the respect of other players to boost your team's status, giving the game an arcade feel similar to EA's other *Street* titles: "What *FIFA Street* represents is a movement in football and a break from the modern game," commented Wil Mozell, senior producer of *FIFA Street*. We say: "Oh shush, you're just trying to cash-in on those Nike ads."









Resident Evil 4...

The game hasn't even come out yet, and already a collector's edition is in the works. The limited edition pack includes a mini art book, a laser cell and the original motion picture soundtracks from the two *RE* movies. The pack will be available from US Gamestop stores from 11 January.

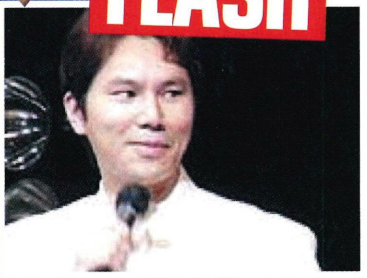
...collectors edition

RE 4 Chainsaw...

Third-party manufacturer, Nuby Tech, is developing a GameCube controller inspired by *Resident Evil 4*. The controller will be shaped like a chainsaw. There's no confirmed release date or price for the controller, although it's likely to be available from January.

...massacre

NEWS FLASH



RESIDENT REVOLUTION

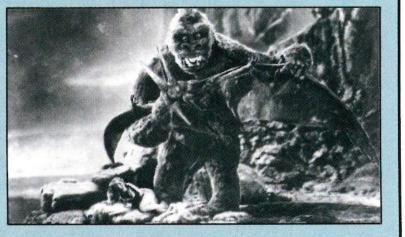
RE 4 producer, Hiroyuki Kobayashi, has suggested that future *Resident Evil* games will appear on Nintendo's next-gen machine, the Revolution. He also suggested that *RE 4* will be the last game to feature Umbrella.

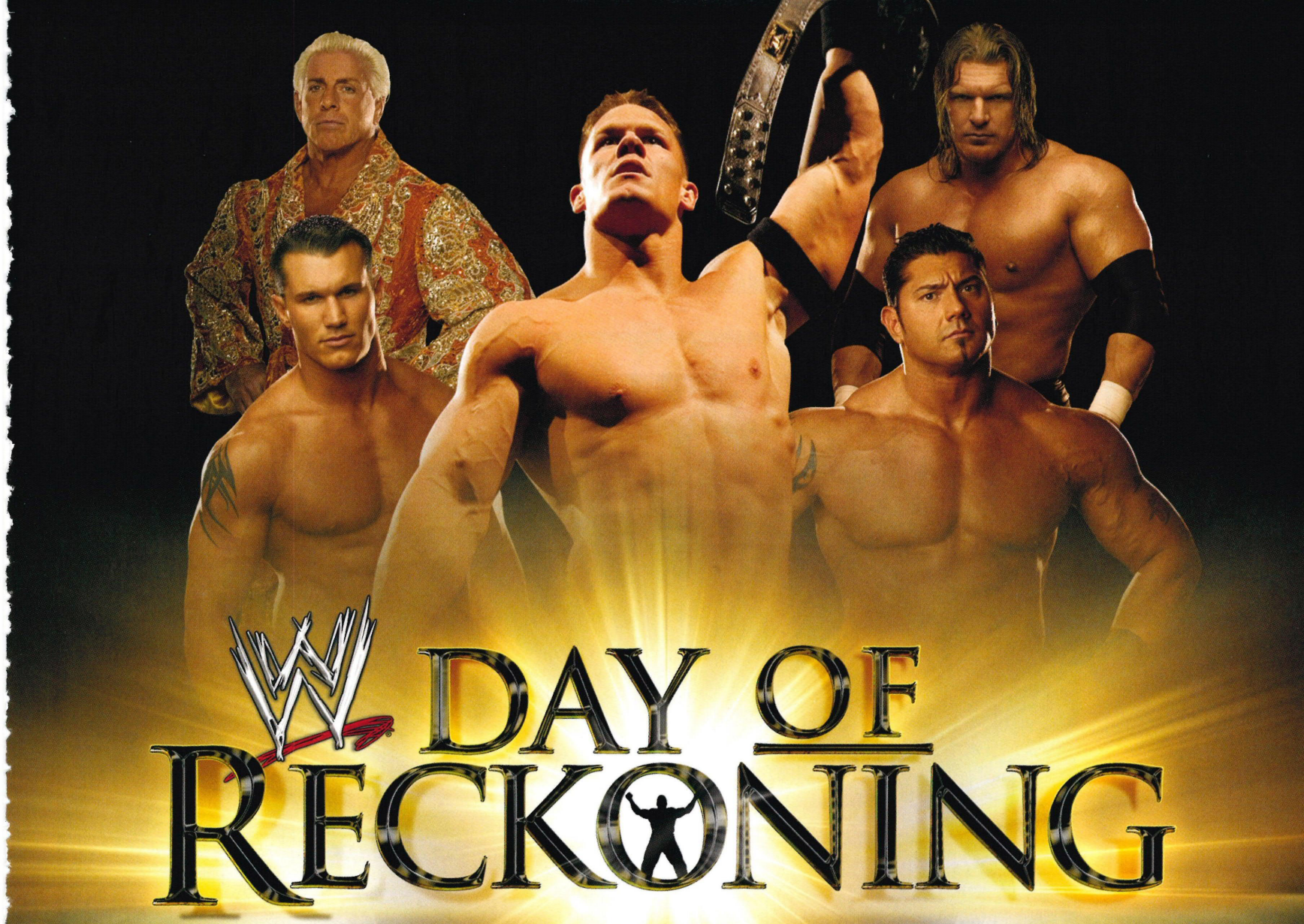
KING KONG

The real king of the jungle gets a facelift

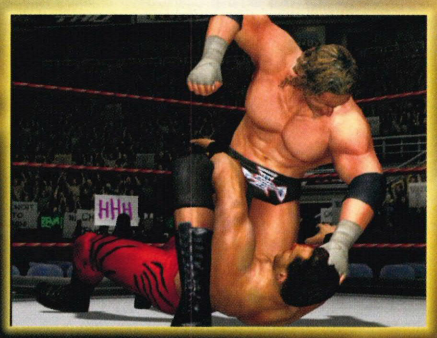
AHH, MONKEYS, WE love monkeys. We also like apes, which is lucky since the biggest, baddest ape of them all is making his way onto GameCube in December of next year. Based on Peter (*Bad Taste/Lord Of The Rings*) Jackson's new movie *King Kong*, a remake of the 1933 classic, follows the tale of a giant ape found in the jungles of Skull Island, who falls for a pretty blonde actress who has been taken to the island as part of an expedition. Of course, all sorts of mayhem ensues, culminating in the infamous showdown on top of the Empire State Building. "In the *King Kong* game, players will be able to experience all the power, drama and emotion of the film thanks to the interactive possibilities provided by the game," said Serge Hascoet, Ubisoft.

Ubisoft's Montreal studios, the team responsible for *BG&E*, is developing the game in conjunction with Peter Jackson, so we know it's going to be a real contender in 2005. CUBE



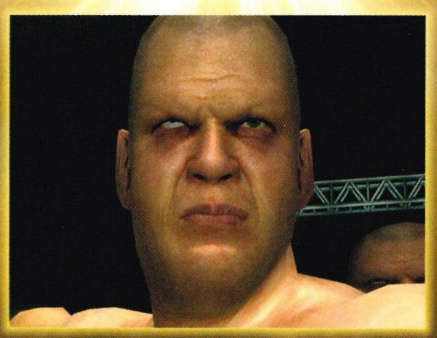


WWE DAY OF RECKONING



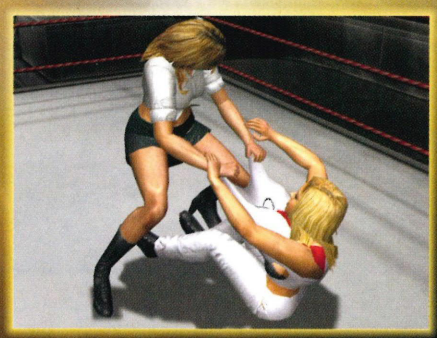
SCHOOL OF HARD KNOCKS

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



REDESIGNED GRAPHICS AND ENVIRONMENTS

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



BRA & PANTIES

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

Future Media Creators YUKES

JAKKS Pacific Inc.

WWE

NINTENDO GAMECUBE™

THQ

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VANISHING POINT

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

APPETITE FOR DISTRACTION



Look how awesome that is, with battery-operated sounds too!

There are devious double standards at work in the world...

SEVERAL THINGS HAPPEN when you get older. You start to feel the cold, you dislike waking up anywhere that isn't your bed, you begin to choose your clothes on the basis of warmth and comfort ahead of T-shirts with jokes on the front, you start to despair of 'the kids' and you get looked at funny if you sit cross-legged on the living room carpet playing with your Action Man. That's proper Action Man by the way, the one with fuzzy hair, Eagle Eyes™ and whose entire wardrobe consists of army stuff. Back in the day, Action Man outfits were as diverse as they were cool, but they all had two things in common. One: They were green. Two: They came with a big freaking gun. None of this extreme sports nonsense. These days Action Man (or the sorry poser that now masquerades as Action Man) gets around on a skateboard or BMX bike. Back in the day he drove a tank. A goddamn TANK! Even if he was just going to the shops, but I digress from the point.

Your friendly neighbourhood Vanishing Point is, I'm afraid, knocking on a bit. I've reached that age where many of my friends are parents. It's disconcerting, let me tell you. As someone who still finds it nary impossible not to snigger at words like 'girth', it's becoming increasingly difficult to get through the day without at least a



withering look or two. A few years ago these looks would have been reproachful, and that was okay because when you're a certain age you're duty-bound to wind up and exasperate your elders. However when the elders are your peers it's somehow less comfortable. It also occurred to me that if I were to pinch a traffic cone during a social evening engagement (as you do) there's a very good chance the police officer that would inevitably stop me would probably be younger than I am. That, my friends, is a sobering thought.

I spent a good few years of my childhood collecting *Star Wars* stuff. My collection is not complete, but it's pretty damn good. I have a Millennium Falcon, an AT-AT, two speeder bikes, an X-Wing, Slave 1, a Rebel Transport, about 70 different figures and various other odds and sods I can't even remember right now. A friend of mine has all his *Star Wars* toys displayed ornamentally around his flat. Mine is all packed in boxes at my parents' house. It would be pretty cool to have it on show, except I know that I would just want to play with it. I get enough grief off Mrs Vanishing Point (we're not married, I just use the term to make a point) about being obsessed with videogames 'at my age'. I am convinced she considers me a pet project and that it's her mission to drag me kicking and screaming into adulthood, but if she caught me zooming about the flat with my Millennium Falcon yelling "You're all clear, kid!" and making whooshing sounds I'm pretty sure she'd give up and leave once and for all.

Is there something wrong with me? Is there a switch that should have got flipped sometime in my teens that turns off the need to play with toys but didn't, or do we just suppress such desires in order to fit in with the established conventions of growing up?

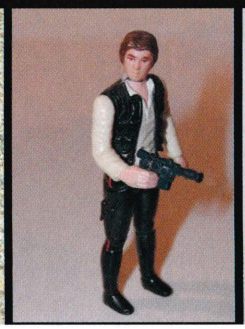
Thankfully videogames have provided adults of my generation with a means to play that is at least mildly socially acceptable, even at my age. I don't know what I would do without them. Turn into my parents perhaps? Nobody seems to mind if I go out and get all lairy on lager, but playing at home is cheaper and considerably better for the liver. So, if society is prepared to allow me to play on my GameCube, would it be so outrageous of me to have the odd Action Man session once in a while? Sadly the question is moot since my brother sold all my Action Man stuff while he was a student in order to go out on the lash. He recently became a homeowner. Hmmm.

CUBE



Action Man now and (middle) how he was in his heyday. He used to rock, now he sucks.

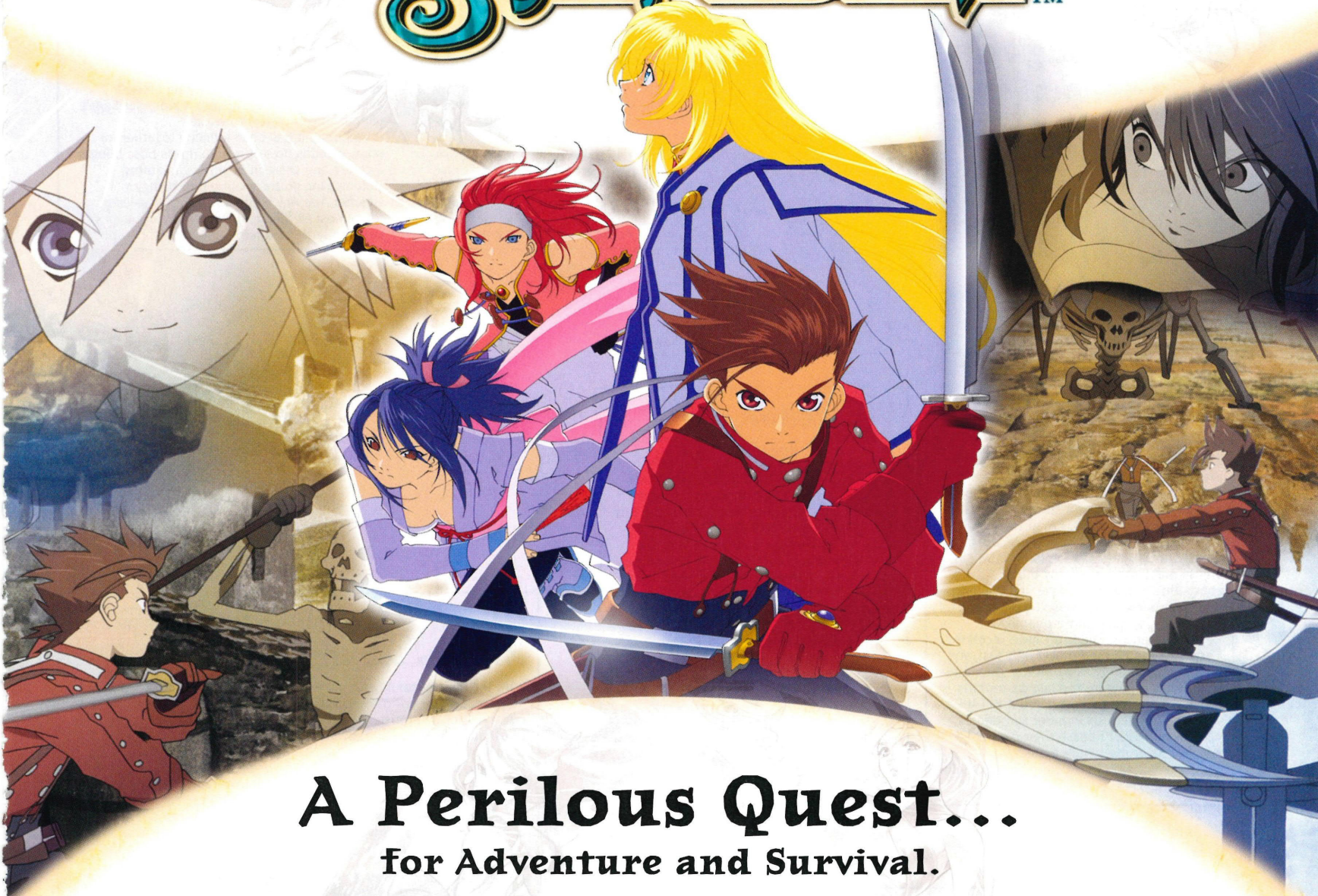






"AN EXQUISITE ADVENTURE OF EPIC PROPORTIONS" - 9/10 GamesTM

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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WORLD OF NINT

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

Sega Sammy marriage complete (Japan)

Sega fans the world over may want to observe a moment's silence for the passing of perhaps Nintendo's most deserving opponent. Sega is no more and now Sega Sammy Holdings has risen up to take its place.

In many ways this is a good thing, because pachinko maker Sammy has got a bank balance big enough to make even EA blush and now hopefully Sega can start to dip into that for its future games. Admittedly Sammy is more interested in getting Sega working on new arcade games, but we're sure it won't let Sega's talents go completely to waste.

Although it has been working together for many months now (since Sammy's boss bought a controlling share in Sega) Sega Sammy Holdings Inc officially came into being on 1 October. The new company's annual sales now top almost £2 billion, making it Japan's largest independent publisher – ahead of Konami.

EA money pit deepens (USA)

We all know EA is the biggest, richest games publisher in the world but sometimes it's a bit of a shock to find out exactly how rich that is. EA announced its latest quarterly results and in just three months they made $97.3 million (£53.3m). This is miles more than any other competing publisher and yet still Wall Street was a bit perturbed it wasn't even more. There's no pleasing some people.

By comparison Microsoft have recently become dead chuffed that it only lost, yes lost, $142 million (£78m) on the Xbox and Nintendo's profits for the last six months was $414.4m (so that'd be about £114m a quarter). It makes us wonder sometimes why EA don't just release their own console and take over the whole industry completely... ahh, because half of it would be crap.

Pokémon owns in US (USA)

Just in case you wanted further proof that *Pokémon* can still kick retail ass it's been revealed that *Pokémon FireRed* was the best selling game in the US throughout the whole of September. *LeafGreen* was the third highest and combined the two games shifted over 1.24 million boxes and beat off the likes of *Fable*, *Madden NFL 2005*, *Star Wars: Battlefront* and *Tiger Woods PGA Tour 2005*.

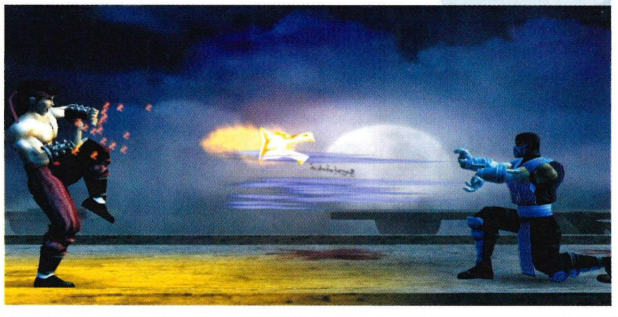
The games' success also had a pretty substantial effect on hardware sales with 527,133 GBAs ringing up on shop tills, compared to 265,067 Xboxes, 253,295 PS2s and, erm... 114,789 GameCubes.



Midway confirms Mortal Kombat VII (USA)

With the success of *Mortal Kombat: Deception* in the US it's not much of a surprise to find out that Midway are already thinking about a sequel. However, the recently trademarked *Mortal Kombat: Shaolin Monks* is not a direct sequel and nor is it a straight beat-'em-up. Apparently it will be a third-person action adventure, which sounds like a good idea until you remember the horror of similarly themed PSone titles *Mortal Kombat Mythologies: Sub-Zero* and *Mortal Kombat: Special Forces*.

Here's hoping this new game is rather better, or at the very least that a proper beat-'em-up sequel is also in the works that actually gets released in the UK.



SK returns to the GC (Canada)

The loss of Silicon Knights, creators of *Eternal Darkness* and *Metal Gear Solid: TTS*, as exclusive developers was a minor but nevertheless notable blow for Nintendo earlier in the year. But now it seems as if the treacherous dog is about to become a valued contributor to the Nintendo legacy once more. Silicon Knights is still not returning fully to the fold, in that it won't be becoming an exclusive developer again, but it is apparently working on a new and as yet unnamed game for the GameCube. This is in addition to *Too Human*, which was a tech demo shown at the launch of the GameCube and is rumoured to be turning into a multi-format release. Since Silicon Knights seems to work slower than Rare after a heavy night on the bottle we won't get too excited yet, but it's nice to know it is still thinking of its GameCube fans.

ENDO

China enjoys special Game Boy (China)

China has never figured too highly in the videogames world up to now, but all of a sudden games companies have realised that not selling their wares in the most populated nation on Earth is actually a bit of an oversight. Of course China doesn't exactly have the best reputation for open trade or lack of piracy, but after the success of the re-jigged N64 console, the iQue, Nintendo is leading the way in bringing mass consumerism to the Chinese legions.

Nintendo launched the original version of the GBA in June and now, just a few short months later, it has released the GBA SP – which certainly suggests things are going well. The SP was launched in 21 different cities in China, on 27 October, with prices differing between each one.

Nintendo gives diamonds and pearls to the DS (Japan)

The Big N has already announced that *Pokémon Dash*, some sort of odd-looking top down racer, is coming out for the Nintendo DS, but what pokéfans really want to hear is that they'll also be getting a 'proper' *Pokémon* game as well. Well listen up: you are, and it's going to be called *Pokémon Diamond* and *Pokémon Pearl*. Bar those two names and the fact that these are being billed as the true sequels to *Ruby* and *Sapphire* we know nothing else.

Nintendo has said that the aforementioned *Dash* will be compatible with *Ruby/Sapphire/FireRed/LeafGreen* though, where those carts will be used to unlock new courses. This suggests that they might be planning to make the game compatible with *Diamond* and *Pearl* as well.

Japanese release date frenzy (Japan)

The concept of release dates is never one the videogames industry has got on with terribly well. Most games go through at least two or three without batting an eyelid and some, like *Resident Evil 4*, can scarf down a whole half dozen or so down without a second thought. As far as we know *Resi* is still on for a US release on 11 January (and in Europe at some undefined point next spring) but Capcom has announced that the Japanese release has been put back 'til 27 January. It would be highly unusual for the US version to come out first, so this could be a prelude to another delay for everyone.

In cheerier news though, release dates for *Donkey Kong: Jungle Beat* and *Fire Emblem: Trail Of The Flame* (ie the GameCube one) have also been announced, and they're actually rather more imminent than we expected. *Jungle Beat* will be out in Japan on 16 December and *Fire Emblem* will be out on 20 January. That should mean an early 2005 release for the former in the west, although you shouldn't hope for a *Fire Emblem* translation much before the autumn.

GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

Both the Japanese and American charts seem to be going retro hardcore this week, with price slashed versions of the likes of *Zelda* and *Super Smash Bros* keeping out the young whippersnappers from the higher rankings. It's strange though that people don't own these already, imagine that.

They haven't managed to stop two new number ones though, with the GameCube version of GBA launch title *Kurukuru Kururin* reaching the summit in Japan and *Paper Mario 2* making an entirely predictable, and thoroughly deserved, debut at number one in the US.

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	KURURIN SQUASH!	NINTENDO
2	2	LOZ: THE WIND WAKER	NINTENDO
3	RE	ZOIDS VS III	TOMY
4	1	PAPER MARIO 2	NINTENDO
5	3	PIKMIN 2	NINTENDO
6	RE	TALES OF SYMPHONIA	NAMCO
7	6	SUPER SMASH BROS MELEE	NINTENDO
8	RE	WARIO WARE INC: MPG	NINTENDO
9	10	GOTCHA FORCE	CAPCOM
10	4	GOLDEN GASHBELL!!	BANDAI

US CHART

POS	LAST	TITLE	PUBLISHER
1	NE	PAPER MARIO 2	NINTENDO
2	RE	LOZ: THE WIND WAKER	NINTENDO
3	10	X-MEN LEGENDS	ACTIVISION
4	NE	DONKEY KONGA	NINTENDO
5	RE	SUPER MARIO SUNSHINE	NINTENDO
6	RE	SUPER SMASH BROS MELEE	NINTENDO
7	1	PIKMIN 2	NINTENDO
8	RE	ANIMAL CROSSING	NINTENDO
9	NE	FIFA 2005	EA
10	NE	TAK 2: THE STAFF OF DREAMS T	HQ





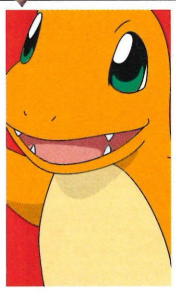


BOYS R US



This is the last Boys R Us because next month the DS will be upon us and we'll be going much larger on everything handheld, so enjoy these pages while you can.

NEWS FLASH



MOVIE MAGIC

DS owners might be able to download data during the next *Pokémon* movie using the DS' Wi-Fi technology in the auditorium. Cool, but unlikely.

ON THE UP AND UP

GBA SP sales up 200 per cent

IT'S NO SECRET that the Game Boy Advance SP is Nintendo's breadwinner, outselling the GameCube by thousands every month. In fact, since it's UK launch in March 2003, over 1.2 million units have been sold despite a hefty £89 price-tag. However, with the imminent launch of the DS (at a reasonable $149.99, roughly £100), Ninty felt it was time to drop the price to a more affordable £69.99 and it's a move that's seen unprecedented results.

Within two weeks of the price drop, sales increased by a whopping 200 per cent, with some retailers reporting increases of up to 400 per cent. Martyn Gibbs, GameStation's commercial director, said: "We [GameStation] are delighted with the sales of the Game Boy Advance SP after its first few days at the new price point. We are expecting a great Christmas with Game Boy Advance SP".

The SP continues to attract new fans thanks to its huge library of games and range of colours and styles. You never know, with the massive success of this price-drop, Nintendo might lower the SP's price even further when the DS is finally launched over here. We can but dream. Or just ignore it and play our GBA games on the DSs Nintendo is bound to send us soon, oh come on, please?





Kingdom Hearts

Square Enix is releasing a limited edition *Kingdom Hearts: Chain Of Memories* pack in Japan, which will include a copy of the game, a specially branded GBA SP and a carrier strap made out of miniature playing cards. The bundle is expected to retail at 16,080 yen (roughly £81).

bundle pack



Fire Emblem: Seima no Kouseki

97,842

...sold on Japanese release day



A DOG'S LIFE

Sit boy, sit. Good dog

NINTENDO HAS FINALLY released some more details on it's adorable looking DS game *Nintendogs*, or *Puppy Times* as it's now known in the west.

It's essentially *The Sims* with dogs, allowing players to raise three cute puppies. To do this you need to teach the pooches new tricks using voice commands via the DS' microphone.

Nintendo has also hinted that *Puppy Times* will use the DS's wireless connectivity, although no further details regarding the multiplayer aspect have been released, but hopefully it won't involve sniffing each other's butts. **CUBE** will keep you posted, in the meantime we're covering the floor with newspaper, but that's just for Ryan.



Aww look at the loveable scamps – let's see if we can make them fight.

DS UPDATE!



All the latest Nintendo DS news

THQ GOES DS CRAZY

AS THE LEADING independent publisher of handheld games, it's no surprise that THQ has jumped on the bandwagon and is planning a plethora of games for the DS. So far the company is planning two games based on Pixar movies. The first is *The Incredibles*, which our insider sources suggest might come complete with *Ping Pals* – a system that allows you to message other DS owners whilst playing the game (for more info, turn to page 42). The other title is *Cars*, based on Pixar's animated movie of the same title, due out next year.



CANADIAN BASED HIP GEAR, a division of Hip Interactive Corp, has created a whole host of accessories for the DS which it plans to launch within the next few months. "We are really keyed up about our new line-up of accessories for Nintendo's DS," commented Arindra Singh, president and CEO of Hip Interactive, "experts are already expecting the DS to sell like wildfire." The items include carrying cases, stylus pens, adapters, headphones and screen protectors. For more details on Hip Gear's DS products, visit www.hipgearproducts.com



Totally bling up your DS and keep in with today's style... maybe not.

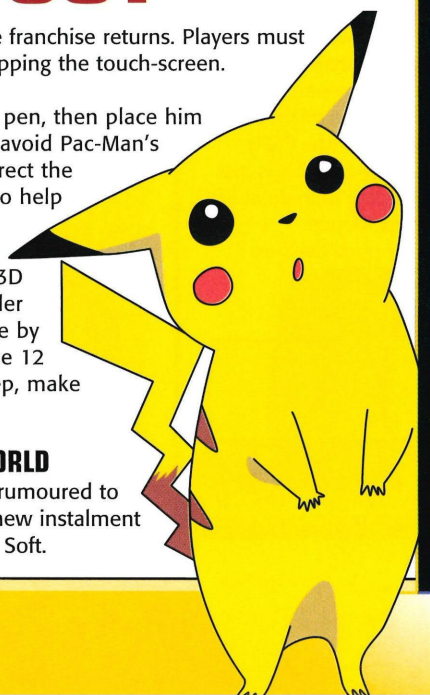
TOUCH OR GO?

MR DRILLER DS: Namco's popular puzzle franchise returns. Players must destroy the blocks as fast as possible by tapping the touch-screen.

PAC-PIX: Draw Pac-Man using the stylus pen, then place him into the game. Watch as the ghosts try to avoid Pac-Man's chomping mouth. Draw new walls to redirect the yellow fellow or create another Pac-Man to help you pop those pills.

MONSTER FARM JAMBOREE: Tecmo's 3D RPG game that features a new tactical order battle system which takes place on a three by four grid. Place your monster on any of the 12 blocks before the game begins. Then... yep, make them fight.

FUSHIGI NO DUNGEON: POKÉMON WORLD PIKACHU NO DAIBOUKEN: This is only rumoured to be in the works, but it is believed to be a new instalment of the *Mysterious Dungeon* series by Chun Soft.



COMING UP

WHAT YOU'LL BE PLAYING IN THE MONTHS TO COME

NAME	PUBLISHER	DEVELOPER	RELEASE
MARIO VS DONKEY KONG	NINTENDO	NINTENDO	19 NOV 2004
NFS: UNDERGROUND 2	EA	EA	19 NOV 2004
WWE SURVIVOR SERIES	THQ	THQ	19 NOV 2004
BEYBLADE GREVOLUTION	ATARI	ATARI	26 NOV 2004
DEAD TO RIGHTS	ZOO DIGITAL	ZOO DIGITAL	26 NOV 2004
LEMONY SNICKET	ACTIVISION	AMAZE	26 NOV 2004
PAC-MAN WORLD	ZOO DIGITAL	ZOO DIGITAL	26 NOV 2004
SUPER MARIO BALL	NINTENDO	FUSE GAMES	26 NOV 2004
THE POLAR EXPRESS	THQ	THQ	26 NOV 2004
LOTR: THIRD AGE	EA	AMAZE	NOV 2004
DUEL MASTERS 2: KS	ATARI	ATARI	NOV 2004
MARIO PARTY ADVANCE	NINTENDO	HUDSON	3 DEC 2004
FINAL FANTASY I & II: DOS	NINTENDO	NINTENDO	10 DEC 2004

THE CHARTER

WHAT YOU'RE ALL BUYING...

POS	LAST MONTH	TITLE
1	NEW	POKÉMON FIRERED
2	NEW	POKÉMON LEAFGREEN
3	▲	FINDING NEMO
4	▲	RAYMAN 3
5	▲	SONIC ADVANCE 3
6	▲	CRASH BANDICOOT: XS
7	▲	STAR WARS TRILOGY: APPRENTICE OF THE FORCE
8	NEW	SHARK TALE
9	▼	SUPER MARIO BROS
10	▼	SHREK 2

OVER TO YOU

THIS MONTH WE ASKED WHAT COLOURS YOU'D LIKE TO SEE THE DS COME IN...

Blue: 12%
Red: 38%
Black: 36%
White: 12%

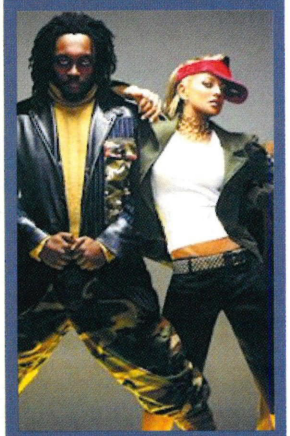


(* if you wish to cast your own vote then log on to totalgames.net and visit the GameCube Forum)

GAMER'S DIGEST

GAMECUBE RUMOURS, GOSSIP AND NEWS

ROUND-UP



PLAY THAT FUNKY MUSIC

EA is giving the first 700,000 purchasers of *The Urbz: Sims In the City* a little treat. Each person will receive a card packaged with the game, which will allow them to download four Black Eyed Peas songs from iTunes. The tracks include one never-before-released song, a track written entirely in "Simlish" and an English and Simlish version of their top ten hit *Let's Get It Started*. Are they sure it's Simlish and not just the Black Eyed Peas trying to rap...?

PIRATES AHOY

Avast, ye scurvy dogs and heed these words – crime doesn't pay. One of me motley crew, a master Marco Granata of Wallasey on the Wirral, was hung, drawn and quartered by the powers at ELSPA after they discovered his booty of counterfeit Game Boy Advance cartridges. Arrrrhhhh! And he got slapped with a fine of 42,000 gold dubloons too. Shiver-me timbers, baton down the poop deck, and so forth.

CHINA TOWN

The future of gaming in China was the hot topic at the ChinaJoy games conference held in Shanghai recently. Apparently, talks with western developers and publishers about China's booming online gaming community was top of the debate list – and it seems the US is very keen to tap into this new source of income.

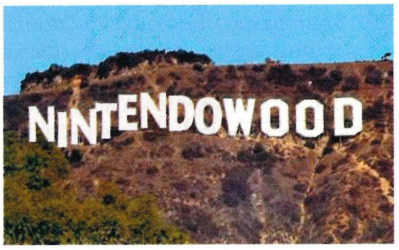
NINTENDO GETS ANIMATED

Nintendo taking on Hollywood?

KYOTO'S LOCAL RAG, the Kyodo News, recently reported that Nintendo plans to enter the animated film business after former company president Hiroshi Yamauchi said he hoped to make a film with Nintendo.

Yamauchi-san proposed an animated movie based on a Japanese poet featured in poetry anthology *Ogura Hyakunin Isshu*: "I would like to make a piece that will be acceptable not only in Japan but also in foreign countries," he said.

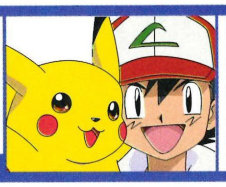
According to Yamauchi it would be easy for Nintendo to make animated films as it is to make videogames, "though it is up to the management whether the company will decide to make an animation piece."



Pokémon 3: the movie made...

$17,052,128

...at the US box Office



China...

96% OF GAMES

...were pirated copies in 2003

NINTY PROFITS

Did the Sony help Nintendo?

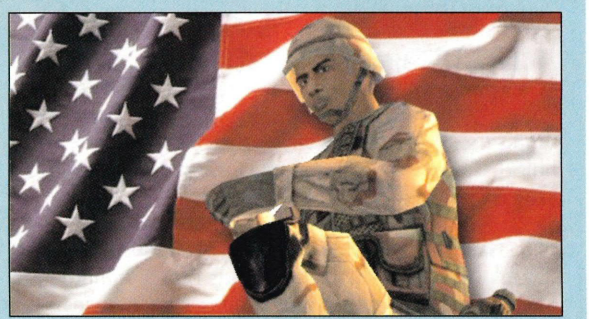
NINTENDO'S STOCK PRICE shot up this month and analysts are speculating whether or not Sony's PSP demonstration at the Tokyo Game Show is the reason. Despite the fact Nintendo wasn't at the show the company still managed to come up trumps, with its share price rising by 2.1 per cent after the show finished. However, some financial experts wondered if the sudden rise might be due to the fact Sony wasn't able to confirm all of the PSP's specifications at the show, such as battery life. This is just speculation, other analysts such as Hiroshi Kamide at KBC Securities believed it was purely a coincidence: "Nintendo's shares are probably being purchased as defensive stock, a stock that tends to remain stable during difficult economic conditions, since the company's performance is stable and the market is hitting a low." Either way, Ninty profits, which is nice.



WAR GAMES

Nintendo inadvertently helps the "war-effort"

A 15-YEAR-OLD boy from America, Mike Banom, convinced his school to set up "Operation Game Boy" in a bid to help the troops in Iraq. The idea was to collect old Game Boys and GBAs and games to ship out to the soldiers in Iraq. "I thought, 'If I was going over to Iraq, the one thing I would want is my Game Boy,'" said Banom. He and his friends started the Game Boy drive in December 2003, and since then managed to collect 70 Game Boys and over 150 games.



WIN WIN WIN!
GET THE ADVANTAGE

Win an Advance Game Port by Datel

DATEL, THE MARKET leader in videogame enhancement products, has just released a great new gadget that will help you get the most out of your GBA.

The Advance Game Port is a device that allows you to play GBA games on your television. Okay, so Ninty already has its own version of this, but the Advance Game Port is smaller, lighter and cheaper than Nintendo's version. It's also incredibly easy to use – simply slot the AGP cartridge into the GameCube and insert the GBA game of your choice. Voila! If this wasn't impressive enough, the Advance Game Port is even compatible with *Pokémon* games, managing to maintain the real-time clock and save positions within the game. You can also create your own GBA cheat codes using the tutorial disc provided, and alll this for just £29.99 – bargain!

The generous chaps at Datel are giving away three Advance Game Ports. Here's what you can win: The first-prize winner will receive an Advance Game Port and a copy of Action Replay MAX for the GameCube. Two runners up will each receive an Advance Game Port.

(To get your hands on an Advance Game Port or Action Replay then head over to www.codejunkies.com)

ALL YOU HAVE TO DO IS ANSWER THIS QUESTION:

WHEN DID THE GBA SP LAUNCH IN THE UK? WAS IT

A. 2002 **B.** 2003

C. 2004

The deadline for this compo is 15 December 2004.

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grand theft auto

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NFSU 2

POUTING



Forget the cars, Britain's top tottie and FHM favourite Kelly Brook is in the game. Yes boys, you can play with Kelly as her in-game alter ego Nikki, one of the game's hottest racers [Shame there's nothing for the ladies, though – Liz].

ANTICIPATION ★★★

UK RELEASE LIST

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

Call Of Duty: Finest Hour	FPS	Activision	19 November 2004	★★★★
Need For Speed Underground 2	Racing	EA	19 November 2004	★★★
Mega Man X: Command Mission	RPG	Capcom	19 November 2004	★★★★
Prince Of Persia: Warrior Within	Adventure	Ubisoft	26 November 2004	★★★★★
Spyro: A Hero's Tail	Platform	Vivendi	26 November 2004	★★
Metroid Prime 2 Echoes	Shooter	Nintendo	26 November 2004	★★★★★
The Polar Express	Platform	THQ	26 November 2004	★★★
King Arthur	Adventure	Konami	November 2004	★★★
GoldenEye: Rogue Agent	Shooter	EA	3 December 2004	★★★★
LOZ: Four Swords Adventures	Adventure	Nintendo	7 January 2005	★★★★
Donkey Kong Jungle Beat	Platform	Nintendo	4 February 2005	★★★★
Mario Power Tennis	Sports	Nintendo	25 February 2005	★★★★
TimeSplitters Future Perfect	FPS	EA	11 March 2005	★★★★★
Mario Party 6	Party/Puzzler	Nintendo	18 March 2005	★★★★
Tak 2 The Staff Of Dreams	Platform	THQ	March 2005	★★★★
Resident Evil 4	Action	Capcom	March 2005	★★★★★
Viewtiful Joe 2	Beat-'em-up	Capcom	March 2005	★★★★★
Robots	Platform	Vivendi	Q1 2005	★★★
Star Fox	Action	Nintendo	TBC 2005	★★★★
Odama	Strategy	Nintendo	TBC 2005	★★★
The Legend Of Zelda	Adventure	Nintendo	TBC 2005	★★★★★
Geist	Action/Adventure	Nintendo	TBC 2005	★★★★

TAK 2

SWEET DREAMS



What do you get if you cross a bush-baby with an infant boy? Tak! That's what. The plump scamp is back and he's bigger, bolder and badder than before. Reclaim the Nightmare Scepter and heal dream-rifts before the world falls into chaos. Do it! Do it now! Or in March, whatever...

ANTICIPATION ★★★

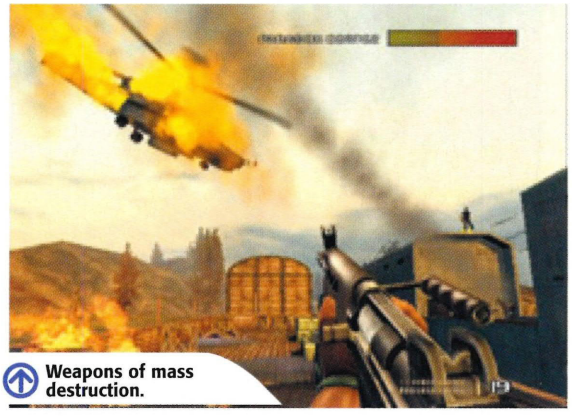
THE POLAR EXPRESS

DOUBLE SEAT

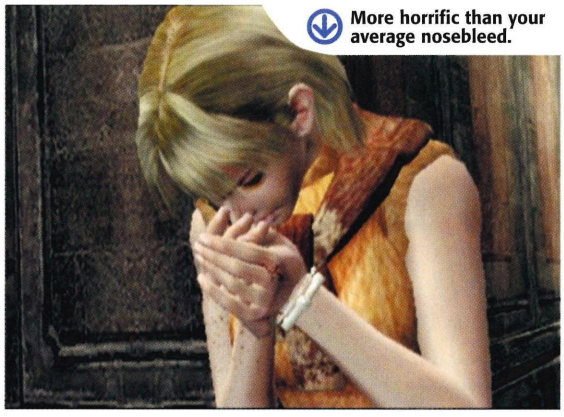


Nothing gets you in the Christmas spirit more than a Tom Hanks movie and tie-in game. Based on the book by Chris Van Allsburg, *The Polar Express* follows a young boy's journey to the North Pole to meet Santa Claus.

ANTICIPATION ★★



Weapons of mass destruction.



More horrific than your average nosebleed.

LEGEND OF ZELDA

STUBBLE



What do you get when you mix *Lord Of The Rings* with *Ocarina Of Time*? *The Legend Of Zelda* of course. This beautiful, epic adventure has done away with *Wind Waker*'s cel-shading and sees the immergence of a grown-up Link in a very grown-up looking game.

ANTICIPATION ★★★★★

SOUND BYTE

"SOMEONE'S HAD MY BLOODY CUP HOLDER AS WELL"

Aww, poor Lewis will have to drink his coffee like the rest of us.

SLIP-O-METER

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

GOLDENEYE: ROGUE AGENT

EA's new *Bond* title has been shaken, but not stirred... too much, at least. It's been delayed by a month, pusing the release back to December. Just in time for Xmas. Phew!



SLIPPED!

FOUR SWORDS ADVENTURES

Originally slated for a November 2004 release, *Four Swords* has been bumped to January of next year. So another child will be crying itself to sleep this Christmas...



SLIPPED!

SCALER

Oh, well this is just TYPICAL. We can't say we were overly enamoured with the premise of *Scaler*, but according to our sources it's been dropped – on the GC at least.



SLIPPED!

IMPORTANT DATES...

The viewtiful people of Japa have Capcom's brilliant new beat-'em-up title, Viewtiful Joe 2, already, lucky sods. And to rub salt into the wound even more, America has Mario Party 6!

JAP RELEASE DATES

NARUTO: GEKITOU NINJA TAISEN 3	TOMY	20 NOVEMBER
D-A: WHITE	TONKIN HOUSE	02 DECEMBER
VIEWTIFUL JOE 2	CAPCOM	16 DECEMBER

US RELEASE DATES

GOLDENEYE: ROGUE AGENT	EA	17 NOVEMBER
VIEWTIFUL JOE	CAPCOM	18 NOVEMBER
MARIO PARTY 6	NINTENDO	06 DECEMBER



GAMECUBE CHARTS

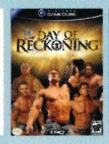
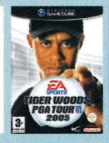
WHAT'S TOP OF YOUR LIST?

Look, we told you not to take *Second Sight*'s John Vattic to the prom. Anyone who's watched Carrie will know what happens when you mix telekinetic people with disco balls... Whilst Vattic was busy washing the pig's blood out of his tux, Nintendo's *Animal Crossing* managed to steal the top spot, with THQ's great new wrestling title taking second place. Huzzah. This month also sees *Sonic Heroes* at the bottom of the chart, where it belongs. God, we love stirring.

UK CHART

ChartTrack

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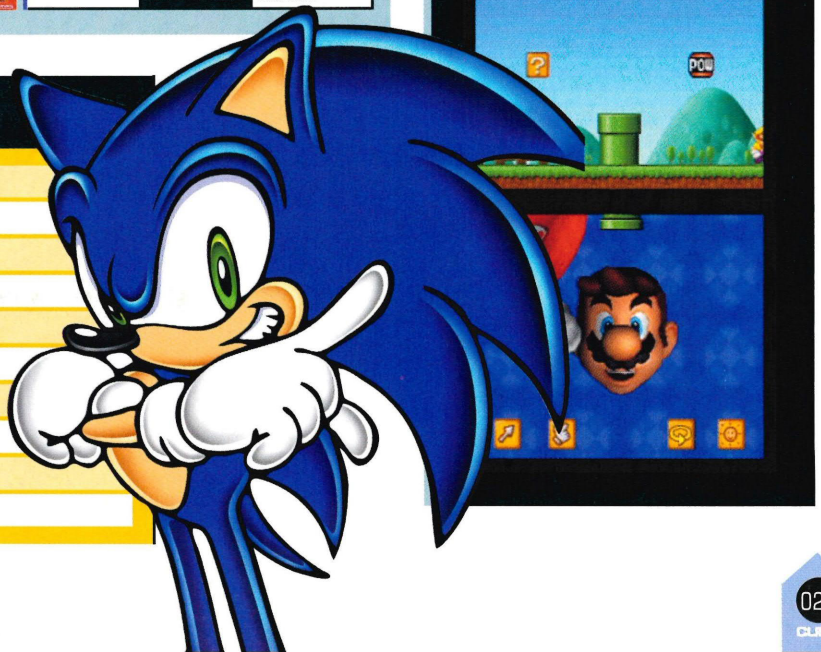
			PUBLISHER	CUBE RATING	
1 NEW		**ANIMAL CROSSING**	Nintendo	8.0	Don't make animals cross, they scratch and bite.
2 NEW		**WWE: DAY OF RECKONING**	THQ	9.1	Made any good CAWs recently? Send them in!
3 NEW		**TIGER WOODS 2005**	EA GAMES	9.1	Can't see the tigers for the trees... sharp claws also.
4 NEW		**DEF JAM: FIGHT FOR NY**	EA GAMES	9.2	Izzle fo shizzle dizzle wizzle on my nizzle, dog...
5 ▲		**POKEMON COLLOSEUM**	Nintendo	8.6	...well fizzle ma tizz... oh wait it's *Pokémon*.
6 ▼		**MARIO GOLF: TT**	Nintendo	8.0	Why is Link not playing on the Links. Tenuous...
7 ▼		**SECOND SIGHT**	Codemasters	8.6	Foresight, hindsight, first sight, second...
8 ▼		**SPIDER-MAN 2**	ACTIVISION	8.8	Who's looking forward to Spidey 3? We certainly are.
9 ▼		**MARIO KART DD!!**	Nintendo	9.4	Best special weapon? We say three Red Shells.
10 ▼		**SONIC HEROES**	SEGA	7.0	Ya boo sucks to you – ode to *Sonic Heroes*.



ON A SHOE-STRING

Budget GameCube games still making the rounds

1. SONIC MEGA COLLECTION
2. WARIO WARE INC: MEGA PARTY GAMES
3. STAR WARS: REBEL STRIKE
4. TERMINATOR 3: REDEMPTION
5. SONIC ADVENTURE 2: BATTLE
6. SUPER SMASH BROS MELEE
7. THE SIMS: BUSTIN' OUT
8. NEED FOR SPEED UNDERGROUND
9. SUPER MARIO SUNSHINE
10. WWE WRESTLEMANIA X8



GCN GAMECUBE NEWS

FINAL THOUGHT...

BACK IN THE GAME

THE DS IS days away from launch, the Revolution is on schedule and Nintendo is spending millions on advertising campaigns to promote its products. Yes, it's fair to say Nintendo is well and truly back in the game and it's about time too.

Things were looking a little worrying earlier on this year, but it wasn't as if Nintendo hadn't brought it upon itself. The company simply wasn't putting the effort in to promote its products, instead relying on past achievements and a dedicated fan-base to see it through. However, with Sony challenging Nintendo's dominance in the handheld market – the very market that was keeping the company afloat – it had to take aggressive action.

In came Reggie and with him a totally new marketing approach by the company. Hurray! The next few years are going to be great and there's no question in our minds that Nintendo will be leading the way.

CUBE

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A NEW ERA OF BATTLE.



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JAPAN

IDEAL GAME:

A 120 HOUR LONG RPG FEATURING ROBOTS, SPIKY HAIRED GRUMPY YOUTHS AND TALKING CACTI

Although Japan has rather suddenly begun to overturn a good decade or so of quite regimented buying habits the truth is that, at the moment at least, the mainstay of the Japanese gaming palate is still bizarrely named yet painfully conformist RPGs, with dating sims, pachinko games and horse racing simulators all still proving considerable money spinners. Little else ever seems to get a look in and although a number of western titles have made highly unexpected inroads onto Japanese shop shelves they are still very much a minority, with most western titles never getting released and those that do often appearing years late. Which should be some consolation for anyone that's ever lamented *Giftpia* not being released in the UK. In terms of consoles the GBA rules the roost, closely followed by the PS2, with the GameCube far behind but still relevant. The Xbox's unpopularity though is roughly on a par with getting a ninja star in the gullet.

THE DIVIDED COLOURS OF GAMING

Johnny Foreigner is an odd fellow with his refusal to drink tea or play cricket and peculiar insistence on having a distinct cultural identity, but difference is good. Who wants to live in a world where everything is the same? Well, we might have to if current trends continue…

Despite what various clothing and soft drink manufactures try to tell you, the world is not one big happy family. Rather than distribute free bottles of pop to bemused strangers, most people and governments throughout history have chosen to "share all the love that's in their heart" through the medium of a smack in the teeth. It's a sadly ironic truth that absolute intolerance of anyone that does or thinks anything different to you is perhaps the only truly unifying characteristic of mankind.

To use the medium of videogames as an example (since we don't fancy getting into a 2,000 word dissertation on man's more general inhumanity to man), the average westerner would no more embrace a Japanese pachinko simulator than the average Nipponese would want to be caught dead playing a first-person shooter. Or at least that used to be the case. A few years ago selling a game outside of its country of origin was a haphazard mix of re-branding, re-jigging and just not bothering at all, but its becoming increasingly common for exactly the same games to end up on shop shelves across the world. Which is great for global trade and all, but seems to be part of a worrying trend towards ever less original products that are all beginning to look and play the same.

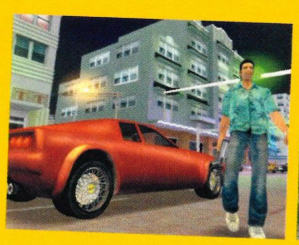
It is of course the US, with all its mighty powers of capitalism, that is the undisputed master of selling its wares to cultures which had previously got on very well without them. Since the average American console game fits very neatly into one of half a dozen pigeon holes there's rarely ever anything too challenging or esoteric to jar with another country's specific tastes and preferences. Even American sports, which are happily derided the world over in real-life, often fare far better in digital form than they have any right to. Certainly, they never become blockbusters but the

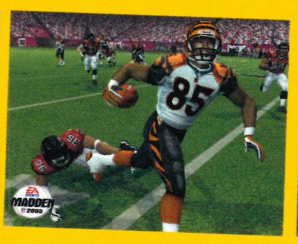
AMERICA

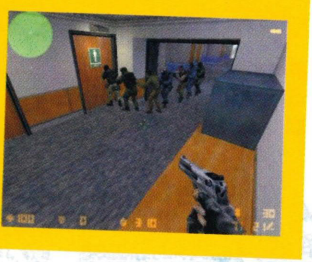
IDEAL GAME:

A FIRST PERSON SHOOTER WHERE YOU HAVE TO STOP EVERY FIVE SECONDS TO CHOOSE A NEW 'PLAY'

It's easy to blame America for the homogenisation of gaming but at the end of the day they're only doing what every other country is also trying to do: to make games specifically for its own market and then see if they can sell them on to others afterwards. It might have the marketing muscle to force its entire gaming output – from good, bad to indifferent – down the world's throats but that still doesn't mean anyone actually has to buy them. Except of course we all do. In fact moan at them all you want but the truth is the good old US of A has a far more wide ranging taste in both formats and genres than anywhere else in the world. It can be somewhat conservative about some of the stranger excesses to come from Japan, but still much less so than Europe and certainly the UK. The only slightly disturbing thing is the increasing preoccupation with realism, whether it be in sports sims, driving games, shoot-'em-ups or anything else. This seems to be an increasing obsession in recent years and perhaps the real cause of the schism between Japan and the west.



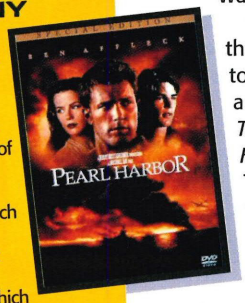




ASIA

IDEAL GAME:
A TOLKIEN-ESQUE MASSIVELY MULTIPLAYER ROLE-PLAYING GAME. OF WHICH THERE ARE MANY

Until very recently Asia (by which we mean China and all parts east, except Japan) has not been an area of the world game companies have bothered very much about. Largely because China, at least, has no copyright laws, which means that piracy is as rampant as scurvy on a Spanish galleon. Although Nintendo is leading the fight against Long John Silver and his parrot fancying cohorts, with custom-made consoles such as the iQue, the simplest means to make money out of gaming in Asia legitimately is with massively multiplayer online games on the PC. Largely because you have to pay a monthly fee to keep playing them. China and South Korea in particular are absolutely obsessed with the things (you've probably heard all the stories about eejit gamers falling dead at their keyboards in internet cafés all across the Far East) to the point that companies from all round the world are falling over themselves to get in on the action. The fact that every single one of these games looks and plays exactly the same doesn't seem to bother them at all.



Madden NFL and *NHL* series often sneak in for a short stay in most country's top 20, and other non-EA games like *NBA Jam* have all had their 15 minutes of fame outside of their home country. Not bad going when most other citizens of the world would rather watch a tiddlywinks tournament than the real thing.

It's not just the more traditional American sports that fair so surprisingly well either. It may seem hard to believe now, at a time when each new iteration is a regular guest in the Christmas top ten, but the first *Tony Hawk's* game was actually released as *Tony Hawk's Skateboarding* in Europe, not *Pro Skater*. The obvious fear was that we ignorant Eurotrash would think it was some sort of roller-skating simulator, but this soon changed for the subsequent sequels and a fairly reasonable argument can be made that the release of the game did more to raise the profile of skateboarding in general, and Tony Hawk in particular, than any number of elitist MTV programmes. Which is a bit of a double whammy because it means not only was a game franchise we had no previous interest in foisted upon us but that Activision can be specifically blamed for filling the nation's car parks full of indolent teens intent on proving to the world how bad they at real skateboarding and threatening to stab you if you laugh at their inept antics.

