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CUBE

NO. 40

OFFICIAL GAMECUBE MAGAZINE

4 NEW MARIO GAMES!

MARIO STRIKES BACK!

MARIO POWER TENNIS
SUPER MARIO 64 DS
MARIO BASEBALL
MARIO PARTY 6

NEW SCREENSHOTS

DONKEY KONG JUNGLE BEAT

FIRST FOR NINTENDO DS

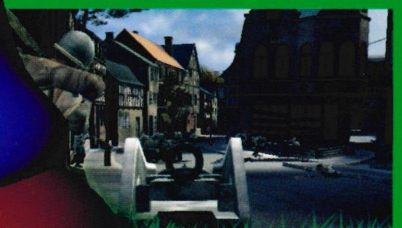
NEW SHOTS

THE LEGEND OF ZELDA



REVIEWED

CALL OF DUTY FINEST HOUR



REVIEWED!

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CUBE ISSUE 40 ■ MARIO POWER TENNIS ■ DONKEY KONG: JUNGLE BEAT

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WELCOME



YOU MIGHT NOTICE something a little different this month. Apart from no end of *Mario* madness (that's right, the little fella's name appears on the cover of this issue no less than six times!) we've got a whole new section dedicated to nothing but handheld goodness. This, as you're no doubt aware, coincides rather nicely with the launch of the DS in the US and Japan. The sceptics have been proven wrong with stores clocking up record-breaking pre-orders across the US and demand for the machine exceeding even Nintendo's (optimistic, we thought when they were first announced) targets. Key launch title *Super Mario 64 DS* is quite simply brilliant. At first glance it appears to be just a rehash of the original *Super Mario 64*, but a few minutes is all it takes before you realise Nintendo has added enough bells and whistles to keep it as fresh as the day the N64 version first appeared. In fairness, we would have been quite happy revisiting this wonderful game even in its original form. It's still top of the 3D platforming tree by some margin. However the addition of new playable characters and mini-games just makes it even more perfect.

Elsewhere we have the first review of *Mario Power Tennis* which has divided opinion down the middle. It's still fun, but it has some crap mini-games and the power shots are sadly misguided. Check out our monster review for the full story.

There have been a few disappointments too. *Mario Party 6*'s microphone has proven unusable since none of us speak Japanese so we're gonna have to wait for the English language version before we can really get our teeth into it. Elsewhere *GoldenEye: Rogue Agent* is as iffy as we feared it might be, while *Call Of Duty: Finest Hour,* which we had great hopes for, turns out to be a bit of a turkey as well. At least *Prince Of Persia: Warrior Within* is every inch the worthy sequel to the brilliant *Sands Of Time*.

Have fun.

Miles Guttery
Editor



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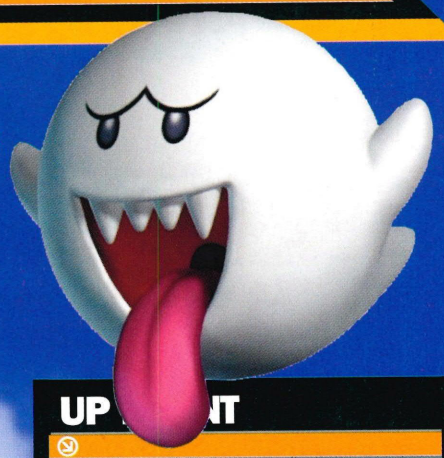
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UP [illegible]NT

Nintendo's bizarre take on rhythm-action just gets better and better, and EA gets all 'street' on our balls.

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GCN

The tastiest morsels of essential information taken from all corners of the GameCube globe.

Hook yourself up right here 12

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If the Turtles went up against SpongeBob, who would win? The SpongeBob appreciation society ends right here.

Teenage Mutant Ninja Turtles 2 34
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REVIEWS

Blimey, Mario's getting a fair few column inches this month isn't he? He'll be appearing in Heat's Top 5 soon. Fame and fortune has gone to his head by the standard of these games though...

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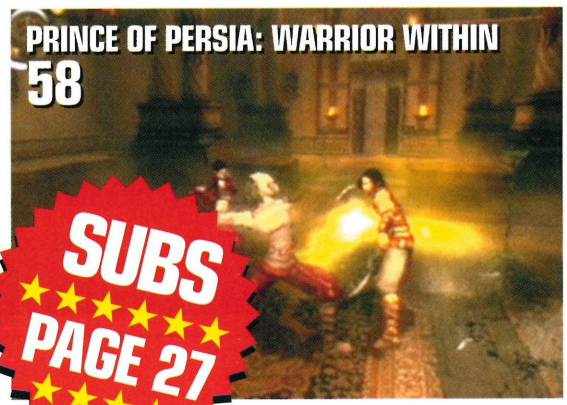
This is your section. Okay so you don't design it or decide what goes in it, but the point is that you can be in it. Go on, write us a silly letter and see what happens.

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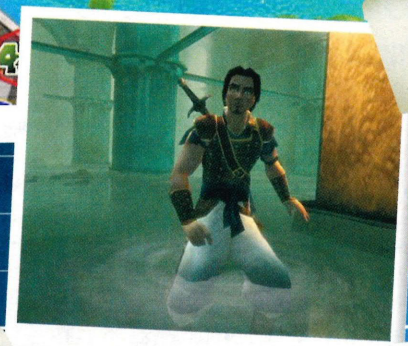
Get a piece of our brand new handheld section three months before the DS even hits the UK. See how keen we are... we're such fan-boys, bar Tim.

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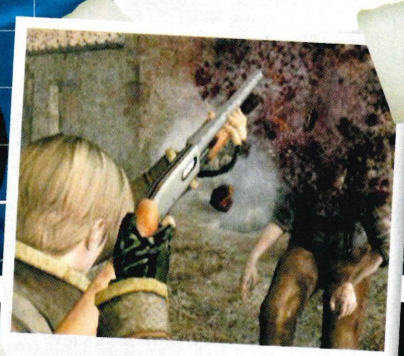
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FEATURE! DEAR DIARY 2004

28 Re-live the roller-coaster ride of emotion that was a year in the life of CUBE!





FEATURE!

32 **OUT WITH A BANG!** The Revolution may be coming, but 2005 is going to be the GameCube's best yet!





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POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

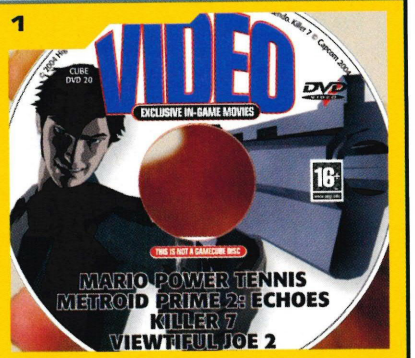
Your monthly fix of brand new videogame footage and cheats for four of the month's biggest games

THIS MONTH'S DVD doesn't have tons of games on it, but what's on there is pretty special. Quality, not quantity, and all that gubbins. You do, however, get to see this month's main review, *Mario Power Tennis*, in action, as well as stunning new *Killer 7* footage. We've also got cheats for last month's big releases – *Donkey Konga*, *Tony Hawk's Underground 2*, *FIFA 2005* and *X-Men Legends*. Enjoy!

USING THE DVD

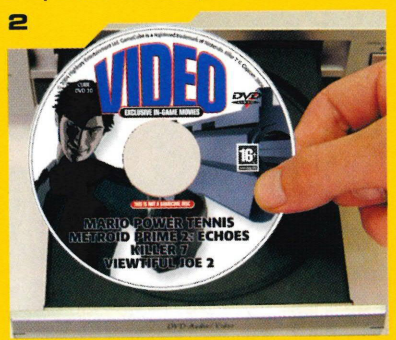
SLAP IN AND PRESS PLAY

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?

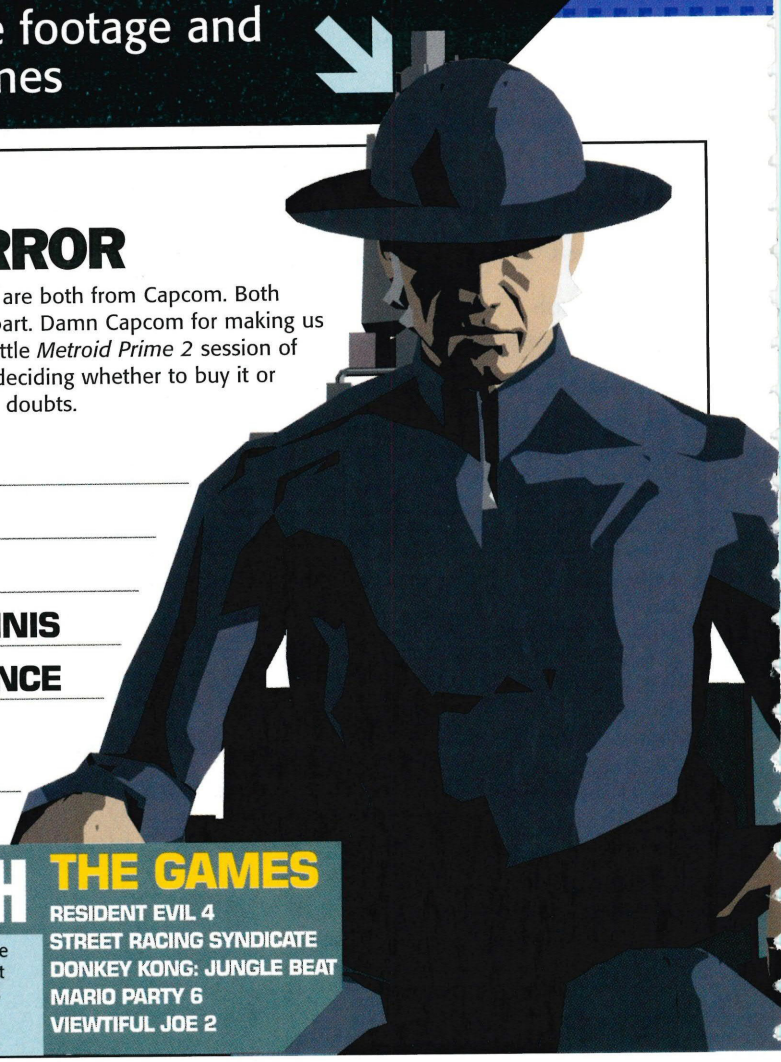
Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

ON THE DVD

THE FULL HORROR

The two leading games this month are both from Capcom. Both *Viewtiful Joe 2* and *Killer 7* look the part. Damn Capcom for making us wait so long. We've also recorded a little *Metroid Prime 2* session of ours, just in case any of you are still deciding whether to buy it or not. After seeing this there will be no doubts.

- KILLER 7
- VIEWTIFUL JOE 2
- KURURIN SQUASH
- MARIO POWER TENNIS
- METAL SLUG ADVANCE
- METROID PRIME 2: ECHOES



NEXT MONTH

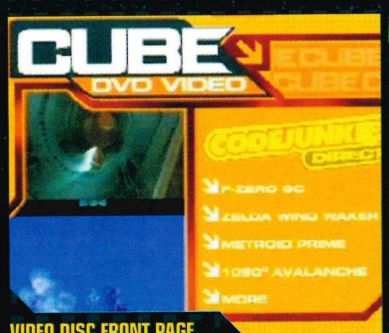
The start of a new year and the start of some great games coverage! The year has only just begun and already we've got some big titles to show you, including, you guessed it, all-new footage from *Resident Evil 4*.

THE GAMES

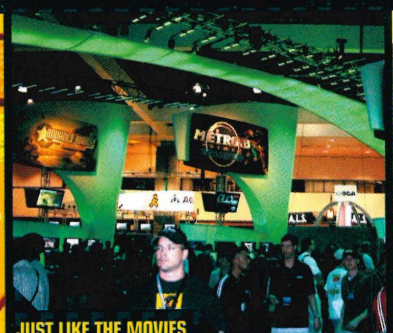
RESIDENT EVIL 4
STREET RACING SYNDICATE
DONKEY KONG: JUNGLE BEAT
MARIO PARTY 6
VIEWTIFUL JOE 2

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 200200
AND THEY'LL DO THE
HAPPY NINTENDO DANCE



ON THE CHEATS DISC



DONKEY KONGA (PAL)

TONS OF CASH
SUCCESS METER ALWAYS FULL
DON'T LOSE POINTS FOR MISSING

TONY HAWK'S UNDERGROUND 2 (PAL)

OPEN ALL LEVELS
OPEN ALL MOVIES
NEVER FAIL GOALS
SUPER STAT: OLLIE
SUPER STAT: SPEED

FIFA FOOTBALL 2005 (PAL)

PLAYER 1 SCORES 99
PLAYER 2 SCORES 99
PLAYER 1 SCORES NIL
PLAYER 2 SCORES NIL

X-MEN LEGENDS (PAL)

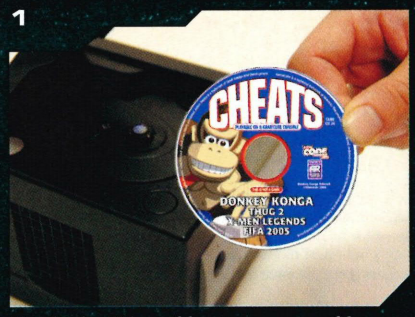
INFINITE HEALTH PACKS
INFINITE ENERGY PACKS
MAX TECH BITS

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

DONKEY KONG JUNGLE BEAT	
PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	PLATFORM
PLAYERS:	1

WHAT'S NEW

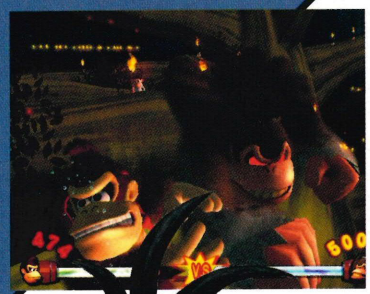
- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✗ CHARACTER INFO
- ✗ STORYLINE SPOILERS

Go ape!: All new screenshots to keep you happy until next month's review.

4 FEB '05 | DEC '04 | JAN '05

You'll have to clap loads to defeat him. Happy?

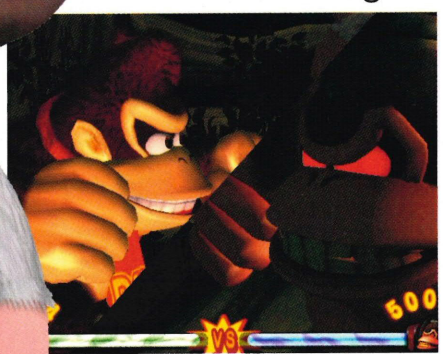




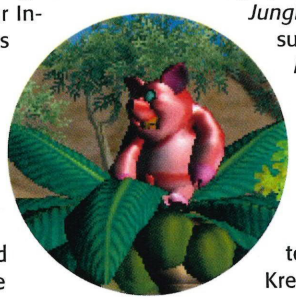


DONKEY KONG

Nintendo swings cos it's winning...



IT'S STRANGE, BUT at the time of writing it seems as though we're the only mag in the world to see the full potential of *Jungle Beat*. Regular readers will remember our In-Depth feature a few issues back. Having played the all-new version of the game we were very excited, and all these months later Nintendo still hasn't let anyone else see that code. You'll just have to take our word for it then: it's going to be wicked fun.



In two months time it will be available in the UK, and it will be the second game to take advantage of the bongo peripheral. *Donkey Kong: Jungle Beat* is the spiritual successor to the SNES *Donkey Kong Country* games (forget the N64 version, we try to). One day the hairy ape wakes up to find his stash of bananas is missing, so off he goes on a mission to find the culprits. The Kremlins don't appear to be responsible this time around

"ZELDA FANS WILL IMMEDIATELY RECOGNISE [KIKKI] AS HE'S TURNED UP IN VARIOUS ZELDA GAMES"



JUNGLE BEAT

though, and Nintendo is not lifting the lid on the real enemies. All we've seen so far are a bunch of jungle nasties that just happen to get in the way.

Players must use the bongos to control DK throughout the game. As with *Donkey Konga* you can use the pad if you really want to, but you'd have to be a bit of a loser to do that. Tapping the left bongo moves him left, tapping the right bongo moves him right, a double tap makes him jump and a clap makes him attack. Simple really, and it works really well.

To pre-empt the imminent Japanese launch Nintendo has released a batch of new screens to whet your appetite. They still don't reveal much, but at the very least we get to see a few new creatures and environments. For starters there's the new underwater world. As with *Donkey Kong Country*, DK will get to explore underwater worlds and get a little help along the way from a Killer Whale named Syatti. In fact there will be many animals to join forces with, but none more important than Kikki the monkey. *Zelda* fans will immediately recognise the little furry dude as he's turned up in various *Zelda* games, most significantly *A Link To The Past*. In *Jungle Beat* Kikki will turn up to give you general tips on how to pull off moves and how to defeat certain creatures.

We're really looking forward to *Jungle Beat*, and by the time you read this we'll have the Japanese version on the big screen. Tune in next month for the full review. CUBE

CUBE

INFORMATION

FIFA STREET	
PUBLISHER:	EA SPORTS BIG
DEVELOPER:	EA CANADA
ORIGIN:	CANADA
GENRE:	FOOTBALL
PLAYERS:	1-4

WHAT'S NEW

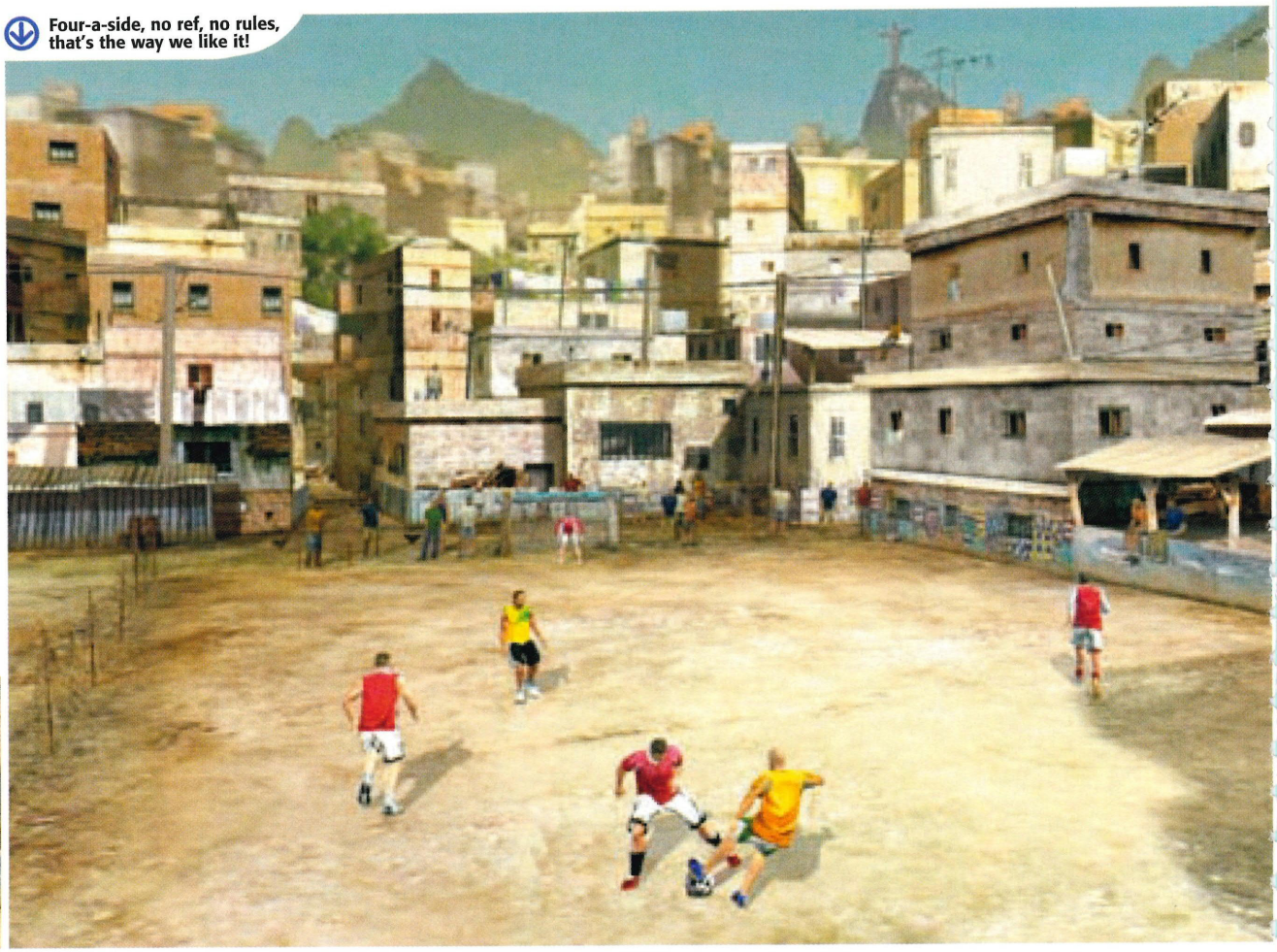
- ✓ NEW SCREENS
- ✓ NEW LEVELS REVEALED
- ✓ GAMEPLAY DETAILS
- ✗ CHARACTER INFO
- ✗ STORYLINE SPOILERS

Some exclusive shots of various footballers doing cool stuff.

Q2 '05 | APR '05 | Q2 '05



Four-a-side, no ref, no rules, that's the way we like it!