"THE DAYS OF CREATING UNIQUELY AND IDENTIFIABLY BRITISH TITLES SUCH AS SKOOL DAZE, OR JET SET WILLY ARE LONG GONE"

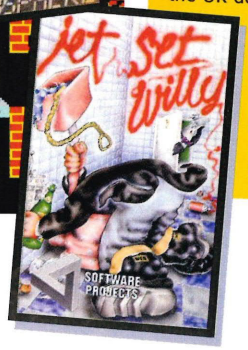
But the Yanks have gone one better than this, in the selling sand to the Arabs game. Their greatest triumph must surely be making a hit out of *Medal Of Honor: Rising Sun* in Japan. Uninhibited either by the fact that the game was a dangerously jingoistic, historically inaccurate, simulation of shooting legions of Japanese soldiers, or that taken solely as a videogame it wasn't up the standards of its predecessor, it actually managed to do rather well. And this in a country that is not only highly resistant to western games as a matter of course, but reserves a special level of disinterest for first-person shoot-'em-ups. Even EA have been unable to explain its success, although considering that the risible film *Pearl Harbor* also did well in Japan, some combination of perverse curiosity and ironic amusement may have been behind it all.

Whatever the underlying reasons, the fact is that the Americans can sell their tat (and, of course, the good stuff as well) to pretty much anyone they want. On the other side of the Atlantic things are slightly less easy, with many European titles not even released across the whole continent, let alone the world. In the UK we do a little better than most, but largely because we long ago (just after the death of the Amiga and ST to be precise) sold our soul to the devil. The days of creating uniquely and identifiably British titles such as *Skool Daze*, *Monty Mole*, *Head Over Heels* or *Jet Set Willy* are long gone and now UK developers simply churn out titles for US publishers that appear as American as a realistically modelled and annually updated apple pie. Would you have guessed that *Grand Theft Auto* was actually developed in Scotland? Apart from the occasional moment of dry wit, usually restricted solely to the radio stations, probably not.

Perhaps the most famous exception to the rule is Rare, who regularly put English jokes and regional accents into their games (even if the jokes are seldom very funny and the voiceover work often unconvincing). Their spiral into obscurity and irrelevance though has put about the only big name UK developer who could afford to add a bit of local colour to their games out of the picture. Certainly Codemasters, responsible, in times gone by, for such uniquely British fare as *Dizzy* and *Rockstar Ate My Hamster*, now only seem interested in vanilla flavoured racers and PC strategy games.

It's much the same story on the continent, although the fact that there are proportionally less developers in mainland Europe and that half of those that do exist are obsessed with turn-based PC strategy games makes





Back in the day you could get a game for £1.99.

UK

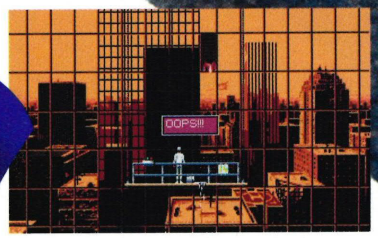
IDEAL GAME:
AN ULTRA VIOLENT RACING GAME WHERE YOU GET TO FIRE FOOTBALLS AT ONCOMING TRAFFIC

As has been commented on before, the sad truth is that the UK doesn't have terribly adventurous tastes in games. If it doesn't involve extreme violence, cars or football then it probably won't even get released here, let alone bought. It used to be different in the old 8 and 16-bit days, when we had home-grown developers happy to produce games just for Blighty, but nowadays games cost far too much to make and our appetites have become plainer. Since the average Brit has little interest in strategy, simulation or role-playing, the PC has a much reduced role in our market place compared to the US and most of Europe. British contempt for anything that could possibly be construed as "cute" has a traditionally always limited Nintendo's fortunes over here as well. A fact for which we should all hang our heads in shame.

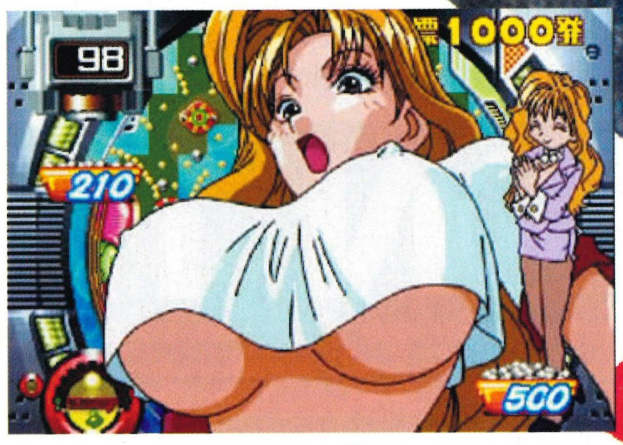
EUROPE

IDEAL GAME:
A TURN-BASED STRATEGY GAME FEATURING PANZER TANKS DRIVEN BY NAKED LADIES

It really is terribly unfair to try to generalise anything about Europe, but since we're pushed for space we're going to do it anyway. Although each country is markedly different in its likes and dislikes it's reasonably fair to suggest that the Nordic countries and Germany tend to be more enamoured by the PC than pretty much anywhere else bar Asia. Online first-person shooters and mind numbingly tedious strategy games are their tipple of choice. (Preferences which are entirely at odds with the very strict German laws on simulated violence in games and on the portrayal of Nazi symbols and paraphernalia – proving that an SS Panzer division really would smell so sweet by any other name.) Oddly our Teutonic chums are also very keen on Nintendo, such that the three consoles are almost equal in market share. The Mediterranean countries, when they show any interest in games at all, are a little closer to the British way of thinking, while France is a different kettle of fish again. The Gallic horde is an awkward bugger when it comes to games and oddly the French can be even more censorial than the Germans when the mood takes them, although obviously it's only violence that upsets the moral majority, not smut which their own developers always seem terribly keen to include in their games.







Blimey! Erm, jolly old weather we've been having, ahem, oh, is that the time? I really must be off...

that harder to lament. France though, has a richer history of game development and in the 16-bit era was quite the powerhouse. Infogrames invented the world of survival horror with *Alone In The Dark*, developers Delphine created a series of graphic adventures second only to LucasArts and outfits such as Cryo, Microids and ERE Informatique came up with a whole host of weird and wacky – and identifiably Gallic – titles that have now all gone the way of *Monty Mole*.

There remains one nation on Earth though that is not afraid to pander to its home population first and everyone else later, and that's Japan. However, the spiritual home of the videogame has been going through rather a rough patch in the last few years. The country's economy has been down and as a result the average Nipponese has less money to spend on videogames, and so developers have to rely more and more on the west to make money. At least that's what they say anyway. Thus far there's been precious little evidence that Japanese developers are in any way interested in changing their ways. Great from the point of view of wanting them to stick to their guns and keep making uniquely Japanese titles but not great from the point of view of wanting them to stay in business.

Oddly though the Japanese consumer seems to be far less resistant to change as more and more western games have been creeping into the charts. They never get to number one, and they seldom hang around for long, but they're notable for the simple fact that they are western developed and that they're violent. The latter is important for although it's not always acknowledged, and apart from a few notable exceptions (*Resident Evil* being the most obvious) Japanese games almost never feature any gratuitous violence, and by extension Japanese gamers have never previously been interested in buying western games that do. The success of *Grand Theft Auto* and *The Getaway* though suggest that times are changing.

Another rarely acknowledged fact is that Japanese gamers don't like first-person shooters. Try and think of any Japanese developed games that are played primarily from such a viewpoint and you'll find it's very close to none. Many such western titles are never released in Japan and even those that do make it through, perhaps most notably Rare's *Perfect Dark* for the N64, had its packaging heavily modified to pretend it was anything other than a first-person shooter. The exact reason for the Japanese dislike of the first-person viewpoint has never been properly explained, but the usual assumption is that to a Japanese gamer playing a videogame is all about role-playing – whatever the genre – and not about simulation. After all, even racing games have a third-person viewpoint, putting the emphasis of control on the car rather than the driver.

Although it will be interesting to see how well Capcom's *Killer 7* performs, considering it is both violent and features an integral first-person view, no first-person title has yet proven a real success in Japan. Influenced by the popularity of such games in South Korea and the rest of Asia though, Japan is slowly warming to the idea of playing hardcore PC shooters such as *Counter-Strike* and *Unreal Tournament*. If they catch on in a big way then increased sales of western games, and the necessity for Japanese developers to ape them, could have a profound effect on the games industry as a whole.

"WILL EVEN NINTENDO CONTINUE TO INNOVATE WHEN THE SENSIBLE DECISION IS TO CREATE SUPER MARIO FPS"

If it no longer becomes economically viable for third party developers such as Capcom and Namco to produce experimental titles then we could well see Nintendo becoming the last Japanese company big enough and rich enough to continue to do its own thing. But even then, if it ends up flying completely in the face of market forces, will even Nintendo continue to innovate when the sensible business decision is simply to create *Super Mario FPS*? It's a worrying thought but at the moment if a game's not a sports sim, a licence or a sequel then it seems it has very little chance of success.

But there's a bright side to this rather depressing equation and it's that you can prevent this decent into mediocrity. Us whining on about the problem isn't going to change a thing but if you, as a consumer, actually go out there and buy – and persuade your friends to buy – original, challenging games, instead of *Chav Racer 32* or *Sub-Par Soccer 2005*, then that will make all the difference in the world. After all, publishers don't release such games because they're evil or they enjoy banality, but because they sell. If you can convince them differently then the wider world of gaming might still have chance. ■





Strange that *Pearl Harbor* is popular in Japan. Maybe they're just laughing at Ben Affleck.

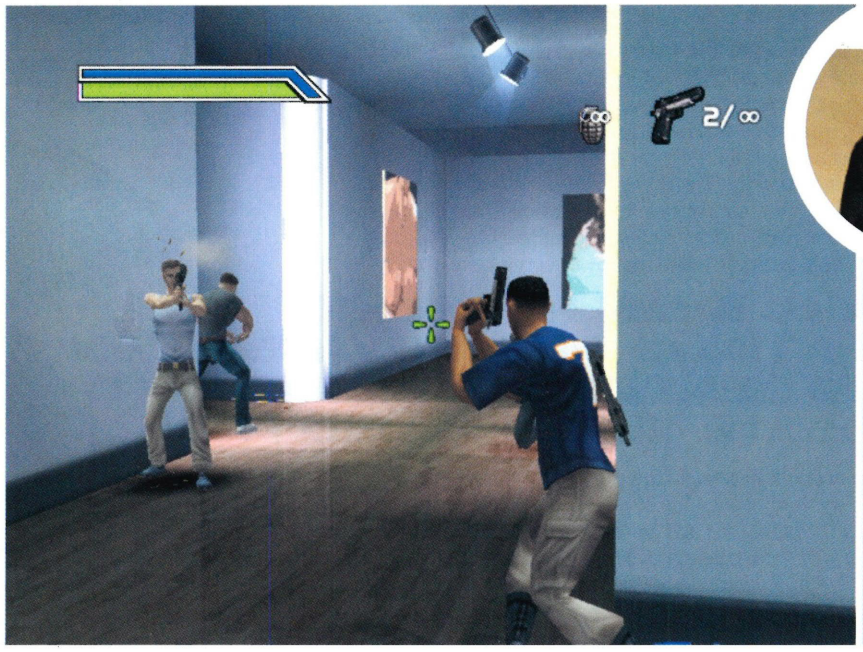
BLIPPING HECK

Another motley selection of mini-previews for you to check out. One for the kids, one for retro cartoon fans and one for, well, the bargain bin, we suspect. We tried, we really did.

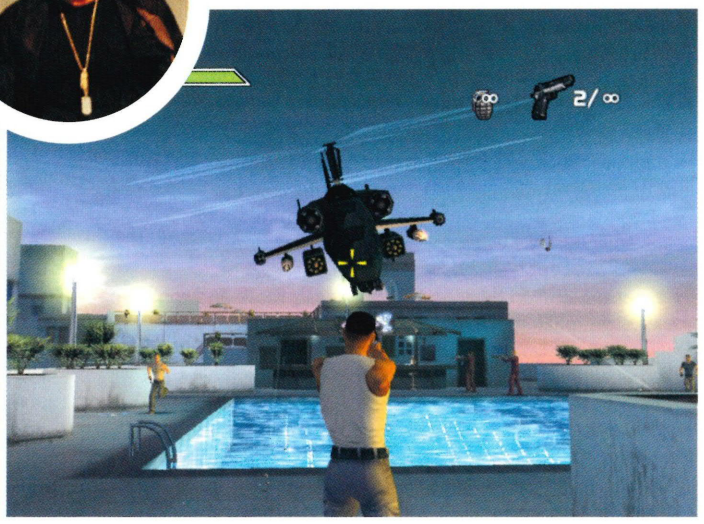


ON THE RADAR

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



Aye bad boys, watchoo gonna doo, watchoo gonna doo, when they come for yoo, boogaloo.



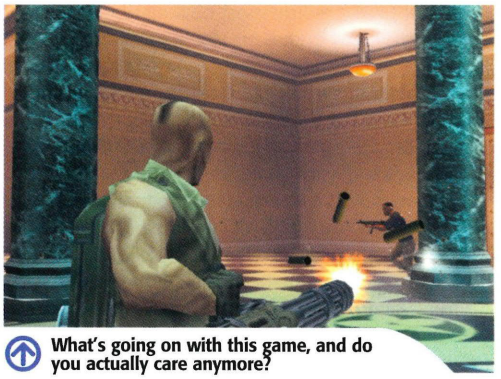
White vest, he's a cop – it can only be John McClane! Damn, we love *Die Hard*. Yippie-ki-yay!

BAD BOYS: MIAMI TAKEDOWN

Now, now, play nicely boys. Boys?

AFTER THE LUKEWARMLY received *Bad Boys*, Empire have decided we need more *Bad Boys* action with *Miami Takedown*. Whether this ignites your loins or not will depend strongly on whether you really liked the films, and we do mean REALLY liked them. The reason being that *Bad Boys 2* was a deeply average game with decent enough graphics dressing up a by-the-numbers action shooter.

You'll get to play as either of the two main characters across 15 levels of hood-busting action in a bid to bring down cartels dealing a new designer drug. Various weapons, destructible scenery and a rating system that tracks your methods (good cop or bad boy) are prevalent as you chase down the bad guys in a storyline that doesn't seem to have an awful lot to do with the movies at all. Actually even the publishers seem rather loathed to give us much in the way of information and there's a good chance it will have sneaked onto shelves by the time you read this. That probably tells you all you need to know about it, but if you are mad keen then have a word with your local game stockist. As for us, well, we're gonna wait and see if we get sent a free copy. CUBE



What's going on with this game, and do you actually care anymore?

JIMMY NEUTRON: ATTACK OF THE TWONKIES

The child-boffin is back...

THE BOY GENIUS returns for his fourth game proving that someone out there must actually care about him. We've had *Jimmy Neutron: Boy Genius* and *Jet Fusion* on the GameCube and *Jimmy Neutron Vs Jimmy Negatron* on the GBA and all have been competent platformers aimed squarely at the younger gamer, so there's no reason to suppose *Attack Of The Twonkies* will be any different. THQ promises rafts of new inventions and gadgets for the chronologically challenged boffin to make use of in his quest to stop evil aliens from planet Twonkus-3 trashing his hometown of Retroville. The game features something billed as a 'Revolutionary Inventions System' which will apparently enable you to collect various objects found dotted about the game and stick them together to create '28 gizmos', '11 inventions' and 'four super inventions'.

The game's 15 levels will take you from Jimmy's lab to various locations around Retroville and all the way to Twonkus-3 in a jolly and colourful platform collect-'em-up stylee. Don't expect anything revolutionary but this ought to be a solid platform quest which will ride Jimmy's ongoing popularity.





Throw an unidentifiable polygon blob at me would you? Damn those graphic artists!



Stick odds and sods together to make cool alien-busting gadgets.

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

We are young, we are free, we've got shells...



The last *Turtles* lacked substance, a bit like the turtles themselves. They need to do better this time.

ODD THINGS, TURTLES. Their heads look a bit like dinosaurs, they can be tiny or enormous and some species can live well past 100 years despite living their lives in shark-infested oceans. That's hardcore. 'Retro' fashion is not hardcore. It's retro this and old-skool that wherever you look these days. It doesn't matter if you're old enough to actually remember these things or not. To have caught the Turts first time round you'd have to be in your early 20s but FoxBox's resurrection of the half-shelled heroes has demonstrated the enduring appeal of amphibians with bandanas. Never mind that the 'teenage' part should logically have been replaced with '30-something and probably married with a couple of kids by now'. Well, drum roll please, because the Turtles are b-b-b-back. If you check out a retro issue of CUBE (number 31) you'll find a comfortably under-awed review of the last *Turtles* game. A cel-shaded button-masher. Once again it's cel-shaded, once again Shredder has been up to no good and once again you've got to bash your way to victory. Well, what did you expect? Hopefully it'll be a bit more involving than the last one. Konami product manager Erica Mason said: "The incredible appeal and popularity of the Ninja Turtles transcends generations, thanks to the current relaunch of the franchise..." The Eighties are so hot right now! CUBE



CUBE

INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

Q1 2005	OUT NOW	OUT NOW

A BIT OF PREVIOUS

MARIO GOLF: TOADSTOOL TOUR
GAMECUBE

GOLDEN SUN: THE LOST AGE
GAME BOY ADVANCE

GOLDEN SUN
GAME BOY ADVANCE



It's very nearly almost here



"HITTING CERTAIN BUTTON COMBINATIONS RESULTS IN DIFFERENT SHOTS SO THERE'S STILL ROOM FOR TACTICS AMID THE LIGHT SHOW"

FIRST REACTION
Where's Toad!? I HATE THIS... oh wait there's Diddy Kong, cool.





MARIO POWER

THE COMPANY LINE

"DEFENSIVE MASTERS LIKE LUIGI HAVE ALL KINDS OF TRICKS IN THEIR BAGS!"

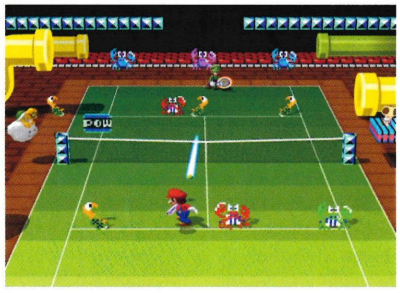
NINTENDO PRESS RELEASE

CUBE BACKATCHA

We keep loose change and sandwiches in our bags

Unstoppable power serves are available with the *DK* hammer.





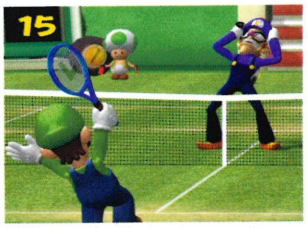
Because bringing the power makes Mario a real man

IT'S CALLED MARIO *Power Tennis* now, not *Mario Tennis* as previously reported. The tubby plumber has been drinking protein shakes and egg whites since then, hence the recent decision to stick *Power* in the title. And this game is so, so close now, we can smell the sweat as Mario pumps iron in the gym to build more POWER. Ewww. Bitter.

Power has been added to the title because rallies tend to focus on powering up your racquet to use special moves – if you've been doing well enough in the rally then you'll see Peach fling herself across roses, Mario use a Power Mallet and Diddy Kong strap a rocket to his back before flying into the ball. These special moves fall into three camps – moves that put swerve on the ball (Mario's spin shot), moves that reach the ball no matter where it is (Wario's extendable racquet) and moves that hit the ball at incredible speed (Donkey Kong's barrel blast). Most seem to fall into the extendable racquet category, so fingers crossed we'll see more variety when the game goes under the review microscope.

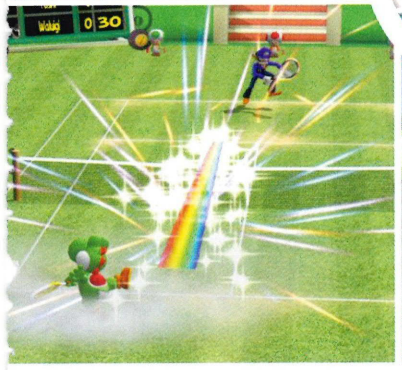
There are lots of tournaments split into normal, special court or item battle tournaments. Normal tennis is exactly what it suggests and easy to control, with two buttons for slice and top-spin shots and a double-tap firing off a powerful version of the same shot. Do so and the ball will zip across the court with a laser trail, the sort of shot Henman dreams of when he cries himself to sleep after another straight

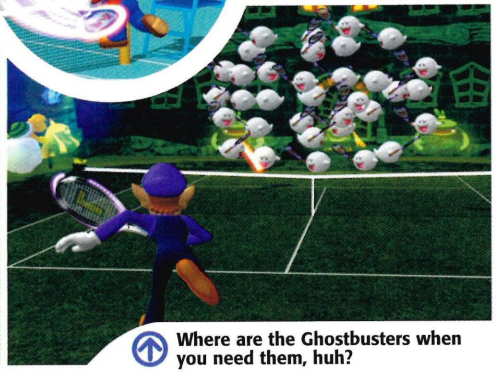




Ha take that, you my-evil-alter-ego you!







Where are the Ghostbusters when you need them, huh?

TENNIS

sets defeat. Orange signifies slice shots and blue means top-spin, which will anger purists as they'll argue it takes away the strategy but it sure does look pretty when the court lights up like a Daft Punk concert. Nevertheless as hitting certain button combinations results in different shots, there's still room for tactics amid the light-show so perhaps that'll comfort them. The purists we mean, not Daft Punk.

If laser trails anger the purists, they'll eat their Wavebirds when they see the special courts. One example is the *Super Mario Sunshine* court with panels that slide away to reveal water. You can't touch the water yourself (your player will refuse to run into it, the big ponce) and if you hit the ball into water, it counts as hitting it out. Another court involves hitting Kremlins off the net, who then try to bite your opponent's ankles, limiting his or her movement. Item battle is tennis with *Mario Kart* style item boxes thrown in to shake things up, which is slightly more exciting than Cliff Richard singing during rain breaks.

Toad isn't playable! Boo. He's too busy dancing away like a loon on the title screen to play tennis, the sweet little mushroom dwarf thing. Diddy Kong and Shy Guy have bolstered the player selection but aren't really new, so expect new characters to be hidden away in this version.

But how many? And who? And will the special moves delight or annoy fans? Does *Mario Power Tennis* have enough depth or is it as shallow as Chandra? And is the *Power* in the title really necessary? Find out all these answers and more in the next enthralling episode of CUBE!

ARTISTIC LICENCE

GIVE MARIO A BLACK EYE

Being *Mario Tennis*, the mini-games are a great distraction to rival the main game itself and our favourite so far has to be the Chain Chomp game. Four players are on conveyor belts trying to hit tennis balls at the Chain Chomp in front of them to calm him down. Hit a bomb at him and he'll get angry, coming after you and leaving you frantically stabbing A to stay out of his clutches. It's a simple idea that gets really chaotic once you realise you can hit bombs at other players' Chain Chomps. For single player, the mini-game where you have to hit paint balls at Mario's face to colour him in is good fun and again, it gets suitably hectic with four of you playing. What a dull place the world would be without mini-games, eh.



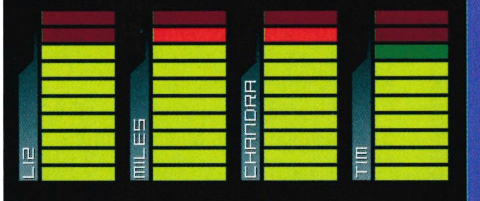
It's not dignified to bask in your own glory. Have some modesty, man!

Mini-game madness, and just as addictive as the main game itself. Gotta love it.



CUBE EXPECTATIONS

GREAT FUN WITH LOTS OF PERSONALITY



- ⊕ Very easy to learn
- ⊕ Bright, vibrant courts
- ⊖ No playable Toad
- ⊖ Shade too simplstic?

■ *Mario Power Tennis* should be good fun in single player and an absolute riot with more. The real question is depth and whether players will love the special moves or loathe the way they interrupt the match. Either way, we'll have the American version for next issue so we can get an early start at serving up the aces and cream.

MARIO PARTY® 6

It's my party...



CUBE INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

Q1 2005 | 11 NOV '04 | 6 DEC '04

A BIT OF PREVIOUS

MARIO PARTY 5
GAMECUBE

MARIO GOLF: TOADSTOOL TOUR
GAMECUBE

SUPER MARIO SUNSHINE
GAMECUBE



THE COMPANY LINE

"SPEED AROUND THE BOARD! NOW THERE'S LESS DOWN TIME BETWEEN TURNS AND MINI-GAMES!"

NINTENDO PRESS RELEASE

CUBE BACKATCHA

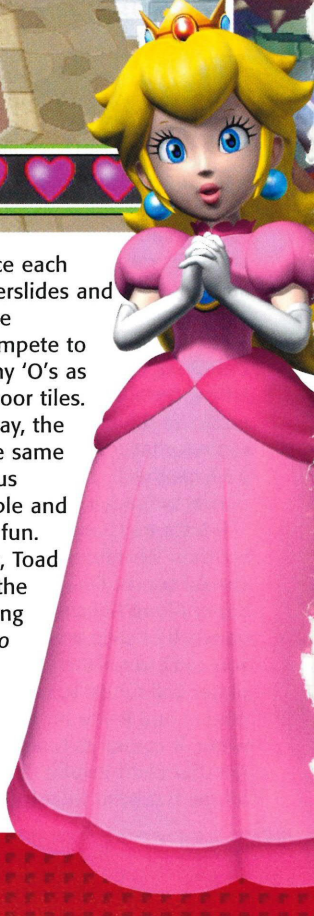
Exclamation marks make everything sound more exciting! They do!

Turn it up, bring the noise

THIS IS MARIO'S sixth party. Sixth! Over the years Mario's parties have let us build ice cream towers, chase penguins and watch piranhas dance. This is usually absent at real parties, which tend involve skulking to the kitchen, staring at girls for a few hours and going home depressed.

This is why Mario's been hosting parties since 1998 and this time, Mario's party will involve actual talking (also absent from real parties). The idea is using the bundled microphone will make *Mario Party 6* more accessible to everyone, so all gamers can get involved. Criticisms of his last party have been taken on board, following complaints that it took too long for characters to move. Now after rolling the dice to move, characters quickly scamper towards their new spot on the board. Even Wario puffs and heaves around the board with purpose and judging by the size of him, the only time he runs is when Burger King is about to close. You'll also notice how day turns to night, with new events, games and characters appearing depending on whether the board is drenched in sunlight or under pitch black night. Chain Chomp huts are new, where you can spend coins to ride a Chain Chomp and riding them over another character will reward you with a star.

There hasn't been too much word on the mini-games themselves yet but we did get to try out one where four characters race each other on waterslides and another where characters compete to reveal as many 'O's as possible on floor tiles. Needless to say, the formula is the same as the previous games – simple and silly, fast and fun. Almost forgot, Toad is coming to the party! Following on from *Mario Party 5*, Nintendo's pocket party animal gets another chance to





Mmm, little Mario I only wanna be your friend...



The mini-games put a whole new spin on things. Geddit?





FIRST REACTION

Bombs! Laser! Bombs! Missiles! Laser! Bombs! Bombs! Missiles! Bombs...

shine. Apart from the awesome mushroom-headed hero and obvious choices such as Mario and Luigi, expect to see Boo, Waluigi and Koopa Kid strutting their stuff.

As for the microphone, a few mini-games have been created especially for your vocal chords. These are usually one-against-three affairs and although we have yet to see more than one microphone in action, it's not outrageous to think that if your friends also own the peripheral, they can join in. Last issue we talked about a game where you defend yourself against a missile-firing tank. What you didn't know is that you can also control the tank, shouting commands such as 'Laser', 'Missile' or 'Bombs' to fire the appropriate weapon at the other players, who are trying to defend themselves. And come closer because we're going to have to whisper this quietly – there are also secret commands you can shout. What can you fire at an enemy that's big, black and shaped like a bullet? Think about it... Bill.

Mario reckons he'll have his sixth party organised by the end of the year but it seems he was drinking too much punch when he announced that. Given the complications involved in bringing *Mario Party 6* to Europe, better to make sure your diary is free for early next year instead. CUBE

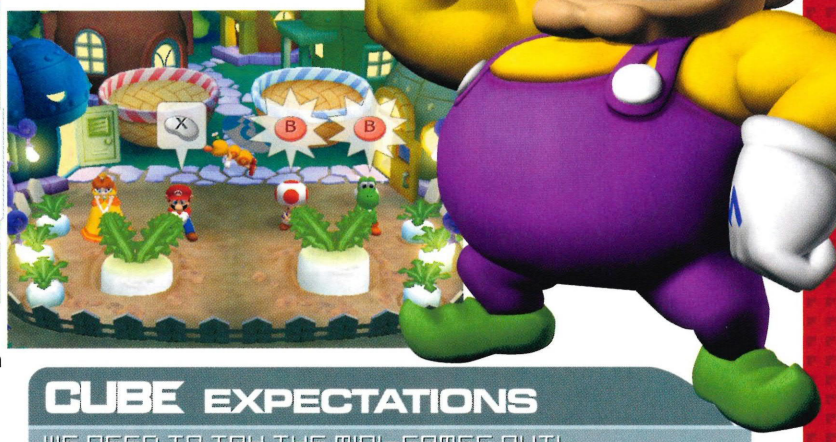
MIC CHECK ONE, TWO...

I'M FIENDING FOR A MICROPHONE, I'M A MICROPHONE FIEND

The microphone that comes with *Mario Party 6* is a sturdy little piece of kit and it feels strong enough to stand up to any throwing, cracking onto table edges and attempted microphone snapping that the tougher mini-games could cause, but what about voice recognition? The game had no problem interpreting American and English drawl thrown at it, given the simple commands needed such as Laser and Bombs. It should be pointed out, however, that CUBE speak crystal clear Queen's English and we have our doubts that the microphone will be able to endure all dialects. If we can't even understand Tim's gruff working-class Norn Irish grumbling, then how's Mario supposed to cope?



Sanitary it ain't – it's going to get covered in flob!



CUBE EXPECTATIONS

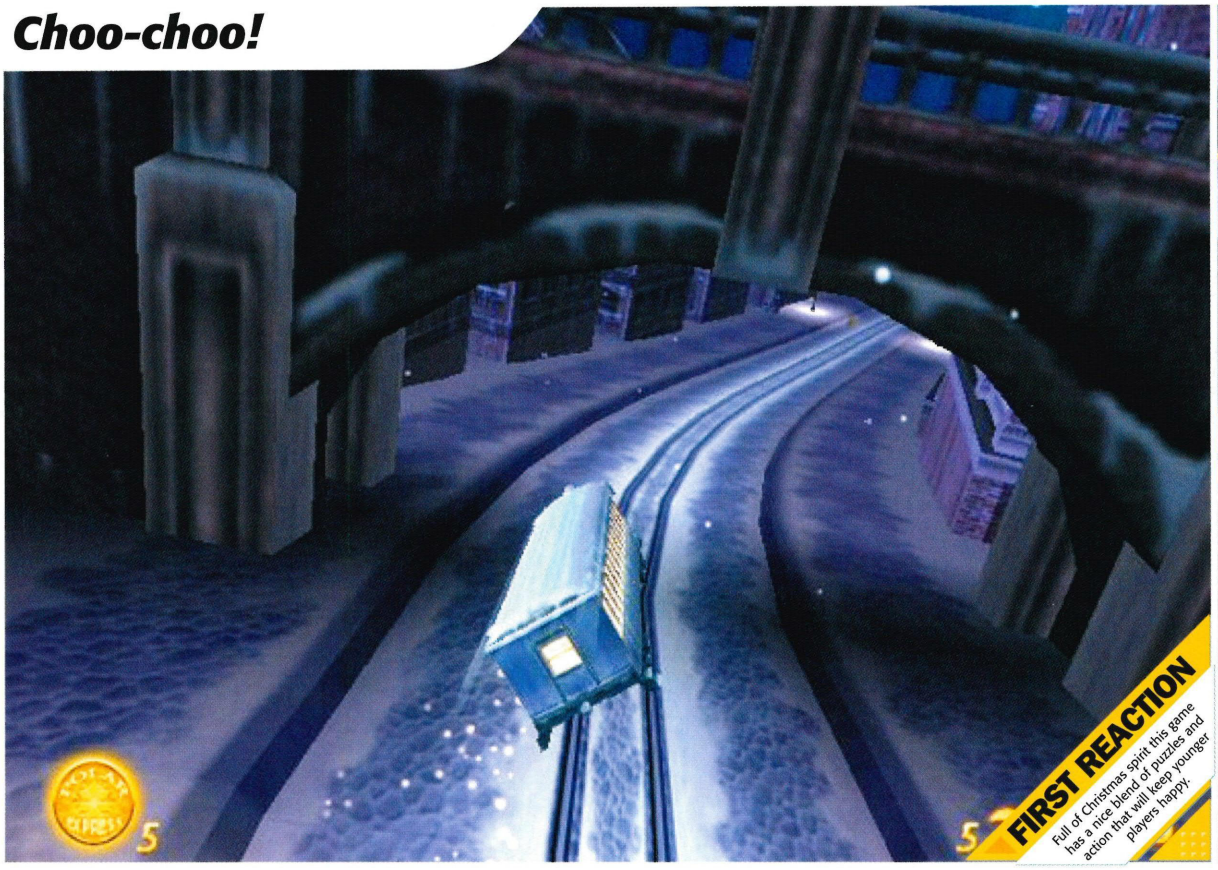
WE NEED TO TRY THE MINI-GAMES OUT!



- ⊕ Last year's problems rectified
- ⊕ Microphone games are fun
- ⊖ Yet another *Mario Party*
- ⊖ Problems with voice recognition?

■ ***Mario Party*** **will score big on the multiplayer front and the microphone will deliver the novelty factor, but is this a smoke and mirrors act to hide how shallow the game is? There's not much to do if it's not your turn and this caused a few members of the CUBE team to doze off when we reviewed the last version... maybe we're too old.**

Choo-choo!





CUBE INFORMATION

THE POLAR EXPRESS	
PUBLISHER:	THQ
DEVELOPER:	THQ
ORIGIN:	US
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE
00 25 50 75 100

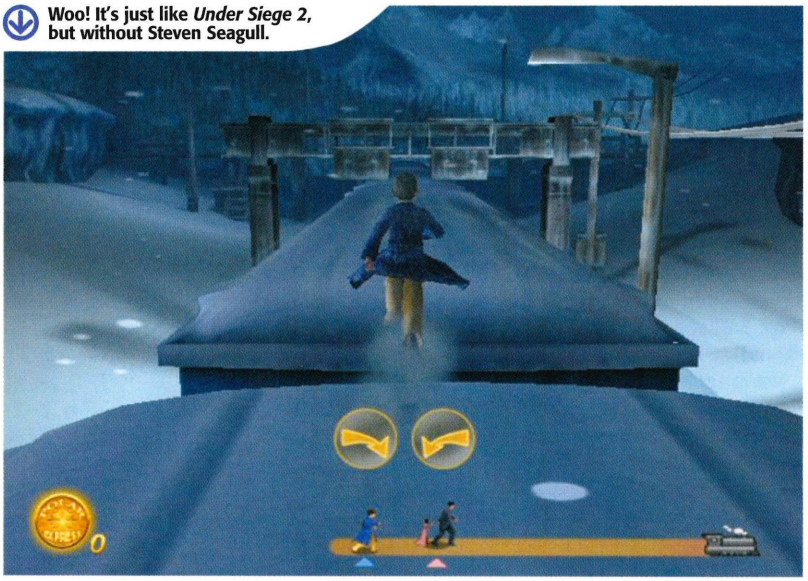
26 NOV '04	TBA	OUT NOW

A BIT OF PREVIOUS

FINDING NEMO
GAMECUBE
DRAGON'S LAIR 3D
GAMECUBE
SCOOBY DOO! MYSTERY MAYHEM
GAMECUBE



THE POLAR EXPE



Woo! It's just like *Under Siege 2*, but without Steven Seagull.

THE COMPANY LINE

"PLAYERS WILL TAKE AN EXTRAORDINARY RIDE THROUGH EIGHT EXCITING CHAPTERS"

THQ PRESS RELEASE

CUBE BACKATCHA

Eight chapters of what? *War And Peace*? That's not very exciting.

Trains once a year to the middle of nowhere?

NOTHING SAYS CHRISTMAS more than a sentimental film featuring plenty of snow, a child that's lost the spirit of Christmas and the obligatory moral about "this is a season for giving" and by that they mean giving love, not anything worthwhile like a new bike. This year is no different with the "King Of All Things Slushy And Cute", Tom Hanks, starring in *The Polar Express* – an animated film directed by Robert Zemeckis and based on a children's novel by Chris Van Allsburg. And like all good Xmas movies, there's a tie-in game.

If you read the interview with Derek Proud on page 17 then you'd have a fair idea of what *The Polar Express* is about. But lets face it, if you're anything like us





Avoid stuff... that's bound to be what you have to do.







Arrgh! The Snowman has come back to life! Quick, find Aled Jones.

RESS

then you've skipped straight to the previews and reviews and completely ignored the first 30 pages of this brilliant mag [Waaaa! – Liz]. So here's a recap.

The Polar Express follows the tale of The Boy (that's his name, don't be mean) who awakens on Christmas Eve to discover a steam train parked outside his house. The destination? The North Pole. So like all good kiddies that don't follow their parents' advice about not going on strange trains filled with children in their undies, The Boy hops on board and the adventure begins.

The game features eight levels based on various environments inside and outside of the train, all of which are taken from the movie. In fact, the game follows the plot of the movie devotedly and even contains footage from the film, so that will save you from having to buy the DVD. Thank God for small mercies.

Each level has around three stages, but since this game is aimed at a younger audience these stages won't be particularly long, instead coming in the form of mini-games. The games range from playing tennis with a puppet, hitting Jack-In-The-Boxes with stuffed toys (well they deserve it, freaky things), trying to catch up with The Girl and the Conductor before he throws her off the train and dancing with the engineers in the boiler room. As you can tell, there's going to be a nice blend of game styles, from action to puzzles, so it's unlikely that the kiddies will get bored.

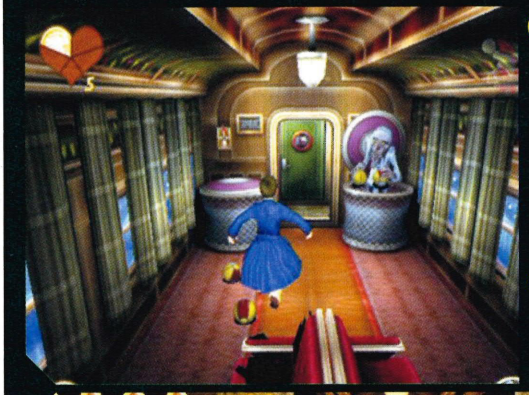
During the game players also encounter all of the leading characters from the film, including the Hobo, Smokey and Steamer, the Elves and Santa, many of which are voiced by the film's actors. The only person whose voice doesn't feature in the main game is Tom Hanks, but his brother has filled in the role so expect a very good soundalike.

Whilst it's clear that *The Polar Express* won't be to everyone's tastes, there's going to be enough cutesy charm and sugary-sweet sentimentality to make this the safe choice for any parent looking to buy little Timmy his first videogame this Christmas. CUBE

TOYS, TOYS, TOYS

ARE YOU LOOKING FOR A GOOD TIME?

The Lonely Boy really does have the spirit of Christmas within him, which might explain why he's going out of his way to find all of the children's lost toys on the train. A toy piece can be found on each stage, often hidden away or in a difficult to reach location so you're going to have to keep your peepers peeled. With each toy piece you collect you unlock some bonus material, which THQ informs us includes extra mini-games, and possibly some artwork and movie clips. Plus you get to see smiles on the faces of the little children and isn't that the greatest gift of them all?



It's never wise to go adventuring in your dressing gown, look at Arthur Dent...

More adventuring advice: "Always remember to bring a towel."



CUBE EXPECTATIONS

ENTERTAINING AND MAGICAL ADVENTURE



- Features all the characters from the movie
- Has a good blend of action and puzzles
- Won't appeal to anyone over the age of eight
- It's fairly short and simple

■ This magical story will have players in the Christmas spirit before you can say 'mistletoe' and it's one that younger gamers should enjoy. There's a nice blend of dancing, puzzle and action based mini-games to keep players amused, although the simplicity and shortness of the game might disappoint some. One for hated nieces and nephews, perhaps.

Woah-ooh, I'm an alien

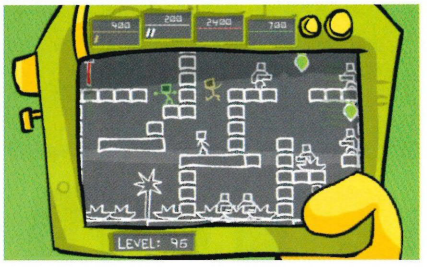




We like 2D gamez too... two... to.

ALIEN HOMINID





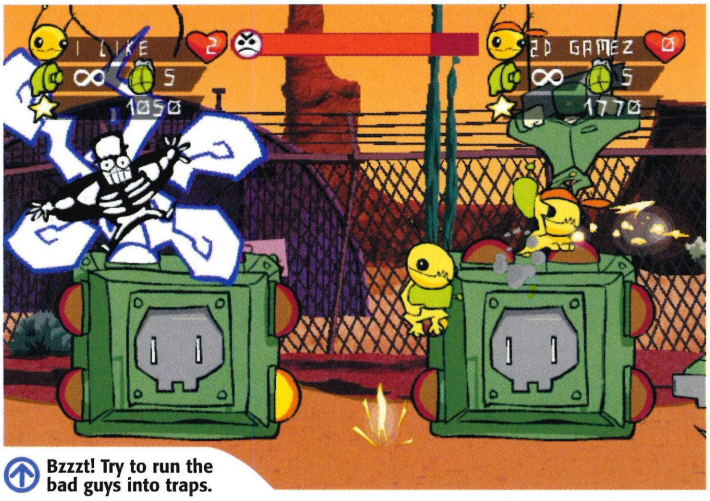
They called him Mellow Yellow...

RETRO GAMING IS de rigeur at the moment with old-skool games, such as Nintendo's Classic NES series on the GBA, topping the charts. And there's a good reason for this – these games were fun. Really fun. They were simple in design yet devilishly difficult to complete and highly addictive to boot.

Now The Behemoth is bringing an old-skool 2D side-scrolling platform shooter to a new generation of gamers with *Alien Hominid*.

The game puts you in charge of Alien Hominid, a little yellow fellow who, despite being on the diminutive side is a deadly foe to any human who stands in its way. One day, while out on a joyride in its new spaceship, Alien Hominid crash-lands outside the FBI HQ and barely escapes with its life. However, the wee critter has lost its only means of getting home, and has to rely on the aid of some scragbag humans to help it retrieve its UFO and avoid capture.

Anyone who's played *Contra* or *Metal Slug*, or indeed the internet version of *Alien Hominid*, would have a fair idea of what to expect from the game. It's an intense arcade shooter, which blazes along at a speed of knots – you know, the type of game that relies on reflex actions rather than strategic thinking. And like all good shooters, *Alien Hominid* will come with a massive arsenal of weapons such as ray-guns and cannons, which players will use to blast their way through the hand drawn environments. If all else fails, it can even use its teeth to bite enemies' heads off. Sick, but effective. It has yet to get a confirmed UK release date, but it can only be a matter of time before the game makes its way across the pond. CUBE



Bzzzt! Try to run the bad guys into traps.

CUBE INFORMATION

ALIEN HOMINID	
PUBLISHER:	0~3 ENTERTAINMENT
DEVELOPER:	THE BEHEMOTH
ORIGIN:	US
GENRE:	PLATFORM
PLAYERS:	1-2

PERCENTAGE COMPLETE
00 25 50 75 100

TBA | TBA | OUT NOW

A BIT OF PREVIOUS

TORRENTE
PC

WORLD CHAMPIONSHIP TENNIS
PC



THE COMPANY LINE

"IT IS AN EVOLUTION OF CLASSIC 2D SIDE-SCROLLING SHOOTERS"

0~3 ENTERTAINMENT PRESS RELEASE

CUBE BACKATCHA

They're called 3D shooters, and they've been about for a while

CUBE EXPECTATIONS

OLD-SKOOL COOL



Classic 2D shooter action

Will only appeal to older gamers

■ **Aliens are funny things. They're either friendly scamps looking for a way home or they want to implant their seed into your chest. *Alien Hominid* is a nice blend of the two, with its cutesy design but gun-blazing action and macabre humour.**

PLAY BIGGER

Magic: The Gathering pitches your wits against your opponents'. You have to reduce his life-force to zero. You'll use powerful creatures, wicked spells and implacable strategy to do that. Get the full Magic experience for an attractive price with this Box Set.

Contents:
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Three boosters (8th Edition, Mirrodin & Darksteel)
Two premium cards
Two spindown life counters
A rulebook



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CUBE

INFORMATION

NINTENDO DS	
PUBLISHER:	NINTENDO
DEVELOPER:	NINTENDO
ORIGIN:	JAPAN
GENRE:	HARDWARE
PLAYERS:	N/A

PERCENTAGE COMPLETE

00 25 50 75 100

Q1 '05 | 2 DEC '04 | 21 NOV '04

PREVIOUS

FROM THE MAKERS OF...

GAME BOY ADVANCE

That is the past! This is the future! It's time to get with the times people!

TOTALGAMES.NET RATING: N/A







NINTENDO DS

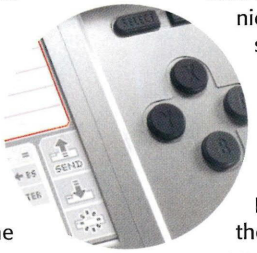
Nintendo brings double impact to the handheld arena

CONSIDERING THE MAGNITUDE of the event, Nintendo Gamer's Summit in Seattle where the launch games for the DS were unveiled, Reggie Fils-Aime was alarmingly off-song. Nintendo's vice president of sales and marketing got game names muddled up, lacked his usual charisma and relied on his Powerpoint presentation to guide him through. The ladies might love him and the men might want to be him but there was a serious lack of kicking ass and taking names. The testosterone stopped seeping out his pores and electricity ceased to flow through his veins. Could Reggie be... human?

Half-an-hour later, everything was explained. Playing the DS said everything Reggie needed to say and the big man was simply letting the DS steal the limelight. Actions speak louder than words and it was the DS that was doing all the talking, thanks to the early batch of launch games showing off what the system was capable of and how the various features worked.



After the initial rush towards the *Super Mario 64 DS* and *Metroid Prime: Hunters* tables, one of the early problems using the DS revealed itself. Just how do you hold the damn thing? Games such as *Metroid Prime: Hunters* assigns a bunch of controls to your left hand and with your right hand using the stylus there's no easy way of balancing the unit, unless you were born with three thumbs.



After a while, you learn to develop your own style, some were balancing it on their lap, some had an edge of the DS resting on the table, others just had immense hand strength. It'll be interesting to see how gamers' hands hold up after serious sessions with the DS, especially where younger mitts are concerned. In any case, the majority of games such as *Yoshi's Touch* and *Wario Ware Inc* let you hold the unit with one hand and hold the stylus in the other, which doesn't cause any problems. It doesn't matter if you're left handed or right, the stylus can be used with either hand, so everyone's included. Even *Metroid Prime: Hunters* includes options for both groups of people. Nintendo helps bring people together! Sort of.

It's not all wielding the stylus like a child with a cereal spoon, thanks to the thumb-strap option. This slides over your thumb so your right thumb (or left, if you're weird) can use an entirely different control method on the touch-screen. Whether the games accommodate this control method or not is entirely up to the developer (*Super Mario 64 DS* and *Ridge Racer DS* both have thumb-strap controls to choose). We found the thumb-strap a bit clumsy to use plus it makes you look a bit daft but again, it's a nice alternative to have and shows Nintendo's commitment to making sure everyone is included and comfortable with the control set-up.

That's the controls of the DS explained, what about the games? Fortunately, there were plenty on show that gave a glimpse into the future – 17 in total, if you're including the ones that didn't (yes *Sprung*, we're talking about you). Developers showed their enthusiasm for the various features of the DS by coming up with different ways of using it and it spoke volumes that nearly every game had a different approach to the touch-screen and wireless capabilities. *Band Brothers* is a rhythm action game that lets you choose what instrument you'll play for the song, each varying in difficulty. So far so usual, but the clever part is when other people join in playing different instruments. Up to eight people can collaborate on the same song and it's only really possible on the DS, thanks to the Wi-Fi's thirty metre range and lack of cables. That's just one example of how the wireless abilities can add

"WHEREVER YOU TURNED, THERE WAS SOMETHING ELSE THAT HADN'T BEEN DONE BEFORE OR A NEW TWIST ON OLD IDEAS."



something to existing genres, as well as creating new ones – just look at *PictoChat*, which comes free embedded in the DS for further proof.

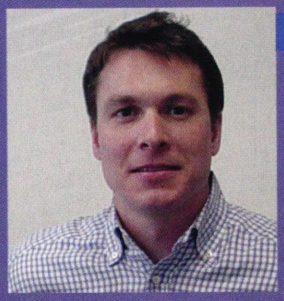
Developers weren't just doing the usual clapping-like-seals for journalists routine either, as they were genuinely excited about the DS and the opportunities it opened up. Walking around the event, it was clear their enthusiasm spilled over into the games. *Ridge Racer DS* boasts a whole new steering system, *Metroid Prime: Hunters* has a control set-up to rival the keyboard and mouse combination, *Feel The Magic: XY/XX* even has a mini-game that asks you to blow on the screen. Wherever you turned, there was something else that hadn't been done before (*Ping Pals*, *Band Brothers*) or a clever twist on old ideas (*Metroid Prime: Hunters*, *Ridge Racer DS*).

Well, we say wherever you turned but this is presuming no-one turned

IN THE CUBE WITH...

PETER KENNEDY

POSITION: ASSOCIATE PRODUCT MANAGER
COMPANY: THQ
GAME: PING PALS





CUBE: *Ping Pals* is more of a social game than anything else. Do you think we'll see more of this kind of game in the future?
PK: I think you will. When we were first presented with the DS, our goal was to create a game that utilised all the different features, the wireless game sharing, the wireless messaging, the touch-screen using the stylus and I think we've proved you can create a really compelling game using all these awesome features. I think that as new games are coming out they start utilising the different features the DS offers, you'll have a lot more compelling games out there using these features.

CUBE: Are social games such as *Ping Pals* going to push the DS and gaming towards the mainstream?
PK: Definitely more mainstream. The majority of kids in the United States play games, so it's not just the geeky kid who is 13-years-old sitting in his basement playing videogames. It's the boys and the girls, everyone's playing. When you have a title like *Ping Pals*, it does leverage that notion that people do want to communicate. Look at cell-phones for example, text messaging is enormous all over the world, especially for the 13 to 18-year-old demographic. Kids who are 6 to12, they're a little too young to be owning phones, so this is an opportunity for them to get an early start by text messaging their friends. It's an early way for them to start mobile phone usage. *Ping Pals* is a great way for them to start text messaging their friends.

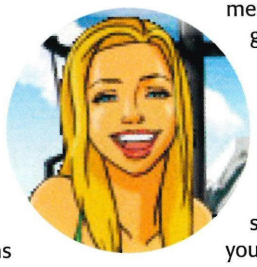
CUBE: *Ping Pals* can be seen as a game or as a text messenger, do you think we'll see more handheld games that bring the two together?
PK: Definitely. *Ping Pals* to us is something that will be possibly incorporated in all the games that we're developing going forward. For example, when we put out *The Incredibles* on DS next year with *Ping Pals* possibly included in the game so you can send text messages to your friends as you're playing the game. If I'm sitting here playing a certain game and you're playing different game, I can text message you and say "Hey, I'm playing *The Incredibles*, come join me" or whatever.



CONTINUED

towards the corner where *The Urbz: Sims In The City* was being displayed. It seems that the GBA version has been spruced up with extra touch-screen mini-games and the ability to breed pets and then dumped on the DS. Still, in the interests of fairness, it was given a try. The verdict? It's the GBA version spruced up with extra touch-screen mini-games and the ability to breed pets and then dumped on the DS. It's an early warning sign that developers could fall into a mini-game mentality where old titles get rehashed with minor DS touch-screen additions. It was one of the big concerns before the show and it remains one of the big concerns afterwards. Fortunately, *The Urbz* is the only title so far that you could throw such accusations at and even then, it was a disappointing rather than bad game.

The voice microphone below the bottom DS screen was the underused DS feature, with only *Wario Ware Inc* and *Feel The Magic: XY/XX* making use of it. Even then, it appeared more a token gesture rather than a genuine addition to gameplay. All the developers we spoke to said they had plans for the microphone and didn't think it would be overlooked. The show floor spoke differently so it'll be interesting to see if developers do deliver games that take advantage of the built-in microphone. If future games use the microphone with the same innovation and verve as the touch-screen has been used, who knows what ideas will come next?



The DS sends out the message that food and gaming don't mix. This comment isn't as throwaway or stupid as it first seems – when you have been pawing at greasy food and then you use the touch screen, you're greeted by your thumbprint staring back at you. It's not just a case of using the stylus for all touch-screen functions to avoid greasy thumb syndrome, as some games such as *Super Mario 64 DS* and *Spider-Man 2* rely on you using your thumb during the action. It's nothing a little tender TLC won't take care of but gamers be warned, the days of scoffing Pringles during the tutorial are coming to an end.

So there's touch-screen, two screens, wireless multiplayer and a microphone. You may think that's given developers enough room to create original games but that didn't stop the rumours and hearsay for the future. Reggie himself said DS connectivity with the Revolution is "certainly possible" and

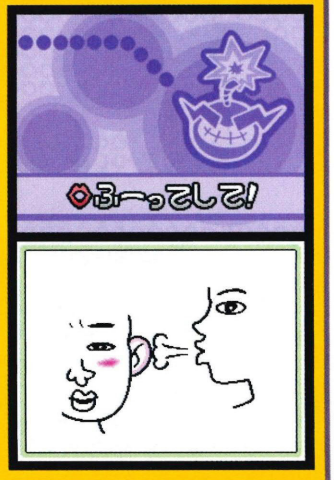
WARIO WARE INC

Toilet roll, ducks and vegetables unite

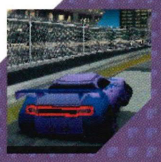
It's no surprise that *Wario Ware Inc* was the one game at the show that no-one had a bad word to say about. Yet again, you're hit by a succession of mini-games that only take a few seconds to play with no explanation of the instructions, leaving you to frantically guess what's required. It's also the perfect game to demonstrate how intuitive and easy to use the touch-screen is.

There's not much else to explain here so we'll tell you about a few of the mini-games we tried out. You need to turn a jar to free a kitten. You need to touch a kitten as it pops up. You need to aim a peeing kid to put a fire out by dragging him around the screen. You need to slice vegetables with the stylus as they fly past. You need to pull toilet paper down until it runs out by rubbing down.

Wario Ware Inc also has mini-games that use the microphone, but none of the ones we played actually did so. Even so, this is the game that shows off how easy to pick up and play the DS is and that irresistable *Wario Ware* madness is on show in full effect.



"THERE ARE SIGNS DEVELOPERS COULD FALL INTO A MINI-GAME TRAP WHERE OLD TITLES GET REHASHED WITH WEAK TOUCH-SCREEN ADDITIONS"



Phil Cohen, assistant producer at Namco's new Handheld Dept, thinks connectivity will even stretch to GameCube. But Cohen doesn't stop there, as he even thinks the DS will make a move online. "The DS around this point next year is probably going to be online but I'm speculating at this point," he explained, "I know there's a lot of drive to get it online." Calm down Cohen, we only asked you what you thought about *Ping Pals*!