FIFA STREET

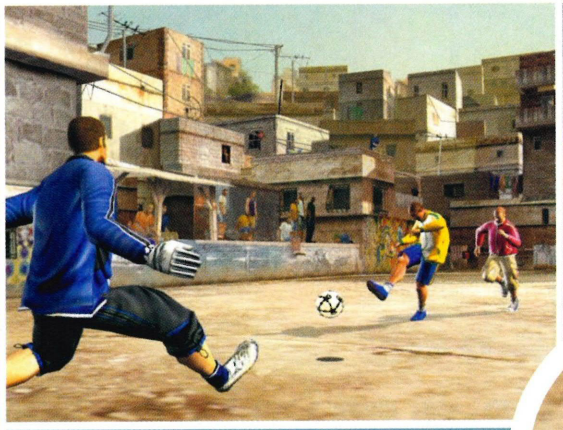


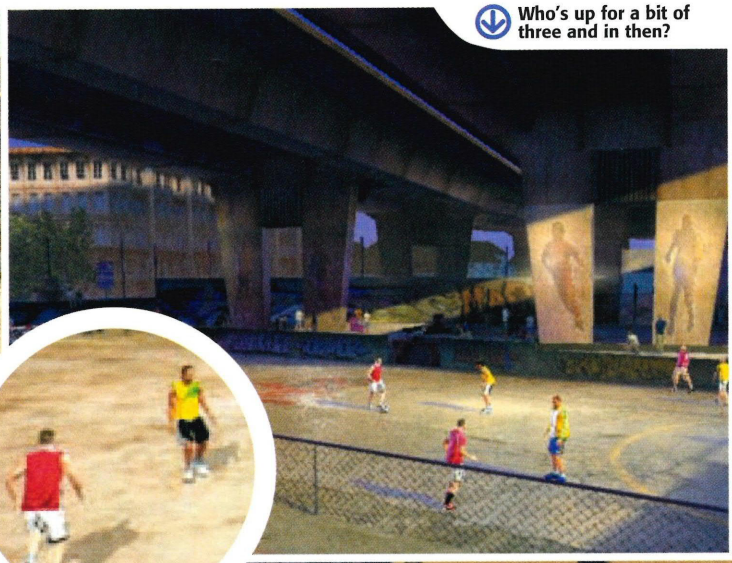
Can we kick it (in an outrageously flamboyant way)? Yes we can!

THERE'S NOTHING THAT can't be made a bit more cool by pimping the ass out of it. That's the EA way, and that's the mantra of the Noughties. Soccer (as it's called in certain parts of the world) may very well be the beautiful game, but getting ahead these days takes more than beauty. It takes attitude and it takes bragging rights. Wilfred Owen wrote all his best stuff huddled in a trench on the Somme, and he could sure knock out a rhyme or two, but could he battle rap? Probably not, in the same way that if Nigel Mansell walks past a Citroen Saxo it probably doesn't even occur to him to bolt a two foot spoiler on the back or tape an eggbox to the bonnet. That's because these are our times, and we're all about r'spec. That's the way we roll.

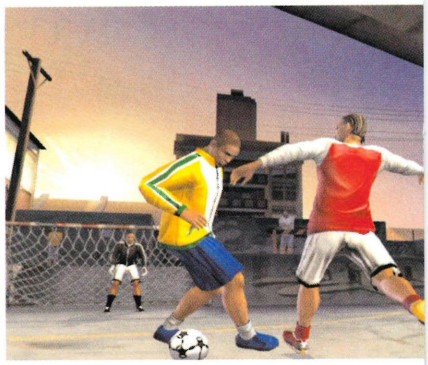
American sports are forever getting blinged up, but they're kind of like that anyway, and it really is a frightfully American thing. Football isn't about twinkle-toed show-offs, well, not real football. Even our beloved Premiership, in which resides much of the cream of the footballing world, produces ten turgid, low-scoring slogs for every balletic display of goal-laden prowess.

"TAKE ALL THE BIGGEST NAMES IN THE SPORT, TOSS THE RULEBOOK ASIDE AND LET THEM STRUT THEIR THINGS"

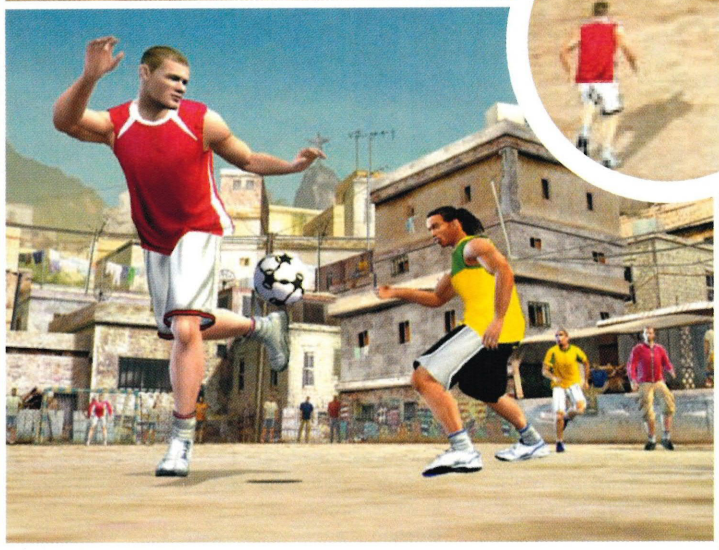




Who's up for a bit of three and in then?



Expect more step-overs than Cristiano Ronaldo in a field of cowpats.



The boy Rooney demonstrates anything John Cleese can do...



It's about the passion, see. Would those fleeting moments of joy be so precious if every game ended up 5-3?

Mebbeez that's where the 'vibrant culture of street football' emerged. No really, that's what it says here. Is that the same as jumpers for goalposts? Well no, it's not, but you know how EA Big's Street titles work. Take all the biggest names in the sport, toss the rulebook aside and let them strut their things from the Brazilian favelas to the streets of various cities around the world. Yes, that's Wayne Rooney in the screenshot, and as you can see, he is very much in the process of getting his 'freak on'.

Okay, okay, this has been a bit of a mickey-take so far, but that's the way we do things on CUBE. We don't mean it really because previous Street titles have actually been pretty good. The combination of cool moves uninhibited by fiddly things like rules makes for some top two-player action. Just compare the anally retentive *Madden* to the in-ya-face action of *NFL Street* to see how the *Street* treatment can jack-up the playabilty factor, whatever that is. That's not to demean *Madden* which is the undisputed king of its castle, but it doesn't have much for non-fans of American football. *NFL Street* on the other hand can be enjoyed by anybody with a sufficient plentitude of thumbs to work the controller.

So far, so promising. Worryingly though, 'extreme' football games have never really worked. Before the *Street* titles, *NBA Jam* and *NFL Blitz* did a pretty good job of jazzing up basketball and gridiron. Football on the other hand has had *Red Card*, *Sega Soccer Slam* and, most odious of all, *Urban Freestyle Soccer*. Yick, it feels nasty just saying it.

We'd love to say that *FIFA Street* avoids all the traps that dogged its undistinguished forebears, but we can't because we haven't played it yet. We do however have some exclusive new screens for you to take a gander at and hopefully we'll get a chance to see it in action in time for next issue. CUBE

GCN GAMECUBE NEWS

Capcom 'treats' gamers to an evil aftertaste...

CAP-GONE?

NEWS CONTENTS

AT A GLANCE

EXCLUSIVE?
Nope, there are no Capcom exclusives any more. It's been bitten by the capitalism bug and eveything is now multiformat.
PAGES 12-13

NEWS ROUND UP
What do you get if you cross gothic porn and Nintendo? Failed lawsuits all round and terminal embarrassment.
PAGES 14-15

GAME NEWS!
But it's really exciting stuff, mainly the first ever dancing game for the GameCube! Can't wait to see Ryan play it.
PAGE 16

VANISHING POINT
Let the backlash start here: games are a rubbish waste of time that rot your brain and your Brian. See?
PAGE 18

WORLD NEWS
We don't really travel tound the world looking for this stuff, Nintendo telphones us everyday with news.
PAGE 20-21

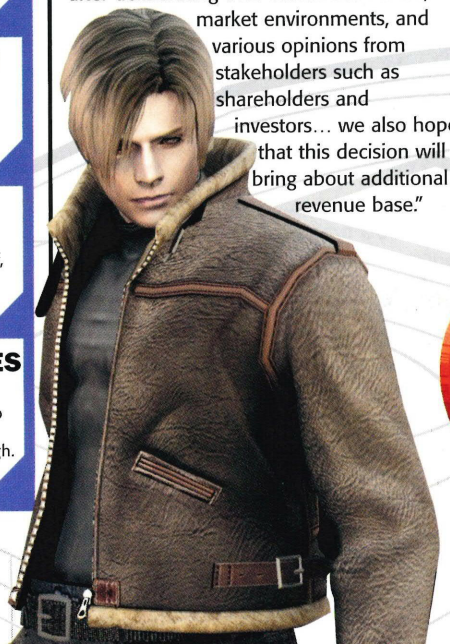
CHARTS/RELEASES
Ahh the end of the news, for now... spooky eh? But turn to page 83 for news on the DS and GBA, you can't get enough.
PAGES 24-25

DESPITE CONTINUED DENIALS from Capcom that *Resident Evil 4* would remain a GameCube exclusive title, this month finally saw the Japanese publisher confirm the news that we hoped we'd never hear. *Resident Evil 4* will indeed be appearing on the PS2 in 2005, thus breaking the deal that everyone thought was so water-tight.

Capcom then released a statement to finally confirm its future plans: "Capcom Co Ltd is pleased to announce that *Resident Evil 4* will be released for the Nintendo GameCube and Sony PlayStation2." The rather candid statement further went on to explain Capcom's decision to release the latest *RE* title on multiple platforms: "We [Capcom] have come to this conclusion after deliberating over customers' needs, market environments, and various opinions from stakeholders such as shareholders and investors... we also hope that this decision will bring about additional revenue base."

This move isn't wholly unexpected especially when you consider Capcom has been reporting losses for the past three years, losing 9.4 billion yen (about £4m) last year alone. But the drama continues, as shortly after Capcom confirmed its intentions to release *RE4* on the PS2 a rumour emerged that the Xbox will also get the game. CUBE asked Capcom if it could confirm whether or not it intends to release the game on the Xbox, and whilst the response wasn't a confirmation it wasn't an outright denial either: "The Xbox version has not been announced. *Resident Evil 4*'s future on Xbox has not yet been determined," commented Capcom.

In the grand scheme of things none of this news is a big deal for GameCube owners. With the US and PAL releases set for January and March respectively, you're still getting the game a full nine months (at least) before the PS2 version arrives. What's more interesting though is that both *RE4*'s director, Mikami-san, and it's producer, Kobayashi-san, are reportedly leaving the company once the game is complete and some speculate that Capcom's decision to release the game on multiple formats is partly to blame. Mikami-san was famously quoted as saying that he would eat his hat if *RE4* ever turned up on the PS2, and his close affiliation with Nintendo had led some to believe that he would leave Capcom after *RE4*. This latest news further emphasises the fact that Mikami-san, the father of the *RE* series, actually has little say in what happens to his creation... a realisation which is bound to provoke a reaction. Whether the reported falling out turns out to be true or not still doesn't alter the fact that two of the series' head-honchos are jumping ship, which doesn't bode well for *RE*'s future. CUBE will keep you updated on the situation, but in the meantime be sated by the knowledge that the game's GC release will still ship in the US on 11 January. CUBE



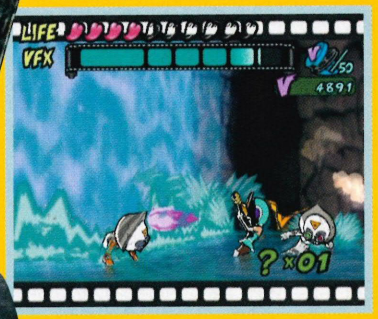


CONSOLE SWAP

The exclusive games that got away...

VIEWTIFUL JOE

Capcom's stunning cel-shaded fighting/action game, *Viewtiful Joe*, was a GameCube exclusive for one year before the PS2 got its mitts on the franchise. The PS2 version was released in October, and now Capcom has confirmed the sequel will be coming out on the PS2 in 2005.



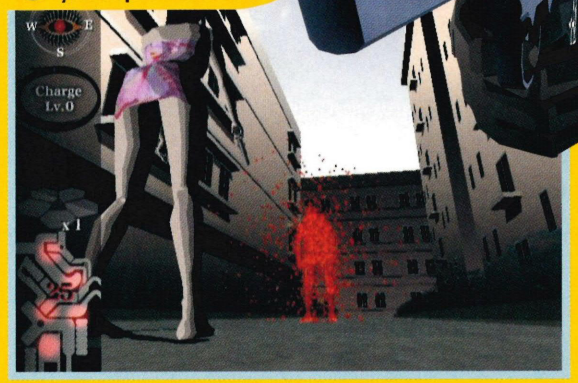
KILLER 7

Another Capcom game goes to another platform. This one has been in the works so long we've almost given up hope of ever actually seeing it. Still, this doesn't mean we weren't a little miffed when, earlier this year, Capcom announced that the game will be available for the PS2 as well. The release dates for both platforms have yet to be confirmed, however, so GameCube owners might still get it first.

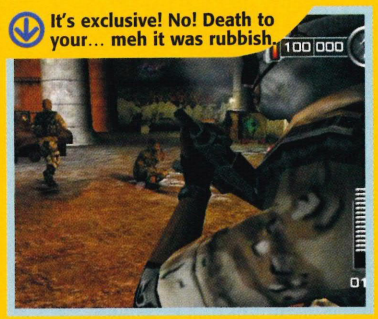
DIE HARD: VENDETTA

This game scored 8.2 back in CUBE Issue 13 and for seven blissful months GameCube owners had the game all to themselves. That was before Vivendi decided to publish the game on the PS2 and Xbox. And the PS2 version had a multiplayer mode! Grrrrrr.

It's exclusive! No! Death to your hopes and dreams.



It's exclusive! No! Death to your... meh it was rubbish.



SUPER MONKEY BALL

What? A game with monkeys? In balls? Awesome! Yeah, we thought so and apparently so did Sega, who will be releasing *Super Monkey Ball Deluxe* on the Xbox and PS2 next spring. The game contains both *Super Monkey Ball* and *Super Monkey Ball 2* plus 46 all new challenges. And what do we get? Nothing. Not a sausage. Where's our deluxe pack, hmm? The funny thing is *Monkey Ball* relies on accurate analogue controls – something the GameCube controller can be proud of, but feel sorry for PS2 owners, there's loads of dead space on their sticks. Wow, that was pretty fanboyish.



ROUND-UP



THE LEGEND CONTINUES

After Activision received a "strong consumer response" to *X-Men Legends*, the company has announced its plans to release a sequel. The game sees players control up to four X-Men team members at a time as they attempt to save the human race from extinction by rebel mutants. It also features a customising mode that enables you to upgrade your X-Men's stats. Tim loves it. [Actually, there's no replay value in it, gets quite dull towards the end and there's not enough diversity between your X-Men, hopefully these problems will be addressed – Tim]

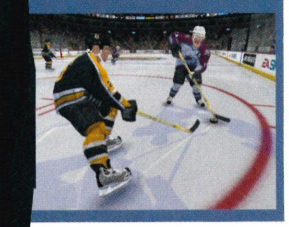
MOVIES, GAMES AND CAPCOM

Not content with two *Resident Evil* movies (well, two very crap *Resident Evil* movies), Capcom is branching out even further with plans to make an animated film of its popular gaming and cartoon franchise *Mega Man Battle Network*. The company also hopes to make feature length movies of *Devil May Cry* and *Onimusha*. Let's just hope they're a bit better than *Apocalypse*.

ALWAYS CUTTING PRICES

EA has announced that it plans to slash the prices of its sports titles... in the US at least. From immediate effect *Madden NFL 2005* and *NHL 2005* will retail for $29.95, which is a whopping $20 less than the original RRP. Other games, like *NBA Live 2005* and *NCAA Football 2005* will see a price drop of $10 each. This move was spurred on by Sega's decision to reduce the price of its new ESPN sports games (basketball, American football and ice-hockey) to just $19.99 each.





SOUND BYTE

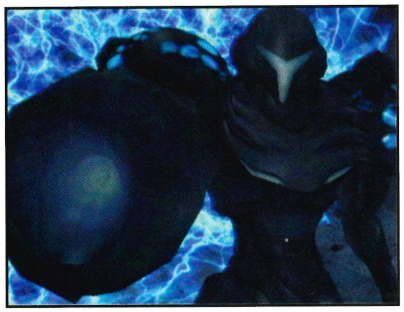
"AS THE VIDEO GAME INDUSTRY EVOLVES, MORE AND MORE WOMEN ARE PLUGGING IN AND TURNING ON TO GAMES"

Dawn Paine, Head of Marketing for Nintendo UK. Women need to be plugged in? That's where we've been going wrong all these years...

JUDGE AND JURY

Nintendo threatens legal action against website...

...AND THEN HAS to eat a very big slice of humble pie. An adult entertainment website was recently threatened with legal action by Nintendo after one of it's forum members listed *Metroid* and *The Legend Of Zelda* as his favourite games on his user profile. The website was swiftly issued with a letter from Nintendo's lawyers at Perkins Coie stating the forum users comments were an "infringement of Nintendo's intellectual property rights". Of course this is nonsense and the site's founder clearly agreed, dubbing Nintendo as "a bunch of morons" in a brief statement posted on the site. However, it appears the threats made by Nintendo were a mistake and the company's lawyers were quick to issue an apology: "We would like to apologize to you and to those who frequent the website for inadvertently contacting you about a fan posting on the website," stated the letter, "we value the support of our fans and we respect their decisions." The message also went on to explain the company's actions, stating that it is currently undergoing a serious programme to, "aggressively protect our younger consumers from the hundreds of sexually-explicit sites each year that use Nintendo properties to attract children," and further went on to say, "unfortunately, the site posting identified in our letter was targeted by mistake." As a gesture of good will, Nintendo gave the site owner and the shamed forum member a complimentary GameCube and a game of their choice. We would have liked to get a picture of one of the girls, just to illustrate the story, but for some reason the site is blocked by those happy people in the systems department. Oh well, probably for the best, we have no idea what 'adult entertainment' is all about, and neither should you. CUBE







NEWS FLASH



WHAT'S IN A NAME?

Star Fox has received its third, and hopefully final, name change. The game now goes by the moniker of *Star Fox: Assault*.

TRAILER OF THE MONTH

KILLER 7

Take a trip into the surreal and bloody world of *Killer 7*... guns, drugs, smiling madmen and schizophrenia all combine to create an incredible story.



GOOD, BAD AND UGLY

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

GOOD: Midway

AFTER SEEING ITS quarterly profits rise by 47 per cent over last year's numbers, Midway's CEO David Zucker has hinted that the company might be purchasing more development studios in a bid to ready itself for the next generation of consoles. It's all right for some, isn't it?

BAD: Nintendo

ELSPA AND LADBROKES have compiled a list of games they suspect will make the number one spot this Xmas, and not a single game published by Ninty has made it. *Call Of Duty* and *GoldenEye: Rogue Agent* are joint favourites to get the coveted number one spot, with odds of 4/1.

UGLY: Argonaut

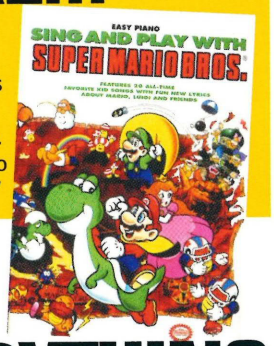
IT'S A SAD day for Nintendo fans as the company responsible for the Super FX chip for the SNES and creator of *Star Fox* is forcibly being put up for sale after rumours about that the company's financial difficulties caused it to be suspended from the London Stock Exchange.



***GoldenEye* number one this Xmas? If this happens there'll be trouble.**

(OVER THE) COUNTER CULTURE...

OH, YES. THIS is exactly what everyone wants for Xmas – a sing-a-long songbook featuring tunes about the world's greatest plumber, Mario. The book contains 20 classic kids songs, reworded to feature Luigi, Mario and friends. To get your mitts on this go to www.classicgaming.com. Sing with us now: "Mario row your boat ashore..."



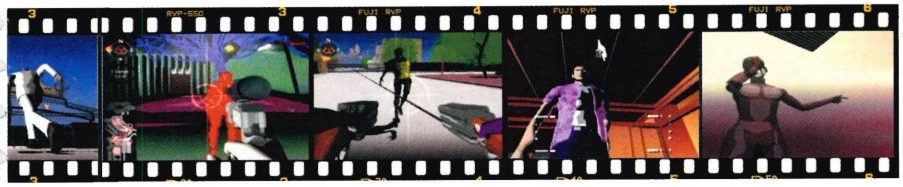
EA EMPLOYEES CHALLENGE EVERYTHING

Electronic Arts faced with class-action lawsuit

AS THE WORLD'S leading third party publisher and one of the most recognised and respected names in the gaming industry, it's quite shocking to hear that EA is reportedly being taken to court by its employees.

This whole affair kicked-off after the spouse of an EA employee posted a scathing letter on the internet that lashed out at the company and detailed the staffs' allegedly poor working conditions, including long working hours, no paid overtime and no 'comp' time ('comp time' is a bonus holiday allowance given to employees).

Although we cannot confirm the validity of this letter, there must be some truth to the accusations as a law firm in San Francisco, Schubert & Reed, has already taken on the case and has started initial proceedings for a class-action lawsuit. You'd think EA had money to pay these people properly.



NINTENDO FANS SHOP SHOPS

Gamers report illegal activities

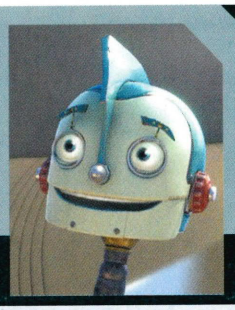
NINTENDO RECENTLY CLAMPED down on a number of US stores that were importing and selling illegal devices that looked identical to N64 controllers with counterfeit NES games built into them, after it was tipped off by Ninty fans who reported them to NOA.

"Nintendo won't tolerate these illegal products, and is grateful to its devoted customers," commented Jodi Daugherty, director of the anti-piracy department. "We'll aggressively protect the quality and integrity of the videogame products our fans are so loyal to." Good.

Pirates – evil incarnate.



IN THE CUBE WITH... MIKE SCHNEIDER



POSITION: PRODUCER
COMPANY: EUROCOM

CUBE: In a nutshell, can you describe what this *Robots* game is about?
MS: Our game follows the story of the movie about a young, idealistic inventor named Rodney who travels to the big city to work for his childhood hero, Bigweld, and show him his greatest invention. Of course, things don't turn out as planned and he ends up having quite an adventure when he finds out that Bigweld is basically missing and his company has been taken over by an evil-corporate tyrant. When we first learned about the *Robots* film and got a hold of an early script it felt like the perfect setting for a platformer type game – the *Robots* world is perfect for a videogame in more ways that you can imagine and I think people will see this when they see the movie.