That, ladies and gentlemen, was the DS. This was only a small taster of games to come with big hitters *Mario Kart* and *Advance Wars DS* still waiting in the wings. Even so, it's amazing to see how a simple touch-screen can rejuvenate handheld gaming and really make a significant leap for the miniature systems for the first time since we heard the droning hum of *Tetris* on the Game Boy. But it's not just the touch-screen, it's also the dual screen format and the wireless connectivity that's really getting developers excited, which means you should be excited too. Because the real winner in all this is you, and if developers can find their love for making games after succumbing to a big budget, factory line mentality, then the end result is that the games will improve and the DS will be home to some of the most innovative titles around. CUBE

METROID PRIME: HUNTERS

Samus versus Samus

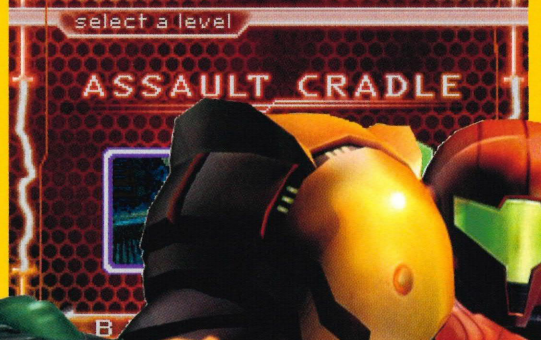
10 seconds. That's about how long it takes to get used to the new control system in *Metroid Prime: Hunters*. Ever since E3, the internet has been creaking under the weight of angry posts arguing that *Metroid Prime* has been ruined by a wayward control system. Well, the good news is the new controls work. They actually, really, genuinely do work.

The controls are like this – you drag the stylus across the touch-screen to turn and aim Samus' target. While some people moaned they couldn't get used to the system and others complained it takes too long to get to grips with, everyone agreed it was the closest that any game has come to replicating the accuracy of a mouse. The only problem is that double-tapping the screen makes Samus jump and that tends to happen by accident more than deliberately, especially during the chaos of quick-fire deathmatches.

There's no real need to look at the bottom screen either, as you quickly get used to dragging the stylus around where the enemies are, mapping them to the bottom screen and imagining where they'd be. As for the game itself, the *Metroid* series looks to be in capable hands. The short demo didn't show too much but there's a lot of action and exploration as you'd expect, with tricky jumps letting you see just how reliable the controls are. However, we will hold reservations on whether the controls will work under the pressure of making tricky jumps while fending off enemies. The Morph Ball has made it into the game as well, with out-of-reach areas only accessible by using the Morph Ball Cannons. The Ball also comes in handy during deathmatches, allowing you to roll away from danger through tunnels and out-manoeuvre your opponent.

Our main gripe is hand strength. Having to continuously use the stylus, D-pad and shoulder buttons leaves your left hand in a slightly cramped position, which isn't ideal for long bouts of play. Still, there are various control schemes so some sort of compromise can be found in the options menu, and it should be noted that this is more a problem with the DS rather than *Hunters*.





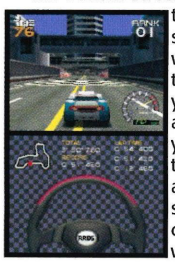
RIDGE RACER DS

Driving games evolved?

In driving games, you press left on the D-pad to turn left and right on the D-pad to turn right. This has happened since the dawn of time, ever since the Commodore 64 farted mediocre games in our direction and is still happening now with next-gen consoles. This explains why *Ridge Racer DS* was the most interesting title on show, as it shuns the D-pad in favour of using the touch-screen to turn.

The bottom screen has a steering wheel and the idea is that you drag the stylus across the screen whichever way you want to turn. The faster and further you drag, the more you turn and while it initially means you'll be skidding around the track like a Burberry chav from a Luton council estate, you soon learn to drive in a fairly disciplined manner. The track we played harked back to the days of the original *Ridge Racer*, most notably the Track That Everyone Played That Has The Bridge On It And That Really Hard Turn. It's incredible how, having played it millions of times before, it still feels brand new with the stylus steering system. Being a *Ridge Racer* title, the usual array of vehicles will be present including the return of the hidden Pac-Man and Mario cars. There will also be wireless multiplayer for up to six people. You can't see where the other car on the map is at present, but hopefully this will change. We still won our race, it just feels a little strange not knowing how far ahead you are (especially now you can't look at your opponent's screen).

There were sausage-fingered losers who moaned that using the stylus was too difficult and inaccurate, before reverting to using the D-pad (there's also an option to use the thumb-strap). That's missing the point. *Ridge Racer DS* isn't supposed to be an accurate simulation – it's an over-the-top cocktail of powerslides and drifting and that's exactly what this title is set to deliver.



CONTINUED

IN THE CUBE WITH...



PHILIP COHEN

POSITION: ASSISTANT PRODUCER
COMPANY: NAMCO HANDHELD DEPARTMENT
GAMES: RIDGE RACER, MR DRILLER

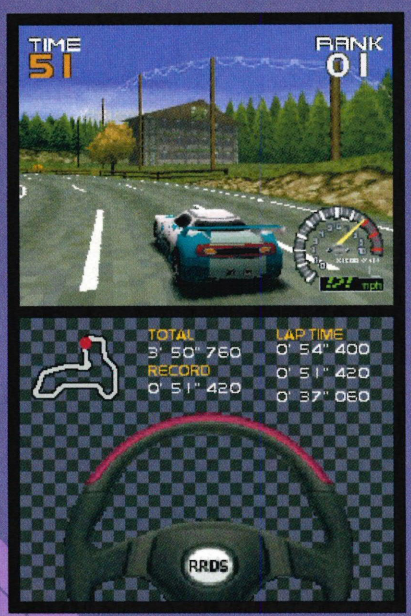
CUBE: Why do you think handhelds are so popular?
PC: Part of it is the technology. From a technological standpoint now that we have wireless play and you don't have cables I think it appeals more so people can play can together. I think that's a good thing for the whole industry. The other part of it, it's not quite as fully developed yet but we know it's going to be, is the interaction between consoles. There's going to be connectivity between DS and the next Nintendo console, I guarantee you there's going to be some sort of connectivity. And possibly even with the GameCube. I'm speculating at this point but I'd be very shocked if they didn't.

CUBE: Do the DS features let you become more creative?
PC: Oh yeah, yeah. What the DS allows is a whole new way of interacting with the game, it's almost impossible not to be creative with it and not to do something new. I have trouble containing my excitement because honestly, I don't know where it's going to go. But judging by what I've seen here and what we're doing, it's nothing but a good feeling in the industry right now. I think people have realised it's more than just a regular controller to interact with.

CUBE: Namco has two games lined-up for release on DS. Is there that much confidence that DS will be a sure-fire hit?
PC: Definitely. One is the price point. It's coming out at $149, automatically it's ready for the mass market. The other one is Nintendo has an incredible track record with their handhelds. They haven't released one handheld that's ever failed. Ever [laughs]. So right there it already has pretty good backing.

CUBE: Are there any plans to make games using the voice mic?
PC: No comment.

CUBE: Very cryptic. So what are Namco's future plans for the DS?
PC: You're going to be seeing more titles announced through us. Namco Japan has dropped a line on a couple like *Pac And Roll* and *Pac Pix*. We also have other mystery games in the works both in the Japan and US that I can't really comment on right now but we plan to throw our full support behind the DS. Part of that is that Namco has formed a handheld division in the US. We want to be the premier publisher for handhelds.





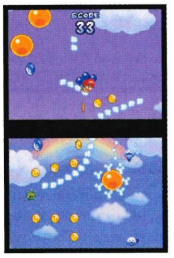
YOSHI'S TOUCH

Touch me, touch me, I want to feel your body



Yoshi's Touch is split into two parts. The first part involves Baby Mario floating down from the top screen, leaving you to draw a line of clouds on the bottom screen to guide him out of danger. The second part involves Yoshi, who runs along clouds drawn on the bottom screen and throws eggs at the targets when you tap on the bottom screen.

The problem is 'danger' involves the top screen being flooded with mines, trees and various enemies so it's not the easiest task to do while getting used to an unfamiliar system. Also 'runs along clouds' tends to translate to 'running on the spot because you didn't draw the cloud in the right place' and together, these two elements make *Yoshi's Touch* something of an ordeal. The difficulty curve will be worked on before release and the twee, clean look combined with the unique control method (you don't actually have direct control over Yoshi or Mario) should carry this through.



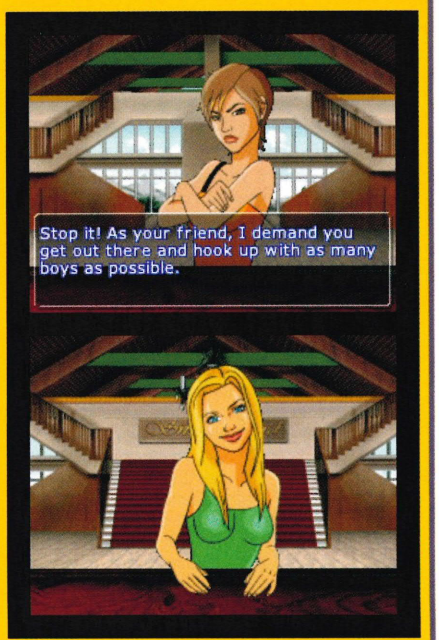
THE VILLAGE IDIOTS

Games that shouldn't appear anywhere, ever

The DS launch line-up is consistently good and probably as strong as Nintendo could wish for in terms of showing off what the system can do. Even so, there are still the token few attempts to smuggle lesser titles onto the DS bandwagon before it rolls into town. Time to name and shame them.

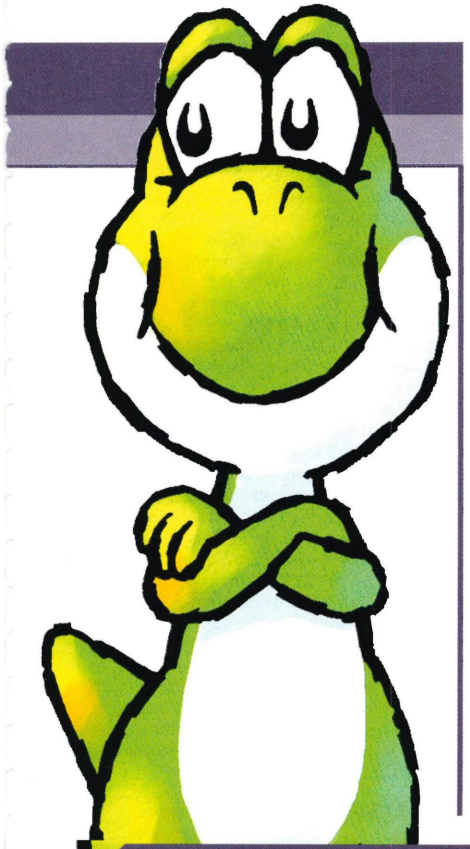
Asphalt Urban GT didn't seem to realise that hey, the DS has touch-screen and double hey, it's okay to use it. Elsewhere, with *Pokémon Dash* the idea is you rub Pikachu in the any direction to make him run, the faster you rub, the faster he runs. This continues until you either lose all your arm strength or the will to live, whichever comes first.

Sprung was the worst offender, a select-the-right-response dating game that could have crawled onto the GBA without losing any gameplay, if it had any to lose. Coincidentally, the name was changed to *Sprung* from *Crush* midway through the show. Was it a dastardly ploy to throw us off its stinky scent by masquerading around under an unfamiliar name? Ooh you can almost smell the cynicism coming off the page.



"IF FUTURE GAMES USE THE MICROPHONE AS THE TOUCH-SCREEN HAS BEEN USED, WHO KNOWS WHAT WILL COME NEXT?"





PING PALS

oMg tHi5 i5 dA 80m8!!1!

Children, parents and guardians of the English language beware, *Ping Pals* will unlock the medium of text messaging for kids who can't yet afford mobile phones. Dear God no! Hear that shrill beep accompanied by a tingling in the air? That's the English language dumbing down all around us as another text message wings its way to another hapless individual.

Fortunately, *Ping Pals* isn't just a wireless text messenger as you can draw pictures and send them to your friends. You can also create your own character that appears on other screens by unlocking clothes via the mini-games. Better than that is the option to dress up your character in a baseball cap, buzz-cut and shirt or karate suit, afro and tie if you're feeling eccentric. If you're feeling generous, there's even the ability to upload a slimmed down version of the game to any neighbouring DS units but that's not the interesting part.

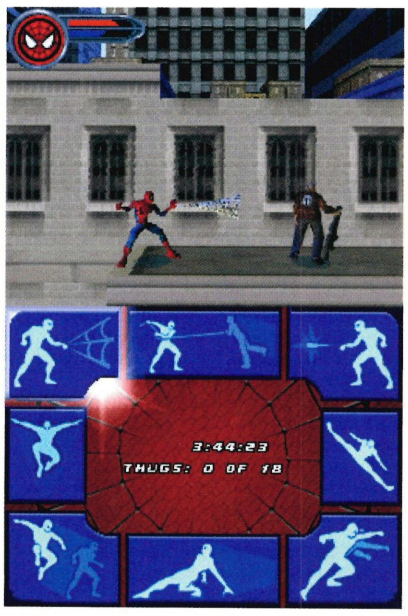
Nope, the interesting part was when we spoke to Peter Kennedy. He gushed to us that THQ is toying with the idea of using *Ping Pals* for its DS games, letting you invite friends to join in mid-game, with *The Incredibles* being the first guinea pig. Crazy pipedream or eventual reality? Only time will tell.





SPIDER-MAN 2

So named because he's a spider, yet he's a man



There are mixed feelings towards *Spider-Man 2*, mainly because the reason it works is nothing to do with the DS specific features it's got. The sense of momentum as Spidey swings about is great and easy to do, with a double-tap of the jump button flinging the strangely dressed warrior across the screen at top speed. Even the clichéd level design can't stop the sense of fun. The ability to choose special moves mid-fight also works better than you'd expect, thanks to the fluid system of pressing the move you want Spidey to use but why-oh-why did they put mini-games in the middle of boss fights?

When you're fighting Doc Ock, the view changes and suddenly you're deflecting bits of rubbish he's throwing at you by tapping them on the bottom screen. Likewise against Mysterio, the view switches to top-down and you have to touch the Mysterios coming towards you. It makes the pace too choppy and switching from the buttons to the touch-screen is a bit of a nuisance, especially if you're using your right hand to balance the DS unit. We haven't all got four extra metal arms like Doc Ock. If we did, we'd be using them instead of the stylus for starters.



CONTINUED

IN THE CUBE WITH...

KARPHIK BALA

POSITION: CEO
COMPANY: VICARIOUS VISIONS
GAME: SPIDER-MAN 2



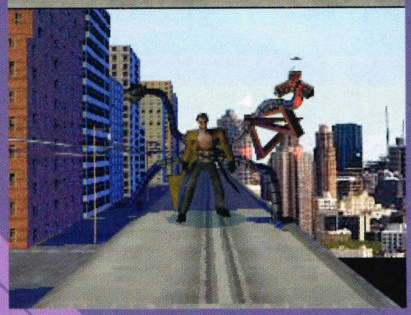
CUBE: How hard was it to go back to *Spider-Man 2* and work new touch-screen controls into the game?
KB: What we did with *Spider-Man 2* was build a brand new game from the ground up, it's not a port or conversion from any other platform. So we had a fresh start to design a great *Spider-Man* [game] that really takes advantage of the DS hardware. We really pride ourselves at Vicarious Visions for taking advantage of systems and we wanted to do something really cool on the DS.

CUBE: Will voice mic become overlooked?
KB: No, I don't think so. I think we're already planning to see how the microphone and the wireless capabilities are going to be used in novel ways and I think Nintendo is really committed to new forms of interfaces such as the microphone for *Mario Party* and *Donkey Konga* as well. You don't have to speak into it, you clap or something like that and there are different kinds of sound recognition. The guys have some pretty interesting ideas on how to use the microphone, not just for the voice but for other things as well.

CUBE: When you have a licence like *Spider-Man*, is it harder to create a satisfying game?
KB: There's certainly more pressure. You have to please yourselves, you've got please the gamers. Because we're really hardcore gamers and we love pop culture and Spider-Man, that's the easy part. You've got Marvel there to make sure they're happy with the game, Sony Pictures is happy with the game, Sam Raimi [*Spider-Man 2* director] is happy with the game, of course Activision, our publisher, has also got to be happy with the game. At the same time, you're running really fast trying to make this game for system launch and it's really challenging.

CUBE: Is there a temptation for developers to use touch-screen as a novelty or just for the sake of it?
KB: Yeah. I think initially, quite frankly, when we started the DS development even before we got hardware when we were thinking about it, we were wondering if the touch-screen was going to be just more of a gimmick, that it was just going to be a novelty feature that we had to just check off. We started going into development of it and we said wow, there's something legitimate here and this is really starting to open up something new and the team has got tons and tons of ideas on how to do some really new stuff. I think the second generation of titles, especially from developers who are really committed to this platform, are going to do some really cool stuff.

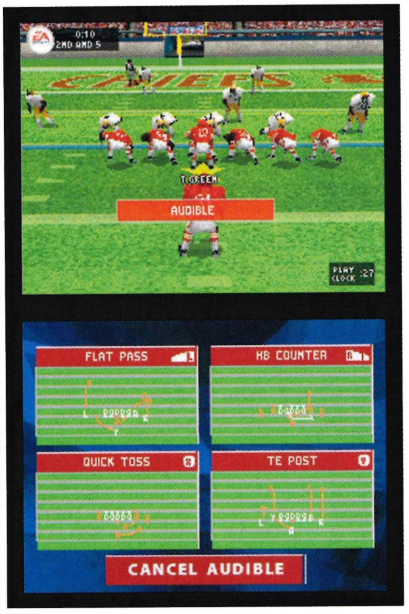




CUBE: Will Wi-Fi take games in a new direction?
KB: Absolutely. I think it's certainly something we'll be having in our future titles. We had five months to do *Spider-Man 2* and we wanted to create a great game experience but we haven't had the chance to use those features on this project, but the next one, most definitely.

MADDEN NFL 2005

It's a fumble! The defence recovers!



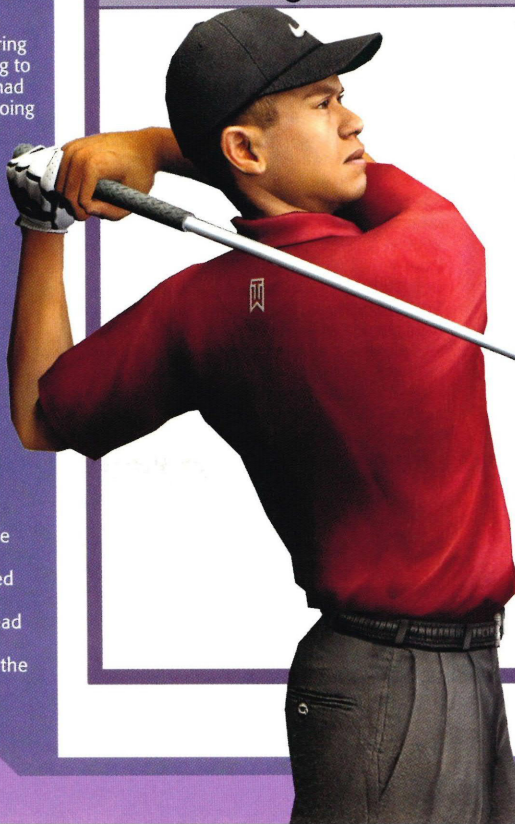
As a showcase for what Nintendo DS can do with graphics underneath its touch-screen bonnet, *Madden NFL 2005* is perfect. While understandably not having the sharp detail of the recent GC version, *Madden* for DS does show off what it's capable of graphically, with lovely animation, smooth action and replays to drive the point home that the DS is the next step in handheld gaming.

The action is classic *Madden* that's served the series so well over the years. Give the ball to your quarterback and buttons will appear over the heads of intended receivers so you can pick the player you throw the ball to. Give the ball to your running back and you charge up-field as fast as you can before an obese tight end kicks you into the next postcode and embarks on a fat celebration dance.

The bad news is the touch-screen is relegated to replay control and choosing plays while the second screen becomes a fairly redundant radar during the action. Not hugely original or ground-breaking then but having a *Madden* game under its belt will be a huge boost for Nintendo in the US market at least.

AND THE REST...

The other games on show



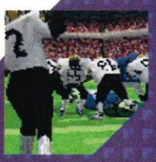
Tiger Woods PGA Tour
There's nothing wrong with the top screen, as the visuals hold up well and the golfers look convincing. It's the bottom screen that needs work. You need to draw through a swing meter for each shot but it's a bit too fussy about where the swing breaks, leading to underpowered shots. The current system is too tricky to get right and unsatisfying when it does but fortunately, this is still being worked on.

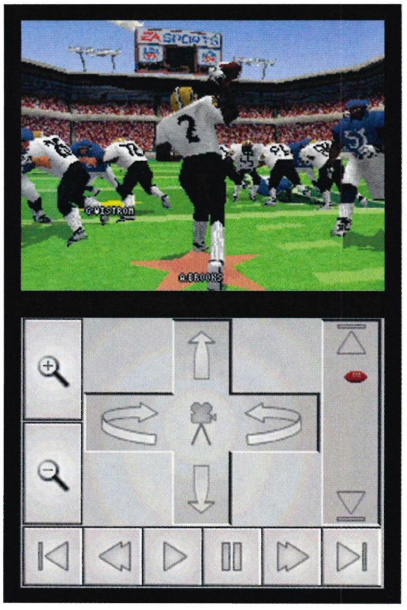
Mr Driller
Mr Driller! Everybody loves *Mr Driller* and the dual screen format is perfect for the dig down nature of this puzzle game. So perfect in fact, Pressure Driller has been added, which sticks a massive drill on the top screen that slowly speeds up and forces you to think fast. This game is great fun and hopefully, won't be overlooked come launch day.



Feel The Magic: XY/XX
Imagine a slower-paced *Wario Ware* with abstract graphics et

"DEVELOPERS ARE GETTING EXCITED, WHICH MEANS YOU SHOULD BE EXCITED BECAUSE THE REAL WINNER IN ALL THIS IS YOU"





voila, you have *Feel The Magic*. Rub goldfish through the man's stomach, blow out the candles by blowing on the screen and, ahem, poke the bull. It's not quite as intuitive or fun as *Wario Ware Inc* but still a great game for showing off what the DS is capable of.



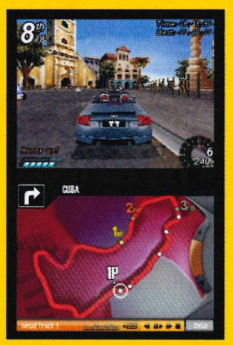
The Urbz: Sims In The City

Apart from not sticking to its own grammatical rules (it should be *Simz In The City*, surely?), this is simply GBA *Urbz* with touch-screen mini-games tacked on for DS purposes. The ability to create and raise your own pets is a nice touch, it's just a shame you need to wade through some of the more tiresome mini-games to get there. Still, that's not going to stop everyone from buying it.



REGION OF CHOICE

'Import'ant news for the impatient



As veteran importers will know, the Game Boy Advance was region free, which meant you could buy games from the United States or Japan and play them on your British GBA, handy, considering how games typically come out in those countries first. The DS has also been confirmed to be region free so if you're really impatient, you could even buy one from the United States now, which will still let you play British games. The only thing you need to remember is to buy a stepdown converter as well, otherwise you'll melt the soft ice-cream innards of your DS. Still confused? Then hold fire until next issue when we'll cover absolutely positively everything you needed to know about the DS, plus lots of little things you probably didn't. For example, pre-orders are also currently flying off the shelves in Japan and at time of writing, pre-orders have made the DS the third most popular console behind PlayStation2 and GBA. See! You really didn't need to know that, but we like sharing.



IN THE CUBE WITH...

RICHARD VORODI



POSITION: GAME DESIGNER
COMPANY: NINTENDO SOFTWARE TECHNOLOGY CORPORATION
GAME: METROID PRIME: HUNTERS

CUBE: Will *Metroid Prime: Hunters* set the standard for FPS games on the DS?
RV: I think whenever anybody hits a nerve with controls, you're going to see it emulated. Look at how many fighting games use Ryu's fireball. I really think we started something new with this hardware and I would expect to see it expanded for future first-person shooters on the DS.

CUBE: Is it an easy system to develop for?
RV: The Nintendo DS is fantastic. The real challenge with the DS is just trying to find unique ways to bring out the strengths of the machine. In our case, we really looked at the touch panel and we really looked at wireless multiplayer and what things we could do in those categories.

CUBE: How's the response been to *Hunters* so far?
RV: It's been fantastic. I think any time you're working on a game, you can only trust what's in your heart and what you think is going to be accepted because you have to trust your gamer roots first. To bring it out and let real people play it, I think that's the real test. I was really pleased, there was nothing but encouraging words, [when] you look around the room and see smiles on people's faces, that's an incredible reward.

CUBE: How will new gamers find the control system?
RV: We have more than one control type. We have three major control schemes and then five control settings for that and we're expecting maybe fully customisable controls for the final game. So really everybody with their own preferences, they should be able to get in and set it the way they like. The interesting thing about the touch panel is it calls out to basic human nature where if you want to do something, you touch it or you poke at it. You don't need to be a person that's inclined to videogames, you don't have to know where the buttons are, you don't need to know any of that. You just touch the screen and you see what you like and push it. I think that's another great way to bring in the mass market, the audience that doesn't necessarily play games.



CUBE: It must be hard to go back to GBA after this.
RV: It's going to be hard playing anything other than this machine. I'm already wondering why I'll be playing anything else.

CUBE SAYS...

FIRST IMPRESSION

■ The DS is going to give handheld gaming a huge boot up the backside. There was much talk prior to the show of how innovative the games are but it's not something you can appreciate until you sit down and try it yourself.

Once people do sit down with the DS, the games available do a great job of exploiting the hardware and this is just the start – Nintendo will definitely hit the ground running this time.

CUBE

CUBE

INFORMATION

SUPER MARIO 64 DS	
PUBLISHER:	NINTENDO
DEVELOPER:	NINTENDO
ORIGIN:	JAPAN
GENRE:	ACTION
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

TBA | TBA | 21 NOV '04

PREVIOUS

FROM THE MAKERS OF...

SUPER MARIO 64

■ The original *Super Mario 64* was a classic and still holds up well today, better than *Sunshine* too.

TOTALGAMES.NET RATING: 93



SUPER MARIO 64 DS

Old classic gets dusted down and revamped for handheld adventure

YOU DON'T HAVE to be smart to guess that *Super Mario 64 DS* will be the biggest title when the Nintendo DS finally hits the stores so it's important it lives up to expectations, especially when Big Reggie points out: "Mario is like the postman, he always delivers." The good news is that for a game that people have been calling a mere conversion of the Nintendo 64 original, there are a fair few surprises here that defy the remake label.

Surprise number one – you start the game taking control of Yoshi. Maybe that's not such a shock for those of you who have taken the time to unearth screenshots on the internet but we can confirm it's true, you do start the game as Mario's green friend. The reason for this is explained in the storyline. Princess Peach has been baking a cake and invites Mario, Luigi and Wario over to her castle. Unfortunately, they get trapped inside so instead of jabbing tables with his index finger while berating Peach for not inviting him, Yoshi sets out to find out what

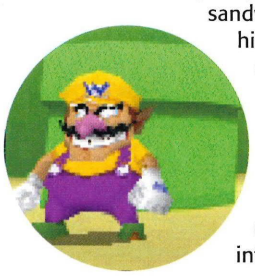
"THERE ARE PLENTY OF NEW TOUCHES THROWN IN TO KEEP YOU ON YOUR TOES IF YOU WERE PLANNING TO WALTZ THROUGH THE GAME AGAIN"



happened to the trio. What a thoroughly lovable chap. Lizard. Thing. Moving on…

It's a strange experience controlling Yoshi in what's always been considered Mario's territory but there are lots of little touches to tide you over. For example, Yoshi has an adorable running animation, as he scurries to try and build up speed, kicking up dust as he goes. He also has an unusual double jump, where pressing jump for the second time makes him run in mid-air, allowing him to float back down to the ground, just like in *SSBM*. Yoshi also makes the cutest sound you'll ever hear in videogames as he does this, cooing in delight as he slowly drifts back down to the safety of the ground. It doesn't matter if you're a grown man with muscles upon your muscles or a twee sweet-munching girl, it's hard not to fall in love with Yoshi thanks to his delightful animation and the huggable noises he makes.

Yoshi also has a special ability to eat. Not very special you may think, except we're not talking burgers and sandwiches here, but his enemies. Yoshi can eat them and then spit them back out as an attack and if he keeps them in his gob for long enough, they turn into throwable eggs, also used to attack enemies. There's a nice effect when you eat bombs as smoke pours out of Yoshi's mouth until he spits the bombs back out or they explode.





Surprise number two – you never actually play as anyone other than Yoshi. Not technically speaking anyway. In keeping with the storyline, the other characters have disappeared so it wouldn't make sense to suddenly switch to Mario midway through the game. Instead, Yoshi pretends to be the other characters by picking up their colour-coded hat. If you pick up a red hat, then Yoshi will pretend to be Mario, with the green hat representing Luigi and so on. Although Yoshi is only pretending to be the characters, whoever he's pretending to be will still have look and feel exactly like you'd expect – Mario, for example, is a carbon copy of himself in *Super Mario 64*. The reason for pretending to be other characters isn't so Yoshi can log onto internet chatrooms and do strange things that will get him in trouble with local authorities, but because certain

AND... ACTION!

THE MAIN ATTRACTION

■ The top screen is where all the action happens and where you'll be looking 99% of the time.

MAP SCREEN

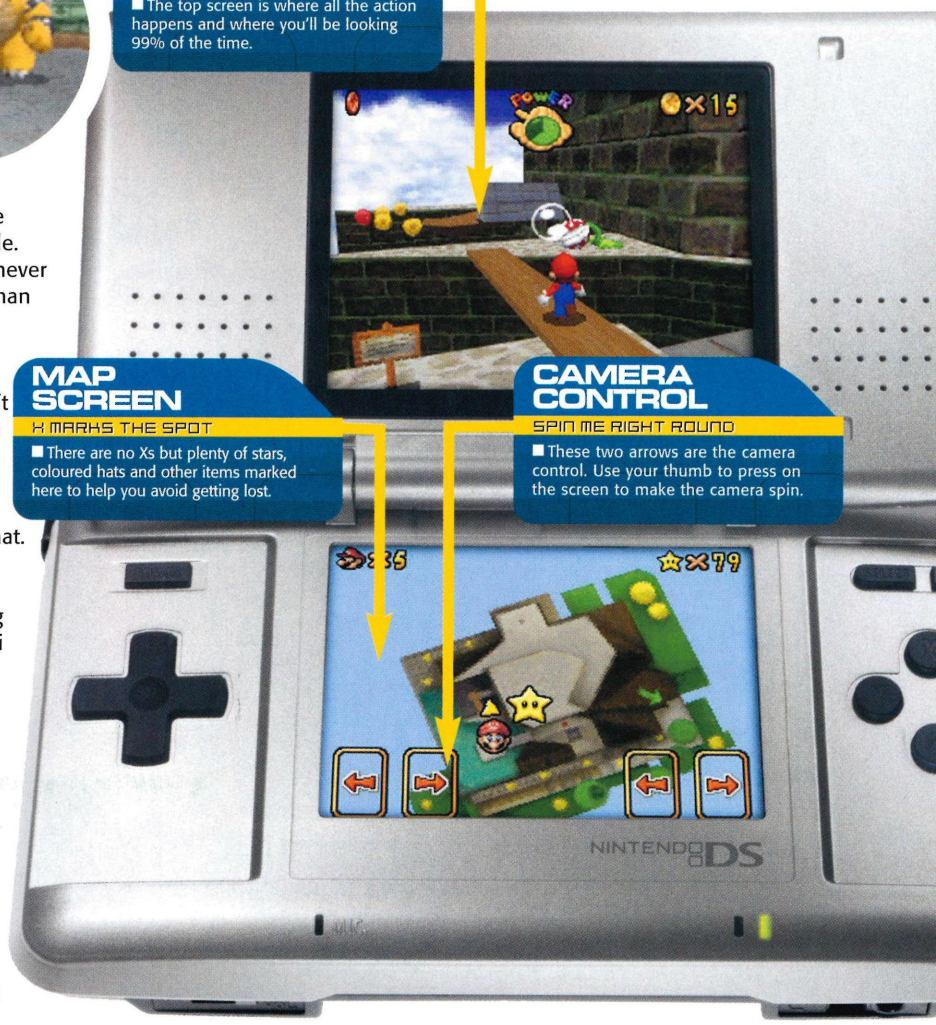
X MARKS THE SPOT

■ There are no Xs but plenty of stars, coloured hats and other items marked here to help you avoid getting lost.

CAMERA CONTROL

SPIN ME RIGHT ROUND

■ These two arrows are the camera control. Use your thumb to press on the screen to make the camera spin.



THE MINI-GAMES

HOW TO WHILE AWAY YOUR TIME IN SUPER MARIO 64 DS

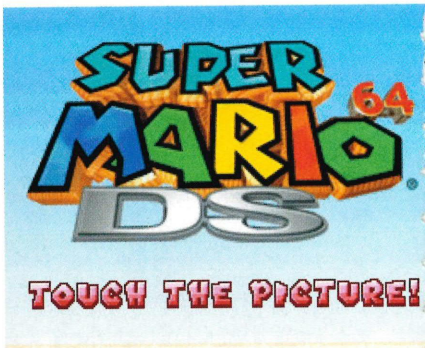
It's all about short attention spans these days thanks to a diet of MTV and cheap gratification films, so some gamers might not have the patience to wade through the bulky *Super Mario 64* adventure. Silly yes, but entirely possible. So Nintendo has killed two birds with one stone by including a selection of mini-games that not only satisfy short attention spans but also show off how the stylus can be used.

On the title screen, there's a picture of Mario's face that can be pulled around by dragging the stylus. It's reminiscent of *Super Mario 64*, especially as you pull his moustache up over his ear and stretch his nose to Barry Manilow proportions. There's a huge selection of mini-games on the side, split up between the different characters. Luigi lurks in a casino where you can play various card games while Toad serves drinks, others get games such as a primitive version of Missile Command, where you protect Toad's garden. They all do a great job of using the touch-screen and stylus with the bombs mini-game (quickly renamed The Bombs – genius, we know) seeming to draw a bigger crowd than the main game itself. In fact, more people seemed to talk about The Bombs than the actual game and we're not sure if that's a good sign that Nintendo has done justice to the mini-games or a bad sign that the main game is underwhelming.

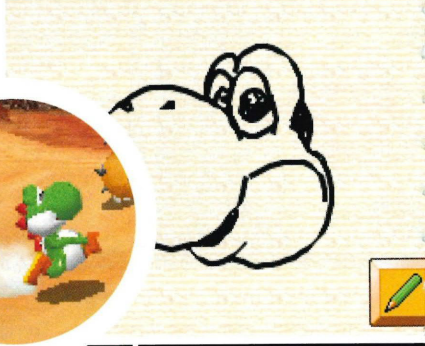
Another popular mini-game that showsoff how accurate the stylus can be is a game where you have to pick a face from a crowd of Mario characters, such as finding Luigi hidden amongst Wario faces. It gets ridiculously hard, especially when you have to tell Mario and Luigi apart only by looking at their chins…















"THERE'S AN OPTION TO USE THE THUMB-STRAP BUT THE D-PAD CONTROL METHOD IS A SHADE UNRESPONSIVE COMPARED TO THE ORIGINAL"





CONTINUED areas of the game are only accessible with certain characters. Is it a genuine addition to the gameplay or a superficial way of stretching out how long the game lasts? We'll have to wait and see.

Surprise number three – just because you've played through *Super Mario 64*, don't expect all the sections to remain the same. There are plenty of new touches to discover, thrown in to keep you on your toes if you were planning to waltz through the game on auto-pilot. Yoshi breathes fire when he picks up a fire flower, as you'd expect. However Mario puffs up like a balloon, as you can see in the screenshots (as if he wasn't tubby enough already). This is just one example of how switching between the characters reveals all manner of secrets and little additions that might otherwise go unnoticed, as well as adding extra oomph to the original *Super Mario 64*.



If we pointed out there are 150 stars in this DS version to collect as opposed to 120, that alone should tell you that there are plenty more new areas and lots of exploration needed to squeeze every secret out of this revamped version.

Surprise number four – the final surprise is, gulp, the control might not be quite as good as you would expect. There's an option to use the thumb-strap, which we didn't get to try out, but the D-pad control method is a shade unresponsive compared to the original as this system heavily relies on the camera pointing the right way. Those who haven't played *Super Mario 64* probably won't be able to tell as the control is still solid and the level design should be strong enough to woo new gamers long enough to paper over the cracks while they get accustomed to the controls. It's the long time fans who could be manning pitchforks in protest, as the control options available simply aren't a subsitute for the analogue stick. The controllable camera might calm them down somewhat, although switching your thumb to the two arrows on either side of the touch-screen is cumbersome as you need to stop moving before you can change the camera view – the equivalent of coming to a halt during a race so you can adjust your glasses before taking off again. It could be that more practice can iron out these kinks in the controls, it could be a genuine fault with the game but during our limited time with it, it was hard to tell and it will remain a grey area until proper play-testing reveals more.

Talking about *Super Mario 64 DS*, Chris Campbell from Nintendo of America was keen to distance it from the Nintendo 64 original, gushing: "We have done a whole lot to make this game totally different." Is he telling the truth with the new power-ups and mini-games proof of Nintendo's hard work? Or was it just a case of cramming a few new characters into an old game just to have a big title for release day? You can be the judge of that when Mario delivers the post on the same day that the Nintendo DS itself is released in Europe, early next year. CUBE

COMPARISON

Opposites attract

It was hailed as a visual triumph when it was first released and *Super Mario 64*'s graphics have aged well, thanks to how stylised they were. So how does *Super Mario 64 DS* compare? Not quite as well thanks to the soft, blurred look being replaced by harsher, rougher textures. There's the occasional clipping and the shadows don't look as nice either but all in all, it's a worthy attempt at copying the original. Take a look for yourselves and see how the two versions stand side by side.



Impressive at the time but looks slightly blurry now, lacking the detail we're used to seeing these days.



The textures are rougher but the detail's there, and you don't have to cart an N64 about!

CUBE SAYS...

FIRST IMPRESSION

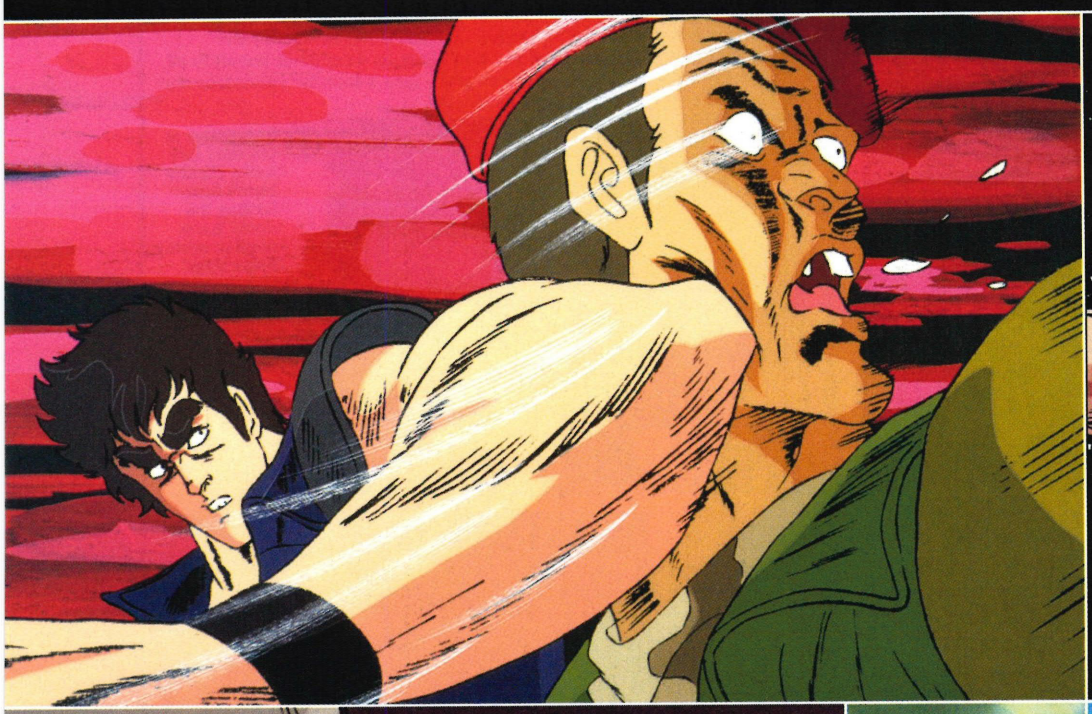
■ ***Super Mario 64 DS*** **will have the fantastic level design of the original together with enough new elements for fans to get stuck into and the mini-games will take many people by surprise. It's just the controls that are the thorny issue right now and we're hoping the thumb strap option will make up for the D-pad's failings.**

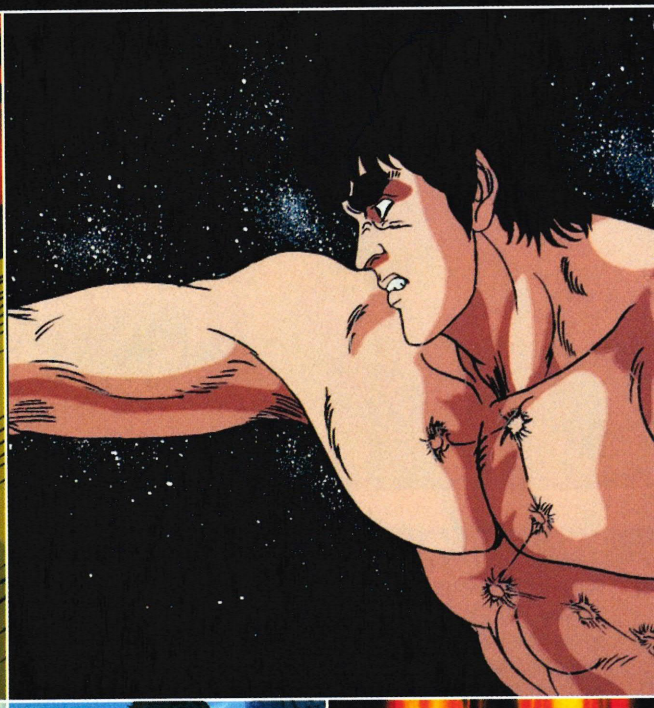
If Nintendo gets the marketing right, it's titles like this that could spell big trouble for the PSP. True next gen handheld gaming has finally arrived! CUBE

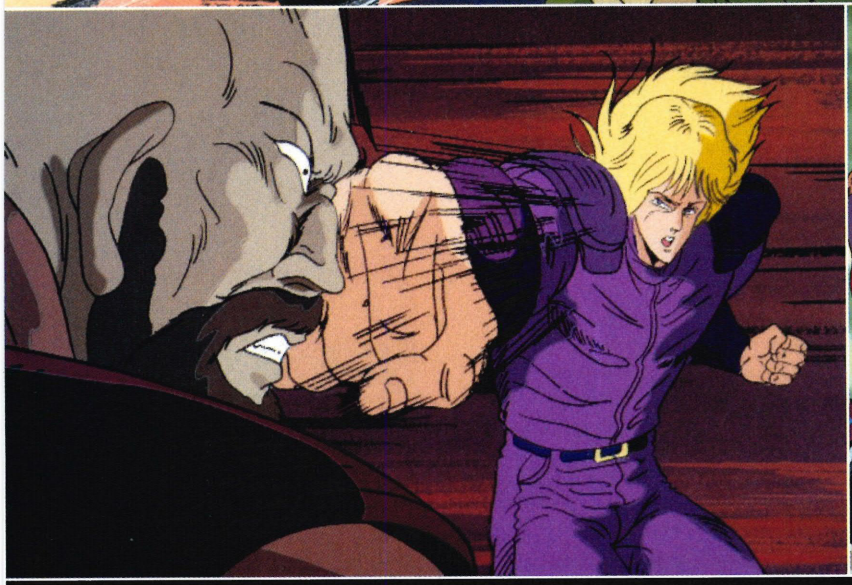
WHEREVER HE APPEARS, CHAOS FOLLOWS

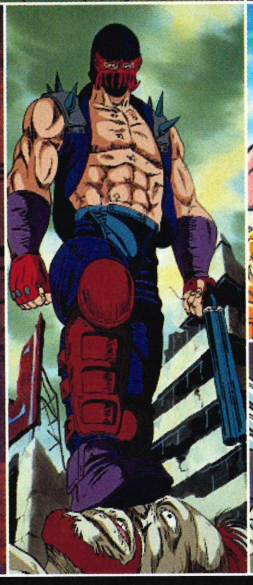
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CUBE REVIEWS

PHAZON DETECTED

WANT TO KNOW what's really been bugging me this month? Other magazines slating games that are actually really good. Fair enough, if you've properly played a game and think it isn't all that, then say so, but I know full well from looking at the screenshots that the reviewer hasn't played the game for more than a few hours. For example, let's take *LOTR: The Third Age* and *Mega Man X: Command Mission*. We played those games a lot. Around 15 hours on the clock for the former and 12 hours for the latter. We feel that kind of exposure to a game that's in the region of 20 hours long qualifies us to say what we think. For a magazine to base a review on considerably less playtime than that, is, without wanting to sound too harsh, criminal. Then there are the mags that base a review of the biggest game of the year on unfinished code. But, you the readers are intelligent enough to tell by comparing the reviews, so we'll leave the decision to you.

So, *Metroid Prime 2: Echoes*. Wow. WOW! Clocktime: 22 hours. I played it for a long, long time and I didn't want to stop, not even for a split second. That a game can come back and score the same as it did the first time round is very significant. It has to do a lot to achieve that, and it really is all that. What's that? What other games do you need this month?

CHANDRA NAIR



METROID PRIME 2: ECHOES

Retro… it's the new Rare, except it's even better than that because Nintendo doesn't force it to make games with great big fluffy characters in. *Metroid Prime 2: Echoes*… it's the new 'best game in the world ever'. Stick Mario in a Varia Suit and you'll see sales soar, mark our words…

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CUBISTS

Tenuously linked question to ask the CUBE team this month? It's bonfire night soon, so who would make a great potential videogame superstar?

MILES GUTTERY



EDITOR, CUBE

There are still no decent cowboy games. Come on, someone pull your finger out. Oh, you want a famous historical personage? Ok, I'll go for for Billy The Kid, Wyatt Earp, Doc Holliday, Butch Cassidy, The Waco Kid…

CHANDRA NAIR



DEPUTY EDITOR, CUBE

Guy Fawkes has an entire day dedicated to him, so I can't believe he hasn't had a film and film-based videogame yet. I don't really know what sort of game it would be, but hey, that ain't my job. Guy Fawkes for president…

RYAN KING



STAFF WRITER, CUBE

Steven Seagal. The game could be a compilation of his greatest film moments where he throws people over bars, smashes chairs over heads and has witty exchanges with his failed rapper-turned-actor sidekick. It'd be AWESOME.

TIM EMPEY



SUB EDITOR, CUBE

Jesus Christ these get sillier every month! Okay then, yeah, Jesus Christ in a 3D platforming romp, fighting off demons with Jedi-like powers, collecting disciples who fight along side you, end of level boss: Judas and his 30 pieces of silver.

LIZ MORRIS



NEWS EDITOR CUBE

Sir Francis Drake spent his career pillaging Spanish ships in the name of Queen Elizabeth I and led Britain to victory against the Spanish Armada. So you've got action, you've got pirates and you've got possible royal booty. Nice…

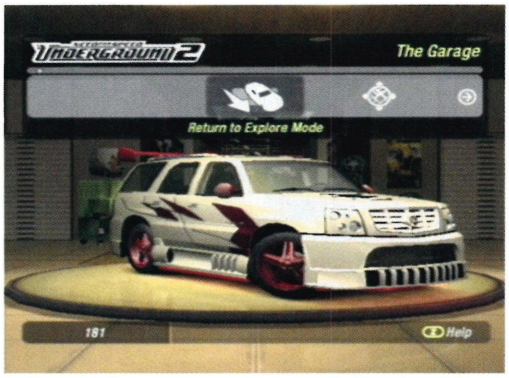
LEWIS SOMERSCALES



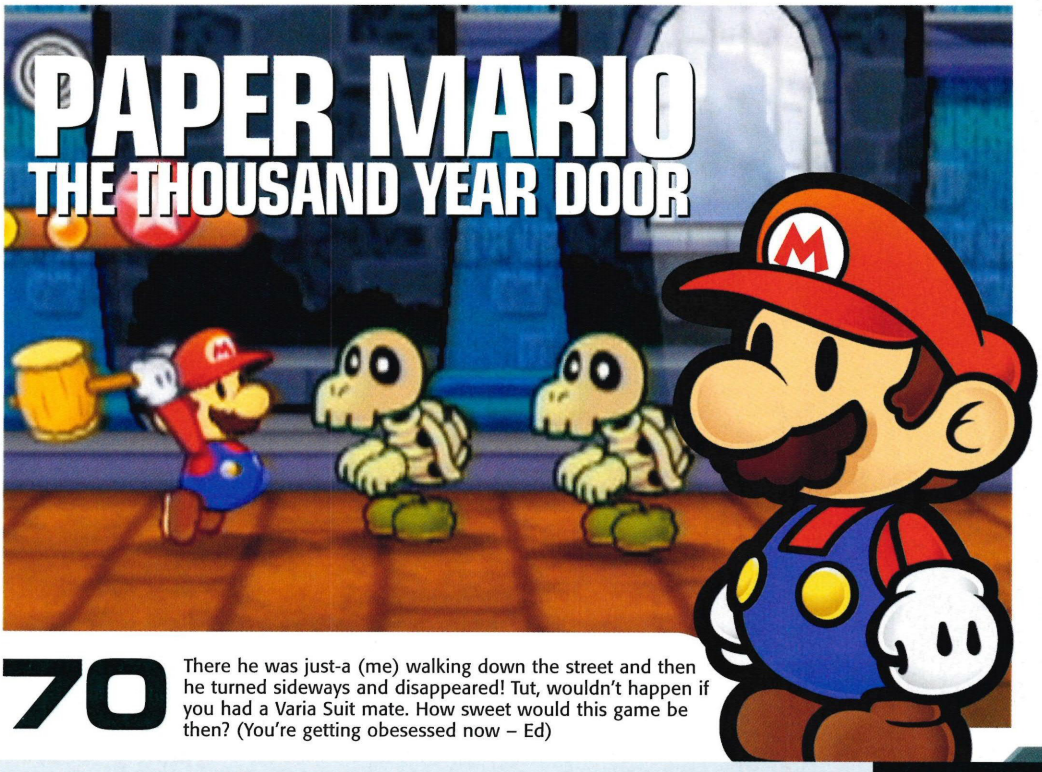
DESIGNER, CUBE

Mr T, that guy is a flipping legend. Anyone that can look hard, wander around in all that gold stuff round his neck whilst drinking milk and calling people crazy foo's deserves his own game. Couldn't shoot straight, though.

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







70 There he was just-a (me) walking down the street and then he turned sideways and disappeared! Tut, wouldn't happen if you had a Varia Suit mate. How sweet would this game be then? (You're getting obesessed now – Ed)

SPYRO: A HERO'S TAIL

72 Spyro is a platform adventure aimed at kids... but kids like robots, and kids most definitely like assault suits. Spyro needs a Varia Suit with a hole for his tail. Then he'd rule.

NBA LIVE 2005

74 We still maintain that basketball simulations are boring as sin.

NEED FOR SPEED UNDERGROUND 2

76 Could and should have been a wicked game, but in true 'mass market, can't tell a crap framerate from a good one' style, EA has delivered an average game... again.

THE URBZ: SIMS IN THE CITY

82 Nice to see EA giving us some GC-exclusive GBA Link-Up lovin', and a nice little game to boot. Why isn't Samus a secret character?

SHARK TALE

84 Yeah, ok, it looks nice, but 40 quid for a kids' game!? You're having a laugh right?

MEGA MAN X: COMMAND MISSION

86 Not the *Final Fantasy* that we were hoping for but still a great little RPG. Anyone who doesn't agree simply hasn't played it enough. Get the final word right here, and recognise!

WHAT DOES IT ALL MEAN?

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

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

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



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

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

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!

GRIN AND BEAR IT

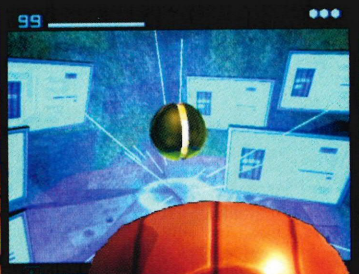
Every time Samus finds an upgrade she goes through a painful looking transformation.













More of the same?

CUBE STAR GAME



METROID PRIME 2 ECHOES

CUBE

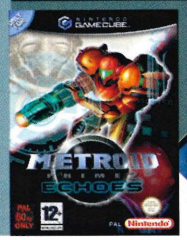
INFORMATION

METROID PRIME 2: ECHOES	
PUBLISHER:	NINTENDO
DEVELOPER:	RETRO STUDIOS
PRICE:	£44.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	12 BLOCKS

STATS

- MULTIPLAYER MODE
- 60HZ ONLY!
- LIGHT AND DARK WEAPONS
- MULTIPLE NEW MOVES

26 NOV '04	TBA	OUT NOW



Metroid Prime becomes a faded echo as Retro reinvents the adventure shooter

18 HOURS IN

and still loving it. In fact, that's an understatement. Love? What's love got to do with it? This is an obsession. It's a whirlwind romance that can only end in tears and heartache. Next month's melancholy tail is inevitable, so before we get to the 'anger stage', let it be said right now: this game is unbelievable.

Let's face it: this is the most important event of the year. For GameCube fans the world over, no other launch or

WHERE NOW?: If you wander around for too long without achieving something the game gives you subtle hints. Helpful and not intrusive.

The Boost ability can propel the Spider Ball away from magnetic rails.

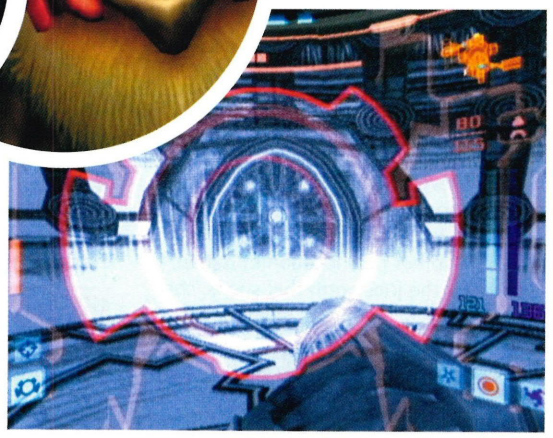


ALONE

HELP NEEDED

Only one Luminoth Elder remains to guide you in your lonely quest. The others are in stasis awaiting the day when someone saves them. That'll be you then...