CUBE: Which characters from the film appear in the game?
MS: We feature most of the main characters in one way or another. You play as the film's star Rodney of course, but along the way you meet many of the main and secondary characters from the film. Some of them give you missions to accomplish, others are out to stop you.

CUBE: How many of these characters are playable? Do they appear in specific levels, or can you change between characters at any time?
MS: We allow the player to play as Rodney and his sidekick – his invention actually, the whole reason why he travelled to the city was to show his invention to his idol Bigweld. So once the player gets the parts together to invent this sidekick and a couple of upgrades for it, the player can then play as this mini-bot. This can be done on every level of the game once you have the upgrade.

CUBE: Are the characters voiced by the actors from the film?
MS: We recorded many of the stars from the film so there will be a real feel of authenticity or should I say reel feel of authenticity... no, I probably shouldn't... They were a lot of fun to work with and we feature interviews with them as some of our unlockable bonus footage.

CUBE: We hear players can make gadgets and weapons out of robot parts? What types of weapons/gadgets are there on offer?
MS: We have a pretty good number of upgrades, gadgets and mini add-ons for Rodney and his sidekick. The final number is still in the works, but you won't be disappointed. One of my favorites is the MagnaBeam. Rodney can use it not only to move objects in the game world, but also to lift up his enemies and drop them to their destruction.

CUBE: What types of environments will appear in the game?
MS: We feature many of the unique and extremely interesting settings of the film. You really have to see them in the movie and the game to really appreciate the setting. It is really incredible. Blue Sky's imagination seems limitless in the creation of the *Robots* movie world. Very early on we had access to most of the assets for these and we were able to recreate them for the game. One way of explaining the unverse is that it is one large mechanical gadget – like the inner workings of a watch – err, not a digital watch of course, that's boring, but like an old watch with turning gears and winding gizmos and all that fun stuff. We put as much in the game from the film as we could fit and actually expanded on these settings since a game's play time is much longer than that of a movie – metallic, mechanical, colorful, shiny – you really will have to see them to really appreciate it.

CUBE: Was it difficult creating a videogame based on an animated film? Did you get any support from the film makers to ensure the game was as authentic as possible?
MS: As mentioned above, from Day One, Blue Sky was extremely helpful and supportive. We had access to the original Maya files they used to create the film characters, environments, vehicles, etc. Of course we were both working on things at the same time so we got to share a lot of each other's work in progress and the reception we got for our work was fantastic.



Look at how shiny the future is. We like robots. They're like, the new monkeys. Recognise.



ROUND-UP



CHAOS FIELD

Sega is releasing an *Ikaruga*-type shooter for the GameCube, called *Chaos Field*. Developed by Milestone, the game will feature three types of ships, "field changing" and a number of special moves, although Nintendo has yet to clarify what these are. *Chaos Field* will be available in Japan next February, although a PAL release has yet to be confirmed.

GOLDEN GATE GAMES

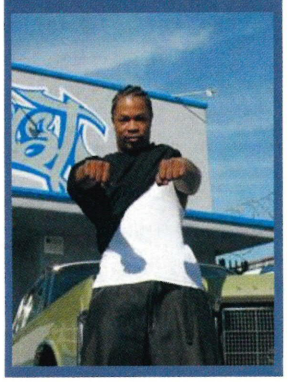
Details for the 19th Annual Game Developers Conference (GDC) have been announced and reveal that the event will be held between 7-11 March at the Moscone Center in San Francisco. The event, which focuses on developments in the games industry, will feature a variety of new talks called Vision Track by music, film, design and games artists.

IT'S GOOD TO PLAY?

In a rather biased survey, BT has discovered that online gamers would rather give up television than their computers or consoles. The survey also discovered that 77 per cent of teenagers would rather play videogames than board games (well, that's obvious. And how much did this survey cost, exactly?). Of course, this survey would have nothing to do with BT trying to promote its broadband packages? Hmm...

X TO THE Z

Hip-hop star and *Pimp My Ride* presenter, Xzibit, will feature on the cover of EA's new sports title *NFL Street 2*, alongside Jeremy Shockey of the New York Giants. Xzibit's appearance on the packaging isn't totally unmerited as he features in the game showing you how to actually play the thing. *NFL Street 2* will be available in the US on 26 December. Currently, there is no European release date.



MC GROOVZ DANCE CRAZE

Get your groove on

IT'S ONLY TAKEN, what... three years, but the GameCube is finally getting a dance game! Woo! Mad Catz, the third-party videogame accessory manufacturer, is making its publishing debut with *MC Groovz Dance Craze*.

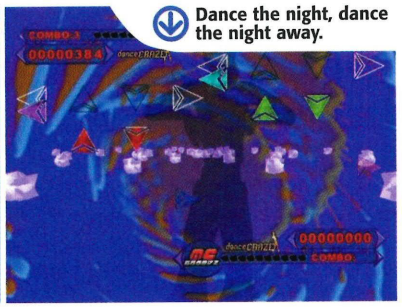
The dance game will feature 28 songs from artists like Jewel, Jessica Simpson, DJ Jazzy Jeff & the Fresh Prince, KC And The Sunshine Band and Kevin Lyttle (oh... oh dear, are there not going to be any decent songs on this thing at all?) plus a range of techno dance tracks and classic disco tunes. *MC Groovz Dance Craze* will also feature four player modes, including Just Dance (single player), Dance Together and Dance Face Off (both multiplayer modes) and Dance Workout, a fitness mode that counts the number of calories you're burning during the routines.

Obviously Mad Catz will be supplying the dance pads, which have eight-way directional controls for added difficulty.

Currently, the game is only available in the US but we're sure it's only a matter of time before a European release date is announced. The CUBE team will be as fit as fiddles once we've burned off the incredible lard-asses we got from sitting about playing games.





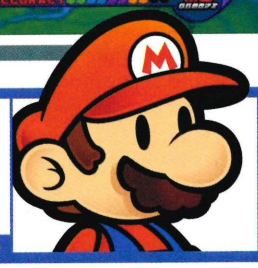


Dance the night, dance the night away.

Two RE games...

On 22 December, Capcom will be releasing a *Resident Evil* boxset in Japan. It will include the GameCube remake of the original *Resident Evil* plus *Resident Evil 0*. A playable demo of *Resident Evil 4* will also be included and will cost 4,980 yen (roughly £25).

...for the price of one



Paper Mario: The Thousand Year Door...

159,000 UNITS SOLD

...in Japan in one week

NEWS FLASH



OUTER SPACE

Aha! Just as we suspected, The Behemoth is planning to release *Alien Hominid* in Europe. The developer has confirmed it is currently trying to secure a European publisher.

BATMAN BEGINS

The Dark Knight comes to GameCube

ELECTRONIC ARTS HAS snagged the rights to Warner Brothers' new film, *Batman Begins*, starring Christian Bale. The game closely follows the movie's plotline, which explores the Dark Knight's origins and explains his unusual affinity for rabid flying mammals. After the brutal murder of his parents, a young Bruce Wayne travels the world seeking justice.

Eventually Wayne returns to Gotham City where he becomes Batman – a creature of the night who uses high-tech gadgetry and his lust for vengeance to eliminate the dark forces that corrupt the city (or is he just a man in a gimp suit with ears? Take your pick). "*Batman Begins* is the darker depiction of Batman that we've all been waiting for, and we are teaming with EA to bring players an edgy, action game that captures this tale," said Jason Hall, senior vice president of Warner Bros Interactive Entertainment. *Batman Begins* will be available on the GC and is due out in 2005.

Oh they better not mess this up, please don't...



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.

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VANISHING POINT

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







THE DEVIL'S WORK

Seriously, have you got nothing better to do?

WHAT'S SO GREAT about games? In fact, is there anything great about them at all? Are they really just a load of old bobbins that have simply become another bad habit, like smoking or picking your nose? There are infinitely more profitable ways to employ one's time. Write a story, go for a walk, learn Flemmish. Whatever your parents told you, or still tell you, they're right. Games rot your brain and in years to come research will show that they have a debilitating effect on motor functions. Certain theories regarding evolution suggest that in a few thousand years the human race, increasingly less reliant on physical activity, will evolve bigger heads and smaller bodies as we invent machines to do everything for us and have nothing left to do but sit around and think about what to ask our fully automated kitchen to prepare for dinner. Unless of course there's a random meal generator on hand to do away with all the stress of deciding what you actually want to eat.

It's a beautiful idea. Our future cousins won't conform to our idea of attractiveness of course, but doubtless our tastes in the opposite sex will evolve to mirror our changing physical characteristics. After all, we all crawled out of the primordial soup once, but nobody gets the horn looking at trilobite fossils and pictures of coelacanths. Seriously, 'coelacanth porn' brings up no results in Google, . If we accept all these theories (and by the way I would like to assure you that none of this is backed up with the slightest bit of actual knowledge or, Lord preserve us, research), then it's reasonable to suppose the result of thousands of years under the videogame-playing junta will be our distant descendents getting lumbered with vastly exaggerated thumbs. Perhaps even a few more opposable digits.

Is that what you want? Well I wouldn't worry too much. Not only is it a long way off, but by a process of natural selection it won't be you, or at least your genetically challenged line occupying this brave new world of the future anyway. No, they'll be the go-getters, the achievers, the ones who's ancestors read a book instead of spending all night running around to trying to get the 100 per cent ending on *Metroid Prime*.

'What?' You cry.

'Heresy!' you shriek.

'Burn the witch, burn the witch…' you chant as you gather in a throng of burning torches and cowls to hunt down the heathen. I of course will be perfectly safe, because unlike you, I live in the real world, and in the real world that sort of thing hasn't gone on for hundreds of years, and even when it did it was all rather unfair. Did you know that women accused of witchcraft were entitled to a lawyer, but there was a good chance that anyone who agreed to defend a witch at trial would be executed for doing the devil's work. Good, eh? They were able to come up with brilliant ideas like that in those days because they had active minds and fertile imaginations. Games don't give you the chance to exercise your brain muscles, and that's why they wear out so quick. The game provides the story, the game provides the environment, the game provides the ambience and the game provides the rules. All you do is pick your way along the paper trail left for you by the level designer. This is as true for *Viewtiful Joe* as it is for *Resident Evil* as it is for *San Andreas*.

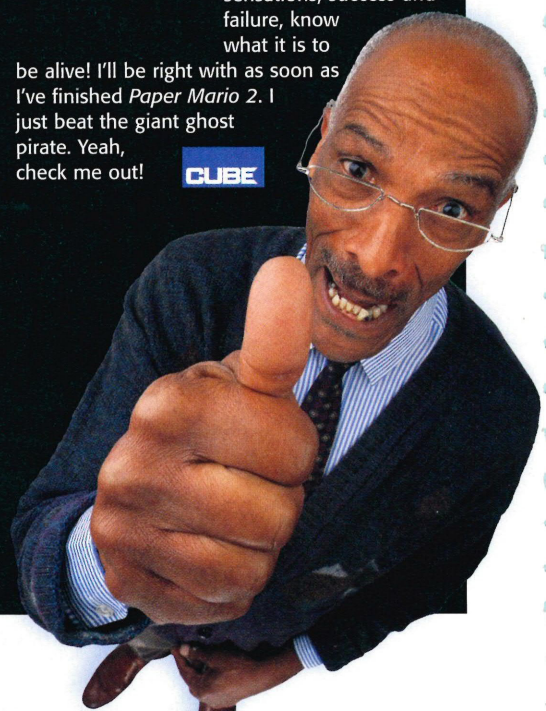
'What's the answer? I don't want to wake up one morning and find I've disappeared in the night? How can I have a place in the future like you, oh wise one?'

Fear not – Vanishing Point will show you the way. Together we'll march out of videogaming tedium and into the real world where we can experience real sensations, success and failure, know what it is to be alive! I'll be right with as soon as I've finished *Paper Mario 2*. I just beat the giant ghost pirate. Yeah, check me out! CUBE

"TOGETHER WE'LL MARCH OUT OF VIDEOGAMING TEDIUM AND INTO THE REAL WORLD"



Smoking is bad for you. And gross. Don't do it. Eat an apple instead. Much nicer, and it keeps the doctor away.



100% UNOFFICIAL!

POKÉMON WORLD™

ISSUE 44 IS OUT NOW!



THIS ISSUE...

TEAM ROCKET RETURNS IN A NEW TCG EXPANSION, PLUS WE TAKE A LOOK AT THE NEW POKEMON GBA VIDEO CARTIDGES. LOTS OF FESTIVE FUN FOIR EVERYONE!



FREE BOOK!

ACTION REPLAY CODE BOOK FOR THE LATEST POKEMON GAMES!

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PLUS PUZZLES, POSTERS AND COOL COMPETITIONS!

WORLD OF NINT

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

X-Men movie maker comes to games (USA)



We're not too happy at having to allude to the preposterously named Vin Diesel twice on the same world map, but it seems he has done the gaming world another favour. Thanks to his intervention, and that of his own personal games company Tigon Studios, *X-Men* and *Usual Suspects* movie director Bryan Singer is to enter the world of gaming.

Bryan has come up with the idea of making a "tactical action adventure" based around the American Secret Service (ie the guys that guard the president). Nothing else bar those three words is known about the game yet, including exactly what formats it'll be out on and when it'll be released, but Vinny has also got on board an ex-White House agent to help advise on the game and make sure everything is as super realistic as possible.

Or just a bit muscley and camp as a scout jamboree, we'll see.

Science vs Gaming (USA)



We're all used to the Daily Mail and its tabloid cohorts having a go at gaming whenever it's a slow news day but what really annoys are the laughably ill-informed scientific "reports" that turn up every so often. One of the worst we've seen in a long time is called Virtual Plague, which details the startling discovery that some games can be addictive. A certain Michael Loos, associate professor of counsellor education (no, we don't know what that means either) at the University of Wyoming is quoted as saying "videogame addiction is similar to gambling addiction... studies suggest videogames share the same characteristics as slot machines, such as flashing lights and electronic jingles for a winning move and digitally displayed scores in the form of points or money earned."

So there you have it: videogames are the same as slot machines, except you get points not money. You've got to wonder whether Professor Toilets has actually played any games since *Space Invaders* came out.

Power Rangers: Game of the Year (USA)



We're willing to bet that if just about anyone else in the world was asked what they think the best game of the year is they wouldn't say *Power Rangers: Dino Thunder*. Nevertheless this is the rather surprising claim made by fruit-cake American website FamilyFun.com.

In the surprisingly popular website's Videogame of the Year Awards *Power Rangers* was voted the best game for 6 to 8-year-olds and Shrek 2 the best for urchins aged 9-12. The awards get quite a lot of attention in America because the same company also runs what is billed as the Oscars of the toy industry.

Their videogame awards are aimed at "helping parents understand which videogames are both family friendly and loved by kids". We're not so sure their secret agenda isn't to put kids off games for life. *Power Rangers* indeed, sheesh.

Nintendo makes Global 50 (USA)



As further proof of just how much money it makes, Nintendo has ranked number 26 in Variety's Global 50 list of the top 50 international entertainment companies. The ranking is purely according to how much money each company made in the last year and it puts Nintendo ahead of NTL, EMI, ITV, Telewest and MGM. It also beat out big third party developers like EA at number 31, Konami at 36, Sega at 46 and Namco at 48.

Sony only rank 19 places higher at number 7 – with a ranking that includes not just its PlayStation division but also its music label and movie studio. Microsoft is only seven points higher than Nintendo at number 19 and again that includes everything entertainment related, not just the Xbox. To do this well just selling games, and in a fairly ordinary year for the company, shows just how big a concern it is world-wide.

Activision for Disney? (USA)



Considering how rich it is and how fond of merchandise it's always proven to be, it's been surprising that Disney hasn't made more of an effort in the games industry.

It looks like it's been thinking the same thing though and the company's new gaming boss has decided that it's going to be making a lot more out of forthcoming films like *Pirates Of The Caribbean 2* and *The Chronicles Of Narnia*. Mickey and friends are particularly interested in handheld consoles and Disney reckons it's going to open its wallets and snaffle up a few of the best portable developers around to help it out. However, despite rumours to the contrary, it definitely won't be buying Activision because Disney reckons the company is too expensive. Who knows, maybe Disney will win the lottery and treat itself anyway.

ENDO

Riddick developers go next-gen (Sweden)

Fresh from its success with Xbox hit *The Chronicles Of Riddick*, Swedish developer Starbreeze has been snapped up for an exclusive contract with publisher Majesco.

It's already been put to work on unnamed next generation titles, which could include games for the Revolution. The first fruits of this new relationship will be out in 2006 and represent quite a coup for minor publisher Majesco, who have not only snagged one of the best new developers around but may have also prevented them on working on the Riddick sequel for Vivendi.

No Tekken 5 for the GameCube (Japan)

Despite hopes that it would be a multiformat release Namco has confirmed that for the moment at least, *Tekken 5* will only be coming out on the PlayStation 2 when it's released next year. Rumours had insisted that both GameCube and Xbox versions were underway, following the same pattern as Namco's last beat-'em-up release, the rather magnificent *Soul Calibur II*. The GameCube version of *SCII* was famously the best selling of all three format versions, in large part due to the inclusion of Link from *The Legend Of Zelda* as a playable character. While many had hoped this might convince Namco to travel down a similar route for *Tekken 5* all such hopes have now been dashed, blended and served up as an unpleasant tasting soup.

THQ nabs Polar Express developer (Australia)

Australia isn't usually described as a hot-bed of videogame development but in reality it doesn't do so bad. 8-bit classic *Way Of The Exploding Fist* was Australian and the rather decent PS2 title *Transformers* also came from the land down under.

THQ certainly seems keen as it's bought up Blue Tongue Entertainment, who worked on this month's multiformat movie tie-in *Polar Express*. This latest purchase gives THQ the biggest presence of any international publisher in Australia, it also means it can have development meetings on the beach.

GAMECUBE CHARTS

CHART-TOPPERS THE WORLD OVER

It's been a busy old month in that far away land we call abroad. The big new Christmas releases have been flying thick and fast with the microphone-equipped *Mario Party 6* (read the review on page 60) hitting the number one spot in Japan and *Metroid Prime 2: Echoes* doing the business in the US. Nintendo will be a bit miffed with the performance of *Mario Power Tennis* (again, reviewed this issue, page 52) in America though, although the Japanese seem to have taken to it with a rather greater level of enthusiasm than any of us.

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	NE	MARIO PARTY 6	NINTENDO
2	NE	MARIO POWER TENNIS	NINTENDO
3	3	ZOIDS VS III	TOMY
4	5	PIKMIN 2	NINTENDO
5	4	PAPER MARIO 2	NINTENDO
6	RE	MOBILE SUIT GUNDAM: AP	BANDAI
7	9	GOTCHA FORCE	CAPCOM
8	RE	SONIC ADVENTURE DX	SEGA
9	2	LOZ: THE WIND WAKER	NINTENDO
10	RE	HARVEST MOON: AWL	MARVELOUS

US CHART

POS	LAST	TITLE	PUBLISHER
1	NE	METROID PRIME 2: ECHOES	NINTENDO
2	1	PAPER MARIO 2	NINTENDO
3	NE	THE INCREDIBLES	THQ
4	5	SUPER MARIO SUNSHINE	NINTENDO
5	8	ANIMAL CROSSING	NINTENDO
6	NE	MARIO POWER TENNIS	NINTENDO
7	2	LOZ: THE WIND WAKER	NINTENDO
8	4	DONKEY KONGA	NINTENDO
9	10	TAK 2: THE STAFF OF DREAMS	THQ
10	RE	MADDEN NFL 2005	EA



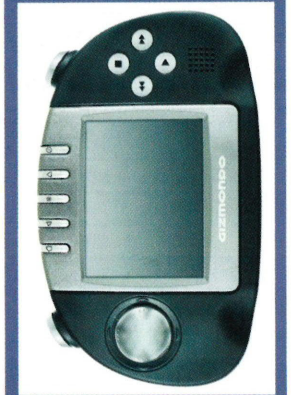




GAMER'S DIGEST

GAMECUBE RUMOURS, GOSSIP AND NEWS

ROUND-UP



EASY, TIGER...

Forget the PSP. Tiger Telematics has opened its flagship Gizmondo store on Carnaby Street in London. The handheld gaming device also boasts an MP3 player, a GPRS link for network gaming, is Mpeg4 media player compatible and comes complete with a digital camera and multimedia messaging functionality. But seriously, what's with the name?

.HACK

A new book about game hacking has just been published. *Gaming Hacks*, written by game enthusiast Simon Carless, features "insanely rare, intriguing, and un-compiled information in one place," and includes 100 hacks covering a wide range of topics, such as hardware reconfiguration and modifications, MMORPG tips, emulation and save-game hacking to name a few. All you need now is some double-sided sellotape, a washing-up liquid bottle and some sticky-back plastic.

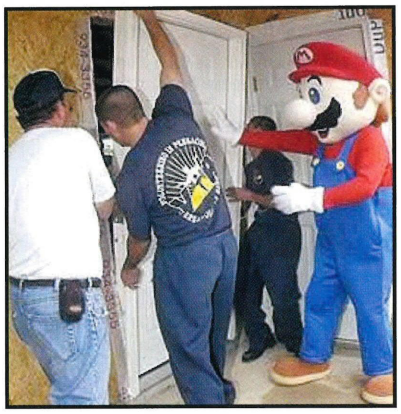
CHERRY LANE...

...is in my ears and in my eyes. Doo doo doo. No, that's the wrong lane. Sorry. Anyhoo, EA has teamed up with Cherry Lane Music Publishing to create Next Level Music LLC, "a music publishing company that will sign established as well as emerging new artists, acquire publishing catalogues, produce original music and further develop EA's rich catalogue of music". This is another example of EA's dedicated approach to securing the world's top musical artists for its games and discovering new talent within the music industry, such as its EA Trax scheme.

MARIO AND THE THOUSAND DOORS

Mario swaps spanner for hammer

NINTENDO HAS BEEN doing all sorts of zany things to promote its products recently. Now Nintendo has donated 1,000 doors to a home building charity called Habitat For Humanity International, in an attempt to promote *Paper Mario: The Thousand-Year Door*. "The gift of 1,000 doors will open new doors for families in need across Florida," commented Dick Weber, regional director for Habitat for Humanity International's Southeast Regional Service Centre. CUBE



Sonic Heroes...

1,000,000

...sold in Europe since February '04



The Incredibles...