There's far more Morph Ball goodness in *Echoes*.



The Dark Visor helps Samus locate cloaked enemies.

Yellow doors... that'll be the Power Bomb upgrade.

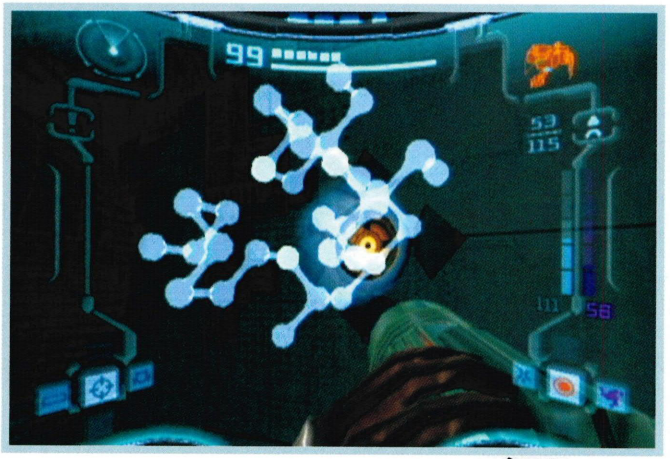
NEED MORE POWER

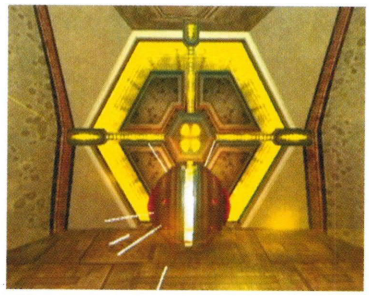
Rock and a hard place

Progress in *Echoes* in hindered by many factors. Some of these are similar to those found in *Metroid Prime*, ie you need the Rocket Boots before you can get to higher platform or cross large gaps, you need missiles to open some doors, Super Missiles to open others and you need the Power Bomb to access secret areas.

Other barriers are similar but slightly different, so you need the Light/Dark Beams to activate power grids and portals, and you need the Dark Suit to survive for more than a few minutes in certain sections of Dark Aether (there are many sections without the life-giving Luminoth Crystal bubbles).

There are some completely new abilities, and naturally there are all-new types of barrier to hinder you. Vertical shafts will require Samus' new Screw Attack and the multi-lock doors require the very cool looking Seeker Missiles. Other barriers are simply language-based. Some doors are encoded and Samus can download the necessary language files at various points in the game.











announcement matters. Unless Nintendo decides to roll out the Revolution in the next few days, there can be no outdoing the pure anticipation factor of *Metroid Prime 2: Echoes*. The predecessor is CUBE's highest scoring game ever. We have played the E3 version, and we have seen all that we need to see to be able to assure you that this will be the game of the year. You have to wonder then why we're even bothering to review it... does it really matter what score we give it? Well, no, not really, but it might interest you to know that there's an awful lot more to this game than we ever thought possible. No exaggerations folks: this is a very special game. VERY special.

It might also interest you to know that this review nearly didn't happen. Regular readers will remember us reporting a while back that *Echoes* would in fact be moving to Revolution. We reported this after seeing a Retro recruitment advert for a Level 1 designer. There was no way that the game could be this far behind if it was to come out on the GameCube in time for Xmas 2004. It turns out though that the game really was running that late, and Nintendo has had to pull out all the stops in order to get the game out this year. CUBE's initial review code came to an end about five hours into the game, and the review you read before you is the result of Chandra not sleeping in the three days preceding our print deadline. That didn't stop him finding pretty much everything the game has to offer though, and enjoying it an awful lot in the process. Remember this little story if you've read any reviews that came out before this one, because you can be sure that they've been based on the Version 1 review code

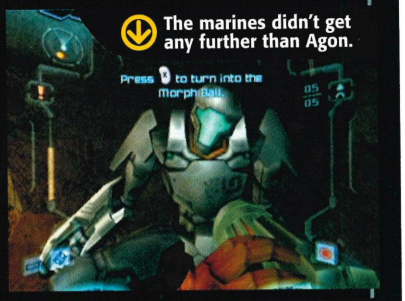
"THERE'S AN AWFUL LOT MORE TO THIS GAME THAN WE EVER THOUGHT"

BIG OLD WORLD

AS EASY AS ONE, TWO, THREE...

Despite initially appearing to be a complex mish-mash of missions and tasks, *Echoes*' structure is actually very simple. There are three temples on Light Aether, all of which have had their energy source stolen. It's your job to visit the Dark Temples, retrieve the energy and return it to the Light Temples. Of course, it's not quite as simple as that: the Dark Temples can only be accessed if you have three Dark Temple Keys, and you can only find those once you've found the necessary upgrades. Typical eh? With the balance of power restored to the Luminoth, you have to travel to the Ing Hive, the dark and sinister home of the Ing Lord. Here's a brief description of all three temples and the lands that surround them...

Agon Wastes
The first area in the game is very similar to the Chozo Ruins from *Metroid Prime*. Desolate, barren environments mixed in with caverns and underground bases. The Federation Troopers didn't get any further than this area before the Ing wiped them out. This temple is protected by the devil worm Amorbis.



The marines didn't get any further than Agon.

Torvus Bog
A swampland filled with deep underwater networks. The Dark Aether water is extremely toxic, and the only way to traverse it is by using the Grapple Beam. The deep water and high platforms mean that you have to have the Gravity Boost upgrade to get anywhere in the light world. This temple is protected by the ever-changing larva Chykka.


Torvus Bog: deep water and damp marshland.

Sanctuary Fortress
A stunning creation. The Luminoth's final stand saw them creating machines to battle the Ing. The Ing now control all the robots in this futuristic fortress. Spider Ball tracks span as far as the eye can see, and there's an awful lot to see and do. This temple is protected by the scariest transformer you've ever seen: Quadraxis.



Sanctuary Fortress is full of powerful robots.

CONTINUED with some press screens thrown in for good measure. So, introducing our Version 2 review...

This review is a toughie. How can we possibly review it without letting you in on the story? And how can we share some of the story without ruining your experience of the game? The answer is that we can't, so wherever possible we'll talk about general aspects of the game. This might sound like a bit of a cop-out, but trust us on this one: you'll be thanking us when you actually play the game and aren't expecting the plot twists. We will have to go in-depth on some sections, and when we do we'll give you plenty of warning by way of a 'Warning – Spoilers Alert!' tab. Does that sound fair enough? Cool.



Echoes takes place almost immediately after the events of *Metroid Prime*. It's entirely possible that Samus put her ship on autopilot while she travelled from Tallon IV to her new location of Aether, but being the jobsworth that she is, she probably spent all that time polishing her armour and perfecting her Magnum Mk II stare. Rest assured, Samus hasn't been resting on her laurels and is still full of rage following her Space Pirate incident. The Space Pirates took an absolute hammering on Tallon IV, and as far as Samus is concerned that's them taken care of. Bounty Hunters have to take whatever work they can get though, so when Samus receives a new mission she jumps straight on it. A load of Galactic Federation troopers have suddenly stopped communicating with HQ (hello... that's very *Aliens*...), and Samus is asked to find out what the hell is going on. Fresh from her previous adventure, Samus is hard as Denzion nails and ready to go, but none of that means anything on Aether. This is a whole new world, and with it come new challenges, new barriers, a new race and a new language. Samus' weaponry means nothing if she can't even open a simple door.

SPOILER ALERT

The game starts quite slowly and very atmospherically. Federation Troopers lie

HOLD ON

ROUGH RIDE

Samus' main aim is to restore energy to Light Aether from the Dark Temples. Only once this is done can the Luminoth start to rebuild their lives.











GIVE IT 'ERE: The abilities you lose at the start are absorbed by the thieves in question... until you kick their sorry ass that is.

everywhere, and there are no clues as to what happened save the semi-updated logbooks that can be scanned. Within 10 minutes though you'll come across your nemesis: Dark Samus. At this point she doesn't see you as a threat, and chooses instead to let a group of Ing (creatures of the dark world) play with you. You manage to escape, but predictably enough they steal all of your power-ups, leaving you with your standard Varia Suit, your Morph Ball and your Power Beam. Cheers lads...

The basis for *Echoes*' gameplay is the dark/light dimension set-up. A long time ago the planet Aether was inhabited by a race called the Luminoth. These beings have much in common with the Chozo from Tallon IV, and as such were a peaceful race that lived in harmony with the world around them. One day a huge asteroid of unknown origin struck the planet with such force that a rift was created, dividing Aether into a light and dark realm. The inhabitants of Dark Aether, the Ing, are the opposite of the Luminoth in every way, and have started breaking through to Light Aether by way of inter-dimensional portals. Samus is the Luminoth's last hope. Typical. For all their superiority and evolutionary advancements they still have to rely on humans...

END SPOILER

From the very beginning you will be hooked. We admit that when we started we were thinking "well, this is just more of the same... which is no bad thing of course", but the story unfolds really well, and there's a wealth of new power-ups to enjoy. To be honest the game doesn't even start properly until about five hours in when you come up against the game's second proper boss. We were shocked to hear stories of games

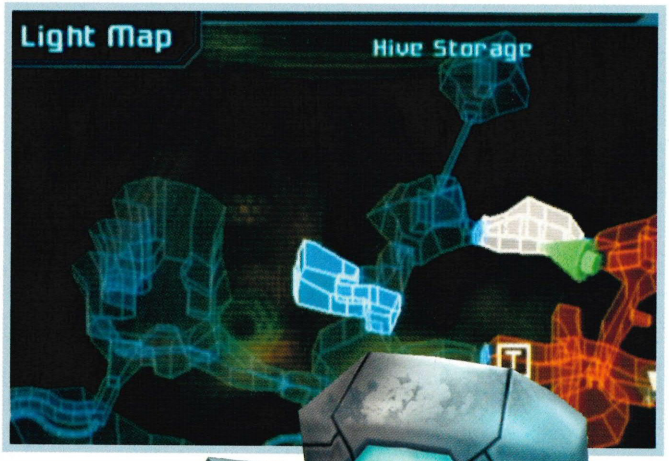
"THIS WILL SPOIL THE GAME FOR YOU, SO DON'T SAY WE DIDN'T WARN YOU"

LET THERE BE LIGHT

Take your brain to another dimension

Something we need to explain in more depth is the way the two dimensions work. You can travel between Dark and Light Aether by way of inter-dimensional portals. The dark dimension is a twisted version of the light world. It's similar in terms of structure but not identical. So, whereas in the light world there may be a dead end of a blockage, travelling to the dark world will reveal a doorway. You can go through this doorway then find another portal to transport you back to a previously unreachable area.

The dark/light puzzle element is rife throughout the game, and you've constantly got to be thinking about both worlds. On the map screen you can switch between the worlds by tapping . This is an essential means of figuring out where secret items are and how you can use the portals to get to them.

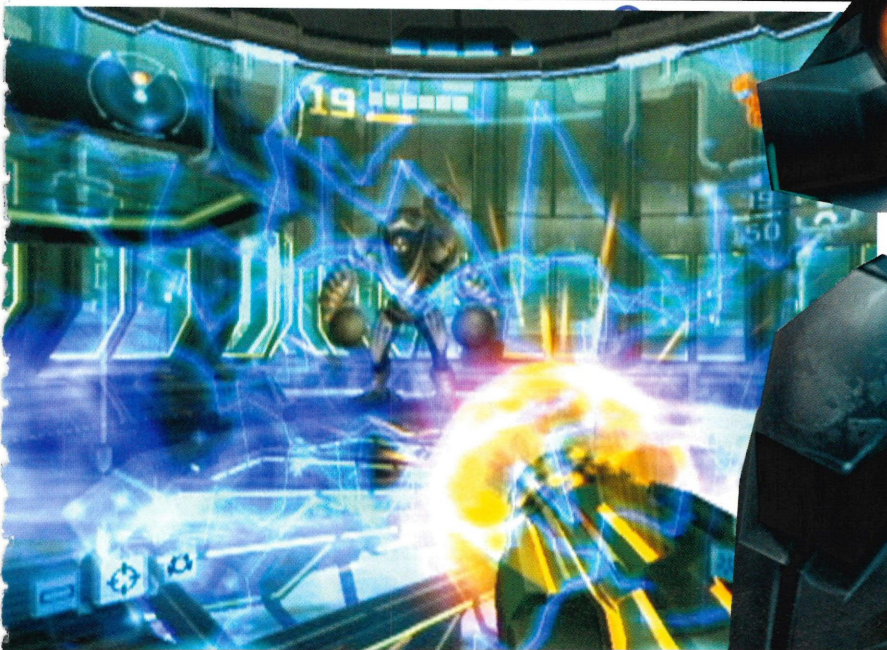




Morphball Cannons fire Samus across gaps in the blink of an eye.



Samus soon learns how to fall out of a portal in style... unlike here.





AREN'T I COOL?

SAMUS IS THE GIRL WITH ALL THE GEAR

There are so many attachments and upgrades. We couldn't possibly talk about all of them, but here are the important ones:

Boost Ball
Lets you charge up while in Morph Ball mode and propel yourself forwards. This enables you to use half-pipes, cross unstable platforms and destroy the Quad robots in Sanctuary. Rolling.



Super Missile
Charge with A, then tap Y to unleash an attack that uses five missiles. This attack finishes off all but the toughest foes. It can also be used to blast open doors with green blast shields.

Seeker Missiles
Hold down Y, then look around to lock onto multiple targets. Release Y to unleash a barrage of lethal homing missiles. This can be used to open multiple-lock purple doors.

Dark Suit
This brown and grey suit allows Samus to exist in the dark world without losing too much energy. She is still affected, but loses health at a reduced rate.

Dark Visor
Allows Samus to see enemies that use cloaking technology, such as Space Pirate Commandos. Later on in the game there are floating platforms that use this cloaking technology.



Grapple Beam
Samus can now shoot while using this upgrade to swing between chasms. This new property is an essential factor in beating the Dark Torvus Bog boss.

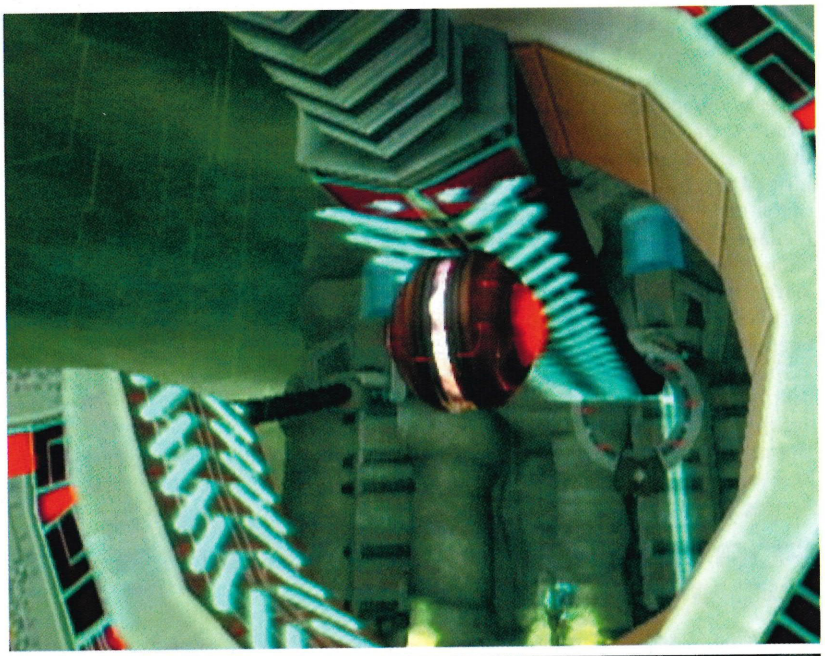
Darkburst
A wicked little attack that sees your enemy being sucked into another dimension. Similar to the Super Missile, except you charge with the Dark Beam.

Screw Attack
This is essentially a wall jump where Samus spins while surrounded by an energy field. Used to access high areas and damage enemies that it comes into contact with.

Light Suit
The ultimate suit that protects Samus from the advanced attacks of the Ing Hive. You don't even want to try taking on these guys without it.

Echoes Visor
The effect you get while using this is gorgeous. The visor works via sonar and Samus can locate enemies and items by tracking the path of sound-waves.











CONTINUED

journalists getting to this stage in under two hours, and for those of you worried by this news, we have this to say: *Metroid Prime* is about exploring an alien world and finding all its secrets. It's about enjoying the world around you, scanning, taking in every detail of the story, and finding every last power-up. In those first five hours we had sixty Missiles, five Energy Tanks, and our Dark/Light ammo capacity was up to one hundred. The 'professionals' had two Energy Tanks and didn't even know you could increase your ammo capacity.

Anyway, during this time you will have been to and from the dark realm several times, and will also have come up against a whole bunch of sub-bosses. These typically take on the form of regular enemies possessed by the Ing

IMMORTAL: Thankfully you can't fall to your death. You just appear back on the platform minus a chunk of energy. So be careful.



EASY...

...DOES IT

Portals provide the only way to and from the two dimensions. All this inter-dimensional action has to be taking its toll on our heroine. Poor girl needs a break...



Spider Tracks reveal all those lovely secrets.



Ing Warriors are the main force of the vicious Ing.

FLIP-ING HELL!

Shivers up your spine

As we've already mentioned, the best effect in the game has to be the Ing themselves. These dark creatures travel around in liquid/cloud form searching for worthy creatures to possess. It's quite amazing how the team has done it, but the Ing are quite literally a living pool of dark matter. They can move at great speed when they want to, even faster than Samus can turn and aim.

All the creatures in the dark world are light world creatures that have been possessed. Either that or they are actual Ing Warriors. Either way they're a very ugly bunch.





who randomly appear through rifts in space-time. That second boss that we were talking about is the enormous carrion worm Amorbis, that you've no doubt already seen in older

beginning of what the game has in store for you. But hang on... what about the first boss?

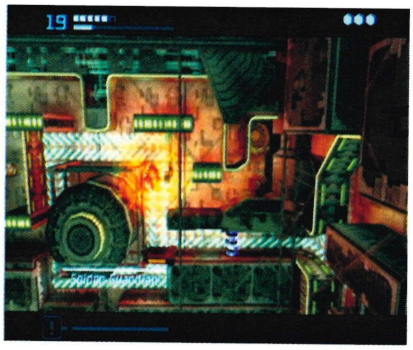
SPOILER ALERT

"THIS REVIEW HAS TO COME TO AN END, IF ONLY SO WE CAN GET 100% SCANS"

screenshots. No screenshots can prepare you for how big this boss is though. Consisting of three worms connected to a three-metre-wide ball of solid dark matter, this is just the

Now listen up: we really mean this. This is one of those bits of information that really will spoil the game for you if you're a sucker for storylines, so don't say we didn't warn you.





The first big battle is Samus Vs Dark Samus. You soon find out that a group of Space Pirates managed to escape Tallon IV and are on Aether. They've discovered a huge supply of Phazon in the dark realm, but the only problem is a mysterious dark creature that keeps stealing it all. It turns out that Dark Samus is the culprit and that she quite literally feeds on the deadly toxic waste that the Space Pirates are so kindly processing for her. By scanning dead pirates and computer screens you find out that the Space Pirates don't know how to defeat the dark warrior and that they're quite happy for you to fight her.

The ensuing battle is absolutely insane. You've probably seen from our early coverage that Dark Samus has some devastating attacks. She can levitate, dive towards you, spray pure Phazon, charge a Phazon wave, shoot balls of lightning and fire off Phazon missiles. She is the ultimate warrior (which is why she's on our cover) and by the



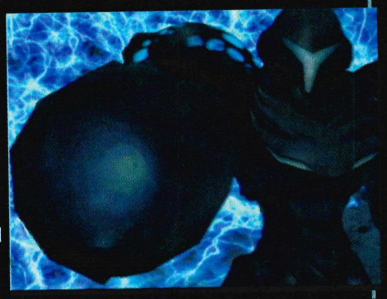
SPOILER ALERT

SPOILERS AHOY!

SOME OF THE BEST BITS

There are some great bits in the game, and there are also some cool features that we thought you might like to see. These are spoilers, and if you don't want to ruin your gaming experience, don't read any further!

Dark Samus Returns
We thought she was dead, we really did. Turns out she's a bit miffed that you very nearly finished her off, and she's doing everything she can to make your life hell. Among other things she turns up and destroys the 500m-long bridge to Sanctuary Fortress. Bitch.



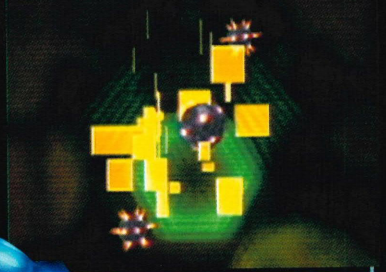
Bonus Galleries
Depending on how well you do you'll be rewarded with these rather cool galleries. There's some great concept art in there that was never used in the actual game.



Rezbit
One of the best enemies in the game, it infects you with a virus that shuts down Samus' systems. You have to press L, R and B to reboot!

Ingsmasher
One of the toughest enemies in the game... well, when you first come up against in anyway. 12-foot tall and built like a brick ****house.

Fully Powered
We had to include this bit just to prove to you how long we've been playing this for. Check out the stats: no press screens here guys!

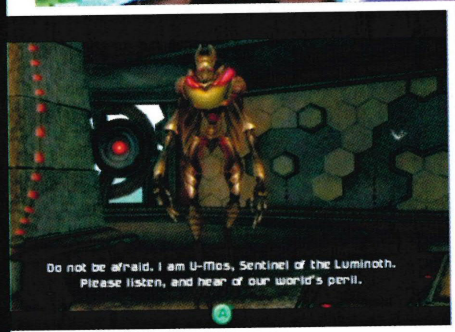






Quad M8s are bad enough, but Dark Quads...







CONTINUED end of the battle the entire room will be in flames and no structure will be left intact. The big spoiler is that this is the first and last time you will fight Dark Samus. You defeat her three hours in, and that's her gone, for good. She's merely the first part of the puzzle (or is she... mwahaha!) There, you weren't expecting that were you?

END SPOILER

In still screenshots *Echoes* no doubt looks very similar to its little brother, but what you can't see so well is the pure and unadulterated scale of the environments. Retro has concentrated on opening up the levels to really emphasise the scale of the desolation on this planet. Sure, you still have the claustrophobic tunnels and caverns, but some of the later levels consist of vast open landscapes. It's this stark contrast that adds a whole new feel to the game. The open areas introduce a different type of gameplay, which take advantage of skills such as the Spider Ball to far greater effect.

Something else you simply can't appreciate is the improved lighting, particle effects and spot effects. Everywhere you look there are different textures and lighting effects, and all of it takes place in the most believable 3D world we've ever seen. We managed to go through the entire game without coming across one single bug. No glitching, no crashes and no framerate judders AT ALL. It's a credit to the Retro team and a credit

"NOTHING CAN PREPARE YOU WHEN YOU COME ACROSS THE SPIDER BALL GUARDIAN"

SAMUS VERSUS

Samus gets competitive

Yes, we know: we haven't talked about the multiplayer much, but that's because it's not really that important as far as purchasing decisions go. We would have given this game the same score regardless of the Multiplayer. As it stands, this part of the game is a very nice addition, but it's one that needs to be played by people who have played the single-player game first. There's no way you can just jump in and be any good. *Metroid Prime* plays in a certain way. It's not a pure first-person shooter and as such doesn't wok like an FPS multiplayer game would. There's certainly no standing there blasting until one of you falls over, energy drained.

If you get four people together who know what they're doing you can have a right laugh, but it's really not an essential part of the game. You can only play against other people, there are no bots (shame), and the options are quite limited. Still, this is a nice little extra and that's what you should treat it as.





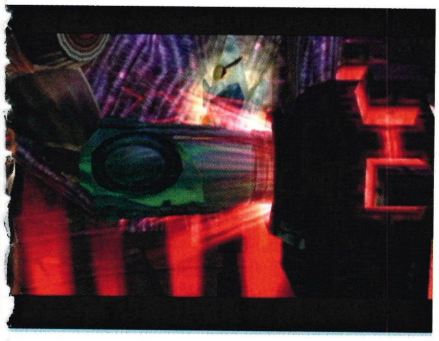


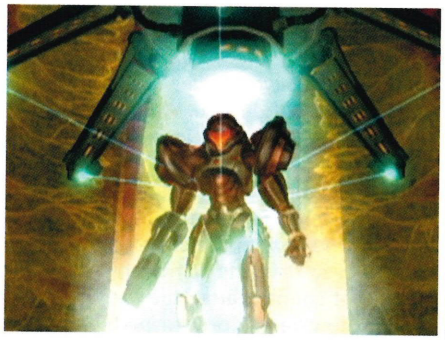
2ND THOUGHTS

SAMUS ELSE

■ The thought of having to go the huge emotional wringer, scanning everything and dedicating huge chunks of your life to Samus again, it just seems too much. Then you play and you remember. You remember finding out back-stories through scanning. You remember the genius level design. You remember the tight controls. You remember how *Metroid Prime* was the best GameCube game ever and somehow, someway, this tops that. You HAVE to play this game

RYAN









to the QA team at Nintendo. It truly is a marvelous game to behold.



At some point this review has to come to an end, if only because that elusive 100 per cent Scans accolade is still waiting to be achieved (which means we get to play through it again...sweet).

There's plenty more to read about elsewhere on these pages, including some very cool spoilers (look for the flash if you don't want your game ruined!). In a sentence, *Metroid Prime 2: Echoes* is 20 hours of sheer joy. It's jam-packed full of really cool new features, the kind of features where you have to stop and look round the room to share the moment. The thing is, there's no one there, because it's four in the morning and you've been playing for eight hours flat. Nothing can prepare you for the sheer joy that fills you when you come across the Spider Ball Guardian, because you've just spent the last hour walking past Spider Rail after Spider Rail in Sanctuary Fortress' insane maze of rooms and you'll finally have the correct upgrade to ride the rails. Nothing comes close to the feeling you get when the Rezbit shuts down your systems for the first time and you have to reboot. You have all this and much more to look forward to, and for that we envy you. It sets the standard for how sequels should really be, and raises the bar for videogames across the board. We can only think of one other adventure game in existence that comes close to achieving what Retro and Nintendo have with this series. You listening Link? Yeah you better be.

Retro, we salute you. Lots. Nobody does it better.

CHANDRA

CUBE VERDICT

METROID PRIME 2

OUTSTANDING ADDITION TO THE PRIME SERIES

VISUALS Bigger environments, gorgeous textures and all-new spot effects.

AUDIO Somehow improves on the original game's sweet perfection.

GAMEPLAY Made even deeper by the light/dark element.

LIFESPAN At least as big as the original, and don't forget the multiplayer.

ORIGINALITY Takes the original and adds a whole bunch of new features.

CONCLUSION

BELAY ANY FEARS of this being a *Metroid Prime* Level Expansion. Despite Prime blowing us away, *Echoes* manages to improve on it in every way possible. A perfect meld of mesmerising adventuring and atmospheric, intense shooting, the likes of which can only be created by Nintendo and Retro. Anyone who plays this is going to be in heaven.

ALTERNATIVE

The superb prequel, which really needs to be played before you touch *Echoes*.



METROID PRIME

Reviewed: 18 CUBE Rating: 9.6

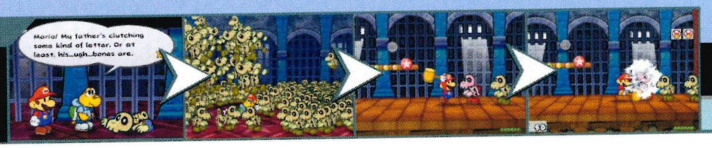
FINAL SCORE

9.7



DEM BONES

Strange skeletons aren't really to be played with – especially when they attack in their hordes.



Paper beats rock – Nintendo wins

PAPER MARIO: THE THOUSAND YEAR DOOR

Don't judge a colourful storybook by its cover, Nintendo's new RPG is one of the best on the GameCube

HONESTLY, you GameCube-owning RPG fans don't know how lucky you are. By the time you read this, you'll have not just one, but two absolutely massive and sprawling adventures to compete with at the same time, leaving you prone to some kind of role-playing overdose (which, we hasten to add, is not as dangerous as it might sound). Naturally though, which one you tackle first is entirely your call. Certainly, *Tales Of Symphonia* is a game that, despite the slightly pessimistic views of other members of the CUBE team, this reviewer happens to worship like pretty a lady dancing round a pole and deserves your attention fully.

However, we'd suspect that *Paper Mario: The Thousand Year Door*, being a home-grown Nintendo product through and through, is going to be far more up your alley to begin with... if only because everyone's favourite tubby plumber is the star of the show. And we know how much you all just love him, right? There is a catch though. Those of you who've already had the pleasures of ploughing through the original *Paper Mario* on the N64 (not as many people as it should have been, mind) or even the recent *Mario & Luigi: Superstar Saga* on the GBA should probably brace yourselves for a rather severe attack of déjà vu. Without a doubt, *Thousand Year Door* is a direct homage to the original N64 – well, it is a sequel after all – and has many different things in common with it such as the partner system (some of whom even have the same moves as their N64 counterparts), the use of Badges to give you or your partner new skills and the turn-based combat. Obviously, this is no bad thing as it means that players of the N64 game will be able to jump right into Mario's new adventure without any problems whatsoever. However, it's also a little complacent on the part of Nintendo to just replicate a game we've seen before... that said, the fact that we've now had six *Mario Party* titles and all the older Mario games reproduced on the GBA should have told us that already by now.

Thankfully, the actual game is more than polished enough to make you forget all that in a heartbeat – the kind of polish that only a Nintendo game can ever have. Presented with all the trimmings of a child's pop-up storybook and played out like some kind of acid-induced paper marionette show, the colourful world of Rogueport and all its surrounding areas are created in two and a half dimensions, meaning everything is flat and yet Mario can freely explore any depth of field. It's a great effect, especially when you realise that plenty of the game's puzzle logic relies on the properties of paper – curling

CUBE

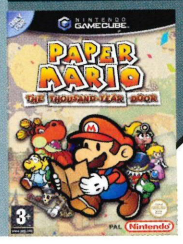
INFORMATION

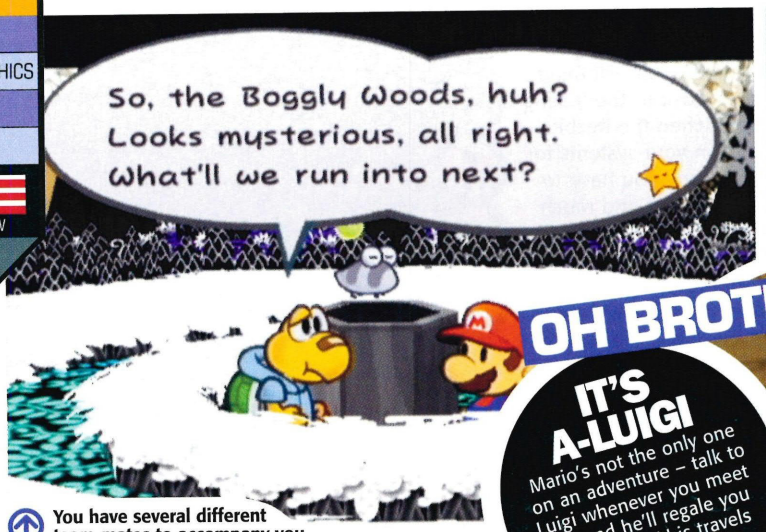
PAPER MARIO: TTYD	
PUBLISHER:	NINTENDO
DEVELOPER:	INTELLIGENT SYSTEMS
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	17 BLOCK

STATS

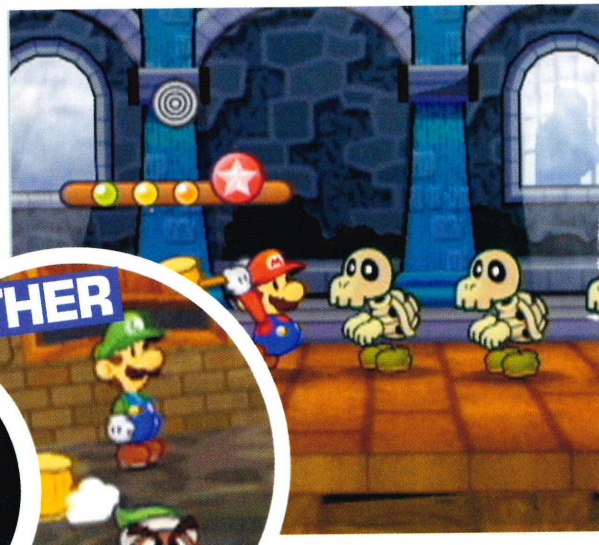
- SEQUEL TO THE N64 GAME
- BEAUTIFUL STORY-BOOK GRAPHICS
- TEAM UP WITH PARTNERS
- NINTENDO HUMOUR

OUT NOW | OUT NOW | OUT NOW





You have several different team-mates to accompany you.



OH BROTHER

IT'S A-LUIGI

Mario's not the only one on an adventure – talk to Luigi whenever you meet him and he'll regale you with tales of his travels (which make Mario fall asleep...).

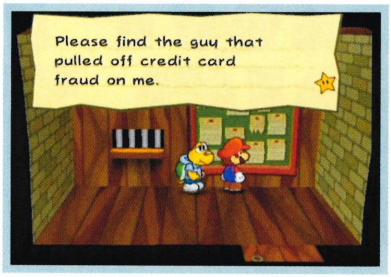


BINGO!: If you can score three special attacks in a row and match the resulting symbols up, something nice (and completely random) will happen to you.

TROUBLE AND STRIFE

A friend in need and all that gaff

The best thing about *Paper Mario* is that its all about surprises – exploring new areas and discovering completely new things to do and see, even though you've still got your main quest to worry about. Take Rogueport for example: not long after you get to explore further into the main hub of the game, you'll find the Trouble Centre where people can list their woes and hope that someone will come along and help them out. Of course, only Mario's on hand to do it, so it's up to you to keep visiting to see who needs your help next. There are 30 to do in total, so you'll be busy for a long time indeed.



"IGNORE THE CRIES FROM THE CLUELESS – PAPER MARIO IS DEEP AND COMPLEX"

edges can be ripped away to reveal hidden passages, narrow gaps can be squeezed through once you've uncovered Mario's ability to turn sideways and so on. Indeed, Mario's new abilities (including being able to transform into a paper plane to fly across otherwise impossible gaps, curl into a tube to fit through small gaps or even fold up into a boat and float across water) help keep the game fresh, as you're always running into inaccessible areas you'll need to return to once you've acquired an extra skill.

Of course, the big sticking point for some will undoubtedly be the look of the game but once again, it's like many Nintendo games before it – it might look childish, but the gameplay has more than enough depth and playability to keep even the most avid RPG fan satisfied. Split into multiple chapters (each of which last for a good while in themselves), the game is pretty massive – perhaps not in the realms of the 60-plus hours that something like *Tales Of Symphonia* can offer, but still huge nonetheless. Puzzles will have you scratching your head looking for ways around the obstacles placed before you – believe us, the logic will have you kicking yourselves when you realise just how devious some of the tasks are – while developer Intelligent Systems has clearly tried to keep the gameplay as varied as possible by having Mario venture through dungeons, compete in tournaments, explore wilderness and all manner of other things. And that's before you even take into account all the items you can collect on your travels: Star Pieces to swap for Badges, Shine Sprites to upgrade your partners, Coins to buy basic items and so on. Yes, it's epic. Yes, it'll have you laughing out loud whenever something funny happens or there's a sly reference to the Nintendo back catalogue. Yes, it's another perfect example of why the majority of games made by Nintendo are held in such high regard.

Ignore the idiots who berate you for preferring to enjoy an afternoon with Mario instead of driving round a city killing people – you'll be a better person for it.

MARTIN

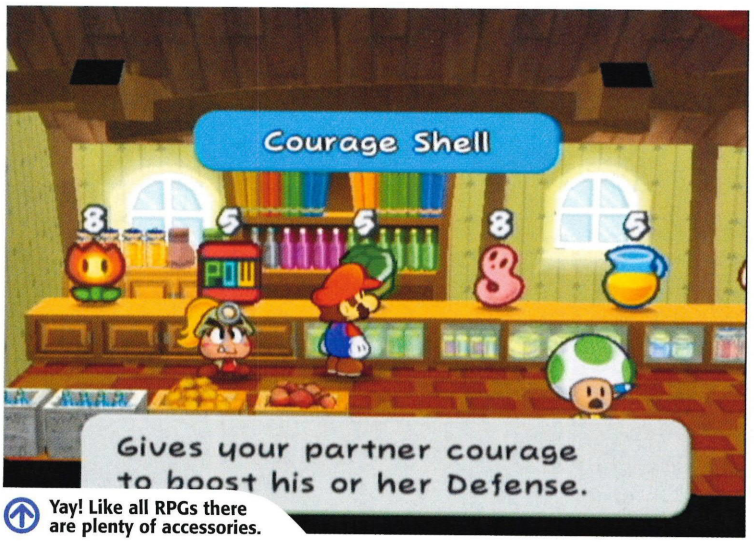
2ND THOUGHTS

DOOR STORE

■ I've seen some ridiculous quotes for this game recently... "gives boring RPGs a fireball up the ass" was one that particularly bothered me. Don't get me wrong: *Paper Mario 2* is a great game. It's fun, it's beautiful, and it bursting full of character, but it's certainly not giving any RPGs anywhere a fireball up the ass. The reason it scores so highly is because it's a little bit different from the crowd, and because it appeals to a far wider audience than just your general RPG fans.

CHANDRA





Yay! Like all RPGs there are plenty of accessories.

CUBE VERDICT

PAPER MARIO TTYD

ANOTHER NINTENDO CLASSIC

VISUALS
Stunning, and with loads of tiny details to make you smile.

AUDIO
Suitably cute and bouncy, with plenty of familiar tunes.

GAMEPLAY
Varied and epic – just what you'd want from an RPG.

LIFESPAN
Finding everything will take a while, a very long while.

ORIGINALITY
Very similar to *Paper Mario* N64 and *Superstar Saga* on the GBA.

ALTERNATIVE

More serious than Mario's adventure, but just as sprawling and involving.



TALES OF SYMPHONIA

Reviewed: 37 CUBE Rating: 8.0

CONCLUSION

DESPITE BEING remarkably similar to a couple of other games out there today, you can't help but love Mario's latest RPG adventure. As deep in content as it is lush in visuals, the flat exterior hides a mammoth adventure as good as, if not better than anything seen on the GC. Trust us – it's not just a game for kids.

FINAL SCORE

9.0



OUTTA MY FRAY

Bombs, flame breath and arrows are all a way of destroying the numerous obstacles in your path.



Collecting gems since 1998

SPYRO: A HERO'S TAIL

Spyro laughs in the face of gameplay evolution

CUBE

INFORMATION

SPYRO: A HERO'S TAIL	
PUBLISHER:	VIVENDI
DEVELOPER:	EUROCOM
PRICE:	£39.99
ORIGIN:	UK
PLAYERS:	1
MEMORY:	20 BLOCKS

STATS

- 14 MAIN LEVELS
- 16 'MAXI GAMES'
- SPYRO'S FRIENDS HELP OUT
- LOTS AND LOTS OF GEMS

OUT NOW	TBA	OUT NOW



GIVEN THAT Spyro is a dragon, a mythological monster known for soaring across the skies, breathing fire on peasant's houses and eating tramps, he's actually rather dull. Not just because he doesn't do any of those things and he's a stupid colour, but because he refuses to change and take a chance on anything new. Don't be fooled by this 'new' release. This game actually came out on PlayStation back in 1998 when the purple dragon first hit the gaming scene. Six years later the console might have changed and the polygon count increased but Spyro still loves nothing more than collecting gems and double jumping onto moving platforms. IT'S EXACTLY THE SAME GAME. It's almost enough to warrant *Spyro: The Karting Game* just so we can see him try something a little different. Well, almost.

The reason *Spyro*'s gameplay remains virtually untouched is because each game just about squeezes enough mileage out of the ageing series to get away with it. *A Hero's Tail* is no exception. The plot is typical *Spyro* nonsense. Evil dragon Red has spread Dark Gems that diffuse negative energy throughout the Dragon Realms, so Spyro rounds up his friends and with the help of Light Gems, sets off to destroy the Dark Gems. It's a light, fluffy, undemanding plot that kids will understand and also serves as the perfect excuse to introduce ridiculous characters such as Penfold look-alike the Professor and annoying capitalist bear Moneybags. Very Charles Dickens.

The plot also means you'll spend your time in the Dragon Realms searching for enough gems to complete the level before moving onto the next and starting the gem-hunting all over again. Exploration is made easy thanks to the lack of loading and saving times, so there's nothing to break up the action and backtracking isn't the pain it normally is. The worlds themselves aren't massive but there's more than

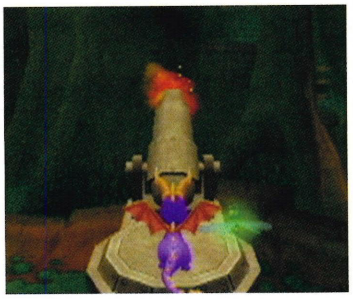


Save your game then burn her wings off. Ha!

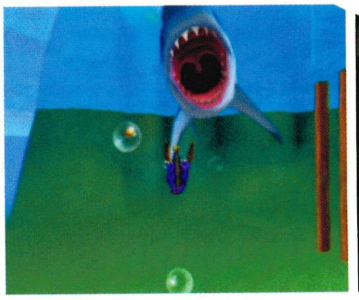
BARGAIN HUNT

With several items to hunt down in Spyro's collecting marathon, these Light Gems are particularly tough to find and often lurk in your view but with no obvious way to get them. Jumping is usually involved.





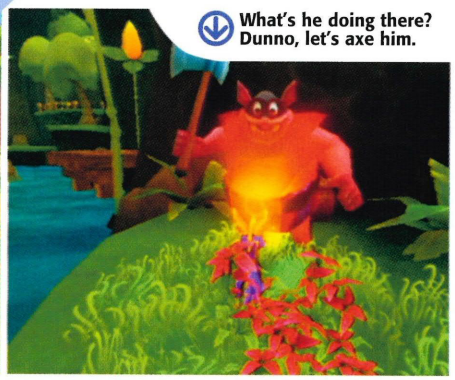






RETAIL THERAPY: Why collect gems? To buy things from Moneybags, such as lock-picks and fireballs. Why buy these? To collect more gems. IT NEVER ENDS.





What's he doing there? Dunno, let's axe him.

enough ground to cover to keep boredom at bay until you find all the Dark Gems. Old clichés such as collapsing platforms, locked treasure chests and booby-traps are peppered throughout and the whole game has an over-familiar flavour to it. You jump about, you collect things, you fight bosses. If you've ever played a videogame before, you'll probably find something recognisable. And if you haven't played a videogame before, then buy *Super Mario Sunshine* first.

Spyro still has fire, ice, electricity and water breath at his disposal and while using these attacks is just about matching your attack to an enemy's elemental weakness, it's an improvement on running everywhere hammering B. Spyro's friends have maxi-games and some of these are fantastic, with Sgt Byrd's bombing runs being the highlight of *A Hero's Tail*. It speaks volumes that the least enjoyable are the ones that stick closely to the leaping and collecting of the main game. Spyro has picked up a few new tricks himself. We could be harsh and word this as 'Spyro has been playing other videogames and nicked a few tricks from them' but let's be kind because they do spice up the ancient formula. New abilities can be learnt such as the Pole Spin – nothing to do with seedy clubs in Soho but all to do with Spyro leaping from pole to pole as seen in *Prince of Persia*. Collect enough Light Gems and you can use the Professor's inventions such as the Ball Gadget, which is a large ball containing Spyro that you guide through a course full of banks and jumps. Sounds familiar? It's been a staple of *Crash Bandicoot*'s games for years. The list goes on and on while the number of genuinely original ideas can be counted on one hand.

Now comes the tricky part, scoring a game that doesn't do anything wrong yet is uninspiring to the point where it's hard to push yourself through to the end. It's pleasant without being too taxing on the brain or fingers and apart from a few moments where you're not sure what to collect or where to go, it's also simple and straightforward. In other words, ideal for a few afternoons distracting kids or younger siblings from demanding Haribo and sticking chips in wall sockets. For everyone else, *A Hero's Tail* is outdated in a way that harks back to platform games before *Mario Sunshine* and *Prince Of Persia* came on the scene and will appeal to anyone who holds that era in high regard, and let's face it, that's not many people. We've all seen the future and the harsh reality is *Spyro: A Hero's Tail* is unnecessary with so much superior competition around.

RYAN

2ND THOUGHTS

DRAGON RAGE

■ Errgh – another 3D platform collect-athon. What are we collecting this time? Oh right, gems. Well that's just marvelous. But really it is a worry when the maxi-games are actually more fun than the main one, and yet the game doesn't let you play them all that much.

TIM

MAKE SOME FRIENDS

They're not always dragons!

Being the social party dragon that he is, Spyro meets different animals who all have their own side-missions. Sgt Byrd the penguin flies with his jetpack, Blink the mole burrows underground and Frederick the frog wants critters kept away from his food. Our pick of the bunch is Hunter the leopard/cheetah/puma (we're not sure what he's supposed to be so decide for yourselves). Hunter has the best double-jump in the game and even offers to "be awesome". This entails the non-awesome job of collecting more gems but completing these tasks usually rewards you with a Light Gem, so it's worth the effort.



"SPYRO STILL LOVES NOTHING MORE THAN COLLECTING GEMS"

CUBE VERDICT

SPYRO: A HERO'S TAIL

NO SURPRISES FOR THIS OLD SERIES

VISUALS
Lovely animation and twee visuals, if a bit simplistic.

AUDIO
Nice voice acting adds to the sugary sweet atmosphere.

GAMEPLAY
Jump, collect, jump, collect, fall to death, jump, collect.

LIFESPAN
Plenty of levels but it depends on your patience.

ORIGINALITY
Seen it, done it, played it, bit bored of it.

CONCLUSION

THERE'S NOTHING actually wrong with *Spyro* but with other platform games raising the bar so high, there isn't enough originality or genius here to help it compete. The maxi-games are fun, the main game around it is a shade too dull. It's more of a mindless distraction than an absorbing experience.

ALTERNATIVE

The closest the GameCube has come to platforming perfection.

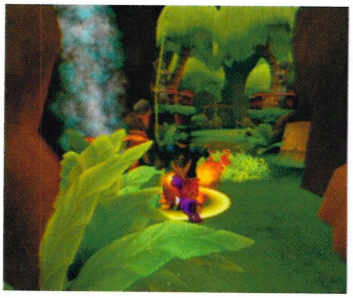


SUPER MARIO SUNSHINE
Reviewed: 10 CUBE Rating: 9.4

FINAL SCORE

6.8









DRIBBLE

Give the ball to your point guard, hover around the three-point line and shoot, wildly.



Bring da bling

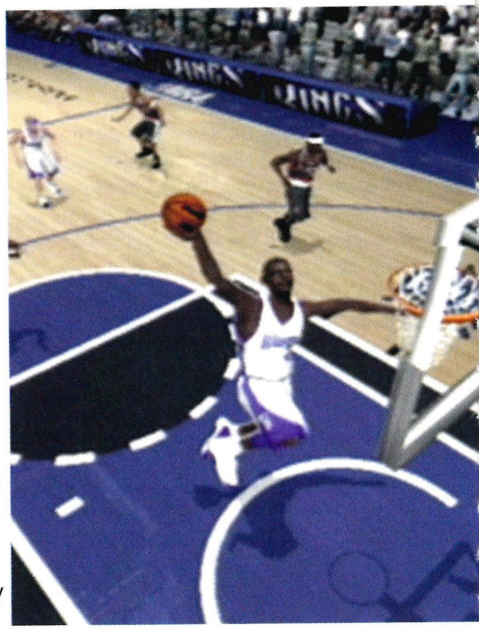
NBA LIVE 2005

Bouncing big, orange balls with other men

IN REAL-LIFE the NBA's four league divisions have been split into six, the Carolina Bobcats have been added to the league and last year, an Eastern Conference team became NBA champions for the first time since God wore nappies. Meanwhile, over in digital NBA courtesy of *NBA Live 2005*, tip rebounds have been added. While there aren't huge additions to this latest addition in the series, under the surface things have changed. Following complaints from American gamers, the flow of the on court action has been made faster. It's not something that's immediately noticeable but what you do notice is unlike the majority of basketball games, defending is actually possible. There's a real chance of swiping the ball back for your team and thanks to the solid collision detection, it's always worth hounding the shooter and following up for rebounds. The speed of the game is well judged, allowing for both fast breaks and half court action styles of play.

NBA Live 2005 is packed with clever touches that reveal themselves once you put in the hours. Players wave their arms frantically calling for a pass after they've shrugged off their marker. Instead of leaping straight back to their feet having dived for a loose ball, players will stay on the floor and look for open team-mates instead. The pad will rumble as the shot-clock ticks down, so you know when to start making your final move. Finally, an invisible boundary gives you some leeway to keep you on the court, saving the frustration of running off court and losing the ball through no fault of your own. Having said that, minor details work against the game as well. The team statistics are odd, Memphis Grizzlies being the second best team here despite finishing eighth overall last year. Conversely, New Jersey Nets lose Kenyon Martin and now the Eastern Conference runners-up are the second worst team in the game.

Tip rebounds are a nice addition until you realise that they miss most of the time and your players will attempt them even if they're really far away from the basket. And where are all the rookies? Emeka Okafor and Ben Gordon are included but Dwight Howard and Shaun Livingston are nowhere to be seen. Not a huge difference but NBA followers will be slightly peeved all the same.



Dynasty Mode, while good, doesn't live up to the same mode found in *Madden NFL 2005* and *NHL 2005*. There isn't as much hidden depth to discover, as everything is based on a points system. Collect enough points and you can buy staff, such as a shooting coach for a few games so your player's aim improves. That's it. Compare this with *Madden* where you get hands on with the players to take them through the training drills and you can see why *NBA Live* suffers in comparison. Signing and trading players also seems a far more arduous process

CUBE

INFORMATION

NBA LIVE 2005	
PUBLISHER:	EA SPORTS
DEVELOPER:	EA CANADA
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1-4
MEMORY:	74 BLOCKS

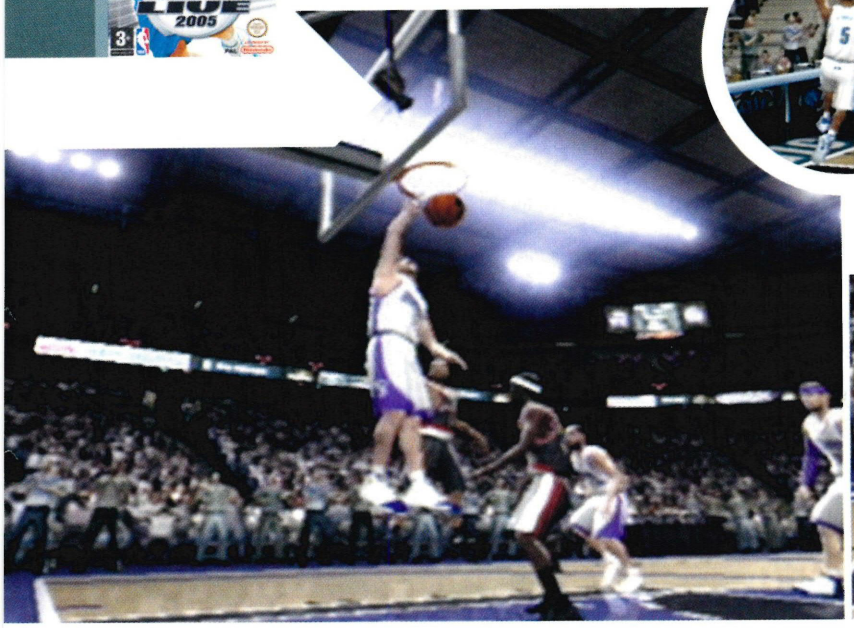
STATS

- DYNASTY MODE IMPROVED
- SLAM DUNK CONTEST
- NEW TEAM CAROLINA BOBCATS
- ROOKIES OKAFAR AND CHILDRESS

UK	JAPAN	US
OUT NOW	TBA	OUT NOW



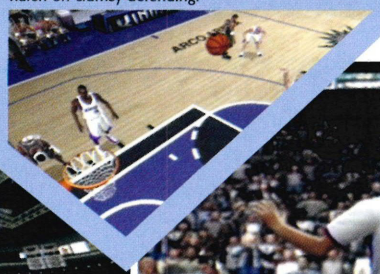








EVERYBODY'S FREE: Expect to see a lot of free throws throughout the game – the default foul setting is pretty harsh on clumsy defending.

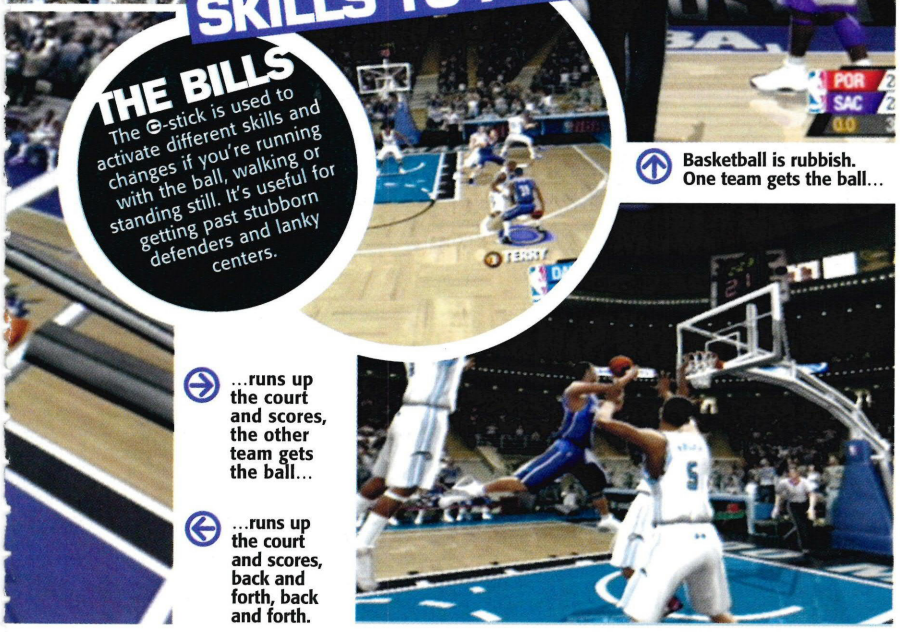


SKILLS TO PAY

THE BILLS

The ⊖-stick is used to activate different skills and changes if you're running with the ball, walking or standing still. It's useful for getting past stubborn defenders and lanky centers.

Basketball is rubbish. One team gets the ball...



...runs up the court and scores, the other team gets the ball...

...runs up the court and scores, back and forth, back and forth.

SLAM DUNK DA...

New mode is nearly impossible to win

Alongside the Three-Point Contest is the new Slam Dunk Contest. Two players race to score points via complicated, crowd-pleasing dunks. Dunks can be anything from 360 between the legs slams, flicking the ball in the air before catching it and crashing it in the hoop and even bouncing the ball off the replay screen for an alley-oop dunk. Not that we did this ourselves, we were watching the computer player in envy while trying to figure out what the buttons were. After an afternoon of practice, all we were able to pull off was a simple two-handed dunk. Sigh. Back to the Three-Point contest...



"THE SPEED OF THE GAME IS WELL JUDGED, ALLOWING FOR ALL STYLES OF PLAY"

than it should be, thanks to the restrictive and incredibly dull cap salary rules. It will keep basketball fans happy but it lacks the extra punch that *Madden* and *NHL*'s Dynasty mode had.

Visually, *NBA Live 2005* is a treat. While the default camera view is too far out to appreciate what's happening on the court, the replays show off the graphical detail and superb animation. You can see players lose balance after a foul, wobble slightly following a slam dunk and the general pushing and shoving mayhem going on around the net. The audio suffers in comparison. The commentators manage to get the plays spot on, which makes it more of a shame that they often choose to keep their mouths shut. It's nowhere near the continuous flow of shouting, facts and cheesy laughing genuine American commentators come out with. The soundtrack also disappoints, featuring Bump J (who?), Don Yute (what?) and MC Lyte (why?). Maybe these artists are massive in America and are lost on our ignorant ears but the fact they all peddle the same tedious, generic bling-beats doesn't really help their cause.

This leads us to the obvious conclusion – if you're a fan of basketball, buy this and if you're not a fan, then don't. Yes, it may be a predictable way to end a review but it doesn't make it any less true as there aren't enough distractions or help to tide you over until you learn the ropes. You really need to appreciate how pick and roll plays work properly because of the solid collision detection or how players act like their real-life counter-parts, such as Allen Iverson lazily dribbling the ball before exploding past his marker with a crossover, to get the most out of this. And if that last sentence made no sense at all, then turn the page and look elsewhere to make a purchasing decision.

RYAN

2ND THOUGHTS

AH PUT IT UP

■ Far too serious and far too... actually whatever I say here is moot. You like basketball, you get this. Simple as that. However, if you like games to be fun, arcadey, slightly fantastical bouts of bouncy ball action, don't. You could get *NBA Street 1*, *2*, or wait 'til 2005 and get *3*. Gotta love EA... it knows exactly what you want. Every year.

TIM

CUBE VERDICT

NBA LIVE 2005

LIKE 2004 BUT BETTER. SURPRISE

VISUALS
Lovely animation packed with detail and neat touches.

AUDIO
Disappointing commentating and sub-standard playlist.

GAMEPLAY
Awkward and complicated but practice pays off.

LIFESPAN
All depends on how much you like basketball.

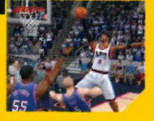
ORIGINALITY
Slam Dunk Contest is a brave stab at something new.

CONCLUSION

BASKETBALL FANS will appreciate how close this comes to simulating their favourite sport but the truth is, basketball just doesn't translate well into videogames. *NBA Live 2005* is good and has plenty to offer once you learn the ropes. This is as good as it gets but even so non-fans will not be converted.

ALTERNATIVE

The other serious basketball sim isn't very good and quite old. Just like Miles. Arf!



NBA 2K3

Reviewed: 8 CUBE Rating: 6.8

FINAL SCORE

8.0

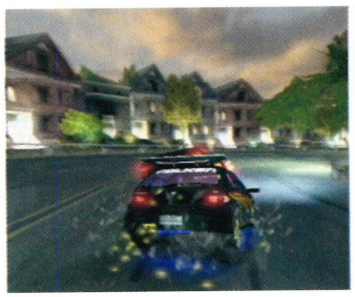


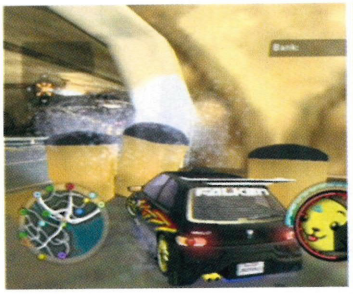
SAFETY FIRST

Don't screenshot and drive kids, you can see why in this sticky end to our drag race.

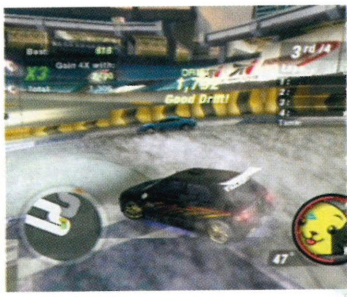












CUBE

INFORMATION

NFS UNDERGROUND 2

PUBLISHER:	EA
DEVELOPER:	EA CANADA
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1-2
MEMORY:	7 BLOCKS

STATS

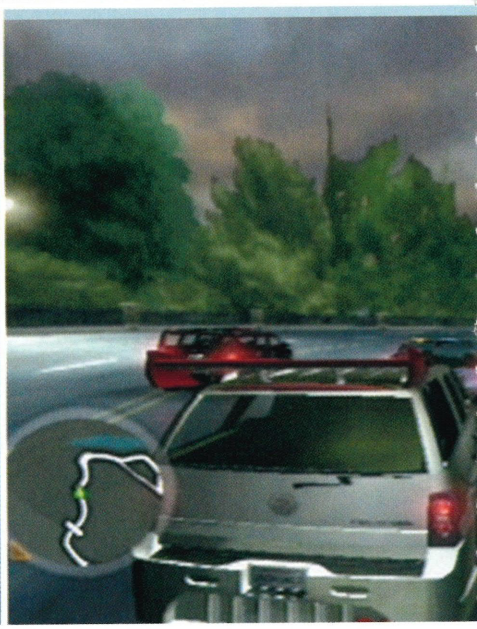
- LOTS AND LOTS OF CARS
- VARIOUS DIFFERENT RACES
- SECRET CAR SHOPS TO FIND
- PICTURES OF KELLY BROOK

19 NOV '04 | 12 DEC '04 | 15 NOV '04



Not very deep





NEED FOR SP
UNDERGROU

Gently pootling along in Burnout 3's scorch marks...

AT LAST, a driving game from EA is here, on GameCube! But not *that* driving game from EA, as you'll probably have noticed. No, *Burnout 3* is not coming to GameCube but *Need For Speed Underground 2* is, so the question is, can it fill the smoking tyres void left by the non-appearance of Criterion's big hitter? At the risk of rendering the next thousand-odd words pointless, no, it doesn't really come close.

Having said that, it is different from racing games before it and not just because of its car modding take on the genre. There's a storyline in the career mode for starters. It might not be much more than you being told to drive really, really fast but it's still a storyline, it's still included in the game and it will constantly remind you it's there by bombarding you with text message reminders throughout the game. "Text messages?" you say. "Text messages," we reply, pointing out that you spend most of your time in the career mode exploring the city at your leisure, until you find one of the big races marked on the map or you're sent a text message to prompt you along.



YOU DOUGHNUT: Readers from Luton rejoice! You can skid around to your heart's content by flooring the gas while keeping the handbrake on.



TEXT LIFE

You accept challenges via text messages on your mobile phone as well as receiving information about races and new car parts that have been unlocked at the various shops. Just like real life!

Look at the wee Pikachu speed dial! Sooo cute!

Silly EA forgot to include a Burberry colour scheme.

"And it's Tracy out in front of the teenage single mums race."

PEED ND 2

It's a decent attempt to break away from the menu-heavy style of driving games and to recreate the boy-racer scene that congregates outside Tesco car parks on Tuesday nights, letting you cruise around looking for someone to race. With car shops tucked away in all sorts of alleyways and hideouts, it's also worth taking the time to investigate the city to see what surprises it throws up. The UPS navigating system, which gives you an arrow showing you the quickest way to get wherever you want once you pick a destination on the map, makes all this easier.

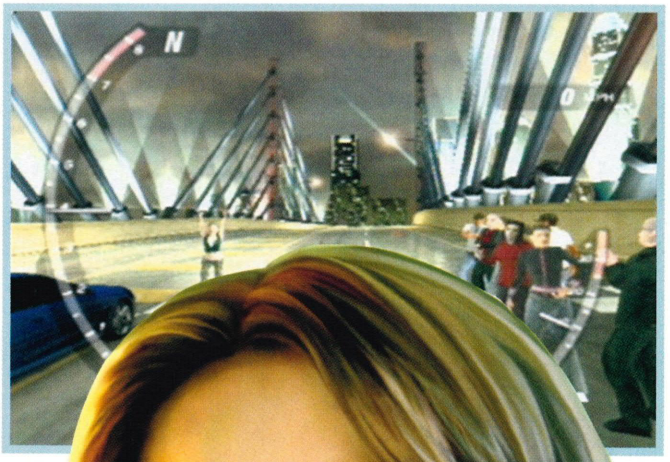
Little things are constantly taking place that keep the racing and exploration interesting. You can become sponsored and financed by a car parts manufacturer, in exchange for taking part in a set amount of Underground Racing League face-offs. Special events crop up from time to time, such as taking photos of your own car to appear on magazine or DVD covers and some shops only appear at certain times, offering unique parts to bolt onto your car. Even the weather can play a big part in how you drive – when the heavens open mid-race, it does genuinely change the way you approach corners as you alter your tactics from full-on assault to cagey caution.

It would be nice to report that the good news carries on but, inevitably, it doesn't. As previously pointed out, story mode tells you to drive really, really fast. The problem is, you want to drive fast but you can't. The sensation of speed just isn't there and it lacks the raw velocity to back up its car modding

DRAG QUEEN

The rhythm action-racing driving genre

There are various types of races available, from the powerslide frenzy of Drift races to the more dull than frenzied Sprint and Street X races. It's the Drag races that are the strangest, playing more like a rhythm action game than anything else. You hold accelerate and need to shift gears when the onscreen prompt appears, while tapping left and right on the D-pad to change lanes. Over-rev and you blow your engine, under-rev and you won't finish first. It was strange in the previous game and it's still strange in this one. It just doesn't feel like racing.





PIMP MY RIDE?

BLING IT UP DOG!

We've all made jokes comparing this game to MTV's *Pimp My Ride* but really, how does *Need For Speed Underground 2* stack up against Xzibit and his car-changing posse?



Pimp My Ride: TV sets are built into the car roof, rear windows are transformed into fish tanks and seats are replaced with plush velvet recliners.
NFSU2: You can get a speed gauge that looks a bit like Pikachu.

Pimp My Ride: Xzibit bursts into impromptu raps with the car owners, rhyming 'gear switch' with…
NFSU2: Snoop Dogg raps over *Riders On The Storm* and brings the musical apocalypse forward about 10 years.



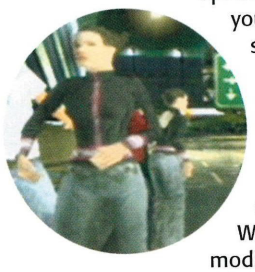
Pimp My Ride: Girl cries with happiness as she sees her old Skoda transformed into a fully blinged up pimp-machine.
NFSU2: Gamer cries hysterically as his eyes battle to focus on the sluggish, blurred visuals.

Verdict: *Need For Speed Underground 2* is nothing like *Pimp My Ride* and that's not opinion, that's FACT.



CONTINUED bravado. Throw in odd handling that goes for the arcade approach without the speed to back it up and completing races is an unsatisfying experience. Without car damage, there's no edge of your seat tension that draws you in either. Crashes are particularly embarrassing, cutting away to a different camera angle that should heighten the sensation of a full on metal-buckling smash as your car turns inside out, but instead it highlights how limp the crashes really are. Even the nitrous oxide boost doesn't make you go that much faster than your rivals – it just makes the screen go a bit blurry, which is the effect of drink driving and not eye-peeling speed. Having spent the last few months playing That Other Driving Game From EA and having to suddenly adjust to the glacial pace of the racing here in the only driving game GameCube will be getting from EA, it's a bitter pill to swallow.

Car modding, that'll save the game right? Nope. Everything you do from finding cash icons to completing races brings in money, which is then spent on changing the look of your car. There are the predictable options such as decorating your car with neon lights and vinyl decals to more unusual options, such as modifying your boot to fit stereo systems and television screens. That's about as outrageous as it gets, so it doesn't really allow you to get too flamboyant or creative with your car.

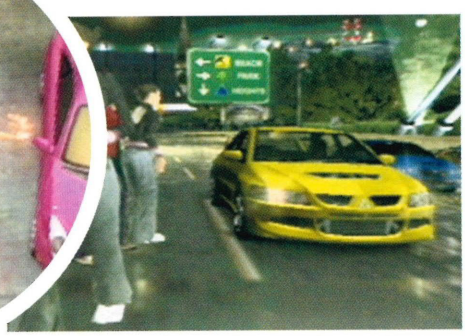


When it comes to the car modifying, *Underground 2* goes for the realistic approach, which is surprising because the handling aspect certainly doesn't. Still, if you read Max Power and dress from head to toe in Burberry, there are plenty of options to play around with.

Which brings us on nicely to our next point – modding your car and playing around with its look is all very well and good but without online options, what's the point? In real life, car modders may argue they do it for their love of cars but if they couldn't show off their creations in front of their drunk mates and the suggestible chip-shop girl from

BURNING RUBBER
At the start of each race you're treated to a cut-scene showing competing cars, a baying audience and a lady whose hands appear to be on fire, poor lass. You can't run her over either, boo!

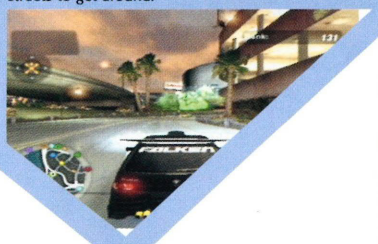








CASH REWARD: Hidden around the levels are these cash pick-ups for those who use the small alleyways and dim streets to get around.



Essex with the big gold hoop ear-rings, they wouldn't bother. It's the same deal here, without online modes to show off the designs you've unlocked and cars you've made, it feels like the only person you're pleasing is yourself. Ahem. There are visual points to signify how bling your car is but you soon realise all visual points do is tell you how overloaded it is with modifications, regardless of how nice they look.

While EA is usually faultless with presentation, it seems to have dropped the ball here. The graphics chug along at 30 frames a second and threaten to drop lower if you attempt to put the speed of your car higher. It doesn't help that the camera appears to have been dipped in Vaseline, with its blurred, greasy look bearing more resemblance to a smutty late-night Channel 5 film than a gritty urban racer. Being an urban racer means a soundtrack with songs you'll have never heard of either. Our own favourite was Sly Boogy's *That's My Name*. No idea what it sounds like, we just liked the name – the volume went off as soon as Snoop Dogg rapping over The Doors came on. As for the bouncing mountains of lady flesh Brooke Burke and Kelly Brook that EA really did seem chuffed to bits about, well, they're just cardboard cut-outs. Needless to say, there's no pomp or glamour to get you excited where the racing fails.

That sums up *Need For Speed Underground 2*. For all its good intentions and car modifying appeal, there's a real lack of exhilaration under the bonnet that cripples the game the moment it leaves the starting line. Just because we won't be getting *Burnout 3* any time soon, think very carefully before selecting this as an alternative.

RYAN

2ND THOUGHTS

UNDERGROUND

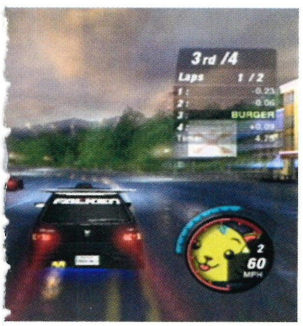
■ If this played like *Burnout* it would be awesome, but it doesn't. It plays like *Need For Speed Underground*, and anyone who played *Need For Speed Underground* will tell you that's not a particularly good thing. Big, open city – cool. Explore and find new challenges – great. Game – lemon-sucker. MILES

IT'S JUST LIKE OUTRUN 2

Except not at all... if only!

In addition to the races that can be found throughout the city, there are cars marked on the map with arrows to race against. Simply drive up to one of these cars, hit up on the D-pad and you're racing him in a face-off. The idea is you take the lead and then pull 1,000 feet ahead of your competitor to win the challenge, taking any route through the city that you see fit. It's nice that you don't have to follow a set course to win these races but the paltry reward means you won't usually bother.





Ryan has no idea about colour co-ordination and accessorising.



You should have seen some of the horrendous cars he decorated.



There was pink clashing with green – errgh.

"THE SENSATION OF SPEED JUST ISN'T THERE AND IT LACKS RAW VELOCITY"

CUBE VERDICT

NFS UNDERGROUND 2

BETTER BUT STILL NOT BRILLIANT

VISUALS
The greasiest, shiniest, blurriest game ever.

AUDIO
Throaty hums and nice SFX, bad choice of music.

GAMEPLAY
Nice exploring ideas mixed with dull driving.

LIFESPAN
There's a ton of stuff to do and discover.

ORIGINALITY
Interesting and different spin on driving games.

CONCLUSION

IT'S THE GOOD the bad and the ugly. The good includes being able to explore the streets and pick your races. The bad would be how limited the car modifying is along with the simplistic handling while the ugly is the lack of thrills or any air of excitement. Still worth it for die-hard racing fans, due to lack of alternatives.

ALTERNATIVE

Let us not talk about *Burnout 3*. Let us talk about this. It's great. Boost on.



BURNOUT 2

Reviewed: 19 CUBE Rating: 9.3

FINAL SCORE

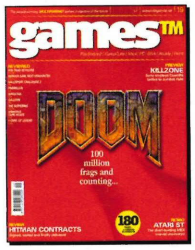
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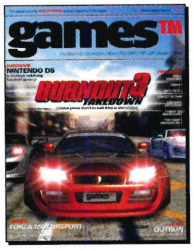
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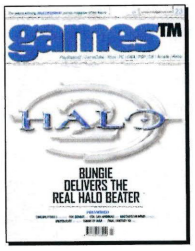
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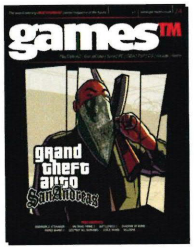
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SOCIAL CHAMELEON

Get rid of that nasty villain messing up the district by doing a Power Social move.



Rags to riches

THE URBZ: SIMS IN THE CITY



Fame and fortune awaits those who conform…

IT'S HARD to believe, but the idea of *The Sims* was originally rejected. However the game's creator, Will Wright, knew he was on to something and eventually got the game released in 2000. The rest is history.

Over recent years EA has attempted to change the formula that made the first game so popular, starting with the chart topping *Bustin' Out*. *The Urbz*, doesn't just bust out of the neighbourhood though. It bursts out of the suburbs and onto the city streets, bringing with it a totally new gaming experience.

In essence, *The Urbz* is like traditional *Sims* titles. It has all the basic elements, such as the strong focus on interaction between characters, mood bars (although a limited number) and career objectives, but what it does is give the main game a focus, which is to become the most famous Sim in the city.

To do this you need to build your reputation by socialising with the right people, wearing the right clothes and doing the right things. Get these elements right and you'll be supping Cosmopolitans in your penthouse suite. Get them wrong and you'll be stuck in Loserville.

Initially the idea sticks a little in the throat. Okay, so *The Sims* has always been about making friends and being popular, but at least you could be individual with it. Not in this case. In *The Urbz* you must conform and any sense of originality is stripped away as you struggle to find the right hair-do or shoes to get accepted by your pressuring peers.

This gradually changes as the game progresses, as you become the trend-setter rather than the slave to fashion, although you still have to ensure your clothes match the district's style.

The game has nine districts in total, which you can travel between as you please once you've unlocked them. The districts are very distinct in style, which helps prevent the game from becoming stale – a criticism levelled at earlier *Sims* games. For example, Gasoline Row is dirty, tough and full of bikers while Diamond Heights is full of glamorous celebrities and everything's shiny and gold. Learning what social moves and clothes to wear in each district is essential to succeeding, although the game gives you a number of pointers along the way to help you out, such as colour-coding the social moves so you know which ones work best. Once you've got the knack of the game and start earning the respect of your peers, it really takes off. The main body of the game is also incredibly fast-paced due to its fairly linear structure. In fact, you can romp through the districts in about 10 hours if you don't complete all the goals, but if you do then there's about 15-20 hours of gameplay.

The goals include learning social moves, ridding the district of its local thug and getting a promotion at work. This isn't easy though, as you need to level-up your mental, physical and artistic skills to achieve this. To do that you need to buy fancy contraptions, which you can only unlock by completing a number of goals in each

CUBE

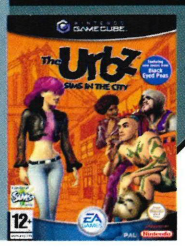
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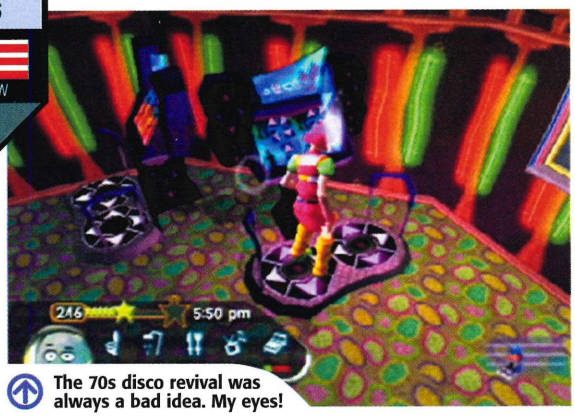
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PUBLISHER:	EA
DEVELOPER:	EA
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	2
MEMORY:	107 BLOCK

STATS

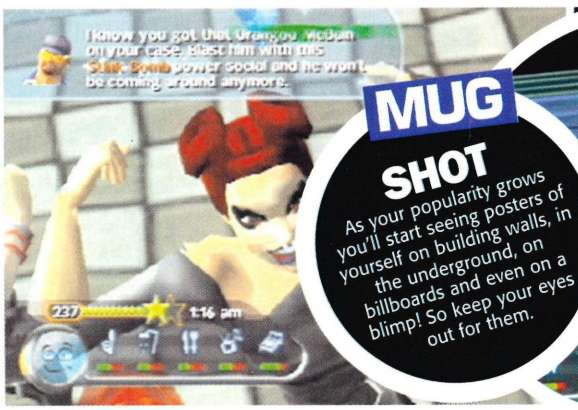
- NINE DISTINCT DISTRICTS
- BLACK-EYED PEAS STAR IN GAME
- UNLOCKABLE FREE MODE
- FOCUS ON JOBS NOT HOUSES

OUT NOW	TBA	OUT NOW





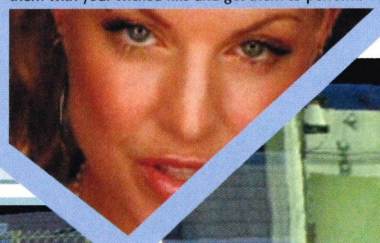
The 70s disco revival was always a bad idea. My eyes!



MUG SHOT

As your popularity grows you'll start seeing posters of yourself on building walls, in the underground, on billboards and even on a blimp! So keep your eyes out for them.

WHERE IS THE LOVE?: The Black-Eyed Peas make an appearance in the game, playing themselves no less. Wow them with your wicked riffs and get them to perform.

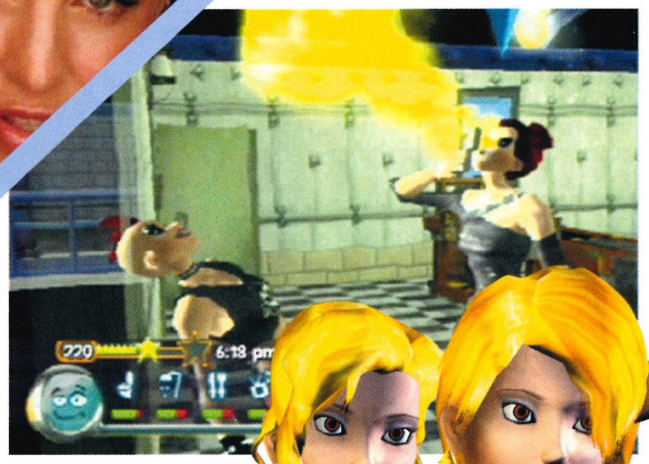


MOVERS AND SHAKERS

Meet the king of the urban jungle...

It's scary in the big city, but thankfully your Sim gets hooked up with the town's biggest player, Darius (and no, it's not Darius 'kilt wearer, kid scarer' Danesh). Darius gives you loads of tips and hints to get you started in the game. Simply turn on your in-game PDA and read the messages. He also throws some mean midnight-parties at the local clubs, although you can only enter them once you've got the right style and built up your rep. Once inside, Darius will teach you a Power Social move which you can use against the district thugs to get rid of them. You can also use the Power Socials with regular Sims, if you want to boost your rep rating really quickly.





district. It's certainly worth the effort though, as jobs include ferret tamer, bike stripper, body piercer and sushi chef. What's more, you actually get to do these jobs, unlike before. Each job requires you to complete a range of objectives, such as keeping the restaurant tidy and ensuring your hygiene bars don't drop whilst making the sushi. If you fail more than one element of the job, you get fired. This is a major problem as you can't buy new threads without money, and without the right clothes you can't get into the hottest places in town.

What's great about *The Urbz* is, like *Bustin' Out*, once you've completed the game you'll unlock the Free Mode. This is more like the traditional *Sims* games, where you can buy items for your apartment (which plays a very minor role in the Story Mode), decorate it and start meddling in the other Sims' lives. For many *Sims* fans this is where the heart of the game is. However, some may feel the Free Mode lacks a certain je ne sais quois, possibly because there's so little focus on the Mood bars, which was a key element in previous games.

As it stands, *The Urbz* is a great entry into the world of *The Sims*. There are fewer Mood bars to deal with and the goal orientated story mode keeps you stimulated, meaning the game is more accessible to the average player. However, serious *Sims* fans might just be a little disappointed. It's entertaining but doesn't have the depth of the earlier games in the series.

LIZ

"THE URBZ IS A GREAT ENTRY INTO THE WORLD OF THE SIMS. THERE ARE FEWER MOOD BARS, MEANING THE GAME IS MORE ACCESSIBLE"





2ND THOUGHTS

PIMMS IN THE CITY

I've been looking forward to *The Urbz* for ages, but the finished product doesn't quite live up to the previous games. Some of the jobs become very tedious and there's a little too much wandering about. Still, the chance to increase your reputation is good, especially when you start to see others stealing your looks. It's good, but not as addictive as the old days of being stuck in the house – oh and the Black-Eyed Peas are rubbish.

KENDALL

CUBE VERDICT

THE URBZ

ACCESSIBLE, BUT A STEP TOO FAR?

VISUALS
Simple and clean with plenty of bold colours and EA polish.

AUDIO
Meh. Black-Eyed Peas suck and Simolean speak get a little grating.

GAMEPLAY
Fast-paced and enjoyable, you won't put this down until it's done.

LIFESPAN
Story Mode takes a weekend, but the Free Mode is unlimited.

ORIGINALITY
New locations, new objectives and all new looks, but it's still *The Sims*.

ALTERNATIVE

Classic *Sims* action but with better locations and much more goodies.



THE SIMS: BUSTIN' OUT

Reviewed: 27 CUBE Rating: 8.2

CONCLUSION

THE URBZ DOES brings the *Sims* franchise to a new audience by making it accessible and quick to play. With less focus on Mood bars and goal-orientated objectives, the game speeds along at a tremendous pace, leaving you wanting more. Thankfully you get more, with the Free Mode, although it lacks the depth and intricacy of the previous *Sims* titles.

FINAL SCORE

8.3



SLAPPED BY A FISH

Once in Combo Mode You're given five seconds to go pull off a series of special attacks.



CUBE

INFORMATION

SHARK TALE

PUBLISHER:	ACTIVISION
DEVELOPER:	EDGE OF REALITY
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	15 BLOCKS

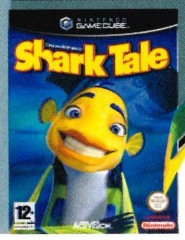
STATS

- OSCAR VOICED BY PHIL LA MARR
- FEATURES 12 LICENSED TRACKS
- 25 LEVELS
- UNLOCKABLE ANIMATION


OUT NOW

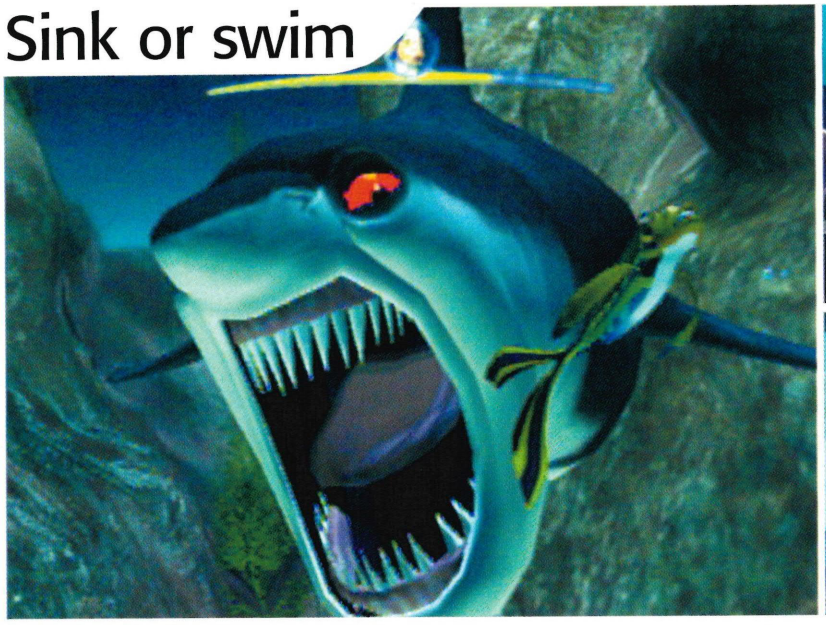

TBA

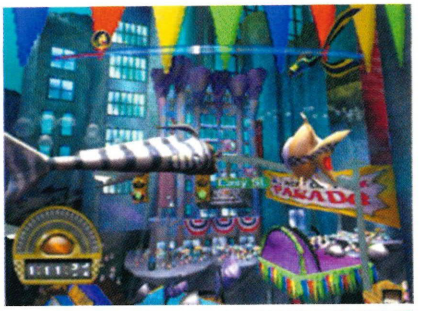
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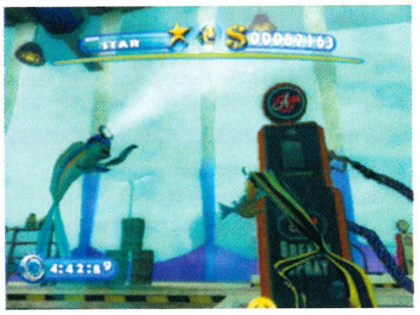




Sink or swim







SHARK TALE

Once upon a time, there was a fish named Oscar…

THE SONG lyrics "anything you can do, I can do better" come to mind when thinking about Dreamworks, the company responsible for the movie *Shark Tale* on which this game is based. This was certainly true in the case of *Shrek* vs *Monsters Inc*, but sadly *Shark Tale* is no *Finding Nemo* – at least if you're comparing films. But if you're comparing the two games, then *Shark Tale* comes out swimming head and fins above *Nemo*. Which is surprising, considering *Shark Tale* is pretty much the same game – even the opening level mimics *Finding Nemo*'s chase between Bruce and Marlin in the submarine. *Shark Tale* just does it a lot better.

For starters, the controls are more responsive, allowing Oscar to weave and dart through the water with tremendous ease so there's none of the usual cursing and swearing you get with other 'kiddie' games. The only time the controls let the game down is on the later dancing levels, where you have to do combined arrow moves by pressing the D-pad in conjunction with A, B, X or Y – which, just to make things difficult, also corresponded to a direction (up, down, left, right). Okay, except the game fails to tell you which letter corresponds to which direction so that makes things a little confusing, especially when the game gets faster and you're still trying to work out if Y is Left or Up. And, although we hate to say this, (but we're going to anyway, so please don't firebomb our offices) the GameCube controller isn't the best of the bunch and certainly isn't made for dancing games. These levels were obviously designed with the Xbox and PS2 in mind, as players can use a dance-mat peripheral for these levels, which would be a lot easier.

This aside, *Shark Tale* also beats *Nemo* in the looks department with gloriously detailed environments that instantly immerse you in Oscar's underwater world, especially the city-street levels which are bristling with life. But style isn't everything, what about the substance? Unfortunately, this is *Shark Tale*'s weakest point. Not that the game doesn't feature a varied bag of challenges – it does. One minute you're trying to escape being eaten by Lino, the next you're dancing to a funky tune (from the licensed soundtrack featuring the likes of Fresh Prince, Sean Paul, MC Hammer and Outkast) or trying to infiltrate the shark's domain without being detected. The problem isn't the variety, it's the length of the game… it's just too short despite having 25 levels. It can easily be finished in one sitting, which is very unsatisfying. Even with the bonus objectives on every level, the game simply lacks depth or any kind of challenge so whilst this might make ideal rental fodder, we'd be hard pressed to recommend anyone buying it at full price. Still, *Shark Tale* is an engaging and amusing game that should appeal to the young and young at heart alike.

LIZ

CUBE VERDICT

SHARK TALE

A GOOD EFFORT BUT DEVOID OF DEPTH

VISUALS Stunning underwater worlds with energetic cityscapes and characters.

AUDIO Good licensed soundtrack and voice acting by *MGS*'s Phil La Marr.

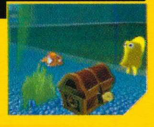
GAMEPLAY Entertaining and varied, but offers little to no challenge.

LIFESPAN Can be completed in a couple of hours and there's little to go back for.

ORIGINALITY It's *Finding Nemo*, innit? So not very original, but its generic done well.

ALTERNATIVE

Another fishy kid's game based on a fishy film, plays quite similar too.



FINDING NEMO

Reviewed: 24 CUBE Rating: 6.1

CONCLUSION

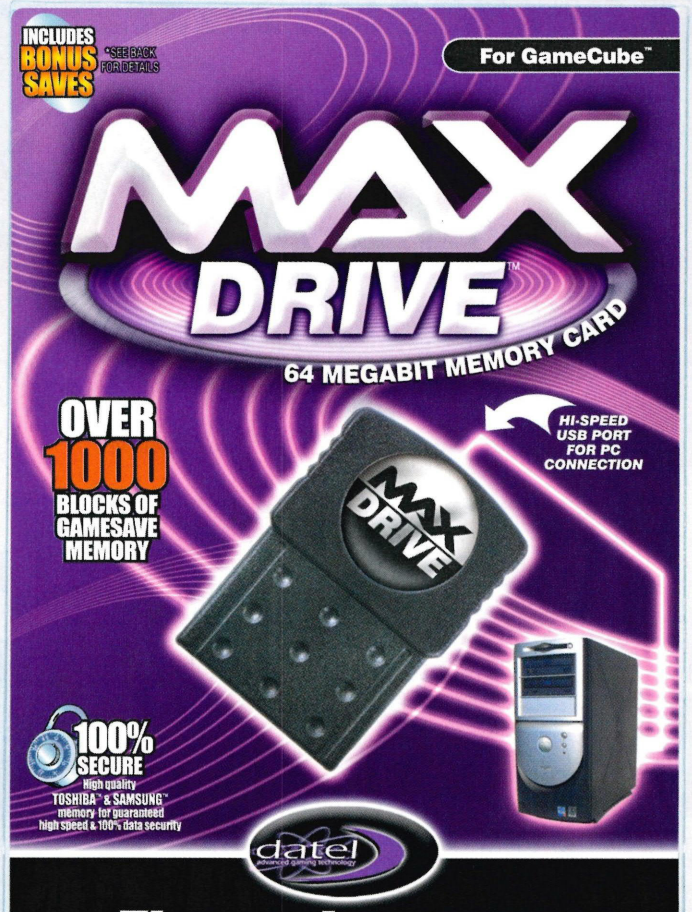
SHARK TALE WAS always going to face some criticism, after riding on the tail of *Finding Nemo*. However, while the movie may not be of the same calibre, the game is superior. Visually *Shark Tale* is a feast, with colourful and vibrant environments and a great mix of styles to keep you engaged. It's just too short and at £40, not good enough value.

FINAL SCORE

6.8

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ITCHY TRIGGER

Get your WE above 40 per cent and you can instigate a Trigger Action move.



CUBE

INFORMATION

MEGA MAN X: COMMAND MISSION

PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	10 BLOCKS

STATS

- TURN-BASED RPG BATTLES
- PLAY AS CLASSIC CHARACTERS
- SEND OUT ROBOT TROOPS
- COLLECT DOZENS OF MODELS

OUT NOW | OUT NOW | OUT NOW









Final Strikes, Breakdowns, impressive attacks, massive combos – it's RPG heaven.





MEGA MAN X: COMMAND MISSION

Mega Man takes a positive step into the RPG world

TYPICAL ISN'T IT... you wait ages for a good GameCube RPG and then three come at once. Over the past few months we've had the PAL releases of *Tales Of Symphonia* and *LOTR: The Third Age* and *Mega Man* et al come on the tail end of those. You may have noticed a recurring theme though: both were very different games, but both lacked that certain little spark to make them truly unforgettable. So does Capcom's take on turn-basism go boldly where no other RPG has gone before? Erm no. Sadly there are no stars on these two pages, but that's not to say this isn't a cracking little game.

Regular readers will know exactly what to expect, after all, we did blow it apart last issue. *Mega Man X: Command Mission* follows Mega Man and his steadily increasing team of Maverick Hunters in a crusade to end the exploits of the Rebellion Army. In order to gain enough power to do this, you will need to rebuild Central Tower (the Mavericks' run-down HQ). In order to do that you'll have to recruit talent, most of which is being held captive in the Rebellion's many outposts. As you learn of these prison locations you'll be allowed to go on a mission and save them. Each time you add a new member to your team you'll acquire the use of their skills. So, Colonel Redip will take charge of operations, Nana will handle all the communication, transport and IT, Cinnamon will allow you to generate essential Force Metals and Zero will become a powerful ally on the field. Because of this set-up *Command Mission* slowly but surely grows into a sweet little game. After every mission you can expect to learn something new and gain a new ability that gives you side-quest options. For example, once you have three fighting team members you can join forces in Final Strikes. When you have Nana you can deploy teams of robots to dredge old dungeons. Once you find Cinnamon you can spend time buying certain items in order to refine them into Force Metals (ability-granting accessories). You can also go back and visit old areas,



TWO FOR A POUND: As always the shops are a bit of a rip-off, and you may pick these weapons up later, but it's all about supply and demand, right?

FETCH BOY!

Robot dogs... aren't they the greatest?

With Nana in your team you can start sending out robot units to search for money and treasure. In the options menu you can see what percentage of treasure you managed to find, and you can also see how challenging that particular level is.

By making careful selections you can build up a powerful group of robots (and yes, they level up) and find a load of treasures that you can't buy for love nor money.



2ND THOUGHTS

MEGA BIG

■ Y'see this is what *Tales* is lacking – loads of stuff. Stuff to equip, stuff to fiddle with, stuff to do... there's so much stuff that after a while the word 'stuff' loses all meaning. But there's much meaning to be found in Virus Missiles, Giga Fire and Final Attacks. The battle system works very much like a *Final Fantasy* game, but with even more options and special attacks. I like. A lot.

TIM

because it's very unlikely that you will have found everything the first time. In many instances it just isn't physically possible as you need to have special keys to get into the secret areas. These keys are only found later on in the game. In Dr Gaudine's Laboratory there's a little side-quest that is purposely put there to challenge you. If you spend a few hours powering up you might be able to get through first time, but it's more likely that you'll come back later. It's this element of the game that gives it the edge over *LOTR: The Third Age*.

Command Mission's battle system is different enough to make it stand out from the crowd and, like the game itself, the battle system grows as you progress. Each character has three weapon slots and numerous commands. The main weapon and the two sub-weapons are mapped to the ▲, ◆ and ● buttons. The latter two require WE (Weapon Energy, a power source that's slowly replenished with each round), so your attack all depends on how much WE you've saved. The combination of WE and the fact that you can always see the order of attack up to eight moves in advance, means that there's an awful lot of tactical planning involved. By looking down the order of attack you can see when and where a boss is going to pull off that devastating attack, and you can prepare your team. Professor Gaudine only drops his armour for one round every few rounds, and defeating him is all about preparing your defences, timing your Hyper Mode (this mode only lasts a few rounds) and then striking. Too many RPGs intend to pull this kind of tactical approach off but end up being random and flip-a-coin in nature, so that's another massive plus point for *Command Mission*.

You've probably gathered that *Command Mission* plays really well, but it does suffer slightly in the technical department. Graphically it's alright. The 'toon-shading suits the game, but at no point will you ever go "wow, that's pretty special". It's quite evident that the game spent most of the planning stages with the PS2 in mind. Similarly the sound isn't particularly inspiring. There are some nice tunes but overall it's nothing special. More often than not RPGs are about a good battle system, decent quests and an intriguing storyline. *Final Fantasy III* is evidence enough of that. *Command Mission* definitely covers those bases (well, not so much in the storyline department), and as long as you don't want to be blown away with an audio-visual feast adventure fans will really enjoy it. For the rest of you, we hear Middle Earth is in need of a few warriors...

CHANDRA

"TOO MANY RPGS END UP BEING COMPLETELY RANDOM IN NATURE"

CUBE VERDICT

MEGA MAN X

SOLIDLY PLAYABLE, TURN-BASED RPG

VISUALS The 'toon shading is nice but it's nothing special.

AUDIO Some nice music but aside from that there's nothing to shout about.

GAMEPLAY This is where *Command Mission* comes up trumps.

LIFESPAN The size of your average RPG but there's stuff to come back and do.

ORIGINALITY Mixes many elements to make an RPG Capcom can be proud of.

ALTERNATIVE

A traditional RPG in every sense, but the English translation lets it down.



TALES OF SYMPHONIA

Reviewed: 37 CUBE Rating: 8.0

CONCLUSION

WRITING LAST issue's In-depth and now this review has meant playing this game from the beginning, twice. It's credit to Capcom then that it's just as enjoyable second time round. It's not the best RPG ever. It doesn't have great big Summons or universe-shattering special attacks, and it sure as hell doesn't have Chocobos, but it's top stuff even if you don't like Mega Man.

FINAL SCORE

8.2

CUBE COMPETITION GREAT GIVE-AWAYS!

COMPETITION TIME

ECHO, ECHO, ECHO

Win a bundle of Metroid Prime 2: Echoes goodies

YAY! METROID PRIME *2: Echoes* is finally here. We can barely contain our excitement! Needless to say we're in a jolly good mood and as such we want to share the happiness with you lot. Which is why CUBE has teamed up with Nintendo to give you this fantastic prize – *a Metroid Prime 2: Echoes* bundle, featuring a copy of the game, a GameCube, an official GameCube controller and a Memory Card 251.

Three runners up will receive a copy of *Metroid Prime 2: Echoes*.

So, if you want to be in for a chance to win these awesome prizes then answer this question:

WIN!



THE DEADLINE FOR THIS COMPO IS 15 DEC 2004

IN WHICH YEAR DID METROID FIRST APPEAR ON THE NES? WAS IT:

A: 1986 B: 1987 C: 1988

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THE DEADLINE FOR THIS COMPO IS 15 DEC 2004

PIN-UP GAL

Ogle Samus all day long

SIGH. ISN'T SHE lovely? Isn't she won-der-ful? We love Samus. The woman's a hottie and there's no denying it but damn, can she kick some butt! Now you can get Samus in your bedroom (not like that, you pervs) as Nintendo is giving away 40 A1-sized *Metroid Prime 2: Echoes* posters to CUBE readers.

All you have to do to get one of these posters is answer this question:

IN THE ORIGINAL METROID, WHO CONTROLLED THE SPACE PIRATES? WAS IT:

A: FATHER BRAIN

B: SISTER BRAIN

C: MOTHER BRAIN



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NETWORK CUBE

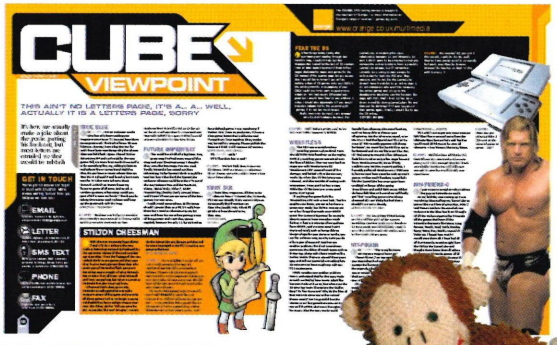
ISSUE THIRTY NINE

Comin' atcha like some slightly irreverent lobster. Crustaceans ahoy!

YOUR LETTERS

VIEWPOINT

90 More letters, more praise, more moaning, there's never a dull moment.

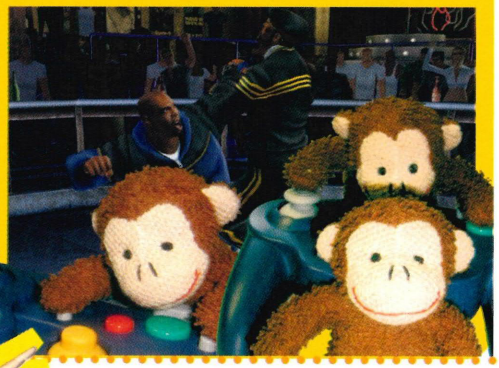


FORUM FRENZY

94 Wanna have a good old barney with the CUBE team? Get on, get off, get funky, get online.

CHEATING MONKEYS

100 As middle-age sets in the monkeys have been taking things easy, maybe soon they will die and we'll finally get those robots.



GUIDES



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 Well congrats, you've beaten the top score, such a fabulous accolade, well done you...

ADVANCE

114 Link's first GBA adventure is a cracker and he's got a brand new hat, well cap. Plus *Grand Theft Auto Advance* – guns!

THE DIRECTORY

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

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CUBE VIEWPOINT

THIS AIN'T NO LETTERS PAGE, IT'S A... A... WELL, ACTUALLY IT IS A LETTERS PAGE, SORRY

It's here we usually make a joke about the postie putting his back out, but most letters are emailed, so that would be rubbish

RANT ON!

TRUE BLUE

Hi CUBE. I'm an American reader who has only been reading your magazine since Issue 32, but you have done some great work. The back of Issue 36 was hilarious. Anyway, I am a big *Star Fox* fan and I have been wondering why the release date was held back. Again. I loved *Starfox Adventures/64* and can't wait for the next game. Still, it's more than worth the wait if it is for something like, say, adding AI bots to multiplayer like in *James Bond Nightfire*. Also, do you have an exact release date on *Resi Evil 4*. I played *0* and loved it, but I can't wait for *4*. I also want to know about *Starcraft: GHOST* as *Starcraft* was my favourite game of all time. And to ask a random question, what rating would you give *GTA* if it were on the GC? Thank you for taking time out to read my letter and keep up the great work with the mag.

JOHN RYDER, 13 CALIFORNIA

CUBE: ***Rockstar are being so secretive that nobody's seen enough to form a solid opinion, so can't comment on* San Andreas. *Resi 4 is still a bit up in the air as far as a release date is concerned and* Starcraft: GHOST *has gone AWOL from all release schedules for the time being.***

FUTURE IMPERFECT

This could be a hell of a big letter. First, great mag, I've had every issue of this mag and your Dreamcast mag. I thought they were the best mags I've ever read. Finally Nintendo has sorted out their advertising. To be honest I think it could be too late, but I also think the GameCube exclusive releases could beat the s**t out of the Gay Stations Poo and the Sex-Brick. *F-Zero*, *Rebel Strike*, *Killer 7*, *1080°*, *Viewtiful Joe*, *Double Dash*, *Harvest Moon* and *Crystal Chronicles* are some of the best games I've ever seen.

I really need some advice. At Christmas should I get an Xbox or a PS2? I really hate them but I need an alternative to my GC now and then. For me online gaming is out of the question and I can't buy games regularly because I'm only 11. So it's hard to be a diehard gamer. I was wondering if *Perfect Dark 2* was in production. *PD* was a class game, better than *GoldenEye* and *Timesplitters 2* put together. Okay, maybe not, but still it's amazing. Please publish this letter as I think it will reassure GC owners.

ASHLEY PALINK, MACCLESFIELD

PS CUBE rocks!

PPS Chandra's hair is cool!

CUBE: **Perfect Dark Zero** ***is due out Christmas 2005 on Xenon, or whatever Xbox 2 turns out to be called. Wasn't that big a letter either.***

XBOX SUX

I hate Xbox magazines. All they write about is how s**t GameCube, Nintendo, PS2 etc are. Actually that's not entirely true. Occasionally they'll mention an Xbox title. Usually *Halo*. I think I'll go take a broadsword to my Xbox now.

JAYMS NICHOLS, VIA EMAIL

GET IN TOUCH

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LETTER

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FAX

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STILTON CHEESMAN

With the ever increasing hype of *Halo 2* and *GTA San Andreas*, the new *Zelda* is becoming somewhat shadowed by the upcoming release of the rival consoles' top class titles. Show the footage of the new realistic *Zelda* to any gamer and their jaws drop, but so many gamers these days who aren't part of Nintendo's flock just aren't becoming aware enough of what Nintendo has in store. They all know what Microsoft and Sony are packing, but when it comes to Nintendo they don't want to know.

Whenever *Zelda* does go on sale, Nintendo is really going have to make everyone aware of this game and prove to all those gamers Link is no longer a young cel-shaded boy, but a realistic mature man now. But if they do the "Will you save the girl, or just play like one" bit again, it won't do the GameCube any favours and they will be more interested in the PS2's number one game at the time.

NICK CHEESMAN, VIA EMAIL

CUBE: ***The new* Zelda *is so far off you can't really compare the way it's marketed against titles on imminent release. However it's fair to suspect it won't get the sort of exposure it deserves over here when it does come out. We did kind of like the 'save the girl or play like one' slogan though.***

Of course this slogan doesn't actually work with* Metroid 2, *you'd have to change it to 'Kill the girl and play as one too'... or something. Put a quote from a review on it, that's a good idea, unless Nintendo use a rival mag's quote. Grrr!



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FEAR THE DS

A few things today. Firstly, after purchasing and reading through last month's mag, I couldn't help but feel disappointed overall by the lack of DS content. I was at least expecting around three to four pages dedicated to news and games for the DS instead of the quarter page list you issued. Also I would like to know if you will be putting videos of DS games onto your DVDs in the coming months and speaking of your DVDs could you try to cram a couple more videos on 'em, last issue's *DK* special was great but I would have liked to see a *Pikmin 2* video. I would also appreciate it if you would include a release list for the upcoming DS games, if it's not too much to ask.

Right, now onto *Burnout*, I am amazed why EA didn't release *Burnout 3* on GameCube, considering the close relationship between EA and Nintendo. EA said it didn't want to lose money by trying to remove the online functions from a possible GameCube release, but if I remember correctly EA is using its own servers for online play for both the PS2 and Xbox versions, and its not like the GameCube doesn't have the ability to go online does it, it's only Nintendo who won't be releasing the online games and it's up to the developer to decide to use this function like Sega with *PSO*. Well I think EA has let us down incredibly during GameCube's life and they can be dammed if I'll ever buy any of their games again. Finally, I would like to see the DS online.

TEDDY BOY, VIA EMAIL

CUBE: ***You wanted DS, you got it this month, punk! As for EA, well, they've been pretty good to us mostly but yeah, may they be forever damned for leaving us high 'n' dry with* Burnout 3*!***



CUBE: ***Well,* Halo *is pretty cool, to be fair. And* Fable, Burnout 3, KOTOR…

WRESTLESS

The N64 was a console where wrestling games truly evolved. From the old WCW/nWo franchise, to the mighty WWF(E), wrestling games outranked even the likes of *Tekken*. Then we were back to stage one with *Wrestlemania X8*, *Wrestlemania XIX* repaired most of the damage, and lacked only a decent story mode. So when *Day Of Reckoning* was released, and after months of waiting with anticipation, I was quick to buy a copy. While *Day Of Reckoning* is a very good game, it isn't great.

If anything this game feels like *WrestleMania XIX* with a new look. Yes the graphics are better, yes we at last have a great story mode, but *DOR* is missing out on a few things that made even *WMXIX* great. The Create-A-Superstar for example, doesn't seam to have moved on much further, in fact it is missing a few qualities from *WMXIX*, and in some areas hasn't improved at all, such as being able to design a logo for your pants or trunks, you can for a shirt or vest, so why can't you do it for a pair of trousers? Matches are another problem. The third *Smackdown* game saw the debut of match types such as 6-man tag, along with classic matches like, Casket Match. That was around three years ago, and still we GameCube wrestling fans do not seem to have caught up with our PS2 counterparts.

WWE wrestlers are another problem. Now I understand that for the story mode to work we had to have newer talent like Garrison Cade and so on, but where are the 19 time Tag Team Champions the Dudley Boyz? Or The Hurricane? Why do the likes of Bret Hart not come out to their actual theme music? Yes I'm grateful that the Hitman is on this game but come on it's not as if the WWE don't own the rights to his music. Also the story mode could benefit from allowing a bit more freedom, such as being able to choose your allegiances, not the other way round, even *No Mercy* had that figured out. This isn't a case of, "N64 wrestling games will always be better". It's more like the N64 has yet to be bettered and it's not like it can't be. *Day Of Reckoning* to me and a few others just feels like it's taken only a few steps forward from *Wrestlemania XIX*, it's as if THQ couldn't care. *No Mercy* wasn't perfect, I honestly preferred *Wrestlemania 2000* over it, but we now have consoles with so much power, and so much freedom, it just feels like the GameCube has once again been snubbed in favour of the ageing *Smackdown* and awful *RAW* series. While I do have faith that in the end we will finally get "that" wrestling game we've always dreamed of, I can't help but feel that it should have come already.

GRAHAM HARPER, VIA EMAIL

CUBE: ***We loved* Day Of Reckoning *and it's still the pick of the current wrestling crop but yeah, more freedom in story mode would definitely crank it up a few notches and add replay value to the single player game.***

NIT-PIKKIN

Hi CUBE! This is my first time writing to a mag so here I go!

I have *Pikmin 2* on Jap version and did you notice that the levels you play in (except the first one) are newer versions of the originals. Like the second level is a newer version of the Forest Of Hope, the third one is the Distant Spring and the last one is the Impact Sight.

Oh yeah have you completed Challenge mode with all perfects? Though I didn't know that you'd get a clip of…*PLEASE STOP READING HERE IF YOU DO NOT WISH FOR THE CLIP TO BE SPOILED!*

Louie's dark secret, funny that he lied about the Space Bunnie eating the carrots when it was really him.

Louie's dark secret, funny that he lied about the Space Bunnie eating the carrots when it was really him.

ADAM O'CONNELL, LIVERPOOL

PS I only have to get one more treasure left! Also I have rescued Louie from the Ultimate Boss, beware he's rock hard so you'll need all Pikmin as he uses all elements – Fire, Poison, Electricity, Water.