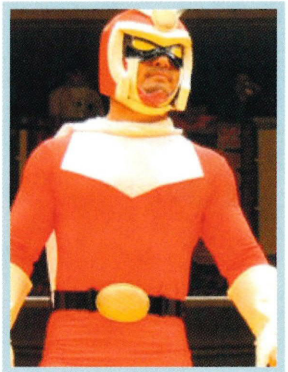
2,500,000

...shipped worldwide

WRESTLEMANIA

Joe gets ready to rumble

WELL, IF NINTENDO wins the award for the most charitable marketing campaign for *Paper Mario: The Thousand Year Door*, then Capcom wins the medal for the weirdest campaign ever for *Viewtiful Joe 2*. At a recent Osaka Pro Wrestling event in Tokyo, spectators were stunned to see Joe (as in Viewtiful) take to the ring with fellow wrestler Masato Matoba where they fought Black Buffalo and YUTAKA from the Kishiwada Gurentai faction, eventually scoring the winning pin 10 minutes and 41 seconds later. Apparently Joe's helmet provided the turning point in the match, by giving his partner Matoba the strength to pull out of a leg lock. As you do. Still, wrestling remains one of the most watched sports on television so perhaps Capcom is on to something... CUBE



N64 PLAYER

Play classic games on your GC

IT APPEARS THAT Nintendo Of America is considering releasing an N64 Player after the company posted a poll on its website asking visitors if they'd be interested in such a device and how much would they be willing to pay for it. Prices ranged from $39 to $59, which roughly works out as £20-£32 in real money. As Nintendo is only contemplating releasing such a device no actual details have been released yet, although we expect it to be similar to the Game Boy Player. CUBE



HARVEST FESTIVAL

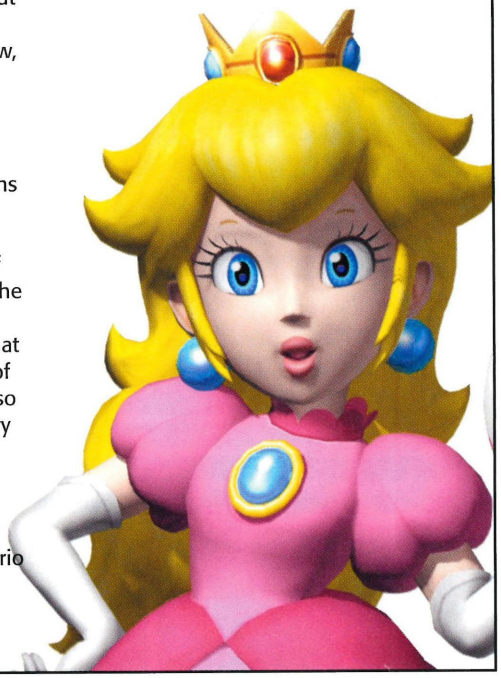
Nintendo feeds the world

Nintendo is obviously desperate to prove to Santa that it's been really good this year. Not only has the company donated a bunch of doors to charity but it's also donated four tons of food to the Northwest Harvest in America. Aww, bless them.

"Northwest Harvest tells us that food donations in the area are down 38 per cent from last year, so our employees even went so far as to hold competitions to see which division could collect the most food," commented Perrin Kaplan, Nintendo of America's vice president of marketing & corporate affairs. "During the past few weeks, it's become commonplace to see employees arrive at work with trunks loaded with pounds of pasta, huge sacks of pancake mix and so many cans of vegetables they can't carry them all."

In total, more than 800 employees from Nintendo's Redmond offices donated food to the charity and also helped raise $5000. With the aid of Mario (that man gets everywhere!) the hefty package was dispatched to 300 food banks, just in time for the holiday season. And look, there's not a game promotion in sight!

CUBE



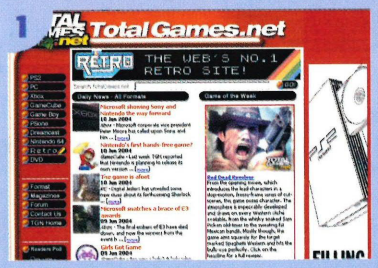
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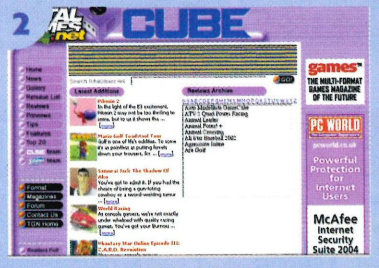
1



UP-TO-THE-MINUTE NEWS

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

2



CUBE, WITHOUT THE PAPER

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

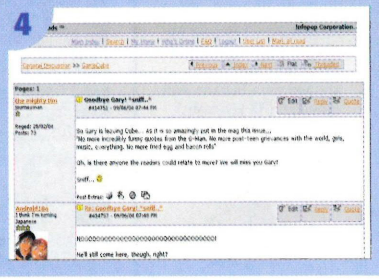
3



HOTTEST CHEATS IN TOWN

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

4



THE FORUM

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

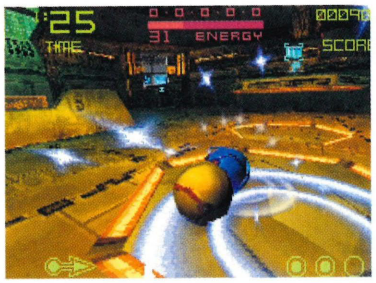
CUBE MOST PLAYED

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



METROID PRIME 2

"Ryan, can you put *Metroid Prime 2* in Most Played? Because I've actually been playing it." This is the world according to Tim – put games in Most Played because he's been playing them, irrespective of what else the CUBE team has been doing. Loser.



METROID: HUNTERS

At last, a benefit from sitting next to GamesTM. Now we can clobber them every lunchtime in *Metroid* deathmatches. Thanks to the DS' Wi-Fi abilities, we can do this without having to put up with rantings on the polygon count or look at their ugly mugs.



MARIO POWER TENNIS

Worth wheeling out if only to see the colour drain from Liz's face as the team threaten her with four player exhibitions. "Noooo," she wails, like a little girl told to do her homework and eat her greens. "Don't want to."

MARIO POWER TENNIS

UNDERPOWERED



Now it has the word 'Power' in the title, you want it more, don't you? Go on, admit it, power makes you hot! Mario and his Mushroom Kingdom chums put the cream on a big, fat tennis strawberry. New balls please!

ANTICIPATION ★★★★★

UK RELEASE LIST

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

LOZ: Four Swords Adventures	Adventure	Nintendo	7 January 2005	★★★★
Donkey Kong Jungle Beat	Platform	Nintendo	4 February 2005	★★★★
Neighbours From Hell	Strategy	JoWooD	11 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	★★★★
Resident Evil 4	Action	Capcom	March 2005	★★★★★
Tak 2 The Staff Of Dreams	Platform	THQ	March 2005	★★★★
Viewtiful Joe 2	Beat-'em-up	Capcom	March 2005	★★★★★
Robots	Platform	Vivendi	Q1 2005	★★★
Medal Of Honor: Dogs Of War	FPS	EA	Q1 2005	★★★★
Killer 7	Shooter	Capcom	Q1 2005	★★★★★
Tom Clancy's Ghost Recon 2	Action	Ubisoft	Q1 2005	★★★
FIFA Street	Sports	EA	TBC 2005	★★★
Batman Begins	Action	EA	TBC 2005	★★★
Star Fox Assault	Action	Nintendo	TBC 2005	★★★★
Odama	Strategy	Nintendo	TBC 2005	★★★
The Legend Of Zelda	Adventure	Nintendo	TBC 2005	★★★★★
Geist	Action/Adventure	Nintendo	TBC 2005	★★★★

MOH: DOGS OF WAR

BARK



EA's chart topping *Medal Of Honor* series returns with a new tale of heroism on the frontline, jingoistic drum-banging and lots of shooty-shooty type stuff that may or may not have a positive effect on the future of the free world.

ANTICIPATION ★★★★

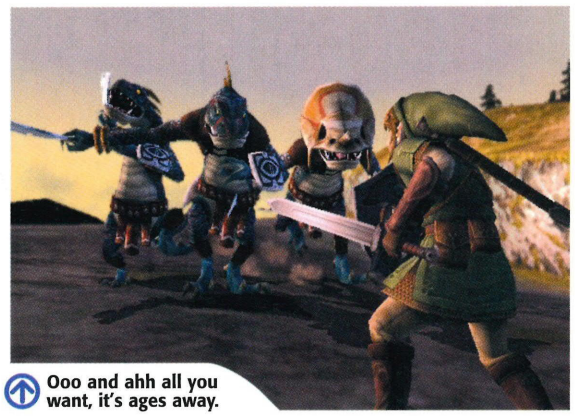
KILLER 7

MAGNIFICENT

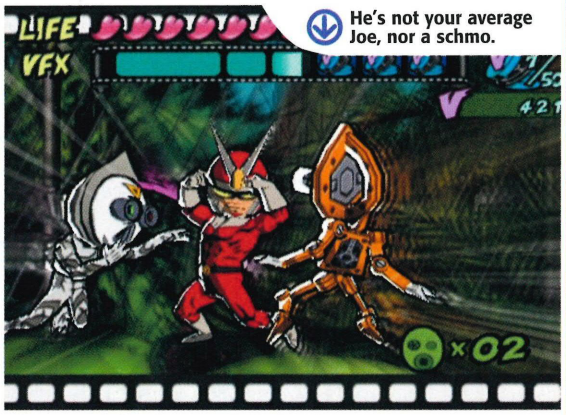


The game that's seen more delays than Virgin Rail has finally been given a tentative Q1 2005 release. However, if the cel-shaded shooter does make it out in time for Easter, we'll eat our chocolate eggs. Um, that's not much of a threat, is it.

ANTICIPATION ★★★★★



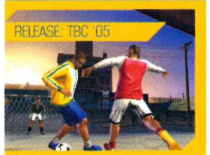
Ooo and ahh all you want, it's ages away.



He's not your average Joe, nor a schmo.

FIFA STREET

WICK SKILLS



The worst idea ever? Well extreme footy games have always been crap before, but let's not judge a book by its cover. If you've always longed to play football in the street but were too afraid of the other boys to do so, then now's your chance. Wimp.

ANTICIPATION ★★★

SOUND BYTE

"I THINK I MIGHT ACTUALLY BE DYING"

Tim, two days before deadline. Poor love.

SLIP-O-METER

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

NEIGHBOURS FROM HELL

The 'reality TV show' inspired game has been delayed by five months bringing the new release date to February of next year. Good neighbours suck.



SLIPPED!

SPLINTER CELL: CHAOS THEORY

Sam's been so good at hiding in the shadows that Ubisoft has lost him! Which might explain why the game no longer has a GameCube release date.



SLIPPED!

MARIO KART DS

Sweet, not only have the Japanese had to wait for the DS but now it seems that *Mario Kart* has slipped on a banana skin, wheeee! ('Til February.)



SLIPPED!

IMPORTANT DATES...

What's going on with the world? First of all America got the DS before Japan, and now they've managed to swipe *Resident Evil 4* from under Japan's nose as well.