CUBE: ***Well the idea of* Pikmin 2 *is that Olimar has returned to the same place, so it's fair enough that the levels are similar, but they're still different enough to provide a sufficiently new experience.***

NIN-FRIEND-0

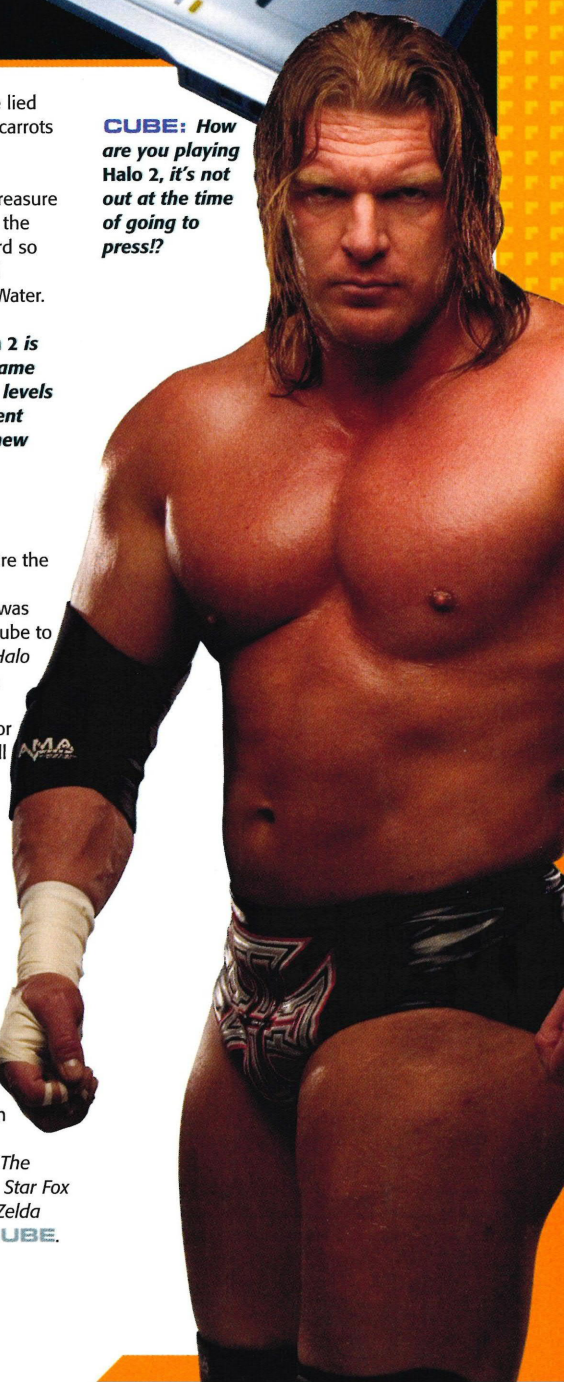
I just wrote in to explain why I admire the guys at Nintendo so much.

As my birthday was coming up I was wondering about selling my GameCube to get an Xbox as I love playing *Halo*, *Halo 2* and *Project Gotham Racing* which are exclusive to the Xbox but then I thought of all the exclusive games for Nintendo: all the games that have all the Nintendo characters like Mario, Luigi, Bowser, Peach, Toad, Yoshi, Donkey Kong, Wario, Roy, Marth, *Legend Of Zelda* etc. I forgot how much I would miss them all. I have had all the Nintendo consoles from the NES to the GameCube and thought them better than all others. My favourite Nintendo games of all time would have to be 1. *Ocarina Of Time* (and *Master Quest*) 2. *Perfect Dark* (N64) 3. *Metriod Prime* (GC).

Don't get me wrong, I like the Xbox games, I'm even in a *Halo* Clan except I can't wait for the likes of *Donkey Konga*, *GoldenEye 2*, *LOTR: The Third Age*, *Timesplitters 3*, *Pikmin 2*, *Star Fox 2*, *Metroid Prime 2*, *Mario 128* and *Zelda Four Swords*. So I'm sticking with CUBE.

BEN BARKER,13, HAMPSHIRE

CUBE: ***How are you playing* Halo 2, *it's not out at the time of going to press!?***



CUBE VIEWPOINT



Mario cartoons, should they not have died with Captain N and all the rest of those horrible Eighties things?



REV-ING UP

Howdy, what do you think Nintendo has up its sleeve for the Nintendo Revolution that could make it revolutionary? My guess is that the controllers have in-built screens. To support this, here's some bits of info: "Developers saying they would use the technology for connectivity if it was already part of the system. The connectivity push at E3 2003 was a way at introducing the idea to developers. One of the two processors in development for Revolution could be used for the controller screen."

DANIEL BRITTON, VIA EMAIL

CUBE: ***Mebbe.***

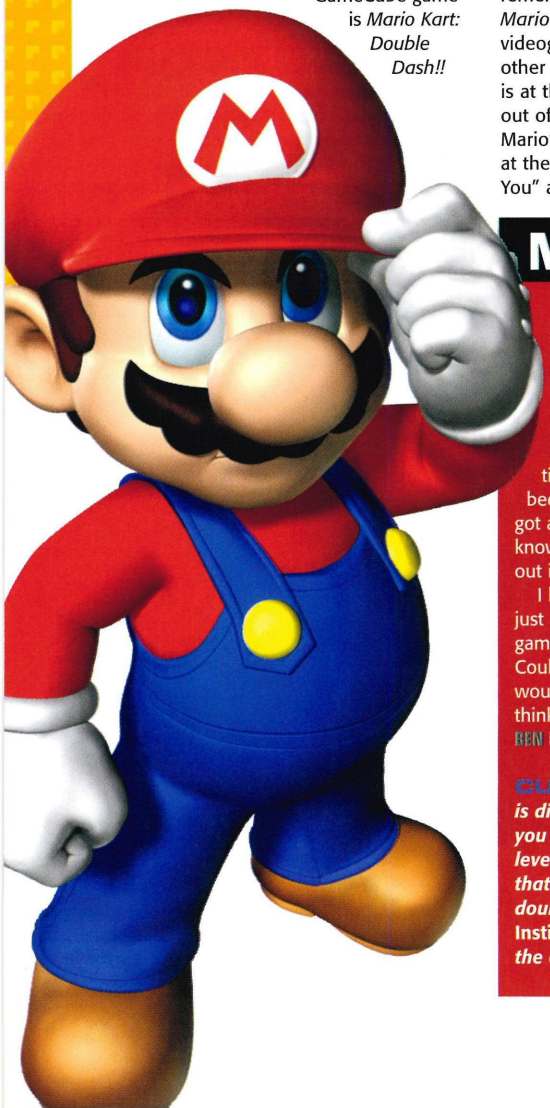
IT'S-A-WHO?

Hello! It's me Fiona Li! It is my first time emailing to you! Nice to meet to anyone in the CUBE Team! I am a huge Mario fan and I like Nintendo. Nintendo rules and Mario rules! The reason I buy your magazine is because I really enjoy seeing your super cool DVD CDs. My favourite GameCube game is *Mario Kart: Double Dash!!* because on my birthday, I beat my best friend in a race and also me and my best friend beat my little sister in a race in Star Cup in Mushroom in versus mode and co-op mode. Right now, I mastered the blue powerslides in some of the courses in the game. My other reasons are it is the game I never get bored with, I get to team up with my friends and my little sister sometimes, it is fun and it is realistic, the courses, the characters and the karts. That's why I like the game. I can't believe that Amy Henchliffe would insult Mario! How dare she would do that to Mario! I really like Mario and his games! They have more fun, more racing, more parties and more realistic. Anyway, I agree with your review about *Sonic Heroes*. That game stinks! I know why the *Sonic* games stinks because me, my little sister and my dad played this *Sonic* game for the Dreamcast. When we played it, I fell asleep on my dad's bed. That game is really boring. It made me sleepy. I think me, my sister and my dad played that game, I think. We played that game really ages before, I can't remember. It is right after we played *Super Mario 64*. *Super Mario 64* is the very first videogame we got before we played any other ones. The only thing I remembered is at the end after Princess Peach came out of the glass window, she kissed Mario's nose. Then there was a huge cake at the end and it has a sign says "Thank You" at the bottom of the cake. It was a really good game. My dad played most of the game. Oops! I guess I gone off the main subject. Any way, I can't believe that Amy Henchliffe would do that! I think she should learn the truth about that *Mario* games are more fun than *Sonic* games. I agree with what Steven Thetford said. He said "...even Peach & Daisy could beat the crap outter Sonic and friends blindfolded!" that's what he actually said in your magazine. Amy Henchliffe should go to Mental Crazy Hospital for insulting Mario. I feel sorry for him. Didn't you know that *Super Mario World* and *Super Mario Bros 3* has their own cartoon show? You get to watch *Super Mario World* and *The Adventures Of Super Mario Bros 3* on POP (619) or Tiny Pop (620). That's what the cartoons are called. *Super Mario World* is about Mario, Luigi, Princess Toadstool (Princess Peach) and Yoshi having adventures but King Koopa and his Koopalings always cause trouble for Mario and friends and they always wanted to rule the Dome City and the world. But Mario and friends always stop Koopa and his kids from ruling the Dome City and the world. *The Adventures Of Super Mario Bros 3* is about Mario, Luigi, Princess Toadstool & Toad were in their adventures but King Koopa and his koopalings always cause havoc in the Mushroom Kingdom and the real world. But Mario and Luigi use their super powers from items to stop King Koopa and his kids from ruling the Mushroom Kingdom and the real world. Sometimes Princess Toadstool and Toad join Mario and Luigi to fight against Koopa and his children to stop them. Them two cartoons are my favourite cartoons. I watch them everyday. By the way, I am really good at drawing Kirby and the items and other stuff in the Mario games. Kirby is so adorable! I really like the CDs and your magazine. I play videogames in most of my life. The videogames I played the most are the *Mario* games. I really like the *Mario* games. I might join your forum, some day. When I go to your forum, I think it is going to be super cool! Thank you for reading my email!

FIONA LI, VIA – YUP – EMAIL

PS Your magazine, your DVD CDs, Mario, *Mario* games and Nintendo rules! PlayStation and Sonic stinks!

CUBE: ***We weren't going to print anymore Sonic/Henchcliffe letters but you obviously spent so long writing such a long one we made an exception. However that's it, the last, absolutely the last, cross our hearts and hope to be spanked until our bottoms really, really hurt.***

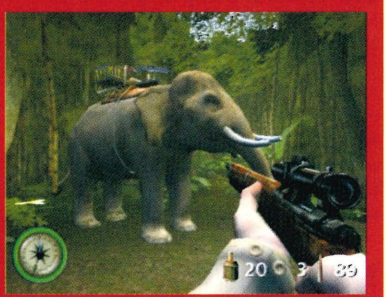


MEDAL MADNESS

I recently purchased *Star Wars Rogue Squadron III: Rebel Strike* and I am nearly at the end thanks to your excellent guides in Issues 11 and 12 which were the first CUBE mags I bought. What do you think of the *Rogue Squadron* titles? I didn't rate *RS II Rogue Leader* because it didn't have much content and got a bit boring after a while. Do you know if there is a *Killer Instinct* game due out in the future?

I bought *Medal Of Honor: Rising Sun* just after it came out and thought the game was too short for a two disc game. Could you please suggest any titles which would give me more of a challenge. I think your magazine's the best.

BEN ROGERS, VIA EMAIL



You'll need more than that puny rifle to take out a kamikaze elephant.



CUBE: ***Love* Rogue Leader*, opinion is divided on* Rebel Strike *though. Have you got platinum medals on every level? If so come back to us, if not, that's your challenge. We very much doubt that there will be another* Killer Instinct *game. Of course this could be the chance to prove us wrong.***

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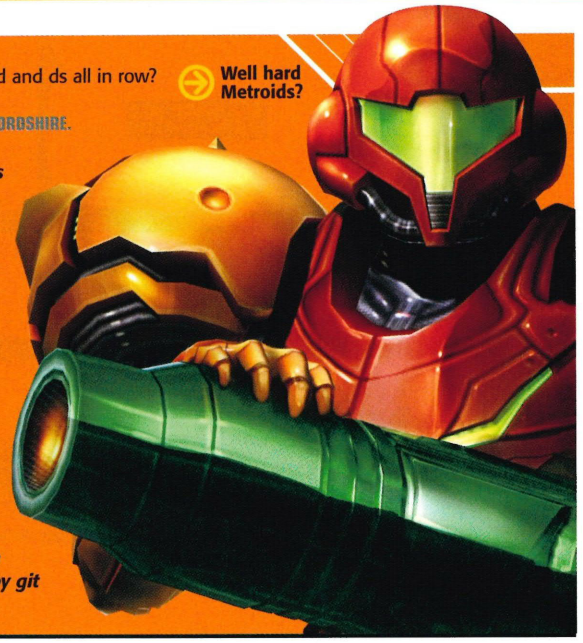
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METROID HUNTING

I am a HUGE *Metroid* fan and I'm currently trying to get the best ending on *Metroid Prime*. Anyways about 25 per cent through the game in the labs where you get the Thermal Visor I scanned a computer and it said this, "Hunter Metroid ds is showing signs of increased instability and a heightened immunity to cold damping fields." Will the enemies on the DS be Metroids infused with Phazon given the name "Hunter" Metroids by the space pirates? Will they be stronger than the *Metroid Prime*? Will they bigger, badder and take longer to kill than Omega Metroids? Will they be immune to ice? Is this message a hint Nintendo put in the game as to what the DS version will be about? Or is it just a coincidence that they wrote Hunter, Metroid and ds all in row? What do you think?

STUART GARRETT, STAFFORDSHIRE.

Well hard Metroids?



CUBE: ***What was the first part again? Actually, we don't know. Tim played through* Metroid Prime *recently and he says: "Don't have a clue, I didn't scan everything, that was getting well boring." And Ryan who's spent a bit of time with the DS says: "Shut up!" So that's not much use either, sorry. Grumpy git that Ryan, innie?***

WIND BREAKER

I have loved the *Zelda* series since *Link's Awakening*. And at 16 I have the whole series. But when I bought *LOZ: TWW* I was disappointed. One of the reasons I love *The Legend Of Zelda* is its action packed towns and long rewarding side-quests. Yet when after about eight months of anticipation what do I get? One poor town and have to kill eight giant squids for a week and get a piece of heart! And so I want (before getting my hopes up) to know is there a lot of GOOD, LONG side-quests that I will have hours of fun doing? And please put some pics of towns in the next one please!

SIMON ALI, BROADBOTTOM [no really that's where he's from, it's not meant to be some sort of 'wide load' insult – Tim]

CUBE: ***If we had 'em we would!***

TOWEL FLICKED

This is a letter of frustration. I would just like to get one thing straight I am one of those people who like to finish their games 100 per cent, I am so dedicated I got a platinum award on most of *TS2* arcade and challenge mode challenges and gold on everything else, and I have unlocked everything. I have completed 100 per cent of every game I have ever played including *Metroid Prime*, *Sonic Adventure 2 Battle*, *SSBM*, *Soul Calibur II*, and *Vice City* to name a few. However there is one item in one game despite me playing Conal Church over 53 times I can not get a Dragon Fang in *FF: CC*, I can get the points I can beat the boss and the level is on cycle three and the level has given me everything else but I can not get a dragon fang, and so I for the first time ever I have thrown in the towel.

MICHAEL GOULDING, QLD AUSTRALIA

CUBE: ***You need to get between 240 and 260 points at Connall Curach on the third cycle. If that doesn't work… hmmm.***

MEANING OF LIFE

I recently had a fairly delicious bowl of macaroni and the creamy texture and beautiful taste got me thinking of the DS. I don't think I can wait any longer for its release. I got up from my chair and walked slowly to my room to do what I do every night… dream of the DS and cry because I don't have one. I just wanted to let you know that I am about to jump out of my window because of you. You put so many good pictures of the Nintendo DS inside your mag and described it so well that I cannot wait any longer for its release and must put an end to my misery… I have nothing to do any more. I can't play my Advance because I now know that bigger and better things are coming and I don't feel like wasting my time. My GameCube now sits in the corner of my room alone crying out to me… begging someone to play it… but I simply cannot. It's the DS I want… and the DS alone. Sometimes I watch the clock knowing that every click means its one second sooner to come out…I'm one second closer to owning my precious… but there are still many more seconds left… I have to jump.

Goodbye CRUEL WORLD!

BRYAN POPE, VIA EMAIL

CUBE: ***Somebody, get this man a DS! And can you see about getting us one too, it still ain't arrived.***

LET'S TALK ABOUT TXT

We want your text!

HOW DO YOU GET THE FISHING ROD IN ANIMAL CROSSING?
CUBE: Buy it off Tom Nook.

WHAT DO U GUYS (AND GIRL!) THINK ABOUT FF7 ADVENT CHILDREN?!
CUBE: Ryan says 'booya', Liz says 'bleugh'.

CHANDRA I SAW YOU AND YOUR BAND IN THE INVADER MAG I GOT IN GAMETRADER. FLATOUT LOOKS COOL BUT YOU LOOK MISERABLE CHEER UP. ROCK ON DUDE.
CUBE: He's only grumpy because it's winter.

IN BEYOND GOOD & EVIL, WHERE CAN I FIND THE CODE FOR THE CABINET WITH THE MDISK IN IT? (BESIDE THE AIR HOCKEY TABLE IN AKUDA BAR). WHERE CAN I FIND THE LAST SPECIES OF ANIMAL TO PHOTOGRAPH? IT'S NOT SHOWN ON THE RADAR.
CUBE: When you finish the game you get a code which you have enter at www.beyondgoodevil.com which will give you a code for the cabinet. The last animal to photograph is in space.

ARE YOU GOING TO RELEASE DONKEY KONG 64 ON THE GAMECUBE OR NOT?
CUBE: We weren't planning to.

HEY CUBE GREAT MAG! MILES LOOKS GORGEOUS WITH LONG HAIR!!! DON'T YOU THINK?
CUBE: Miles agrees.

FREE MISSED CALL ALERT FROM ORANGE. THIS NUMBER CALLED BUT LEFT NO MESSAGE [NUMBER OMMITTED TO PROTECT THE INNOCENT]
CUBE: Odd, didn't even think you could phone this number.

LOVE VANISHING POINT, BEST THING IN THE MAG. THAT GUY MAKES ME LAUGH, HE'S COOL!
CUBE: He thanks you, with a certain degree of bitterness in his heart.

GORE BLIMEY

I am writing about your Rise And Fall Of Nintendo. I collect classic games and just last week I decided to bring out my classic NES for a few games of *Duck Hunt*, *Castlevania* and *Batman*. I have also just recently managed to buy *Captain Skyhawk* and *Double Dragon*.

You mentioned in your feature that *Mortal Kombat* on the SNES had green blood when in fact it had none, although it was censored. As far as I remember it went like this: during the early days of the SNES midway released an arcade perfect conversion of *Smash TV* for the SNES, gore intact, and still a great game to play. This game also came out on the NES, Master System and MegaDrive, both the Sega systems had *Smash TV* slightly compromised because of the lack of buttons, this in my opinion ruined the game. Then *Mortal Kombat* arrived just after the nutters were claiming that *Night Trap* on the Mega CD was the work of the devil, result? *Mortal Kombat* on the MegaDrive had the gore intact via a code input and the SNES didn't, also in addition to the lack of gore some Fatalities were sanitised. Midway's answer to this was to include Babalities in *MK2*.

Now on to the green blood, the sequel to *Smash TV*, *Total Carnage*, was hit because certain groups in Germany were kicking up a stink and I am not sure but I've got a feeling that the American edition of *Total Carnage* had red blood. The green blood idea did two things, satisfied the delicate brigade and turn off the dedicated gamers, hence *Total Carnage*'s lower sales.

Another thing that hit Nintendo was the price, at time some NES games were £60 when even SNES games were £40. The few SNES games that went over the barrier were *StarFox*, *SFII* and *Stunt Race FX* because of the extra chips. But to a gamer £60 is £60.

And now we get to today with Sony stomping all over the industry like a bully, when really the PlayStation was going to be a Super Nintendo CD drive. These bullyboy tactics they have adopted like snatching *Half Life* from the Dreamcast and the so-called exclusives like *I-Ninja* will bite them back. I've always believed in 'you reap what you sow' – if you do something bad to someone it will come back three fold. To us gamers, no one likes a bully and a cheat!

MARK HOGG, DERBYSHIRE

PS When are Midway going to pull their finger out and release their *Arcade Treasure Pack*. It's available in America on all three formats? And I am still waiting for the *Nintendo Puzzle Collection* and the *Megaman Anniversary Collection*. Any ideas about a release date?

CUBE: ***Little history lesson for everyone there then. Sorry, but no* Mega Man Anniversary Collection *for Europe.***

CUBE

ISSUE THIRTY NINE

FORUM FRENZY

AS ONE DEADLINE ends another begins and we get to look at the forum without that nauseous feeling of being caught slacking. The usual cry of "But it's work!" doesn't seem to wash anymore and is met with "It can't be work if you're enjoying it". Ah well, maybe we do indulge too much, but hey, how else are we going to get people to send us chocolate?

USER PROFILE...

NAME:	Caz
USER NAME:	ilweran
OCCUPATION:	Crazy cat-lady
FAVOURITE GAME:	Deus Ex



Please comment on why something as irrelevant as gaming plays such an important part in your so-called life:

I have to play games to wipe out the horror of the 'erotic fiction' thread started on TGN by my boyfriend.

There's the joy of being a small Japanese child drilling through brightly coloured candy, or the soothing music of *Puzzle Bobble*. Or, better still I can shoot zombies in the head in *House Of The Dead*, and sneak around hitting people on the back of their knees and then running away in *Deus Ex*. Irrelevant? Games are the only thing that keep me sane... I still can't erase the image of Parker sucking Lady Penelope's socks from her feet, though.

POSTS WITH THE MOSTEST

1. ***"And this was not an attempt to get into CUBE, this is just who I am."***
   Barney
2. ***"Welcome back 14. Be nice or I'll park on your nuts as well."***
   Ferrari
3. ***"I'm just wondering, should I play Animal Forest, excuse me, should I hang myself, do I flush the toilet to get rid of the yellow water?"***
   Rhinox
4. ***"They shouldn't be called Circa. Bandra is a better name"***
   Lord Kristof
5. ***"It seems to me as if some people on TGN spend so much time on the forum talking about games, that they never leave themselves any time to actually play them."***
   Mr Party Hat



HONOURABLE MENTIONS

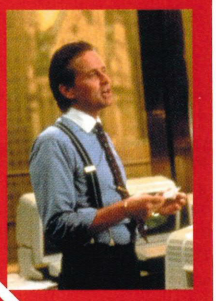
Something strange happened – a new member joined and made really good posts. This member is FaustsHausUK. He's great. Also thanks to Dr Drake Ramoray for sending chocolate (three huge bars, mmmm) because we printed that Johnny Depp pic. You see how this works people?



HOT TOPICS...

SMELLING OF ROSES

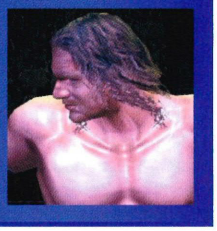
UNDER ALL THE gloss is Nintendo just another company manned by corporate whores? You try to discuss, then the thread gets swamped by fanboys.



YESTERDAY'S NEWS...

STINKING LIKE THAT ICON

WRESTLING THREAD HIJACKING – stop it. Some people want to talk about men slapping each other and saying "Whoooo".



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:

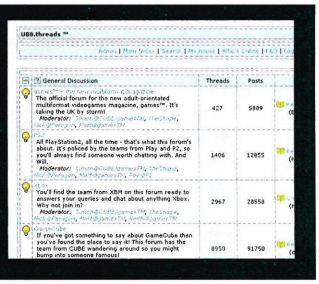
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're 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).

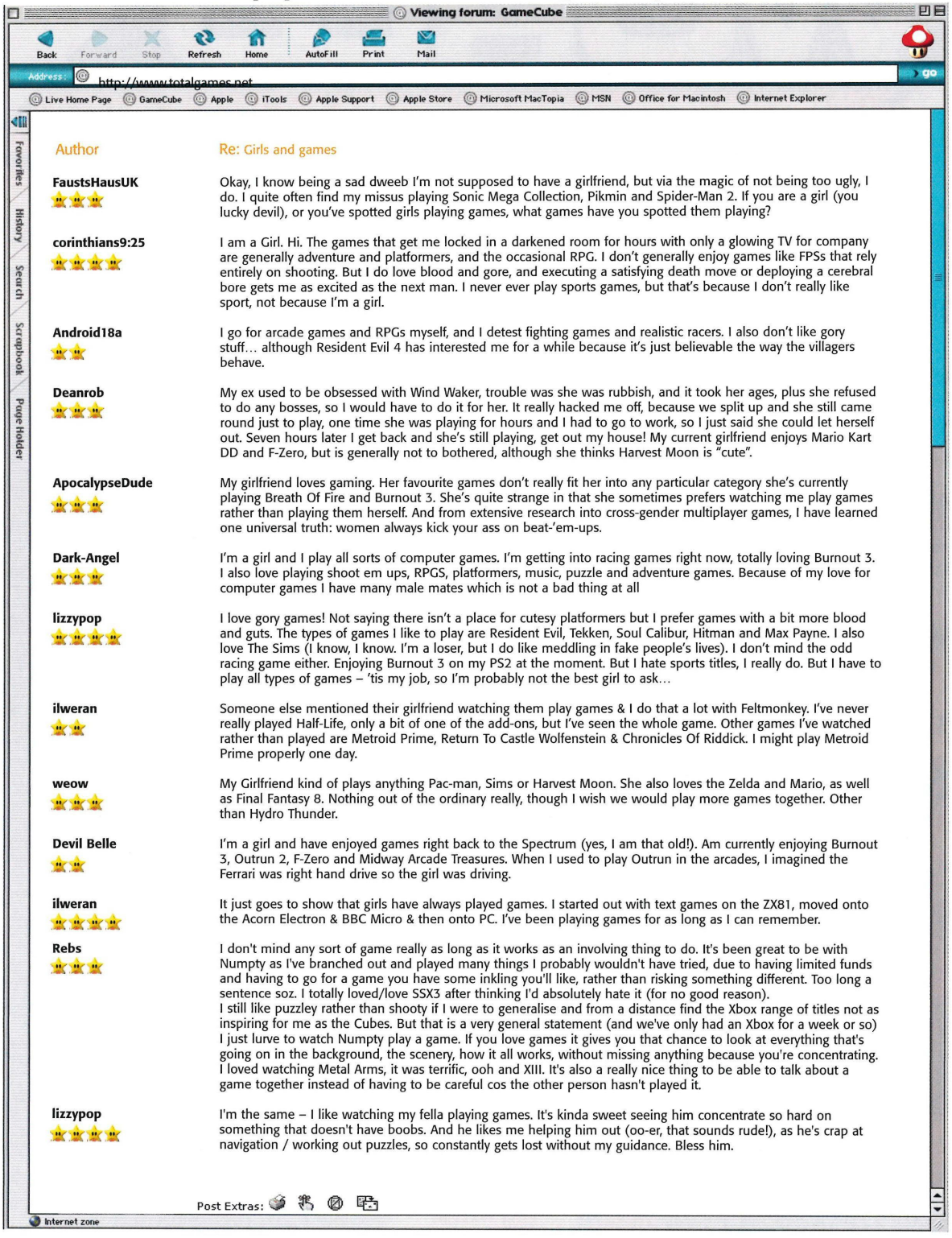
STEP THREE:

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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SUBSCRIPTIONS
Subscription Rates
(13 issues) UK £33.99
UK direct debit £7.79 every three issues
Subscription Hotline: 0870 444 8682

PRINTED BY SOUTHERNPRINT (WEB OFFSET) LTD, 17-21 Factory Road, Upton Industrial Estate, Poole BH16 5SN

DISTRIBUTED BY Seymour Ltd, 1st Floor, 86 Newman Street, London W1P 3LD 0207 3968000

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A HIGHBURY HOUSE COMMUNICATIONS PLC COMPANY

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JAN – JUN 2004

BEAT THE WORLD

ISSUE THIRTY NINE

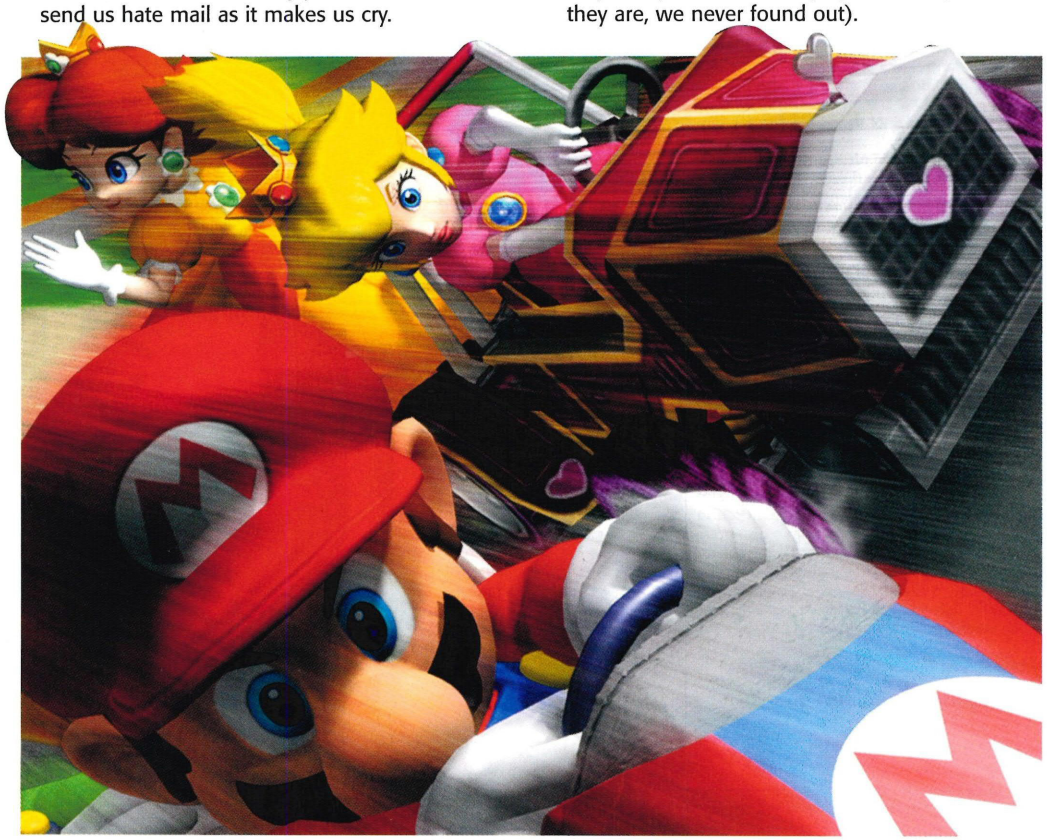
RECORD BREAKER

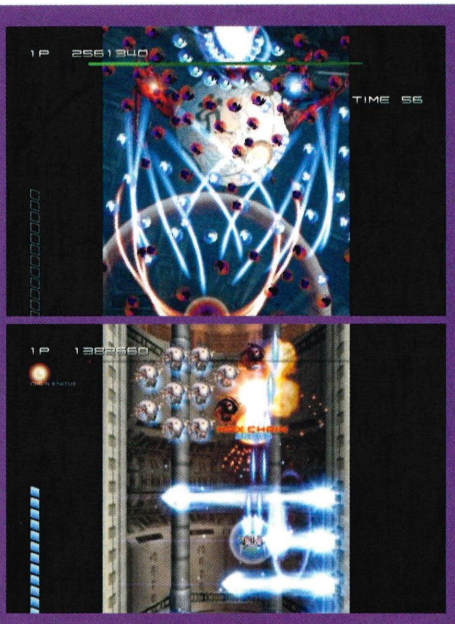
Well congratulations to Jonas Pettersson who's managed to best Every time on 1080°. Just quite how he managed to sit playing the same game time after time just so he could get his name on here is absurd, talk about dedication!

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

It's black, it's white, it's tough for you to get by.

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!!

Can't wait for Wa-Double Dash!!

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
Walugi Stadium	1:44:923	Dave Every

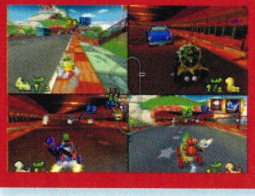
STAR CUP

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





It's a funny old game, life, innit. Like, just what is the point? It's not a race for survival anymore.



1080° AVALANCHE

Chavalanche! Best... word... ever.

EASY

Course	Time	Name
Ski School	48'68	Jonas Pettersson
Tenderfoot Pass	42'96	Jonas Pettersson
Frosty Shadows	46'54	Jonas Pettersson

HARD

Course	Time	Name
Power Threat	44'40	Jonas Pettersson
Tree Top Trauma	1'03'32	Jonas Pettersson
Grits N' Gravy	51'88	Jonas Pettersson
Trestle Trouble	1'20'97	Jonas Pettersson

EXPERT

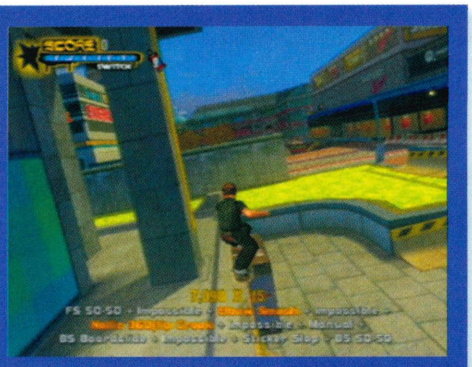
Course	Time	Name
Revolution Cliff	1'06'48	Jonas Pettersson
Midnight City	1'32'19	Jonas Pettersson
Rotted Ridge	1'01'62	Jonas Pettersson
Diesel Disaster	1'10'38	Jonas Pettersson
Sick with it	1'21'97	Jonas Pettersson

EXTREME

Course	Time	Name
Top Tree Mama	1'02'78	Jonas Pettersson
Treble Tussle	1'20'81	Jonas Pettersson
Evolution Riff	1'06'36	Jonas Pettersson
Sid's Night Midi	1'29'87	Jonas Pettersson
Dazzlin' Teaser	1'10'24	Jonas Pettersso
Wit's Thicket	1'21'89	as Petters



Humans have spread across the world like a virus with shoes.



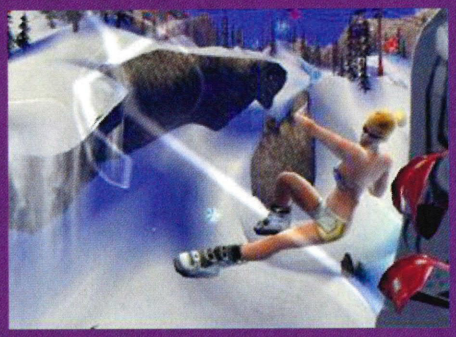
TONY HAWK'S UNDERGROUND 2

Thug life – oww, finger cramp!

Level	Score	Name
Training	2,044,673	Ryan
Boston	2,975,575	Ryan
Barcelona	2,144,122	Ryan
Berlin	2,983,604	Ryan
Australia	2,032,252	Ryan
New Orleans	2,144,875	Ryan
Skatopia	2,659,794	Ryan
Pro Skater	1,613,567	Tim
The Triangle	5,000,001	Tim
School	2,493,101	Ryan
Philadelphia	1,502,928	Ryan
Downhill Jam	1,370,607	Ryan
Los Angeles	1,214,824	Ryan
Canada	2,889,460	Ryan
Airport	4,519,944	Ryan

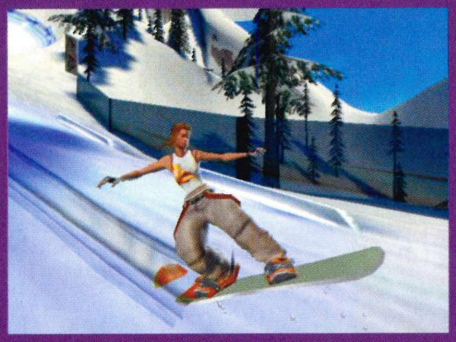


BEAT THE WORLD
RECORD BREAKER



We've built houses and filled them with appliances to keep us warm and safe from the nasty environment...

... outside, but we're always going on about saving the environment. If everyone likes it so much, why don't...



SSX 3

Well Miles didn't last long on here.

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



... they spend more time in it, instead of sitting inside with central heating and...



... game consoles. Mind you, who'd be a squirrel, eh?

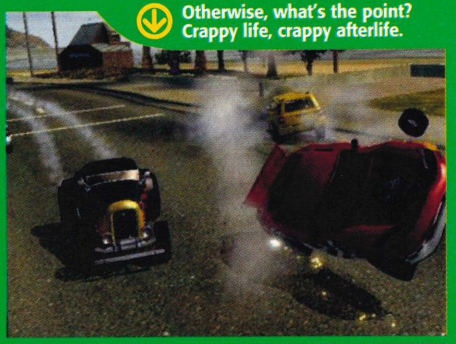


SOUL CALIBUR II

Soul Calliper II – assisted fighting.

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

Otherwise, what's the point? Crappy life, crappy afterlife.







BURNOUT 2

By the way, everybody on Live is absolutely rubbish at *Burnout 3*.

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

EeeeeeEEEEEEEEEEEEEEEOOOOoooooow...

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

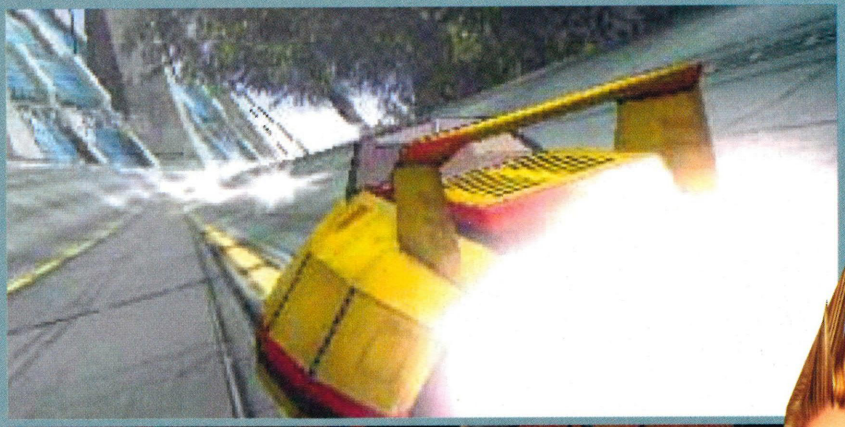
Casino Terminal: Trident	02'47"084	Rex McGee
Sand Ocean: Lateral Shift	1"42"135	Rex McGee
Fire Field: Undulation	01'55"197	Rex McGee
Aeropolis: Dragon Slope	02'32"467	Rex McGee
Phantom Road: Slim-Line Slits	01'46"315	Rex McGee

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





Ha ho... of course thinking like this will just depress you – don't do it.

CUBE

ISSUE THIRTY NINE

CHEATING MONKEYS

No wacky or even kerr-azy adventures for the monkeys this month, they stayed in, watched some crap telly and started defrosting the freezer.

X-MEN LEGENDS

It took one weekend to complete and all that was unlocked were some poxy costumes. Save yourself the time by using this cheat.

Enter Up, Up, Right, Left, Down, Down, Start at the title screen.





SHREK 2

If you/your kids are having a bit of trouble with the mean, green, Scottish machine then ruin the rest of the game with a bit of code trickery.

Pause Menu
Go to the pause menu and select Scrapbook. Then enter any of the codes listed below. You will hear a message when a code is entered correctly.

EFFECT	CODE
Earn 1,000 gold coins	Left, Up, A, B, Left, Up, A, B, Left, Up, A, B, B, B, B, B, B
Refill health meters	Left, Up, A, B, Left, Up, A, B, Left, Up, A, B, Up, Right, Down, Left, Up
Unlock all bonuses	Left, Up, A, B, Left, Up, A, B, Left, Up, A, B, X, B, X, B, X, B
Unlock all levels	Left, Up, A, B, Left, Up, A, B, Left, Up, A, B, Up, Up, Up, Up, Up

Unlock these extras by completing a set number of missions.

UNLOCKABLE	HOW TO UNLOCK
Cage Drop	59 Missions Completed
Cloud Maze	45 Missions Completed
Floating Floor	31 Missions Completed
Movie Stills and Crash Coliseum	70 Missions Completed
Ring Coliseum	21 Missions Completed
Shark Tale	N/A





CUBE

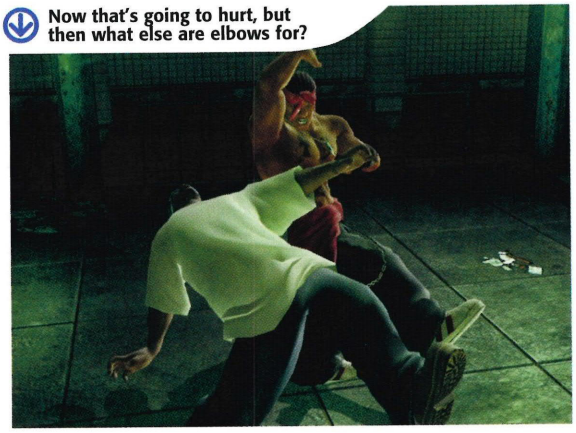
GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE

0906 9060374

Calls cost **£1.50** per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from **8am till 11pm**. If you have any queries call the customer helpline on **0870 739 7602**

Now that's going to hurt, but then what else are elbows for?



DEF JAM: FIGHT FOR NEW YORK

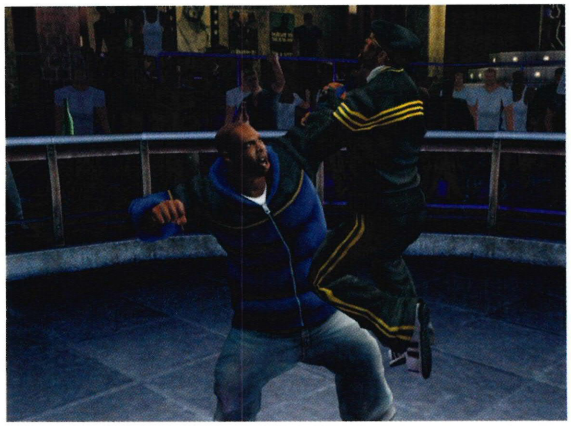
Miles made a tattooed Elvis – he was promptly thrashed. So the monkeys dug up these cheats to help him, uh huh thangyouverymush.

Enter these at the Cheat Menu:

PASSWORD	EFFECT
DUCKETS	100 REWARD POINTS
CROOKLYN	100 REWARD POINTS
THESOURCE	100 REWARD POINTS
GETSTUFF	100 REWARD POINTS
NEWJACK	100 REWARD POINTS

Unlockable Songs
Enter these at the Cheat Menu:

PASSWORD	EFFECT
CHOPPER	BAXTER: CHOP SHOP
PLATINUMB	BLESS: GET IT NOW
SIEZE	BLESS: SIEZE THE DAY
AKIRA	CHIANG: DRAGON HOUSE
GHOSTSHELL	CHIANG: KOTO
MILITAIN	CNN: ANYTHING GOES
CHOCOCITY	COMP: COMP
CARTAGENA	FAT JOE: TAKE A LOOK AT MY LIFE
POWER	ICE T: ORIGINAL GANGSTER
PUMP	JOE BUDDEN: WALK WITH ME
LOYALTY	NENE: AFTER HOURS
BIGBOI	OUTKAST: BUST
RESPECT	PUBLIC ENEMY: MOVE
GONEBETRUBL	RICBYOBICHE: LIL' BRO
KIRKJONES	STICKY FINGAZ: MAN UP
ULTRAMAG	ULTRAMAGNETIC MC'S: POPPA LARGE



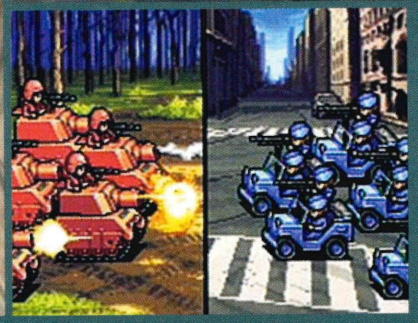
CHIMP'LL FIX IT



The monkeys will help you cheat with GameCube and GBA games, it's all down to multi-tasking and the fact Mindy can think with both sides of her brain. Problems? Get in touch at Chimp'll fix it at **CUBE** Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or email us at cube@paragon.co.uk.







SPIDER-SNAKE SOLID

I just got *Spider-Man 2* and it's excellent. I have chased Black Cat twice and beaten Rhino but I can't do the final round against Quientin Beck with the maze because he keeps hitting me with his laser cannon. Please can you help?

DANIEL GAUGHAN, WAKEFIELD

The monkeys say:
"Yeah we can, really couldn't be bothered, but we suppose it's our job, though with the small amount of bananas they pay us with... anyway you can only be hit by the cannon three times maximum, the way to get all the switches pressed is to use stealth. Hide all the time behind the blocks and eventually you'll hit all the switches."

SOFTLY SOFTLY

Dear Cheating Monkeys
I've got a big problem! I bought *Rainbow Six 3* and err... I'm stuck, I need your help! I can't do the Penthouse level. I can't even bug the phone! Got any tips 'n' cheats?

JOHN, WREXHAM

The monkeys say:
"The key to doing this level is to go really, really slowly on tip-toes while holding on to anything that rattles and fighting the urge to go to the toilet. If you're seen at all or kill anyone, the mission is over. Once you get to where the corridor splits, take left and listen out for the roaring crowd, don't worry it's just a television. Creep past the guard watching it and move to the kitchen on the left. Go up the steps then up another set to the second level. Check your map for terrorists then proceed to the doorway ahead. This is where the telephone is, so head up to it on the little table with the lamp and hold A to bug it. After that you've a computer to hack, good luck..."

ABSOLUTELY NUTTIN'

Dear Cheating Monkeys, I come before you (figuratively speaking) with a desperate plea. I am stuck on "Mission 18: The Final Battle!" in Advance Wars. I know this is an ancient game, but I've tried countless times and can't get it right. I know it's difficult to write a guide for, but it may help if I tell you my allied COs are Grit on the left and Sami on the right (which means I'm pish at the game doesn't it). Please help, or I may just have to mail you a box of monkey-eating spiders, which no-one wants to see (ahh, it all boils down to threats).

DAVID WEBSTER, VIA EMAIL

The monkeys say:
"You've actually got the best two COs for this mission, but it's still going to be hella tough. You need to help Andy right away because if you lose him, well you'll die, but you already know that. Once Andy's back on side attack the middle, left and right sides and try to gain air superiority. On another note, always attack Sturm and don't bother defending as his troops have such a high attack bonus. Booga, booga, booga."

CUBE CHEATING MONKEYS CODE JUNKIES



ISSUE THIRTY NINE

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

PIKMIN 2

MASTER
FTB6-CC1K-J43ZJ
7RDB-PQY3-RXHZ2

INFINITE HEALTH
3EJT-7RFB-CQY33
FPG7-92QH-AKJWV

INFINITE SPICY SPRAY
7Y6M-VTJK-KBG3H
Z7AR-M21C-CV6GW

INFINITE BITTER SPRAY
XFYM-78VN-NPJOD
FMK8-R9AJ-RM1XK

100 RED PIKMIN IN ONION
VYRQ-Q9N7-Y347A
AP95-TQCR-EHG8N

D-PAD UP FREEZES DAY TIMER
DPVZ-H0CT-Q7V68
3AX5-NNYT-7935R
E2AZ-B6QE-M0X5P

D-PAD DOWN RESTORES DAY TIMER
XKR2-NQYJ-KJUGY
CBNE-1YVZ-Y3C76
F77U-1M6F-C78WT
RNAX-T7VE-8QQHW

D-PAD RIGHT SPEEDS UP TIMER
5P22-1X8B-R3FKN
BWBV-6N3X-VPAJG
2WGV-HVRR-B339H

D-PAD LEFT SLOW DOWN TIMER
9M5M-GNX3-9AQW4
4BB2-045M-WYGPH
K0QJ-CQAT-4A5DA

OPEN ALL LANDING SITES
JQMX-JY53-61XBY
47K9-Z390-439EJ



ANIMAL CROSSING

Master
9CZW-3CR2-1ZHKV
E0GD-38RQ-7HNGZ
GNNT-H9QR-M5U9E
XCD5-765Y-HKWF3
00A3-4QN6-DHM25
2HDM-TYWJ-0FG8A
EWY9-051A-HGFCM

Infinite Bells
C01M-KU2B-BUPY3
FV2K-7BE1-ZDCQ6
D7KG-200X-4379P

Rare NES Games
T6G3-28CV-ETJBU
9MF9-A3BQ-FGVVQ
D2YE-F90A-7PZD8

8P5Z-KCMZ-ZK58J

Full Bank Account-Post Office
0HGC-VCXC-46NYT
TUMZ-4K4K-EEWVF

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7FD5-A68Q-NE2G4
7VHH-63CR-BPR7A
973D-5XDK-ZKW8J

Quick Nook Upgrade
P9BV-NRVA-BVVGP
UUH4-3KX0-DK6FH



GOBLIN COMMANDER

MASTER
1 MA6T-VP83-C47VB
2 9TTT-UVRZ-P6K8J

9999 SOULS
1 ZBFV-W92Q-1ZP3B
2 JVXY-P83T-NHMZK

9999 GOLD
1 92KP-M2MA-JMN0G
2 TBK9-Q2BN-VU68H

SLOW DOWN TIME (L+)
1 RNF0-8QYX-DWXT1
2 PK9V-8R4N-1QRMR
3 E5QY-NJET-G8775



SPEED UP TIME (L+)
1 N7HC-32NY-Z1G5D
2 BREN-F3X3-ZK66E
3 8V88-D6W8-9YXMV

NORMAL SPEED (L+Z)
1 EYFP-96UH-58JWP
2 PK9V-8R4N-1QRMR
3 NZTM-MJNB-TM91U





THUG 2

MASTER
C4P8-WM6Z-7KYVP
MB29-6Q4G-PGT2X

STORY: UNLOCK ALL LEVELS
79V7-7ZW3-B2Z77
7UBP-673Y-FMEMC

CLASSIC: UNLOCK ALL LEVELS
NK1J-1VX0-QN0YE
KZ9T-66QP-KXQDV

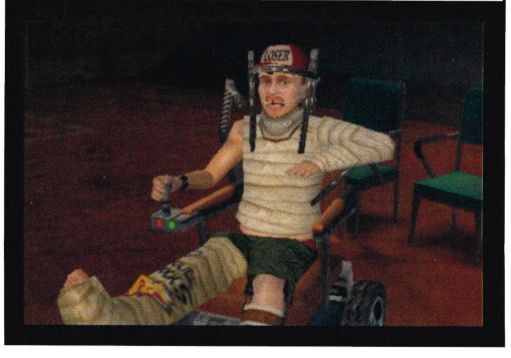
SUPER STAT: OLLIE
WC95-KFMK-7ZZG2

ANK8-Z98F-P0GR2

SUPER STAT: SPEED
Z1YE-2BUB-9M3QE
D2VH-QNMY-9U5MV

SUPER STAT: SPIN
M10U-2FQ4-PWW16
3QGC-5YMZ-G3NET

MOON JUMP (HOLD A)
9HF5-RZFU-PNH14
4Q5J-7C2U-TA188
0027-AC0B-5M84U



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

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9468	3 Of A Kind	Baby Cakes	8098	XTM	Fly on the Wings of Love
7775	The Streets	Dry Your Eyes	2302	Girls Aloud	Love Machine
1965	Eric Prydz	Call on Me	2977	The Streets	Blinded By The Light
1722	Jo Jo	Leave	9563	Mario Winans	I Don't Wanna..
9469	Natasha Bedingfield	These Words	1178	Maroon 5	She Will Be Loved
1627	Nelly	My Place	2956	Danzel	Pump It Up
9596	Usher	Burn	0397	Michael Jackson	Billie Jean
5533	Maroon 5	This Love	9874	Rachel Stevens	Some Girls
6663	Eamon	Don't Want You Back	7687	Avril Lavigne	My Happy Ending
2954	Robbie Williams	Radio	8587	P.I.M.P.	50 Cent
8400	Ultrabeat	Pretty Green Eyes	5872	Scooter	The Logical Song
4435	Usher	Yeah	9119	Britney Spears	Toxic
9109	D-12	How Come	8808	Shapeshifters	Lola's Theme
9006	DJ Casper	Cha Cha Slide	4364	Cassidy Ft R Kelly	Hotel
8809	Busted	Thunderbirds Are Go	6454	Christina Aguilera	Dirrty
6718	D12	My Band	1177	Twista	Sunshine
4443	Frankee	F U You Right Back	4253	McFly	Obviously
7165	50 Cent	In Da Club	9603	O Zone	Dragostea Din Tei
6603	Anastacia	Left Outside Alone	2726	Usher	Confessions Part II

CHART HITS AND PRE RELEASE

2317	Green Day	American Idiot	3394	Khia	My Neck, My Back
0493	Westlife	Flying Without Wings	3900	All Eyes	She's a Vision
6379	Outkast	Hey Ya	3976	Anastacia	Welcome To My Truth
3300	Britney Spears	My Prerogative	4019	Avril Lavigne	Nobody's Home
6789	Britney Spears	Everytime	3297	Blue	Curtain Fall
6481	Eminem	Lose Yourself	4724	Natasha Bedingfield	Unwritten
4437	McFly	5 Colours In Her Hair	3911	Christina & Missy	Car Wash
1206	Abba	Dancing Queen	3327	D-12	Git Up
2304	McFly	That Girl	3912	Daniel Bedingfield	Nothing Hurts Like..
2301	Dizzee Rascal	Stand Up Tall	3393	Deep Dish	Flashdance
9924	Outkast	Roses	3978	Dizzee Rascal	Dream
9408	Peter Andre	Mysterious Girl	4725	Robbie Williams	Misunderstood
8835	50 Cent	Many Men	3981	Eminem	Just Lose It
8093	Kelis	Milkshake	3997	Girls Aloud	Aloud I'll Stand By You
9120	Black Eyed Peas	Hey Mama	3983	Goldie Lookin' Chain	Your Mother's Go..
8711	Jamelia	Superstar	4033	Gwen Stefani	What You Waiting For
3755	Kelis & Andre 3000	Millionaire	3977	Jamelia	DJ
0754	Darude	Sandstorm	3915	JoJo	Baby It's You
9255	Nina Sky	Move Ya Body	3984	Kanye West	Workout Plan
1959	Brian McFadden	Real to Me	4001	Kylie	I Believe In You
1400	Kelis	Trick Me	4726	3rd Wish	Obsession
1691	The 411	Dumb	4041	Marques Houston	Because Of You
9471	Anastacia	Sick and Tired	4021	McFly	Room on the Third Floor
2656	Rachel Stevens	More More More	4022	Nelly & Christina	Till Ya Head Back
8370	The Darkness	A Thing Called Love	4017	The 411	Teardrops
7582	Eamon	Love Them	3982	Tyler James	Why Do I Do
1625	Mousse T	Is it Cause I'm Cool	3979	Usher and Alicia Keys	My Boo
3296	Geri Halliwell	Ride It	4728	Westlife	Fly Me to the Moon

HIP HOP & RnB

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

Dance

2974	Armand Van Helden	My My My	
1962	Darren Hayes	Popular	
1243	DJ Otzi	Hey Baby	
0619	Dj Quicksilver	Belissima	
7874	Dj Sammy	Heaven	
0621	Faithless	I Want More	
7012	Faithless	Mass Destruction	
0339	Fragma	Toca's Miracle	
1998	Prodigy	Girls	
0208	Robert Miles	Children	
5872	Scooter	The Logical Song	
2733	Stonebridge	Put Em High	

ROCK

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

FOOTBALL TONES

3734	Arsenal FC	One Nil To Arsenal	
3736	Chelsea FC	Blue Is The Colour	
3735	FC Barcelona	Cant Del Barca	
3737	Glasgow Celtic FC	Celtic Song	
3738	Glasgow Rangers	Follow Follow	
3739	Liverpool FC	Never Walk Alone	
3740	Manchester City FC	Blue Moon	
3741	Man Utd	Glory Glory Man Utd	
3743	SunderlandFC	Daydream Believer	
8322	Tv	UEFA Champions League	

Tv & Film Themes

0819	TV & Film	Matrix	
0029	TV & Film	Beverly Hills Cop	
5150	TV & Film	Phoenix Nights	
8559	TV & Film	Kill Bill	
8561	TV & Film	Lord Of The Rings	
1486	TV & Film	Knight Rider	
8488	TV & Film	Starksy and Hutch	
0076	TV & Film	The Muppets	
1483	TV & Film	James Bond	
0091	TV & Film	The Simpsons	

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



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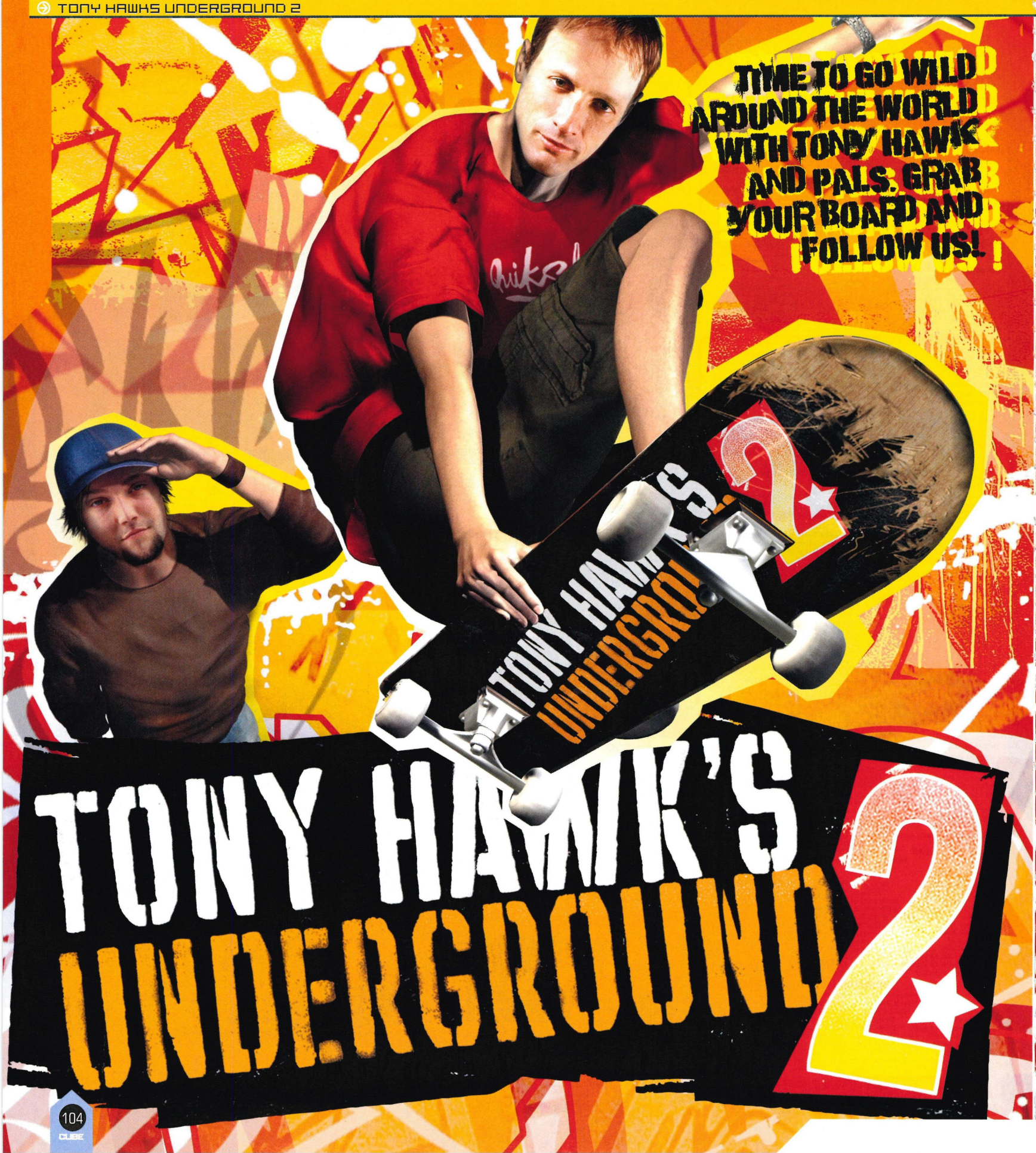
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TIME TO GO WILD AROUND THE WORLD WITH TONY HAWK AND PALS. GRAB YOUR BOARD AND FOLLOW US!
TONY HAWK'S UNDERGROUND 2

UNLOCKABLES

Complete story mode on normal to unlock the following items:

SKATERS

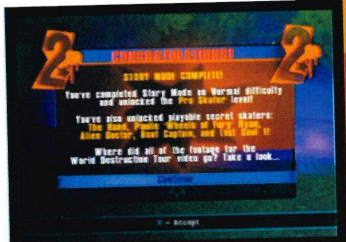
- The Hand
- Paulie 'Wheels of Fury' Ryan
- Alien Doctor
- Boat Captain
- Lost Soul 1

MOVIES

- World Destruction Tour

LEVELS

- Pro Skater



Complete the story mode to unlock extras.

HIDDEN SKATERS

Find the following skaters in story mode, to unlock them in classic mode.

SKATER	LEVEL
Ben Franklin	Boston
Bull Fighter	Barcelona
Graffiti Tagger	Berlin
Shrimp Vendor	Australia
Jester	New Orleans
Ryan Sheckler	Skatopia

STAT INCREASES

By performing certain tricks and moves as you skate around the world you can gain additional stat points to increase your skills. Here are all the skills for normal mode.

AIR STATS

Increasing this stat will give you greater height when you jump on a pipe.

Air transfer 30 feet	+1 Point
Air transfer 40 feet	+1 Point
Land 1 Backflip grab	+1 Point
Land 1 BS Roll grab	+1 Point
Land a 5,000 point air	+1 Point
Land a 10,000 point air	+1 Point
Land a 15,000 point air	+1 Point

LIP STATS

Increasing this stat will give you greater balance when performing lip trick stalls.

Hold a liptrick for 2 seconds	+1 Point
Hold a liptrick for 4 seconds	+1 Point
Hold a liptrick for 5 seconds	+1 Point
Hold a liptrick for 7 seconds	+1 Point
Hold a liptrick for 8 seconds	+1 Point
Nose stall on a lip 2 times in one combo	+1 Point
FS Noseblunt on a lip 2 times in one combo	+1 Point

RUN STATS

Increasing this stat will give you greater time when running between combos.

Caveman 2 times in one combo	+1 Point
Caveman 3 times in one combo	+1 Point
Throw something at 2 pedestrians in one combo	+1 Point
Throw something at 4 pedestrians in one combo	+1 Point
Graffiti Tag 2 times in one combo	+1 Point
Graffiti Tag 3 times in one combo	+1 Point
Get mad and Freak Out	+1 Point

FLIP STATS

Increasing this stat will make your flip tricks turn faster.

Do 3 fliptricks in one combo	+1 Point
Do 4 fliptricks in one combo	+1 Point
Do 5 fliptricks in one combo	+1 Point
Do 8 fliptricks in one combo	+1 Point
Do 10 fliptricks in one combo	+1 Point
Double kickflip 2 times in one combo	+1 Point
Triple kickflip 2 times in one combo	+1 Point

RAIL STATS

Increasing this stat will give you greater balance when performing grinds on rails.

Grind for 5 seconds	+1 Point
Grind for 10 seconds	+1 Point
Grind for 15 seconds	+1 Point
Grind for 20 seconds	+1 Point
Natas Spin 3 times in one combo	+1 Point
50-50 3 times in one combo	+1 Point
Crooked 3 times in one combo	+1 Point

SPIN STATS

Increasing this stat will make you turn faster in the air.

Land a 540 grab or fliptrick in a halfpipe	+1 Point
Land a 720 grab or fliptrick in a halfpipe	+1 Point
Land a 900 grab or fliptric in a halfpipe	+1 Point
Do 3 grabs in one combo	+1 Point
Do 4 grabs in one combo	+1 Point
Do 6 grabs in one combo	+1 Point
Do 8 grabs in one combo	+1 Point

OLLIE STATS

Increasing this stat will give you greater height when jumping on flat ground.

Ollie 20 feet	+1 Point
Ollie up 10 feet	+1 Point
Ollie up 20 feet	+1 Point
Ollie down 15 feet	+1 Point
Ollie down 20 feet	+1 Point
Sticker Slap 2 times in one combo	+1 Point
Sticker Slap 4 times in one combo	+1 Point

SPEED STATS

Increasing this stat will give you greater speed while skating.

Land a 10,000 point combo	+1 Point
Land a 30,000 point combo	+1 Point
Land a 50,000 point combo	+1 Point
Land a 100,000 point combo	+1 Point
Land a 250,000 point combo	+1 Point
Spine Transfer 2 times in one combo	+1 Point
Spine Transfer 4 times in one combo	+1 Point

SWITCH STATS

Increasing this stat will help you to skate better no matter which way you are standing.

Acid Drop 2 times in one combo	+1 Point
Air 40 feet high	+1 Point
Air 70 feet high	+1 Point
Land a 4 trick combo	+1 Point
Land a 6 trick combo	+1 Point
Land a 10 trick combo	+1 Point
Land a 20 trick combo	+1 Point

MANUAL STATS

Increasing this stat will give you greater balance when performing flatland tricks.

Manual for 4 seconds	+1 Point
Manual for 6 seconds	+1 Point
Manual for 8 seconds	+1 Point
Manual for 10 seconds	+1 Point
Manual 3 times in one combo	+1 Point
Manual 5 times in one combo	+1 Point
Pogo 2 times in one combo	+1 Point



Manuals can bring extra stat points.



A 20 second grind is not an easy task...

BOSTON

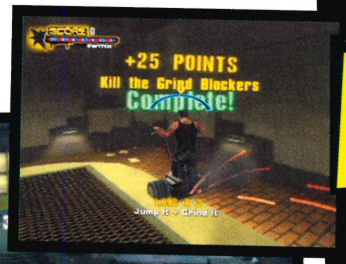
SECRET CHALLENGES

1 KILL THE GRIND BLOCKERS
In the corner near the front of the hospital is a pair of high-powered fans. Grind all the way around the outside of these fans in order to destroy the grind blockers.

2 JUMP THE CARS
On the street near the square are a number of cars. To complete the goal all you need to do is hop over all three of them. Easy!

3 SCOOTER VS WHEELCHAIR
Head to the far corner and you'll find Paulie waiting for you. Challenge him to a race around the block and beat him back to the start point to complete the challenge.

4 SPINE TRANSFER TOUR
There are three parts to this goal, but with the speedy scooter you should have no problems reaching all three ramps in time. Start by hopping over a subway entrance, then transfer over one of the volcanoes outside the hospital. Finally transfer over the fence in the building site and land safely in the boat.



Destroy those pesky grind blockers!

Jump the cars in order to complete this challenge.

GUEST CHALLENGES

1 ALL ABOUT THE BENJAMINS
This challenge is all about getting into the bank on the corner. Use the quarterpipe outside to leap through the first floor window to complete the goal.

2 COMBO ON THE HIGH SEAS
To complete this particular objective, all you need to do is head on over to the building yard and transfer over onto the boat. Now start the challenge, where you must land a 10,000 point combo to complete the goal.

3 SKATE THE LIBERTY TRAIL
There are three parts to this goal and there is a strict time limit to complete them all. Start by performing a Pop Shove-it down the stairs, then vert transfer over the library mural. Finally hop back onto the boat and climb the rigging, then perform an Acid Drop into the bowl.

4 TEAM CHALLENGE
This goal requires changing characters, as all three of your skaters must perform a kickflip over an inline skater. The skaters

PLAYER CHALLENGES

1 FIND THE SPECIAL GUEST

Jesse James is waiting in a small cellar bar near the start of the level. Walk inside to find the Special Guest.

2 FIND BEN FRANKLIN

Approach the large building opposite the park, then use the ramps on the left or right to break through the upstairs window. Chase Ben Franklin through the house to complete you goal.

3 MARK YOUR TERRITORY

Spat has been spraying graffiti on your patch and to be honest it looks disgusting. Find the five spots around the town and replace the tags with your beautiful design.

4 HOSPITAL DUTY

Head over to the hospital and collect the kid on the stretcher outside, then push him across town to meet his idol, Tony Hawk. You must avoid the guards that appear, so follow the route recommended to avoid getting caught.

5 ARCADE MACHINE HIGH SCORE

Approach the machine and press the ◯ button to start, then simply get over 10,000 points to get the top score.

6 DANCE, SUCKA

This is a testing challenge, as you need to have good timing. Several tricks will appear on-screen and you must pull off the stunt in time with the music. If you watch carefully the boom box will turn red when you need to perform the trick.

7 DECAPITATE THE STATUES

There are three statues in the Boston area and to complete this goal you need to decapitate them all. This can be done by grinding across the top of them or just pulling off a lip trick on them.

8 COMBO ON THE RV RAMP

After completing the Jump The Cars challenge, the RV ramp will move into the square. Perform a 5,000 point combo on the moving ramp and land it in order to complete this challenge.

IT'S A BLAST!

If you want to you are able to fire the cannons near the docks, in order to gain a few extra ramps. To do this simply perform a kickflip over the burning barrel to set your board on fire, then grind both the cannons quickly. This will light the fuses and destroy part of the building opposite.

PRO CHALLENGES

1 COMBO THE 4 BENCHES

Combo grind the four benches without crashing. A small manual may be required in the middle to link the two sets of benches.

2 YE OLDE CANNON GRIND

Simply perform a grind on one of the cannons.

3 SKITCH A SEAWORTHY VEHICLE

Cruising around the square you can find an amphibious vehicle and your task is to skitch on the back of it for 20 seconds. To grab hold simply press ↑ behind it and then balance using ← and →.

4 SALUTE THE GENERAL

To complete this goal you need to perform a Benihana over the top of the statue in the centre of the square. Use a ramp to get plenty of speed and then press ↙ + ◯ to pull off the move.

5 GREAT BALLS OF FIRE

In the corner near the cannons you can find a bin that's on fire. Perform a kickflip over the flames to set your board on fire, then perform a combo of over 15,000 points to complete the goal.

6 SLAP THE SIGNS

There are four NO SKATEBOARDING signs dotted around the city and your goal is to sticker slap all of them. To pull off the sticker slap, simply jump at the wall and press Ⓐ as you touch it.

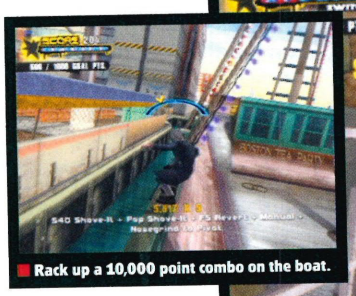
7 TAG A BIG BILLBOARD

In the corner of the building site area is a yellow pipe that you can climb if you jump high enough. Climb to the top and hop onto the nearby crate, then leap over to the next crate to find a large bill board. Now simply spray your tag to complete the mission.

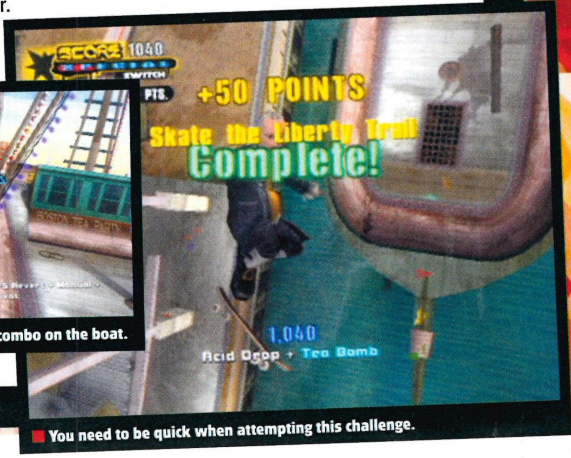
8 FINEST RAILS IN BOSTON

This last challenge is timed and in order to pass you need to grind the three best rails in the area. You do not need to combo them all, so just land a grind on each of them and move on to the next one as quickly as possible.

can be found in the park and it is a good idea to knock them over first to make the hop that much easier.



Rack up a 10,000 point combo on the boat.



You need to be quick when attempting this challenge.

BARCELONA

SECRET CHALLENGES

1 STEVE-O VS THE BULL

This is an easy challenge. Simply charge the bull head on and don't back out.

2 PARC GUELL COMBO

This is tricky as it can be quite difficult to control this stupid mechanical bull. Simply start and end a 25,000 point combo in the Guell park area to complete the goal.

3 YEE-HAW! FAN BOOST

This challenge is tough as it can be hard to get onto the rooftop with the huge fans. Try using the rooftop bowls to get extra height, then transfer from building to building until you reach the fans. Now perform any grab move as you leap over the edge and land an Acid Drop on one of the Guell planters.

4 FLIP BARCELONA'S FINEST

Switch back to one of your other skaters that has a little more control over the board. You need to perform flip tricks on the Sants tables, the museum ledge and also over the fence at the end the Besos waves on the far side of the bridge.



The bull is hard to control at the best of times.

Now this takes a lot of courage...

GUEST CHALLENGES

1 LA PERDRERA SPIRAL RAIL

You first need to get to the roof using the castle catapult. Once on the roof, hop over to the large building, then grind the central wall and then hold the grind all the way down the spiral slope to the bottom to complete the task.

2 SMELLS LIKE BULL DUNG

This is a very easy challenge as all you need to do is launch into the air off a lump of bull dung and then perform a simple grab trick before landing.

3 MAKE YOUR OWN PHOENIX

Kickflip over the burning car to set your board on fire, then use the castle catapult to launch yourself high in the air. One of the birds on the wire will catch fire and the task will be completed.

4 DON'T TOUCH THE GROUND

Use the small slanted lip to get up onto the bridge rails, then grind all the way to the far side without touching the ground. Some large leaps will be required here!

PLAYER CHALLENGES

1 FREE THE BULL FIGHTER

To free this poor man, simply grab a handful of tomatoes from one of the crates around the level (marked as a T), then lob one at the bull. When the bull breaks free the bull fighter will be saved.

2 FIND THE SPECIAL GUEST

Head to the point indicated on the map and enter the building to find the special guest.

3 HIT 5 PEDS WITH TOMATOES

There are two tomato crates in the city and for this goal all you need to do is hit five different pedestrians with the thrown fruit. The best place to do this is in the area by the bridge where there are a number of pedestrians to aim at.

4 SPINE THE GUELL PLANTERS

Near the area where you freed the bull fighter, spine transfer over the gardens on both sides of the fountain to ensure you hit all three Guell gaps.

5 HELP PEG LEG

To free him, jump over the edge of the bridge and grind around the net holding his boat. The boat will be freed and the bridge will move into position opening another small skate park on the far side.

6 MARK YOUR TERRITORY

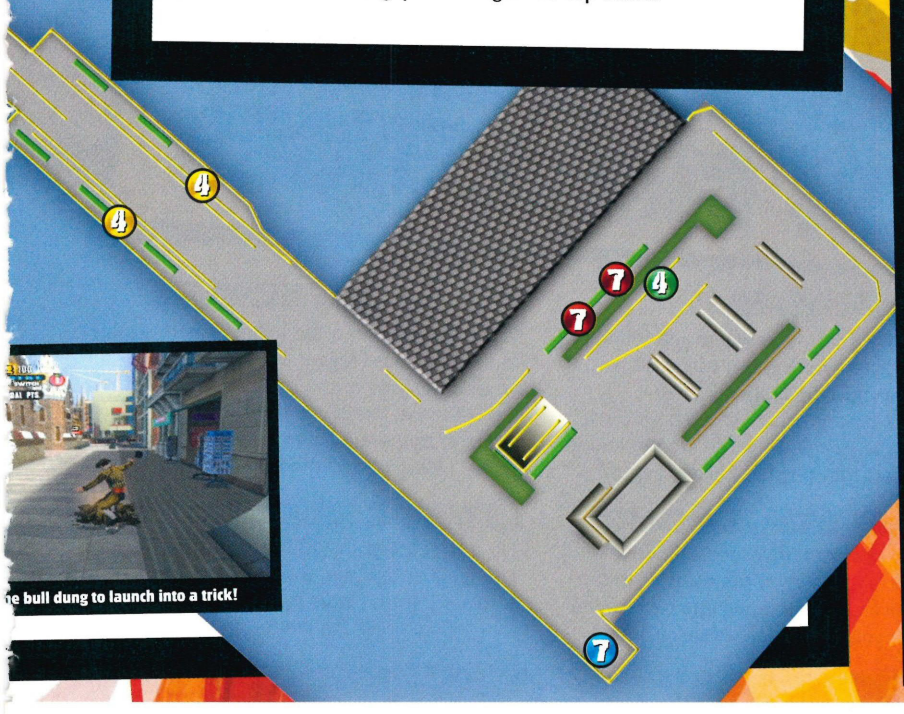
Spat has been spraying graffiti all over the city and once again your task is to find them all and spray over them with your design. Find the five spots around the town and replace the tags with your very own art.

7 TAKE OUT THE TRASH

There are loads of waste bins dotted around the city and your task is to grind at least four of them. There is no time limit to complete this task.

8 ARCADE MACHINE HIGH SCORE

Approach the machine and press the ● button to start, then simply score over 30,000 points in a minute to get the top score.



e bull dung to launch into a trick!

LOAD OF BULL!!

Throwing tomatoes at the caged bull will make him extremely angry and force him to bust free from his cage. When charging around the city the bull will cause lots of damage and knock down several items creating more ramps for you to leap from.

PRO CHALLENGES

1 COMBO THE SANTS BENCHES

You need to combo grind all eight of the Sants benches outside the station. This is tricky, as you need to keep tapping ● to ensure you grind on every one of the benches. Ride back and forth until you nail them all in a single run.

2 CATAPULT 720 GRAB

When you enter the castle near the pro start point, you are catapulted high into the air at the rooftop ramps. To complete this goal simply perform a 720 grab trick as you fly through the air and land safely on the rooftop.

3 TAG THE BIG BILLBOARD

There is quite a climb involved to get to the billboard. Start by climbing the tower near Steve-O, then hop over onto the nearby rooftop. Climb the ladder in the middle of the pylon and leap up to the ledge near the sign. Now simply spray your art to complete the goal.

4 FOCUS COMBOS

Skate around and build up your special meter, then hit L3 to focus and perform three different combos each around 2,500 points.

5 RAIL RATED CHALLENGE

Start by grinding the chains in front of the station, then leap up and wall slap the sign and grind again on the upper rail.

6 TRANSFER OVER THE GUELL ENTRANCE

Start at the very top of the gardens and spine transfer down the gaps until you reach the last quarterpipe. Now launch yourself at an angle to fly over the entrance and land safely on the other side.

7 ACID DROP OFF A TRAM

Enter the lift near the top of the gardens or on the far side of the bridge, then dismount and wait for an opportunity to jump onto a tram. Once on top drop to the ledge around the bottom of the tram and wait until you are over a ramp. Perform an Acid Drop as you fall, land on the ramp to complete the goal.

8 TEAM CHALLENGE

Have each of your skaters get thrown into the air by the rampaging bull, then land and continue the combo. Each character needs to score at least 5,000 points.

BERLIN

SECRET CHALLENGES

1 BERLIN TOUR

This is another around-the-map grinding challenge and this time you must pull off the tricks in the wheelchair. Here are the obstacles you need to hit although you do not need to perform the moves in a combo.

1. Grind the stairs
2. Grind the planter in the courtyard
3. Grind the middle ledge of gold building
4. Grind the ledge on the sign building
5. Grind the top of the fountain

2 WHEELIN' COMBO

For this challenge you just need to bust a fat combo with Paulie in the wheelchair. You can perform all normal moves with Paulie, but he jumps a long distance so simple grind combos can be more difficult. Score over 15,000 points to complete this task.

3 SKILLS ON WHEELS

Enter the building near the fountain to get up onto the roof, then jump off the ramp on the right and perform a sit flip in the air. Finally land the move with an acid drop into the pipe in the courtyard to complete the task.

4 TEAM CHALLENGE

For this challenge you will need to change skaters although each individual task should not be too difficult. Here are the challenges you need to complete along with the character required for the goal.

GOAL	CHARACTER
Grind in a circle for ten seconds	Paulie
Manual from one set of cones to the other	Bam
Score a 5,000 point air combo inside the church	Player



The Berlin Tour completed! Another one bites the big one!

GUEST CHALLENGES

1 PAINT BOMBER

Climb the building near where you found the mystery skater and you can collect some spray cans from the ledge (marked P). When you have grabbed a load head back down to the street and cruise around to find rival taggers. You need to hit five taggers!

2 MARK YOUR TERRITORY

Spat has also been busy defacing Berlin and your task is to clean up the mess. Find the five spots around the town and replace the tags with your very own artistic creations.

3 TAG THE BIG BILLBOARD

Climb back up onto the ledges where you found the secret tagger and then edge around the side of the building to reach the big billboard. The ledge is too thin for you to stand on here, so jump and grab the top of the billboard and then spray as you hang.

4 TAGGER SKILLZ

On a high ledge inside the bombed-out church is an old mural that needs restoring. Transfer into the church and ride the pipes, then grind along the ladder on the floor and

PLAYER CHALLENGES

1 INLINERS RULE

To complete this challenge all you need to do is grind across the top of the two inline skater banners around the level.

2 FREE THE SPIRITS

Inside the church are a load of rogue spirits that need to be freed. Transfer into the church using one of the ramps on either side, then wall slap the cracked wall a couple of times to release the spirits.

3 FIND THE SPECIAL GUEST

Use the ramps to transfer up the church, then climb off your board and pull yourself up to the highest level. Speak to Paulie and you'll unlock him as a secret character.

4 HELP WEE-MAN

Wee-Man needs some help getting a fish from the aquarium. To free the fish simply wall slap the glass a couple of times to smash it.

5 STOP THE KIDS FROM SMOKING

To complete this goal simply find all three fag machines and wall slap them to put them out of order.

6 ARCADE MACHINE HIGH SCORE

Approach the machine and press the button to start, then simply score over 55,000 points in a minute to get the top score.

7 FIND THE GRAFFITI TAGGER

The graffiti tagger is busy painting the town, but he may be persuaded to join your team if you can find him. Opposite the Berlin Platz is a huge building with yellow walls and if you look carefully you'll see a ladder in the corner. Jump up and climb the ladder to the top, then carefully walk all the way around the outside of the building. On the far side you'll find the mystery tagger.

8 BERLIN GETS OWNED

Near the small section of wall, there is a large building with a DOWNZEKD sign on top of it. Get some speed and grind the wall, then leap over the path onto the awning and grind across the top of the letters. Several letters will fall down leaving the words OWNED on the sign.

INDOOR POOL!!

After re-spraying the mural in the bombed-out church, the pool on the far side of the town will open for business. Inside, you can score some huge air combos using the small pool and grind rails. Have fun bringing up some sick scores!

PRO CHALLENGES

1 GRIND 'N' BARF

This challenge can be quite tricky, as you'll need a full special meter before you can pull off the move. Find the two rent-a-cops and then grind the rails above them using the special Grind 'N' Barf move (← → +).

2 ALMIGHTY COMBO

This is a very basic point-scoring exercise, but to complete the task the combo must be started and finished inside the bombed-out church. Land a 40,000 point combo to complete the task.

3 LEARN THE NATAS SPIN

Not far from the bombed-out church is a great boarder who can teach you how to perform the Natas Spin. Simply perform the new move three times on the nearby posts to complete the task.

4 HATS ON FIRE

Grind along the pipe to set your board on fire, then find the three cops and ollie over them to set their hats on fire. Set all three on fire at the same time to complete the task. These cops do move around, so it's worth having a good look before setting your board alight.

5 SO FOCUSED, SO CLEAN

Start by filling your special meter, then hit L to focus and score three big combos each totalling more than 10,000 points. To land clean you must perform at least a 180° spin and get a perfect landing.

6 TOURIST LINE

Carefully land a grind on each of the obstacles, then quickly move onto the next before the time runs out.

7 DISRUPT COMMUNICATION

Enter the building near the fountain to get up onto the rooftop, then use the fans to get a boost jump across the street. Land an Acid Drop on the ramp on the far side, then transfer over the antenna to the far roof while pulling off a Rocket Air (↑ +).

8 PRO TOUR LINE

You need to be quick, and achieve the following:

1. Skate the quarterpipe
2. Grind the lower ledge
3. Grind the middle ledge
4. Grind the upper ledge
5. Grind the lower ledge of the gallery
6. Grind the awning rails
7. Lip the letters

leap high into the air. Once airborne press Z to get off your board and then grab hold of the ladder and climb to the top. Examine the back wall and spray the complete length of the mural to complete the goal.



Your tag looks much smarter...

NEXT ISSUE

Look out for the next issue of CUBE, where we'll be mapping the rest of the game! Oh yeah!

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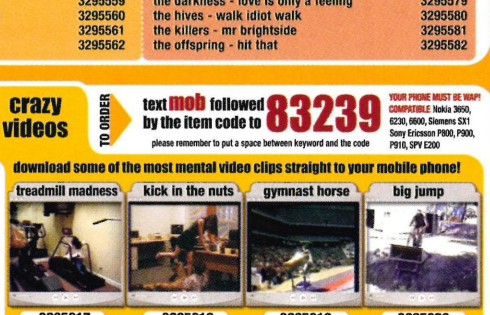
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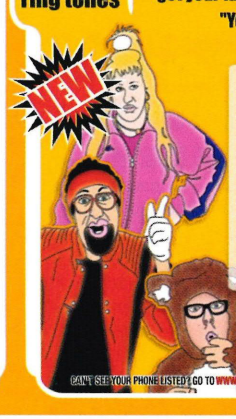


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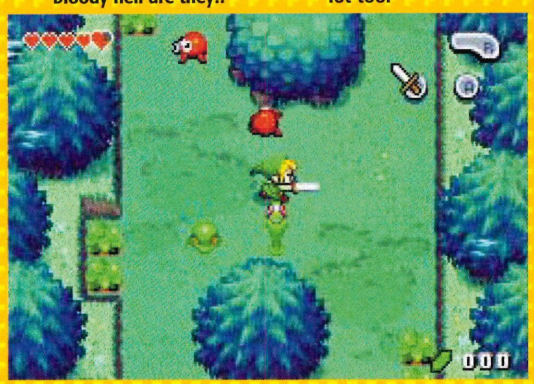
ADVANCE

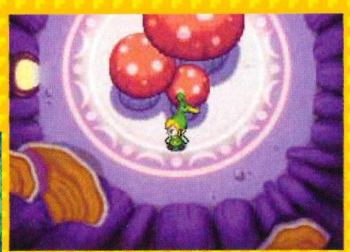
Still the world's favourite handheld console...

THE LEGEND OF ZELDA: THE MINISH CAP

Ooh is that a Kinstone? No. Oh, maybe under here. No. This patch of grass? No. Where the bloody hell are they!?

Talking hats!? What madness is this? Actually, no it's a pretty cool wee thing, says 'Wark' a lot too.









Fetch some milk for Zelda before Malon from the Lon Lon Ranch finishes her round, and get some cottage cheese too.

Fee Fi Fo Fum! Link climbs up the beanstalk – but he's the giant until he shrinks, which makes Zelda the giant.

Size matters – the smaller the better

AND ZELDA DOESN'T get kidnapped this time! No, she gets turned to stone. But not by Ganon! Nope, it's Vaati... again. (You might remember him from *Four Swords*, and this is set before that. Which means that this is the first time Link has battled Vaati... which means that... err *puts hands over ears*... la la la, not listening, the *Zelda* timeline makes no sense.)

Anyway... the King of Hyrule asks Link to help his petrified daughter by contacting the Minish people (who are really, really tiny), using the talking, bird-beaked Minish Cap. It's a helpful chapeau, dishing out advice and letting you float on air currents (just like a Deku leaf). It also explains the use of Kinstones.

Hidden throughout the land are halves of Kinstones, find one and – well you have to become very sociable – try to find the person with the other half. Fuse the two halves and cool things happen, a chest might appear, doors could well open, it's very exciting stuff because you know with each reunited stone something to aid your quest occurs. Nice. The only thing is, because the stones are hidden in grass you have to chop down every blade, just in case. In the dungeons the puzzle count has been upped considerably with the new weapons and gadgets, and the whole big/small concept, but you do carry all the weapons you find so there's none of the backtracking that marred *Four Swords*.

Graphically it looks a bit better than the GBA sections of *Four Swords*. There are little touches like stress lines when Link is pulling and straining that add a little more character to your favourite green-hooded character.

You know what to expect from a *Zelda* game and, even though this is the first *Zelda* exclusive to the GBA, you're going to find everything you expect in *Minish Cap*. There's enough innovation to ensure it's an essential purchase, though.

CUBE RATING 9.0

CUBE
INFO

PUBLISHER:	NINTENDO
DEVELOPER:	CAPCOM
GENRE:	ADVENTURE
PLAYERS:	1
RELEASE:	OUT NOW

STATS

- FIRST GBA ZELDA
- LOADS OF NEW WEAPONS

Mini Theft Auto

GRAND THEFT AUTO ADVANCE

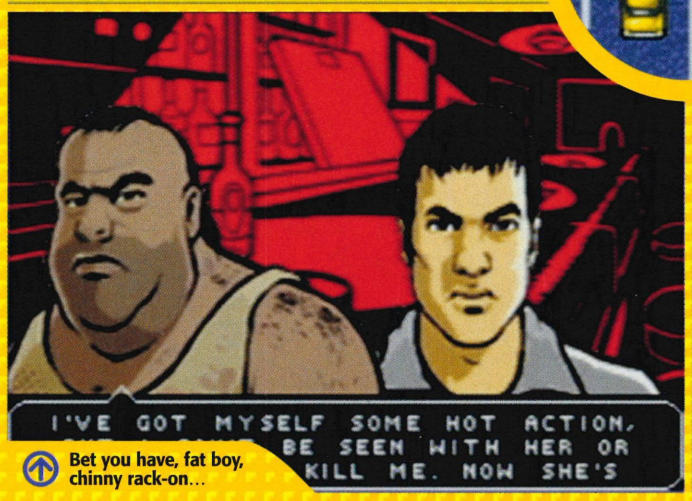






Bright green cars? Who drives bright green cars? Green is for the bathroom.

Turn the paramedics into paraplegics by shooting them in the legs. Evil!



Bet you have, fat boy, chinny rack-on...



AT LONG LAST, *Grand Theft Auto* and Nintendo have put aside their differences and come together. Their relationship never really got going after *Grand Theft Auto*'s bouts of domestic violence caused them to split up with Nintendo citing irreconcilable differences. But since then, *Grand Theft Auto* has grown older, wiser and agreed to soften its stance on gritty violence. You know, for the sake of the kids (and yes, probably the gamers too). The result is that all the lessons learnt from *Grand Theft Auto III*, *Vice City* and *San Andreas* are distilled into this handheld version, crammed with lazy exploration, hidden delights, gaudy blood and shooting. Lots and lots of shooting.

It's not that this skimps on violence. You can still replicate a typical Luton Friday night by finding a Banshee, battering its owner to death and then driving along a conga line of unwitting pedestrians. It's just by making-over the old-skool 2D look with brightly coloured crayons, the violence has been muted somewhat. However the buoyant and bold visuals make the action much clearer, as you can pick out the finer details amongst the Chernobyl of colours at street level. You can even see your character swinging baseball bats or firing alternate shots from a pistol in each hand, John Woo style. Not to mention there aren't any major problems with the frame-rate, something *Payback* cries into its cup of tea at night over.

While the top down view is reminiscent of *Grand Theft Auto*-ing in the PlayStation era, the turning-on-the-spot and holding-A-to-walk nonsense has been dispatched, replaced by a far more logical system of walking in the direction you press. Mission wise, it's classic *Grand Theft Auto* with central character Mike getting into all sorts of mischievous scrapes and cheeky mishaps that would make Sheriff John Bunnell's blood boil – carjacking, assassinations, delivering bombs and reversing back over the body just to make sure. The addition of secret packages and side missions break up the formula while the emphasis on the storyline and cut-scenes is perfectly balanced – never intrusive, always welcome. The plot twist early on sets up the story nicely, as does the introduction of *Grand Theft Auto* mainstay 8-Ball.

Further to that, some lovely touches are added to the mix, with attention to detail that makes you wibble with delight. Throw a school bus around corners at top speed and watch as it defies Newton's laws by careering on two wheels. Eat this, gravity! Smash into a sports car from the side and see it flip on its back and slide down the street. Take that consumerism! You can even see rival gang members fight on the streets before the police wade in or, if you're really cheeky, hang around and loot the bodies. Needless to say, a lot of effort has gone into this and it's the perfect GBA package. All because *Grand Theft Auto* and Nintendo have put their differences aside. What a wonderful couple they make!

CUBE RATING 9.0

CUBE

INFO

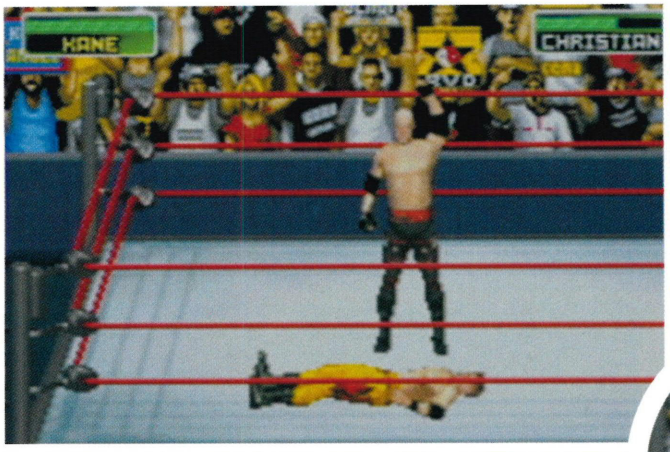
PUBLISHER:	ROCKSTAR GAMES
DEVELOPER:	DIGITAL ECLIPSE
GENRE:	ACTION
PLAYERS:	1
RELEASE:	OUT NOW

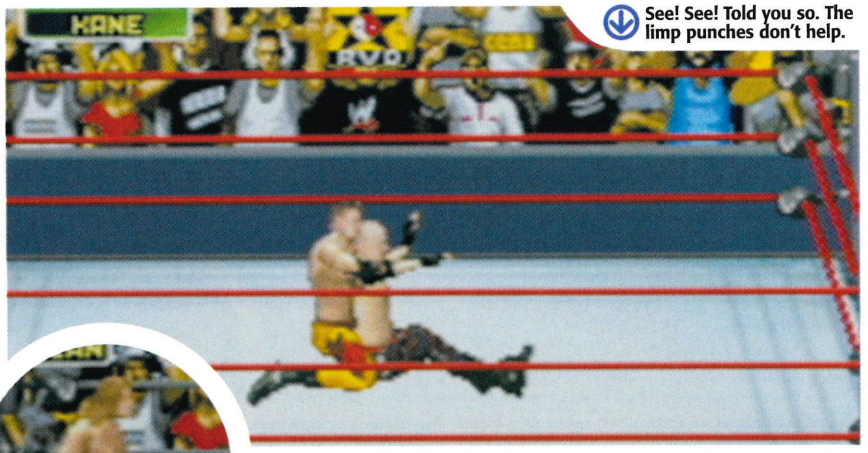
STATS

- VIGILANTE MISSIONS
- 100 SECRET PACKAGES

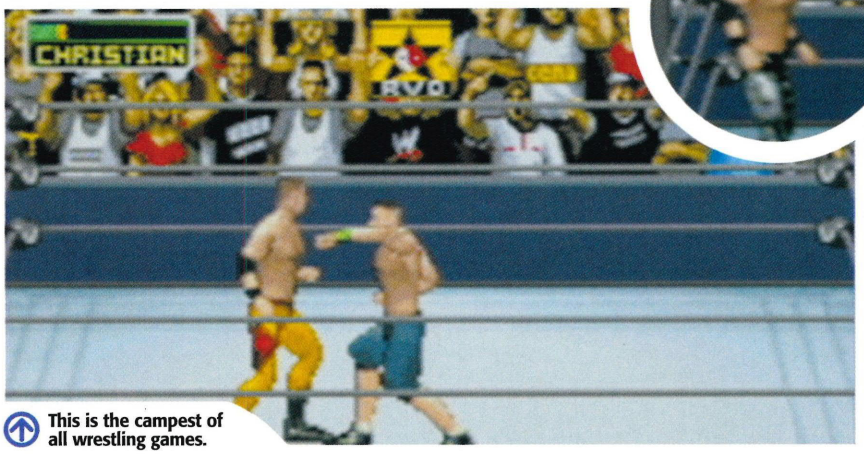
Survival of the fittest

WWE SURVIVOR SERIES



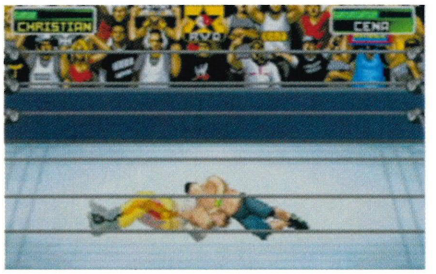


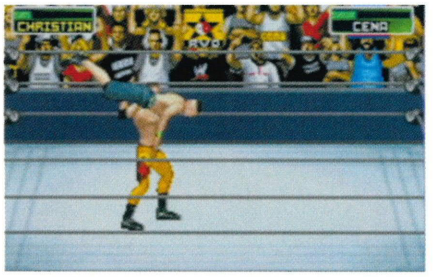
See! See! Told you so. The limp punches don't help.



This is the campest of all wrestling games.







OH DEAR, IT appears somewhere in the long, winding halls of Jakks Pacific, someone has made an error. All that was needed was a decent handheld wrestling game to accompany the excellent *Day Of Reckoning* under the WWE banner but instead this has been pooped out, making *Day Of Reckoning*'s eyes water with its excruciating smell.

Survivor Series starts off well enough with a nice selection of wrestlers to choose from and a promising sounding story mode, where you have to win respect. The wrestlers look like they do on TV and even have their proper accompanying music, so the presentation is hard to fault. It's when you step between the ropes that it all goes wrong. Only running attacks seem to hit with any regularity as you witness two grown men man-slap and flap at each other, thanks to the lethargic response times and wonky collision detection. You have to please the crowd by performing different moves but that's more a way of stopping you using the unstoppable running clotheslines more than anything else. Even better than that is whenever a wrestler interferes, as it becomes impossible to win a match with the troublesome goon breaking any attempt at a pinfall. One match took half-an-hour to win thanks to Kurt Angle getting involved. We hate *Survivor Series* and we now hate Kurt Angle too.

As with all games, persistence will see you eventually wrangle some sense out of the game but these really are the slowest, most unresponsive controls you'll ever have the misfortune to grapple with. Wait a second... grapple! Maybe this is post-modernism at its finest, the brutal grappling with the controls representing the titanic struggle in the ring as both contenders battle to emerge victorious. Now we understand! But then again, it probably is just a duff game at work. Knackers.

CUBE RATING 3.5

CUBE

INFO

PUBLISHER:	THQ
DEVELOPER:	JAKKS PACIFIC
GENRE:	SPORTS
PLAYERS:	1-2
RELEASE:	OUT NOW

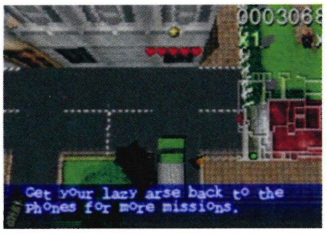
STATS

- 16 WRESTLERS AVAILABLE
- ROYAL RUMBLE MATCHES

It's-a-that game, GTA







Saying this stutters like Gareth Gates would be using a dull analogy. But it does!

"You work your side of the street and I'll work mine." Steve McQueen was great.



Just one carjacking? You absolute lamer.



PAYBACK

TO ANSWER YOUR first question, no, this isn't *Grand Theft Auto Advance*. The screenshots seem to suggest otherwise and they will definitely raise a few eyebrows at Rockstar. However this is actually *Payback*, a game that's the same in all but name. Obviously it's a bit darker now that *GTA* has gone day-glo but with the top-down view, payphone missions, carjacking, secret areas and wanted ratings, this is a near identical clone of the *Grand Theft Auto* titles that graced the PlayStation several years ago. Even the name of the first location, Freedom City, is more of a lawsuit-baiting headbutt rather than cheeky nod to Rockstar's Liberty City. The only genuine change here is the strict time limit that will stop you in your tracks more often than the police do, which means you tend to fail missions through no fault of your own. THIS IS NOT FUN.

These minor alterations aside, the gameplay survives being compacted to the small screen as it's the same mix of shooting, carjacking and exploration that proved so popular with *GTA*. The only flaws are that vehicles straighten up automatically so while you can skid around corners like Steve McQueen, you can't weave in and out of traffic. It's also sometimes difficult to tell between walls and shortcuts until you clatter into them, while the music comes off second best in the battle with GBA's hardware. Finally, the frame-rate isn't very reliable, stuttering and spluttering during the more hectic moments. Even so, little detracts from the appeal of roaming the streets with a mini-gun causing anarchy. This IS fun.

Payback is unoriginal and has no true identity of its own but that's exactly why it's been created. It has enough *GTA* chromosomes in its DNA to ensure fans have a game to turn to if they feel *Grand Theft Auto Advance* has lost something with its bright potatoes and paint look.

CUBE RATING 8.0

CUBE

INFO

PUBLISHER:	ZOO DIGITAL
DEVELOPER:	APEX DESIGNS
GENRE:	ACTION
PLAYERS:	1-2
RELEASE:	OUT NOW

STATS

- THREE PLAYABLE CITIES
- WEAPONS INCLUDE MINI-GUN

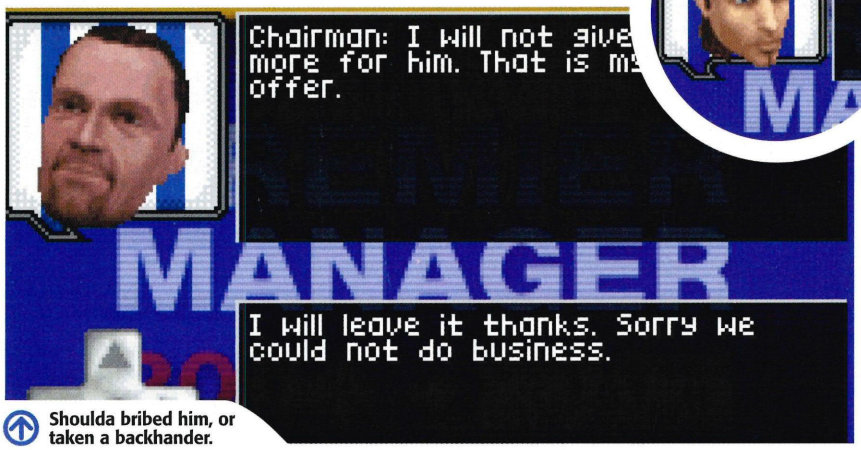
Game of two halves

PREMIER MANAGER 04/05

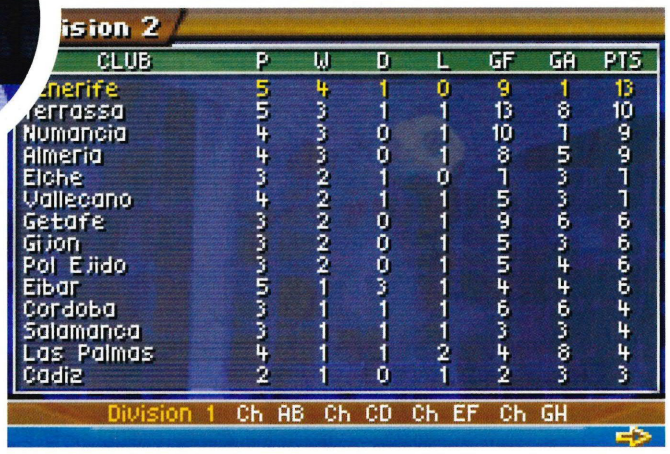




This isn't from a real match, it's a screenshot.



Shoulda bribed him, or taken a backhander.

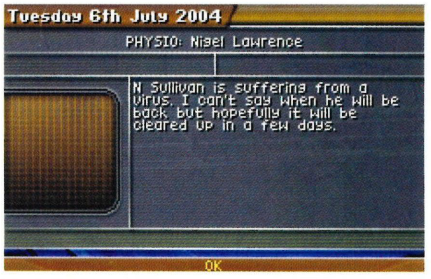


IT DOESN'T TAKE much to be a football manager. Blathering on about 4-4-2s, changing the starting line-up every week and kicking boots at your star player's face from time to time is all that's needed. If Kevin "cramp is worse than having a broken leg" Keegan can get within breathing distance of the Premiership title, so can you. Playing *Premier Manager 04/05* confirms how cosy the life of a football manager is.

That's because achieving your team's objective – secure the title for Arsenal, mid-table mediocrity with Middlesbrough, win one game, somehow, even with Norwich and so on – is quite easy. Not 'winning the league as soon as you switch on the GBA easy', more buying your way to the title easy. Money talks and as there are no tactics apart from choosing your formation and picking your best 11, success is down to the best players your chairman will cough up the cash for. Trim your squad of overpaid prima donnas, replace them with decent free transfers and it's possible to free up enough money to buy the talent you need while improving your squad at the same time. A review and a walkthrough for the price of one! Arsene Wenger couldn't do that, even if he did stop chucking pizza at other managers.

Signing players, chatting to the chairman and negotiating contracts is done from a screen where you see the players face and a D-pad telling you what your options are. Easy to understand, simple to use. The controls change slightly for the main menus of the game where Ⓐ and Ⓑ play mind games with you, regularly switching between Cancel and Accept depending on the menu you're browsing. Difficult to understand, nightmare to use. Still, the menus themselves are clear and getting to watch the match is nice, even if the players are bigger than the goal and you won't have a clue what's going on. There are some strange quirks in the game such as how Damien Duff became Chelsea's leading scorer from the left wing in our first season, but that's to be expected with the constraints of the GBA. This is perfect if you have more free time on your hands than Bobby Robson and a worthwhile attempt at recreating a football manager game away from powerhouse consoles. As Kevin Keegan would say: "You can't do better than go away from home and get a draw..."

CUBE RATING 8.0



CUBE
INFO
PUBLISHER: ZOO DIGITAL
DEVELOPER: TUNA TECH
GENRE: SPORTS
PLAYERS: 1
RELEASE: OUT NOW
STATS
- PLAYERS FROM 14 LEAGUES
- PREMIERSHIP & DIV 1 TEAMS

All your base...







To destroy enemy, use correct fighting and magic! Use correct and you will win!

Press A to jump rocking to top screen! You survive at all cost! Do not lose!







Careful for ninjas! Hit them at once for live!

ADVANCE GUARDIAN HEROES

CUBE

INFO

PUBLISHER:	SEGA
DEVELOPER:	TREASURE
GENRE:	ACTION
PLAYERS:	1-2
RELEASE:	TBA

STATS

- PLAY AS THREE CHARACTERS
- INVINCIBLE DEVIL MODE

WARNING – THERE'S SOME

incredibly wonky dialogue in this game. Yes it might come from Treasure, a company that has earned a reputation for consistently excellent games and yes, it's the sequel to *Guardian Heroes*, a game considered one of the best beat-'em-ups of all time. But that doesn't explain what lines such as: "Um… they do better than I thought!" are doing in here, stinking up the hard work done elsewhere in the game. The pidgin English and clunky translations leave you clueless as to what's going on, which doesn't help when you're suddenly confronted with a boss wearing blue underwear on the outside.

The dialogue is one example of how *Advance Guardian Heroes* doesn't quite have the polish to reach the lofty heights of its predecessor. The graphics are slightly scruffy, the animation can be choppy and the occasional bout of slowdown means you never really feel that the game is anymore than one explosion away from slowing to a crawl. Otherwise, this is a fantastic game and one every GBA owner should investigate. The combo system is worth the price of entry alone. It's flexible enough to let you hit an enemy into the air, combo him, smack him back towards the ground and air dive the remaining bunch. There's also Devil Mode, which lets you come back for a few minutes of immortality, perfect for sussing out boss routines, possibly asking why he's wearing blue underwear.

Some levels also show off Treasure's ability to coax the best from the handheld, such as the water raft level that pelts along at breakneck speed while assaulting you with a huge army of ninjas. Throw in terrific boss fights, an easy countering system and various magic options to use and while it's short, *Advance Guardian Heroes* is definitely fun. What's incredible is Treasure squeezed this onto the GBA. They do better than I thought!

CUBE RATING 8.0

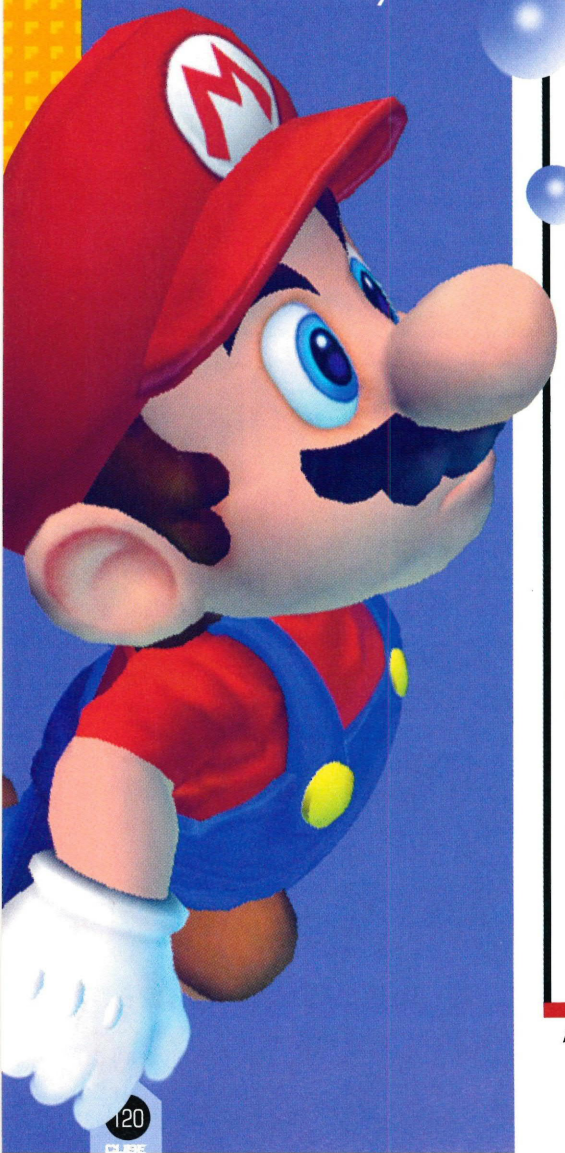




CUBE DIRECTORY

ISSUE THIRTY NINE

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	ISSUE	REVIEW	RATING
007 Everything Or Nothing	EA	In-house	1	29	PAL	8.2
1080° Avalanche	Nintendo	NSTC	1-8	26	PAL	9.0
18-Wheeler AM-PRO Trucker	Acclaim	In-house	1-2	8	PAL	4.4
2002 FIFA World Cup	EA	In-house	1-4	13	PAL	8.2
Ace Golf	Eidos	Telenet Japan	1-4	12	PAL	8.1
Agent Under Fire	EA	In-house	1-4	9	PAL	6.4
Aggressive Inline	Acclaim	Z-Axis,	1-4	10	PAL	9.1
Animal Crossing	Nintendo	In-house	1-4	37	PAL	8.0
Amazing Island	Sega	Sega	1-2	38	NTSC	7.4
Asterix & Obelix XXL	Atari	In-house	1	34	PAL	5.1
ATV 2	Acclaim	Climax	1-2	16	PAL	8.1
Barbarian	Virgin	Saffire	1-4	11	PAL	4.3
Baten Kaitos	Monolith Software	Namco	1	28	NTSC	8.6
Batman: Dark Tomorrow	Kemco	Hot Gen	1	20	PAL	3.9
Batman Vengeance	Ubi Soft	In-house	1	6	PAL	6.2
Battle Houshin	Koei	In-house	1	7	NTSC	7.0
Beach Spikers	Sega	AM2	1-4	10	PAL	8.0
Beyond Good & Evil	Ubisoft	In-house	1	29	PAL	9.4
Billy Hatcher And The Giant Egg	Sega	Sonic Team	1-4	26	PAL	7.0
Big Air Freestyle	Ubi Soft	In-house	1-2	14	PAL	4.2
Big Mutha Truckers	Empire	Eutechnyx	1	18	PAL	8.3
Bionicle	EA	Argonaut	1	25	PAL	4.4
Black & Bruised	Vivendi	Digital Fiction	1-2	20	PAL	6.8
Blood Omen 2	Eidos	Crystal Dynamics	1	15	PAL	7.7
BloodRayne	Vivendi	Terminal Reality	1	19	PAL	4.0
Bloody Roar: Primal Fury	Activision	Eighting	1-2	6	PAL	7.0
BMX XXX	Acclaim	Z-Axis	1-2	14	PAL	4.5
Bomberman Generation	Majesco	Hudson Soft	1-4	8	NTSC	8.0
Buffy: Chaos Bleeds	Vivendi	Eurocom	1-2	25	PAL	7.9
Burnout 2: Point Of Impact	Acclaim	Criterion	1-2	19	PAL	9.3
Burnout	Acclaim	Criterion	1-2	6	PAL	8.4
Capcom Vs SNK: EO	Capcom	In-house	1-2	9	PAL	8.2
Carmen Sandiego	Acclaim	Bam!	1	30	PAL	7.0
Catwoman	EA	Argonaut	1	35	PAL	4.0
Cel Damage	EA	In-house	1-2	6	PAL	4.3
Conan	TDK	Cauldron	1	32	PAL	4.2
Conflict: Desert Storm	Sci	Pivotal	1-4	18	PAL	8.2
Conflict Desert Storm 2	Sci	Pivotal	1-2	25	PAL	8.5
Crash Bandicoot	Vivendi	Eurocom	1	13	PAL	5.6

Adventure/RPG Puzzle/Party Fighting Sports Racing Shoot-'em-up Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

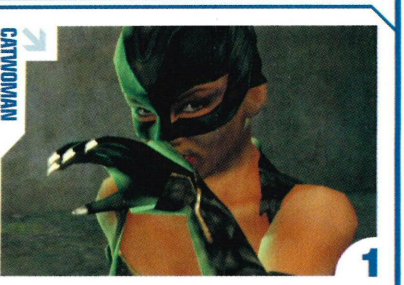
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	27	PAL	4.8
Crazy Taxi	Acclaim	In-house	1	6	PAL	7.3
Cubic Lode Runner	Hudson	In-House	1	23	NTSC	6.2
Custom Robo Battle Revolution	Nintendo	Noise	1-4	31	NTSC	8.5
Dakar 2	Acclaim	In-house	1-2	17	PAL	9.0
Dark Summit	THQ	Radical	1-2	8	PAL	6.2
Dave Mirra Freestyle BMX 2	Acclaim	Z-Axis	1-2	6	PAL	7.4
Dead To Rights	EA	Namco	1	22	PAL	6.8
Defender	Midway	In-house	1-2	17	PAL	4.0
Def Jam Vendetta	EA	AKI	1-4	19	PAL	8.9
Def Jam: Fight For New York	EA	Ari	1-4	37	PAL	9.2
Die Hard: Vendetta	Vivendi	Bits Studios	1	13	PAL	8.2
Disney's Extreme Skate Adventure	Activision	Neversoft	1	24	PAL	7.0
Disney's Magical Mirror	Nintendo	Capcom	1	11	PAL	5.9
Disney Sports Skateboarding	Konami	In-house	1	12	PAL	4.6
Disney's Tarzan Freeride	Disney Int.	Ubi Soft	1	6	PAL	5.0
Donald Duck: Quack Attack	Ubi Soft	In-house	1	6	PAL	6.2
Donkey Konga	Nintendo	Namco	1-4	28	NTSC	9.2
Donkey Konga	Nintendo	In-house	1-4	37	PAL	9.0
Donkey Konga Volume 2: HSP	Nintendo	Namco	1-4	35	NTSC	9.2
Doshin The Giant	Nintendo	In-house	1	12	PAL	7.4
Dragon Ball Z: Budokai	Atari	Dimps	1-2	26	PAL	4.5
Dragon's Lair 3D	THQ	Dragonstone	1	32	PAL	4.0
Dream Mix TV World Fighters	Hudson	Eighting	1-4	30	NTSC	3.4
Dr Muto	Midway	In-house	1	17	PAL	5.0
Driven	Bam!	In-house	1-2	6	PAL	7.0
Eggo Mania	Kemco	Hot Gen Studios	1-4	11	PAL	5.2
Enter The Matrix	Infrogrames	Shiny	1	20	PAL	6.8
ESPN INT Winter Sports '02	Konami	In-house	1-2	6	PAL	6.0
Eternal Darkness	Nintendo	Silicon Knights	1	12	PAL	9.3
F1 2002	EA	In-house	1-2	9	PAL	7.6
F1 Career Challenge	EA Sports	In-house	1	21	PAL	6.4
FIFA 2005	EA	EA Sports	1-4	38	PAL	7.0
FIFA 2004	EA	EA Canada	1-4	26	PAL	8.9
FIFA Football 2003	EA	In-house	1-4	13	PAL	8.2
Final Fantasy: Crystal Chronicles	Nintendo	Games Des. Studio	1-4	30	PAL	9.0
Finding Nemo	THQ	Traveller's Tales	1	24	PAL	6.1
Fireblade	Midway	Avalanche	1	16	PAL	6.5
Freedom Fighters	EA	IO Interactive	1-4	24	PAL	8.0
Freekstyle	EA	Hypnos Ent	1-2	12	PAL	7.4
F-Zero GX	Nintendo	Amusement Vision	1-4	23	NTSC	9.4
Future Tactics: The Uprising	Crave	Zed Two	1-2	38	PAL	6.5
Gauntlet: Dark Legacy	Midway	In-house	1-4	10	PAL	4.4
Ghost Recon	Ubi Soft	Red Storm	1-2	18	PAL	6.5
Giftpia	Nintendo	Skip Ltd.	1	20	NTSC	7.5
Gladius	Lucasarts	In-house	1	26	PAL	6.5
Goblin Commander	Jaleco	In-house	1	30	PAL	6.2
Godzilla: DAMM	Infogrames	Pipeworks Studios	1-4	13	PAL	4.0
GPX Cyber Formula	Sunrise	In-house	1-4	37	NTSC	6.1
GT Cube	MTO	In-House	1	22	NTSC	4.9
Harry Potter: COS	EA	Eurocom	1	14	PAL	7.0
Harry Potter: Prisoner Of Azkaban	EA	EA	1-4	34	PAL	6.8

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

DELUDED GAMES

What were they thinking? Who? They! Them! Those guys who thought these were A Good Idea. What's happened to them now? Hopefully they're all on the dole.

CATWOMAN



1

Argonaut only has two good games. But its worst atrocity has to be Catwoman' s Oggle-cam. The game's no fun but the screensaver of Halle licking herself makes you want to bury your head in lava.

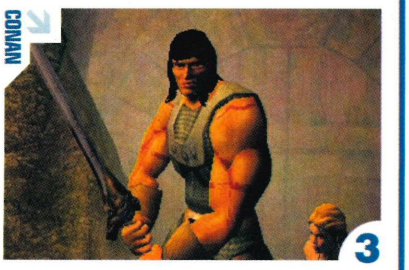
DRAGON'S LAIR 3D



2

21 years ago we had to use pound notes to play the original *Dragon's Lair*. Back then it looked amazing, but played rubbish. Today, it looks and plays rubbish. Actually it's almost unplayable. Eejits.

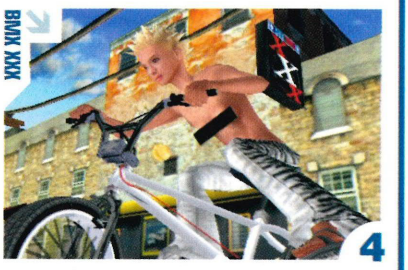
CONAN



3

Okay, the programmers are based in the Ukraine. Fine, they've had to deal with corruption when state control dissipated and Chernobyl lies at the top of the River Dnieper, but... oh God, look we're sorry...

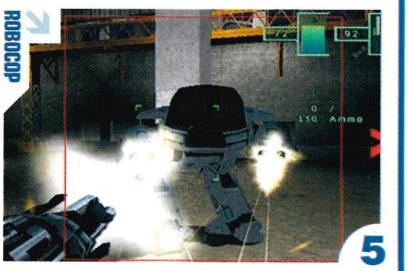
BMX XXX



4

Naked BMX. Not only that, it uses the *Dave Mirra Freestyle BMX* engine, which means it's rubbish. Dave took his name off this, and quite rightly so. The unlockable stripper videos were crap too.

ROBOCOP



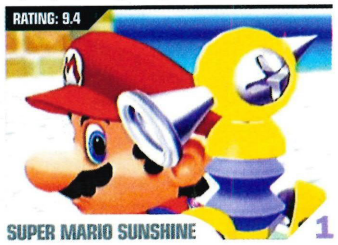
5

To paraphrase Bill Hicks: "If you work in advertising kill yourself. Now." if you bought Robocop you obviously fell into their trap and clearly never read our review. Crap.

PLATFORMERS

Jesus Christ! It's taken two days to think up what this Top 5 should be. Platformers, eh, the stalwart of gaming genres. Dunno why we'd not thought of it before, but for next month? Top 5 games beginning with the letter 'F'?

RATING: 9.4



SUPER MARIO SUNSHINE 1

Can Mario use his glorified watering can, FLUDD, to clean up Delphino? Course he can. But can he get all 120 Shines? Aye. Ahh, but can he really push the boundaries after *Mario 64*? Nah, not really...

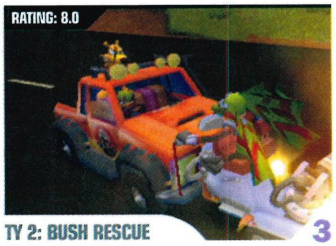
RATING: 9.3



PRINCE OF PERSIA: SOT 2

Ahh, the sublime *POP*, a game almost as fun to watch as it is to play. What with all the jumping and leaping about, the balancing acts and the combat, it's like watching a violent ballet, or a Turkish Delight advert.

RATING: 8.0



TY 2: BUSH RESCUE 3

Dodgy name aside, *Ty 2* is quite good. What's the point in that then – being quite good? Doesn't really inspire you to pick up the pad does it? No. Why do we ask all these questions and then just answer them ourselves? Dunno.

RATING: 8.0



SONIC MEGA COLLECTION 4

Having most of Sonic's 2D games on one disc makes this INFINITELY more fun than *Sonic Heroes*, but hey, so is sticking needles into your tear-ducts. You'd better not send in any letters about this, they'll go straight in the bin.

RATING: 7.0



5

How the hell did *Vexx* get 7.0!?!?!?!

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Harry Potter: Quidditch World Cup	EA Games	In-house	1-2	27	PAL	6.5
Harvest Moon: A Wonderful Life	Ubisoft	Natsume	1	31	PAL	9.0
Hitman 2	Eidos	IO Interactive	1	21	PAL	7.9
Hulk	Vivendi	Radical	1	21	PAL	6.4
Ikaruga	Atari	Treasure	1-2	17	PAL	9.0
I-Ninja	Namco	Argonaut	1	30	NTSC	7.5
ISS 2	Konami	Major A	1-4	6	PAL	8.2
ISS 3	Konami	KCEO	1-4	21	PAL	4.9
Jedi Knight II: Jedi Outcast	Activision	LucasArts	1	14	PAL	4.7
Jikkyou Powerful Pro Baseball 11	Konami	In-house	1-2	37	NTSC	8.1
Jimmy Neutron: Boy Genius	THQ	In-house	1	18	PAL	4.0
Judge Dredd: D Vs D	Vivendi	Rebellion	1-4	27	PAL	7.5
Kelly Slater's Pro Surfer	Activision	Treyarch	1-2	11	PAL	7.6
Kinniku Man 2	Bandai	AKI	1-4	16	NTSC	8.9
Kirby Air Ride	Nintendo	In-house	1-4	30	PAL	7.0
Knights Of The Temple	TDK	Star Breeze	1	31	PAL	5.5
Knockout Kings 2003	EA	In-house	1-2	14	PAL	7.9
Legend Of Golfer	Nintendo	Seta	1-4	35	NTSC	7.0
LOZ: Four Swords Adventures	Nintendo	In-house	1-4	38	PAL	7.8
Legend Of Zelda: Four Swords +	Nintendo	In-House	1-4	32	NTSC	9.4
Legend Of Zelda: Wind Waker	Nintendo	In-house	1	19	PAL	9.5
Legends Of Wrestling 2	Acclaim	In-house	1-4	15	PAL	4.0
Legends Of Wrestling	Acclaim	In-house	1-4	7	PAL	4.6
Looney Tunes Back In Action	EA	Warthog	1	31	PAL	6.0
Lost Kingdoms	Activision	From Software	1	8	PAL	7.0
LOTRs: Return Of The King	EA	In-house	1-2	26	PAL	5.8
LOTR: The Two Towers	EA	In-house	1	16	PAL	7.7
Lord Of The Rings: The Third Age	EA	In-house	1	38	PAL	8.5
Luigi's Mansion	Nintendo	In-house	1	6	PAL	7.8
Madden NFL 2005	EA	EA Sports	1-4	38	PAL	8.9
Madden 2004	EA Sports	In-house	1-4	23	PAL	8.8
Mario Golf: Toadstool Tour	Nintendo	Camelot	1-4	33	PAL	8.0
Mario Kart: Double Dash!	Nintendo	In-house	1-16	26	PAL	9.4
Mario Party 4	Nintendo	Hudson	1-4	13	PAL	9.0
Mario Party 5	Nintendo	Hudson	1-4	27	PAL	7.0
Matt Hoffman's Pro BMX 2	Activision	Rainbow Studios	1-2	11	PAL	8.2
Medal Of Honor: Frontline	EA	In-house	1-4	14	PAL	8.6
Medal Of Honor: Rising Sun	EA	In-house	1-4	25	PAL	9.0
Medabots Infinity	Ubisoft	Natsume	1-2	38	PAL	4.0
Mega Man Anniversary Collection	Capcom	Atomic Planet	1	36	PAL	8.5
Mega Man Network Transmission	Capcom	In-House	1	22	PAL	7.9
Mega Man X: Command Mission	Capcom	In-house	1	39	PAL	8.2
Men In Black II: Alien Escape	Infogrames	Melbourne House	1	16	PAL	4.2
Metal Arms	Vivendi Universal	Swigin' Ape Studios	1-4	27	PAL	7.9
Metal Gear Solid: The Twin Snakes	Konami	Silicon Knights	1	30	PAL	8.9
Metroid Prime	Nintendo	Retro Studios	1	17	PAL	9.6
Metroid Prime 2: Echoes	Nintendo	Retro Studios	1-4	39	PAL	9.6
Micro Machines	Infogrames	Sheffield House	1-4	16	PAL	5.2
Minority Report	Activision	Treyarch	1-2	15	PAL	5.0
Mission: Impossible OS	Atari	Melbourne House	1	31	PAL	6.7
Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	32	NTSC	5.8
Mortal Kombat: DA	Midway	In-house	1-2	15	PAL	8.6

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

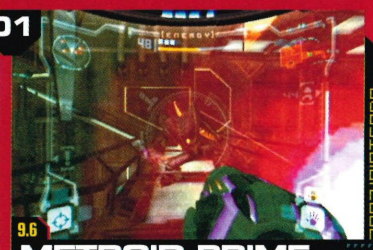
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Mr Driller Drill Land	Namco	In-house	1-2	17	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	11	PAL	7.1
Naruto 2	Tomy	Eighting	1-4	31	NTSC	7.0
NBA 2K3	Infogrames	Nintendo	1-4	8	PAL	6.8
NBA Live 2004	EA	In-house	1-4	26	PAL	7.3
NBA Live 2005	EA Sports	EA Canada	1-4	39	PAL	8.0
NBA Street	EA	NFX	1-2	6	NTSC	8.4
Need For Speed: Hot Pursuit 2	EA	In-house	1-2	12	PAL	5.3
Need For Speed: Underground	EA	Black Box	1-2	26	PAL	6.5
Need For Speed Underground 2	EA	EA Canada	1-2	39	PAL	7.1
NFL Quarterback Club 2002	Acclaim	In-house	1-8	4	PAL	6.1
NFL Street	EA	EA Big	1-2	29	PAL	8.6
NHL 2005	EA	EA	1-4	37	PAL	8.7
NHL 2004	EA	EA Sports	1-4	24	PAL	8.5
NHL Hitz 2002	Midway	Blackbox Games	1-4	6	PAL	8.4
NHL Hitz 2003	Midway	In-house	1-4	14	PAL	8.4
NHL Hitz 20-03	Midway	Blackbox	1-4	11	NTSC	8.6
Nightfire	EA	In-house	1-4	14	PAL	7.9
Nintendo Puzzle Collection	Nintendo	In-house	1-4	17	NTSC	7.0
One Piece Treasure Battle	Bandai	In-house	1-4	15	NTSC	5.8
Outlaw Golf	THQ	Hypnotix	1-2	19	PAL	7.9
Pac-Man Fever	Namco	In-house	1-4	12	PAL	5.7
Pac-Man Vs	Namco	In-house	1-4	28	NTSC	8.8
Pac-Man World 2	Namco	In-house	1	16	PAL	4.2
Pac-Man World 2 (import)	Namco	In-house	1	5	NTSC	6.1
Paper Mario: Thousand Year Door	Nintendo	Intelligent Systems	1	36	NTSC	9.4
Paper Mario: Thousand Year Door	Nintendo	Intelligent Systems	1	39	PAL	9.0
Phantasy Star Online I+II	Infogrames	Sonic Team	1-4	16	PAL	7.5
Phantasy Star Online III C.A.R.D.	Sega	In-house	1-2	33	PAL	6.0
Pikmin	Nintendo	In-house	1	7	PAL	9.0
Pikmin 2	Nintendo	In-house	1-2	37	PAL	9.3
Pitfall: The Lost Exhibition	Edge Of Reality	In-house	1	30	PAL	7.8
P.N.03	Capcom	In-House	1	23	PAL	8.2
Pokémon Box	Nintendo	In-house	1	21	NTSC	2.9
Pokémon Channel	Nintendo	In-house	1	30	PAL	8.0
Pokémon Colosseum	Nintendo	Genius Sonority	1-4	32	PAL	8.6
Pool Paradise	Ignition Ent.	Awesome Studios	2	31	PAL	8.0
Prince Of Persia: Sands Of Time	Ubisoft	Ubisoft Monteral	1	29	PAL	9.3
Pro Rally	Ubi Soft	In-house	1-2	13	PAL	5.9
Puyo Pop Fever	Sega	Sonic Team	1-4	30	PAL	7.8
Rainbow Six 3	Ubisoft	In-house	1-2	34	PAL	8.2
Rally Championship	SCi	Warthog	1-4	17	PAL	6.8
Rayman 3 Hoodlum Havoc	Ubi Soft	In-house	1	16	PAL	8.1
Red Faction II	THQ	Cranky Pants Games	1-4	20	PAL	7.8
Redcard	Midway	Point Of View	1-2	9	PAL	7.2
Reign Of Fire	Bam!	In-house	1-2	13	PAL	8.0
Resident Evil 2	Capcom	In-house	1	9	PAL	6.0
Resident Evil	Capcom	In-house	1	10	PAL	9.0
Resident Evil Code: Veronica X	Capcom	In-house	1	30	PAL	7.1
Resident Evil: Nemesis	Capcom	In-house	1	19	PAL	7.0
Resident Evil Zero	Capcom	In-house	1	16	PAL	9.0
Robocop	Avalon	Avalon	1-2	34	PAL	5.4

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

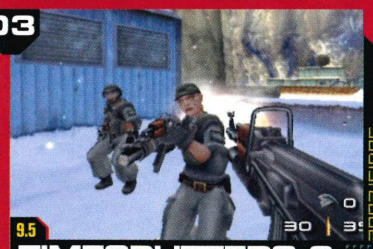
TOP 10

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

SIGMUND FROOD (OUT OF BILL AND TED) AND HIS AMAZING PSYCHOLOGICAL ADVENTURES

Every month Dr Frood investigates the motivations that drive your gaming heroes. This month, Mr Driller...

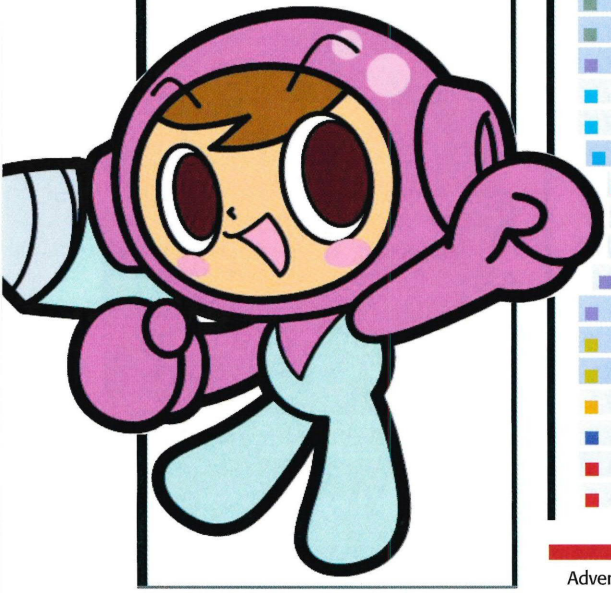


MR DRILLER, MR DRILLER DRILL LAND

Ah yes, Mr Driller. A man hired because blocks are invading the earth and since Handy Andy has buggered off to film the last series of *Changing Rooms*, Mr Driller is left as the last and only line of drilling defence. Yet two questions remain when determining the psyche of this strangely dressed blue-collar worker. How and why?

How – Mr Driller can only drill downwards and sideways. There is no up for Mr Driller, at least not in the existential sense. When Mr Driller walks down the stairs (or indeed, drills down them), he cannot go back up them. Alas, this is annoying when he leaves his wallet upstairs but it is a fate he has brought upon himself, an eternal pain relieved only by drilling downwards and hamburgers. Mr Driller loves hamburgers.

Why – Mr Driller wishes to drill to the centre of the earth, where reaching the middle will cancel out the forces of gravity and leave Mr Driller to spin for all eternity, achieving gravitational equilibrium and a blissful state of happiness. This has been seen before. Using the theorem that toast always falls buttered side up and cats always land on their feet, you can apply buttered toast to the back of a cat and watch as you throw this toast-cat combination out the window. This creates a similar phenomenon, with the breaded feline spinning mere centimetres above the ground, never to land. The toast and cat in effect cancel each other out. This is what Mr Driller desires and what he wishes to achieve through the medium of drilling.



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Robotech: Battlecry	TDK	Mediactive	1-2	13	NTSC	8.0
Rock Man EXE Transmission	Capcom	Akira	1	18	PAL	8.0
Rocky	Rage	Steel Monkeys	1-2	1	PAL	8.3
Rogue Ops	Kemco	Bits Studio	1	28	PAL	8.1
Rogue Squadron III: Rebel Strike	Activision	Factor 5	1-2	26	PAL	9.0
R: Racing Evolution	EA	Namco	1-2	29	Pal	8.4
Samurai Jack: The Shadow Of Aku	Sega	Adrenium Games	1	33	PAL	6.1
Scooby Doo!	THQ	Heavy Iron Studios	1-2	13	PAL	5.2
Scooby Doo Mystery Mayhem	THQ	Art. Mind & Move	1	31	PAL	6.6
Second Sight	Codemasters	Free Radical	1	36	PAL	8.6
Sega Soccer Slam	Sega	Blackbox Games	1-4	11	PAL	9.0
Serious Sam: Second Encounter	Take 2	Climax	1-4	32	PAL	8.0
Shark Tale	Activision	Edge Of Reality	1	39	PAL	6.8
Shikigami No Shiro II	KSG	Alfa System	1-2	27	NTSC	7.2
Shrek 2	Activision	Luxoflux	1-4	34	PAL	7.8
Simpsons Road Rage	EA	Radical Ent	1-2	6	PAL	7.5
Smashing Drive	Namco	Point Of View	1-2	5	PAL	3.8
Skies Of Arcadia Legends	Sega	Overworks	1	20	PAL	9.0
Summoner: A Goddess Reborn	THQ	Volition	1	17	PAL	6.0
Smuggler's Run: Warzones	Take Two	Rockstar	1-4	1	PAL	7.1
Sonic Adventure 2: Battle	Sega	Sonic Team	1-2	6	PAL	7.6
Sonic Adventure DX	Sega	Sonic Team	1	20	PAL	6.1
Sonic Mega Collection	Sega	In-house	1-2	15	PAL	8.0
Sonic Heroes	Sega	Sonic Team	1-4	29	PAL	7.0
Soul Calibur 2	Nintendo	Namco	1-2	24	NTSC	9.2
Spawn: Armageddon	EA/Namco	Point Of View	1	30	PAL	5.3
Speed Kings	Acclaim	Climax	1-2	21	PAL	6.7
Sphinx And The Cursed Mummy	THQ	Eurocom	1	29	Pal	8.7
Spider-Man 2	Activision	Treyarch	1	35	Pal	8.8
Spider-Man: The Movie	Activision	Treyarch	1	7	PAL	6.0
Splinter Cell	Ubi Soft	In-house	1	19	PAL	8.8
Splinter Cell: Pandora Tomorrow	Ubisoft	In-House	1	35	PAL	8.5
SpongeBob SquarePants: BFBB	THQ	Heavy Iron	1	29	PAL	6.8
Spyhunter	Midway	Point Of View	1-2	7	PAL	5.9
Spyro: A Hero's Tail	Vivendi Universal	Eurocom	1	39	PAL	6.8
SSX3	EA	EA Big	1-2	25	PAL	9.3
SSX Tricky	EA	EA Big	1-2	7	PAL	8.0
Starfox Adventures	Nintendo	Rare	1	12	NTSC	9.4
Star Soldier	Hudson	In-House	1	23	NTSC	7.1
Star Wars: Bounty Hunter	Activision	LucasArts	1	15	PAL	6.9
Star Wars: Rogue Leader	Activision	Factor 5	1	6	PAL	9.1
Star Wars: The Clone Wars	Activision	LucasArts	1-4	13	PAL	6.7
Super Bubble Pop	Jaleco	Runecraft	1-2	18	PAL	5.5
Supercross World	Acclaim	In-house	1-4	9	PAL	4.6
Superman: Shadow Of Apokolips	Atari	Sheffield House	1	21	PAL	6.5
Super Mario Sunshine	Nintendo	In-house	1	10	NTSC	9.4
Super Monkey Ball	Sega	Amusement Vision	1-4	6	PAL	9.0
Super Monkey Ball 2	Sega	Amusement Vision	1-4	16	PAL	9.1
Super Smash Bros Melee	Nintendo	In-house	1-4	11	PAL	8.3
SX Superstar	Acclaim	Climax	1-2	21	PAL	4.8
Tak And The Power Of Juju	THQ	Avalanche	1	30	PAL	8.6
Tales Of Symphonia	Namco	In-house	1-4	37	PAL	8.0

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Taz Wanted	Infogrames	Blitz Games	1-2	11	PAL	5.6
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	31	PAL	6.0
Terminator 3: The Redemption	Atari	Paradigm	1	37	PAL	6.0
Tetris Worlds	THQ	Radical	1-4	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	26	PAL	7.1
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	23	PAL	8.0
The Simpsons: Hit & Run	Vivendi	Radical	1	26	PAL	7.4
The Sims	EA	Maxis	1-2	18	NTSC	8.6
The Sims: Bustin' Out	Electronic Arts	Maxis	1-2	27	PAL	8.2
The Tasmanian Tiger	EA	Krome Studios	1	13	PAL	4.8
The Urbz: Sims In The City	EA	In-house	1-2	39	PAL	8.3
Tiger Woods 2004	EA	In-house	1-4	24	PAL	8.8
Tiger Woods PGA Tour 2005	EA	EA	1-4	37	PAL	9.1
Tiger Woods PGA Tour 2003	EA	In-house	1-2	14	PAL	9.0
TimeSplitters 2	Eidos	Free Radical	1-4	11	PAL	9.5
Tony Hawk's Pro Skater 3	Activision	Neversoft	1-2	6	PAL	8.6
Tony Hawk's Pro Skater 4	Activision	Neversoft	1-2	3	PAL	9.2
Tony Hawk's Underground	Activision	Neversoft	1-2	26	PAL	9.0
Tony Hawk's Underground 2	Activision	Neversoft	1-2	38	PAL	9.3
Top Angler	Xicat	Sims Co	1	21	PAL	4.9
Top Gun: Combat Zones	Virgin	Digital Integration	1	10	PAL	6.9
True Crime Streets Of LA	Activision	Luxoflux	1	26	PAL	6.9
Turok Evolution	Acclaim	In-house	1-4	11	PAL	6.1
Ty 2: Bush Rescue	EA	Krome Studios	1-2	1	PAL	8.0
UFC Throwdown	Ubi Soft	Crave	1-4	11	PAL	6.4
Universal Studios	Kemco	In-house	1	6	PAL	3.0
Urban Freestyle Soccer	Acclaim	Silicon Dreams	1-4	30	PAL	3.6
Vexx	Acclaim	In-house	1	18	PAL	7.0
Viewtiful Joe	Capcom	In-house	1	25	PAL	8.6
Virtua Fighter Cyber Generation	Sega	Sega	1	38	NTSC	5.8
Virtua Striker 3 Version 2002	Sega	Amusement Vision	1-2	8	PAL	8.4
V-Rally 3	Atari	Eden	1-4	21	PAL	7.8
Wario Ware Inc Mega Party Games	Nintendo	Nintendo	1-4	36		8.9
Wario World	Nintendo	Treasure	1	22	PAL	6.2
Waverace: Blue Storm	Nintendo	NSTC	1-4	6	PAL	8.9
Winning Eleven 6	Konami	In-house	1-4	17	NTSC	9.2
World Racing	TDK	Synetic	1-4	33	PAL	5.0
Worms 3D	Sega	Team 17	1-4	25	PAL	8.3
Worms Blast	Ubi Soft	Team 17	1-2	7	PAL	7.8
Wreckless: Yakuza Missions	Activision	Broadsword	1-2	15	PAL	2.5
Wrestlemania WWE X8	THQ	Yukes	1-4	12	PAL	6.7
WTA Pro Tennis Tour	Konami	In-house	1-4	12	PAL	4.5
WWE: Crush Hour	THQ	Jakks Pacific	1	21	PAL	6.8
WWE Day Of Reckoning	THQ	Yukes	1-4	36	PAL	9.1
WWE: Wrestlemania XIX	THQ	Yukes	1-4	25	PAL	6.9
XG3: Extreme G Racing	Acclaim	In-house	1-4	6	PAL	8.2
XGRA	Acclaim	ACC. Entertainment	1-2	23	PAL	9.0
XIII	Ubi Soft	In-house	1	26	PAL	8.2
X-Men Legends	Activision	Raven	1-4	38	PAL	8.0
X-Men 2: Wolverine's Revenge	Activison	Genepool	1		PAL	7.0
X-Men: Next Dimension	Activison	Exact Ent	1	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	9	PAL	7.0

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP 5 LICENCES

Yes! We managed to find five of them! For some incredible, unexplained reason these games managed to take a film licence and not bugger it up *faints*.

STAR WARS: ROGUE LEADER



1

Before Jar Jar Binks, *Star Wars* was a much loved and respected series. Somehow, LucasArts managed to produce this awesome game featuring the earlier films' most memorable battles.

SPIDER-MAN 2



2

Miles might try to convince everyone that *Spider-Man 2* rules because of the excellent swing physics, its freeform structure and humour, but we all know it's because he secretly longs for a red spandex suit.

DIE HARD: VENDETTA



3

Originally a GC exclusive, LA's toughest, baldest cop got a millennium makeover in this great first-person shooter. God, we love *Die Hard*. So many explosions. So many camp villains. So many vests. Sigh.

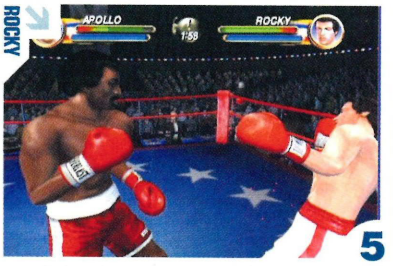
007: EVERYTHING OR NOTHING



4

Nowadays, loads of celebrities pop up in videogames, but EA's *Bond* title is still the benchmark in getting A-list celebs on board. A terrific game that's better than some *Bond* films, if you ask us.

ROCKY



5

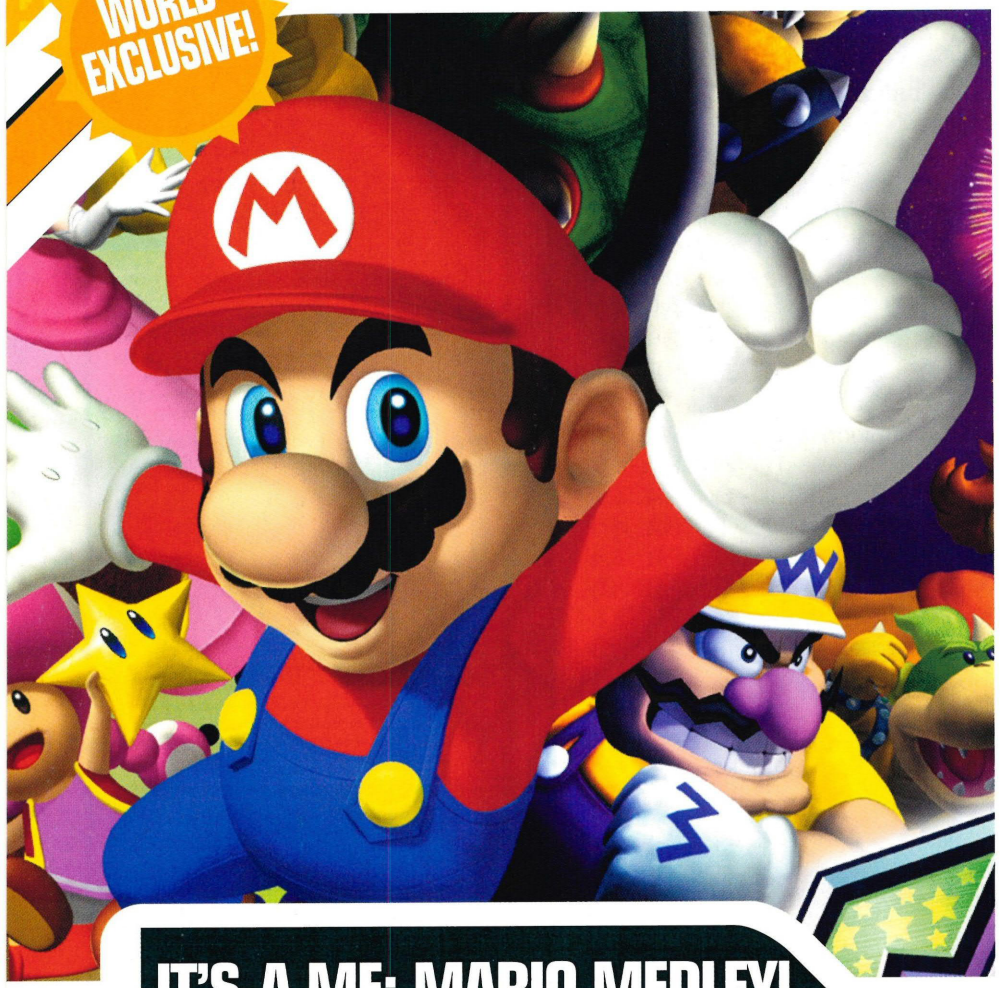
It might have been 25 years late but good things come to those who wait, right? This golden oldie punched its way onto our GCs way back in 2002, but its still the boxing champ.

ANOTHER RAMMED ISSUE OF CUBE IS COMING YOUR WAY NEXT MONTH... CHECK IT OUT!

Next Month... Next Month... Next Month... Next Month...

HORIZON

WORLD EXCLUSIVE!



IT'S-A ME: MARIO MEDLEY!

TWO MASSIVE MARIO HITS IN ONE ISSUE!

You wait ages for a Mario game and then two turn up at once. *Mario Party 6* and *Mario Power Tennis* hit Japanese shelves right about now, and we'll be in multiplayer heaven for the next three weeks in order to bring you our definitive verdict.

NEW SECTION

HANDS-ON IS HERE

CUBE CELEBRATES ALL THINGS HANDHELD

Before you say it: don't worry. We're not switching our focus, but in celebration of the DS' US and Jap launch, we will be developing a brand new section in the magazine dedicated to the GBA and DS!





FEATURE

FORWARD THINKING

AND ANOTHER YEAR PASSES US BY...

It's nearly Christmas which means that 2005 is upon us. What surprises does Nintendo have in store, when can we expect Revolution, what impact will the DS have, and what the hell is coming out on GC!?

SOLUTIONS

SAMUS BUSTED

METROID PRIME 2: ECHOES

Well we couldn't really ignore it could we? The most important title of the year, and the one that you're all going to want help with. Our copy is here and we've already started ripping it to pieces.

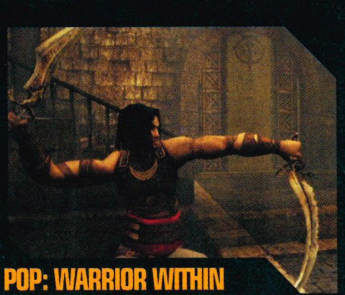
PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube titles, including:

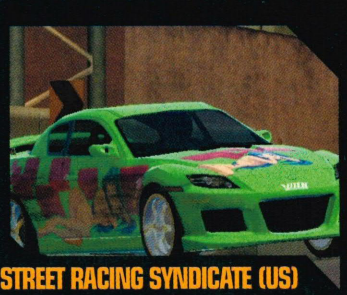
THE BIGGEST GAMES!



GOLDENEYE: ROGUE AGENT
Has potential, but the preview code left us lukewarm...



POP: WARRIOR WITHIN
The game is due out in November but UbiSoft still hasn't got code...



STREET RACING SYNDICATE (US)
Our copy is stuck on a boat somewhere apparently...

PLUS

- Viewtiful Joe 2
- Killer 7
- Timesplitters 3
- Splinter Cell 3: Chaos Theory
- Ghost Recon 2
- Geist
- Star Fox
- Donkey Kong: jungle Beat
- Baten Kaitos

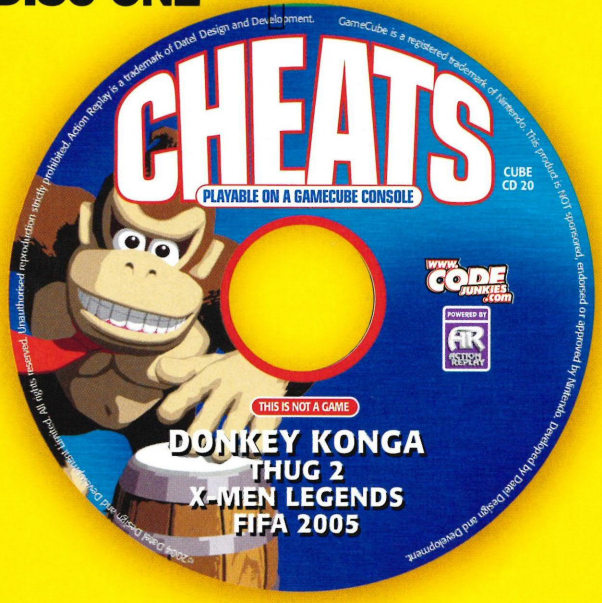
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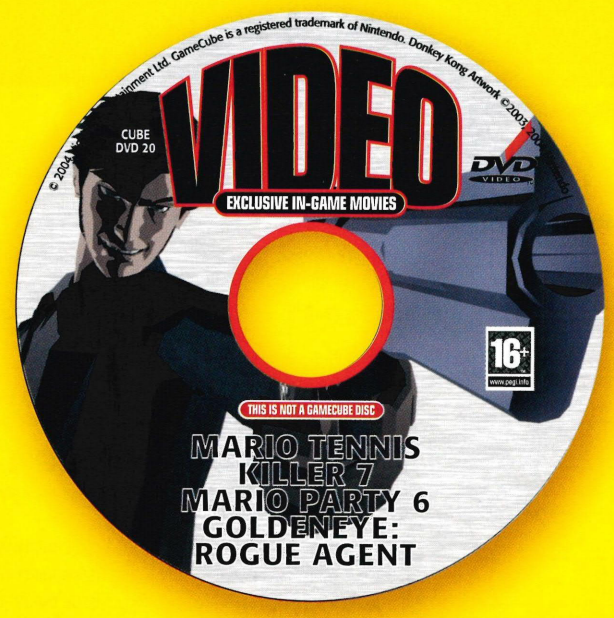
DISC ONE



CHEATS DISC



DISC TWO



VIDEO DISC

ACTION REPLAY

Every month we be bring you a disc packed with cheats for the latest and biggest games. There's no need for fussing around entering cumbersome codes. You just slip the disc into your GameCube, select the game you want to bust and the relevant cheats you want to access, then stick the game disc in and hey presto – it's all sorted! Pretty good, eh?

Oh, if you've got any games in particular that you need cheats for, just email us and you never know – it may just happen.

WATCH! ALL NEW FOOTAGE OF THE BEST GAMES

VIDEO DVD

Exclusive footage of the games that will be lighting our fire in 2005, courtesy of a lovely little DVD!

KILLER 7
VIEWTIFUL JOE 2
STREET RACING SYNDICATE
BATEN KAITOS (PAL)
MARIO TENNIS
NINTENDO DS
METROID 2 LAUNCH
MARIO PARTY 6

RESERVE YOUR COPY TODAY PAGE 31

*Note: Contents and appearance are subject to change

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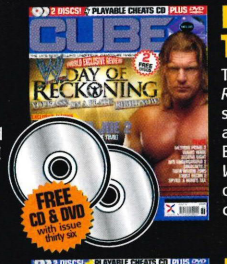
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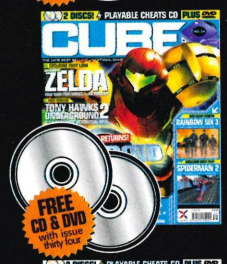
ISSUE THIRTY THREE

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!



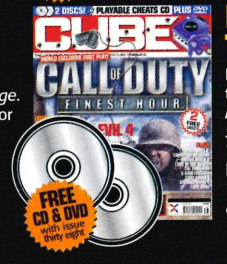
ISSUE THIRTY SEVEN

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.



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 EIGHT

Hey hey! What about you? In this CUBE there's *Mega Man, Call Of Duty, Four Swords, THUG2, LOTR: The Third Age*, and, and oh you know it – Ty's back! Yay... *Wario Ware* and *Pikmin* cheats, plus Big Boy Barry!



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5 6 7 8s - Woo Hoo	10388	10372
50 Cent - In Da Club	8133	8300
50 Cent - P**P	9078	9386
50 Cent & G Unit - If I Can't	9836	9823
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Annie - Chewing Gum	10686	10670
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Ashlee Simpson - Pieces Of Me	10831	10818
Avril Lavigne - My Happy	10493	10488
Beenie Man Ft Ms Thing - Dude	9883	9863
Beyonce - Crazy In Love	8765	8646
Beyonce - Naughty Girl	10012	10004
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Busted - Thunderbirds/3am	10436	10416
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Cassidy - Get No Better	10685	10671
Cassidy Ft R Kelly - Hotel	10192	10180
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Chingy Ft J - One Call Away	10202	10184
Christina - Whatever U	10844	10827
Christina Aguilera - Dirrty	7912	7898
Christina Milian - Dip It Low	10105	10090
CKY - 96 Quite Bitter Beings	6080	7168
Coldplay - Clocks	8248	8344
Corrs - Angel	10688	10668
D12 - How Come	10437	10405
D12 - My Band	10030	10025
Darkness - Thing Called Love	9157	9258
Darude - Sandstorm	9754	9740
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Donny Osmond - Breeze On By	10702	10690
Dr. Dre - Forgot About Dre	1179	9043
Duran Duran - Reach Up	10841	10821
Eamon - Don't Want You Back	10029	10022
Eamon Ft - Love Them	10851	10813
Eminem - Lose Yourself	8137	8101
Eminem - Superman	9642	9621
Eminem - Without Me	6604	6976
Eric Prydz - Call On Me	10679	10669
Estelle - Free	10848	10807
Europe - Final Countdown	5353	9567
Evanescence - Bring Me To	8605	8774
Fatboy Slim - Slash Dot Dash	10704	10697
Flip & Fill - Discoland	10425	10401
Fountains Of W - Stacy's Mom	9913	9908
Frankee - F.U.R.B.	10134	10125
Girls Aloud - Love Machine	10680	10672
Girls Of FHM - Da Ya Think	10349	10335
Good Charlotte - Predictable	10846	10819
Green Day - American Idiot	10590	10549
Groove Armada - I See You	10703	10692
Guns 'n' Roses - Sweet Child	8589	6977
Him - The Funeral Of Hearts	9716	9708
Hoobastank - Same Direction	10854	10824
Hoobastank - The Reason	9951	9933
Ian Brown - Keep What Ya Got	10707	10693
Jam - Town Called Malice	4563	9876
Jamelia - Superstar	9222	9266
Jay Sean - Eyes On You	10347	10337
Jentina - French Kisses	10836	10808
J-Kwon - Tipsy	10422	10417
Jojo - Leave (Get Out)	10626	10612
Joss Stone - You Had Me	10681	10677
Kanye West - All Falls	10311	10278
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LMC Vs U2 - Take Me To	9765	9763
Lostprophets - Last Train	9751	9734
Lucie Silvas - What You're	10842	10826
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Mario Winans - I Don't	10257	10247
Maroon 5 - She Will Be Loved	10582	10565
Maroon 5 - This Love	10059	10057
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McFly - Obviously	10345	10339
Metallica - Enter Sandman	3849	7165
Metallica - Nothing Else	5142	9051
Motorhead - Ace Of Spades	6332	9687
Mousse T - Is It Cos	10584	10556
Muse - Butterflies	10705	10691
Narcotic Thrust - I Like It	10011	10001
Natasha - These Words	10571	10568
Nelly - Dilemma	7952	7951
Nelly - My Place	10625	10614
Nina Sky - Move Ya Body	10385	10392
Ordinary Boys - Seaside	10710	10696
Outkast - Hey Ya	9503	9515
Outkast - Roses	10346	10341
O-Zone - Dragostea Din Tei	10309	10286
Paul McCartney - Tropic	10708	10699
Paul McCartney - We All Stand	10712	10700
Peter Andre - Mysterious Girl	9831	9825
Pink Floyd - Another Brick	1311	8471
Queen - Bohemian Rhapsody	1315	8475
Rachel Stevens - More More	10839	10814
Rachel Stevens - Some Girls	10421	10411
Rasmus - In The Shadows	10009	10003
Red Hot Chili Ps - Can't Stop	8143	8478
REM - Leaving New York	10832	10812
Robbie Williams - Angels	3580	8482
Robbie Williams - Radio	10838	10820
Rolling Stones - Paint It Black	3800	8536
Ronan Keating - I Hope You	10829	10809
Salt N Pepa - Push It	9646	9619
Scissor Sisters - Laura	10313	10294
Scooter - Logical Song	6818	8503
Scooter - The Logical Song	6658	8503
Seal - Kiss From A Rose	10713	10694
Sex Pistols - Anarchy In UK	10066	10040
Shapeshifters - Lola's Theme	10420	10406
Slipknot - Duality	10323	10287
Special D - Come With Me	10010	10000
Status Quo - You'll Come	10682	10678
Stonebridge - Put Em High	10573	10563
Streets - Blinded By	10833	10802
Streets - Dry Your Eyes	10429	10403
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Rocky: 10476
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DJ Sammy - Heaven: 10456
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Kelis - Milkshake: 10469
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Nina Sky - Move Ya Body: 10470
Outkast - Hey Ya: 10458
O-Zone - Dragostea Din Tei: 10450
Shapeshifters - Lola's T: 10468

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Alan Partridge: 8798
Ali G - Text Init: 8799
Billy Connolly: 8817
Bo Selecta - M Jackson: 9442
Bo Selecta - Mel B: 9441
Borat: 8820
Del Boy: 8837
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Dog Barking: 9444
Jackass - Text Message: 8851
Johnny Vegas: 8861
Kevin Keegan - A Text: 8870
Miss Piggy - Oh Kermy: 8878
Papa Lazaru: 8881
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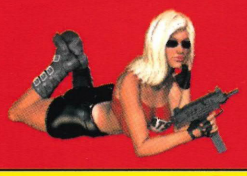
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A = 0 1
A Goddess Reborn
A Wonderful Life
Ace Golf
Agent Under Fire
Animal Crossing
Aquaman: Battle for Atlantis
Army Men: Sarge's War
ATV Quad Racing 2
B = 0 2
Bad Boys 2
Baldur's Gate: Dark Alliance
Batman: Dark Tomorrow
Beach Spikers
Beyblade
Beyond Good and Evil
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
Black and Bruised
BloodRayne
BMX XXX
Bond 007: Nightfire
Buffy 2: Chaos Bleeds
Burnout
Bustin' Out, The Sims
C = 0 3
Capcom vs. SNK: EO
Catwoman
Clone Wars, Star Wars
Conflict: Desert Storm
Conflict: Desert Storm 2
Crash Nitro Kart
Crush Hour, WWE
D = 0 4
Darkened Skye
Dave Mirra Freestyle BMX 2
Day of Reckoning - WWE
Dead to Rights
Def Jam Vendetta
Defender
Destroy All Monsters
Die Hard: Vendetta
Digimon Rumble Arena 2
Double Dash, Mario Kart
Dragon Ball Z: Budokai
Driven
E = 0 5
Eggo Mania
Enter the Dragonfly
Enter the Matrix
Eternal Darkness
Euro 2004
Everything or Nothing: 007
Evolution Skateboarding
F = 0 6
Fantasy Star Online 1 & 2
FIFA 2002
FIFA 2004
FIFA Football 2005
FIFA World Cup 2002
Final Fantasy C. Chronicles
Fire Blade
Four Swords Adventures
Freedom Fighters
F-Zero GX
G = 0 7
Gladius
Glitch in the System
Goddess Reborn
Godzilla: Destroy all Monst.
Gotcha Force
H = 0 8
H.Potter & Chamber of Sec.
H.Potter & Philosopher's St.
H.Potter & Pr. of Azkaban
H.Potter: Quidditch W. Cup
Harvest Moon 2: Wond. Life
Haunted Mansion
Hitman 2: Silent Assassin
Hobbit
Hulk
I = 0 9
Ikaruga
Inter. Superstar Soccer 2
J = 1 0
James Bond 007: Nightfire
James Bond: E. or Nothing
K = 1 1
Kelly Slater's Pro Surfer
Kirby's Air Ride
L = 1 2
L.A. Heist, The Italian Job
Leg. of Kain: Blood Omen 2
Leg.of Zelda: Majora's Mask
Lord of the Rings: R.of King
Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion
M = 1 3
Madden NFL 2005
Majora's Mask
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
Mario Party 4
Mario Party 5
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.
MX Superfly
Mystic Heroes
N = 1 4
NBA Live 2003
NBA Live 2004
Need for Speed Undergr'nd
Need for Speed: H.Pursuit 2
NFL 2005
NFL Blitz 2002
Nightfire
O = 1 5
Ocarina of Time: Zelda
P = 1 6
Pikmin 2
Pitfall Harry
Point of Impact
Pokemon Channel
Pokemon Colosseum
Prince of Persia: S. of Time
R = 1 8
Rainbow Six 3
Rebel Strike, R. Squadron 3
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
S = 1 9
Sands of Time, P. of Persia
Sanity's Requiem
Sarge's War - Army Men
Scooby Doo: Night of 100 F.
Scorpion King
Second Sight
Serious Sam Next Encounter
Simpsons: Hit & Run
Sims
Sims: Bustin' Out
Skies of Arcadia Legends
Smugglers Run 2: Warzone
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Heroes
Sonic Mega Collection
Soul Calibur 2
Sphinx & Cursed Mummy
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
SSX 3
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
Superman: Sh. of Apokolips
Sword of Vengeance
T = 2 0
Tak and the Power of Juju
Tarzan Freeride
Ten-Eighty Avalanche
Terminator 3: Redemption
The Fellowship of the Ring
The Haunted Mansion
The Hobbit
The Hulk
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 Return of the King
The Sims: Bustin Out
The Twin Snakes
The Two Towers
Theme Park Adventure
Time Splitters 2
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
Tony Hawk's Underground 2
Top Gun: Combat Zones
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger
V = 2 2
Vexx
Viewtiful Joe
W = 2 3
Wario Ware Inc.: M.P.G.$
Whirl Tour
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: Ocarina of Time
Zelda: The Wind Waker
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