JAP RELEASE DATES

DONKEY KONG: JUNGLE BEAT	NINTENDO	16 DEC 2004
LORD OF THE RINGS: UCHITSU KUNI DAISANKI	EA	22 DEC 2004
NEED FOR SPEED UNDERGROUND 2	EA	22 DECEMBER 2004

US RELEASE DATES

DRAGON BALL Z BUDOKAI 2	ATARI	21 DEC 2004
NFL STREET 2	EA	10 JAN 2005
RESIDENT EVIL 4	CAPCOM	11 JAN 2005



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

BONNNGGGGGO! *Donkey Konga*! *Donkey Konga*! It's the rhythm of the island and like the sugar cane so sweet, if you want to do the *Donkey Konga*, you've got to listen to the beat... doo, doo, doo. The nation's gone ape for Donkey Kong's rhythm action, despite the fact Nintendo scared half of London with its misguided "monkey marketing stunt". And look! *Sonic Heroes* has finally gone! Mwhahahahahaha! Oh crap, it's on the budget charts...

UK CHART

ChartTrack

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1 NEW 

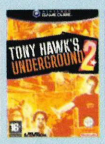
DONKEY KONGA
PUBLISHER: Nintendo
CUBE RATING: 9.0
Bangin'. We're bangin', hope you like bangin' too.

2 NEW 

FIFA 2005
PUBLISHER: EA GAMES
CUBE RATING: 7.0
Are *Pro Evo*'s days finally over? Er, nah, actually.

3 NEW 

PIKMIN 2
PUBLISHER: Nintendo
CUBE RATING: 9.3
Some of the dungeons are beginning to annoy.

4 NEW 

THUG 2
PUBLISHER: ACTIVISION
CUBE RATING: 9.2
Tricky to control with the GC pad though.

5 

WWE: DAY OF RECKONING
PUBLISHER: THQ
CUBE RATING: 9.1
Okay so who copied us and made Liz? Own up.

6 NEW 

X-MEN LEGENDS
PUBLISHER: ACTIVISION
CUBE RATING: 8.0
Not quite as good as we first thought, bummer.

7 

ANIMAL CROSSING
PUBLISHER: Nintendo
CUBE RATING: 8.6
Don't make animals cross, they scratch and bite.

8 NEW 

HARVEST MOON: AWL
PUBLISHER: Nintendo
CUBE RATING: 8.0
"When's the girly one coming out," asks Miles.

9 NEW 

SHARK TALE
PUBLISHER: ACTIVISION
CUBE RATING: 6.8
Why did you buy this you flipping losers. Jesus!

10 

TIGER WOODS 2005
PUBLISHER: EA GAMES
CUBE RATING: 9.1
Tiger, tiger burning bright? Eh Ryan, uh-huh

ON A SHOE-STRING



Budget GameCube games still making the rounds

1	SONIC MEGA COLLECTION
2	SONIC ADVENTURE 2: BATTLE
3	SONIC ADVENTURE DX: DIRECTOR'S CUT
4	SONIC HEROES
5	WARIO WARE INC: MEGA PARTY GAME$
6	STAR WARS: REBEL STRIKE
7	SUPER MARIO SUNSHINE
8	NEED FOR SPEED UNDERGROUND
9	SUPER MARIO SUNSHINE
10	WWE WRESTLEMANIA X8



GCN GAMECUBE NEWS

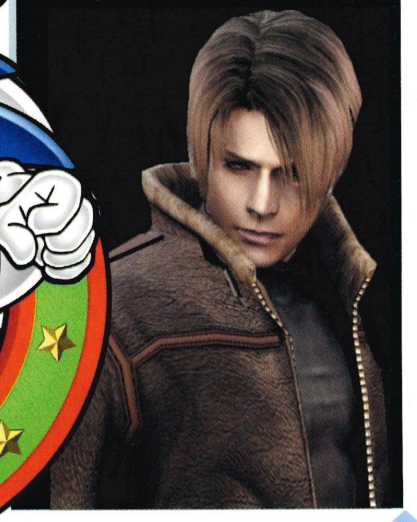
FINAL THOUGHT

RESI EVIL BORE

We're not ones to point fingers and start accusing people of being traitors, but Capcom's certainly starting to push us. Okay, so we're not saying Capcom should lose money just to please GameCube fans, that's just silly, but it's still difficult to swallow every time an "exclusive" ends up on the PS2. *Resident Evil 4* was our trump card, our bragging right, and now its gone leaving a hollow little space in our hearts where Capcom used to live.

But if this is how we feel, just imagine how Nintendo is taking the news. It's already lost the exclusive rights to *Viewtiful Joe* and *Killer 7*, and the loss of *Resident Evil 4* might just be the straw that breaks the camel's back. We sincerely hope not, as Capcom continues to make top-notch games and it'll be a real blow to GameCube owners if the companies decide to sever ties as a result.

Still, thank heavens that Nintendo still churns out some brilliant titles, like *Metroid Prime 2: Echoes*, *Pikmin 2* and *Paper Mario: The Thousand Year Door*, otherwise we might just have to pack up our purple boxes and turn to the dark side. Nah, that'll never happen... CUBE



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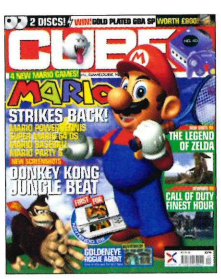
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Dear Diary... 2004

It's been 12 issues of sweat, blood, tears, laughing, crying, throwing joypads, arguing down phones, saying 'awesome' and somehow finding time to write about games as well. Three staff members have been and gone, too many games to remember have been reviewed and it's been another year full of highs, lows and surprises for GameCube. Onwards now, as we recollect the year just gone...

JANUARY 1ST

It's 2004! Light the fireworks, bring out the bubbly and celebrate good times! Last year we were treated to the likes *Metroid Prime* and *Wind Waker* as Nintendo proved it still has what it takes to make great games. In the immediate future, it's *Prince Of Persia: Sands Of Time* and *Beyond Good & Evil* that are causing the biggest stir in CUBE's trousers. Roll on the new year!



The sky in Bournemouth exploded on New Year's Eve 2003.

JANUARY 15TH

Issue 28 of CUBE goes on sale with Donkey Kong happily banging his bongos on the front of the magazine. Yes that's right, he's banging his bongos and he LOVES it. Why is Donkey happy? Because *Donkey Konga* has been awarded 9.2 and is the pick of this month's titles, the nearest contenders being *Pac-Man Vs* (8.8) and *Baten Kaitos* (8.6). *Donkey Konga* is only available in Japan but we're sure it'll be brought over to Europe in the next few months. Meanwhile news editor Byron Wilkinson is pushed over the edge by having to review *Crash Nitro Kart* for Issue 27 so he packs his bags to travel the world starting, as all great world tours do, with Wales. Farewell old chum.



He's fully clothed here but wait 'til later in game – raarrrr.

FEBRUARY 12TH

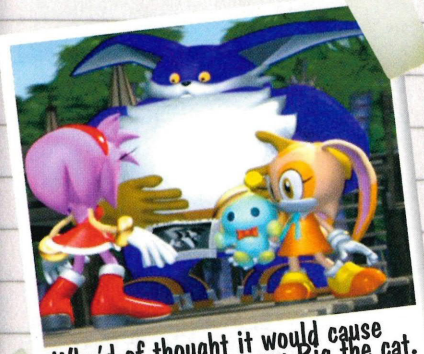
The big news as Issue 29 of CUBE hits the streets (or 'da' streets if you're reading the mag in the ghettos of Walthamstow rather than a posh bourgeois home in Windsor) is the Nintendo DS announcement. Two screens and two processors are confirmed for the new handheld, not to mention that the DS will use the ARM9 chip compared to the GBA's ARM7. Now that is good news. We think. Then again anything would have seemed good after *Sonic Heroes* under performed and scraped its way to 7.0, damned as, "the most awful bore," by Gary Adams. Ouch. Have we already found disappointment of the year? Possibly, but the reviews section is brightened up by *Prince Of Persia* scoring 9.3 while *Beyond Good & Evil* bags itself an incredible 9.4. What truly awesome games! They're going to sell like hotcakes!



FEBRUARY 14TH

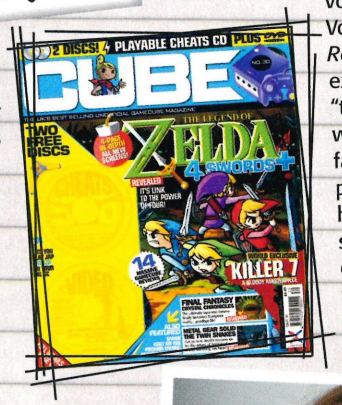
It's Valentines Day, which means editor Miles is temporarily lost under a mountain of mail as letters flood his desk. Sadly for him, these letters aren't anything to do with declarations of love (except the scented one

"CAN BAGMAN BE KILLED OR CAN'T HE? WHY DOES LEON LOOK LIKE A VON BONDIES REJECT? DO VON BONDIES PLAY RESIDENT EVIL?"



Whp'd of thought it would cause such a spat? Damn you Big the cat.

from Jeff in Hull – Miles says thanks) but moans about the *Sonic Heroes* score, which seems to have whipped up a storm of controversy. The gaming nation seems split by the Sonic divide, some defending the spikey one, others saying how crap *Sonic Heroes* was. Still, it'll probably blow over in a couple of days. Right?



FEBRUARY 20TH

Prince Of Persia: Sands Of Time is released. Sure it's a few months behind the PlayStation2 release but that's not going to stop this cracking game flying off the shelves!

LATE FEBRUARY TO EARLY MARCH-ISH

Forgot to update the diary as everything went platform game crazy around this time with *Tak And The Power Of JuJu*, *I-Ninja*, *Pitfall: The Lost Expedition*, *Spawn: Armageddon* and *Carmen San Diego* all stepping up to be spanked out of the preview ball-park and into the review stands. It's hard to remember the specifics as everything merged into a big platforming blur of double jumping, crate smashing and poorly implemented stealth sections. Should really write down these entries as they happen. Tim also played through *Metal Gear Solid: The Twin Snakes* as the only CUBE member who hadn't touched the original – cue lots of shouting "shut up!" as people wander past ruining the good bits, telling him to change pads when fighting Psycho Mantis and how to get the wolves to pee on the cardboard box.



True Crime was full of crime. Most of which was true. But not all!

MARCH 11TH

Issue 30 of CUBE is out today with first news on a title that's bound to be massive, *Resident Evil 4*. Screens show Bagman attacking Leon with a chainsaw. Can Bagman be killed or can't he? Does he follow you throughout the game or not? Why does Leon look like a Von Bondies reject? Do Von Bondies play *Resident Evil*? It explains their lyric "these deepened wounds don't heal so fast". They should probably use green herbs. In the reviews section, *Crystal Chronicles* scores 9.0 with *The Twin Snakes* just behind it at 8.9.



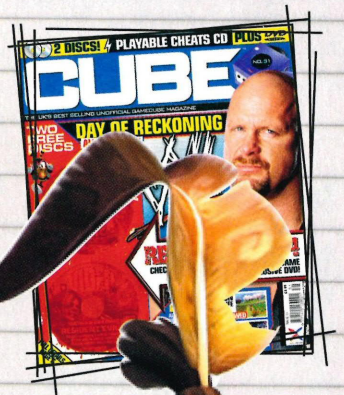
Young journalist of the year and fake ginger – Liz Morris, evryone!

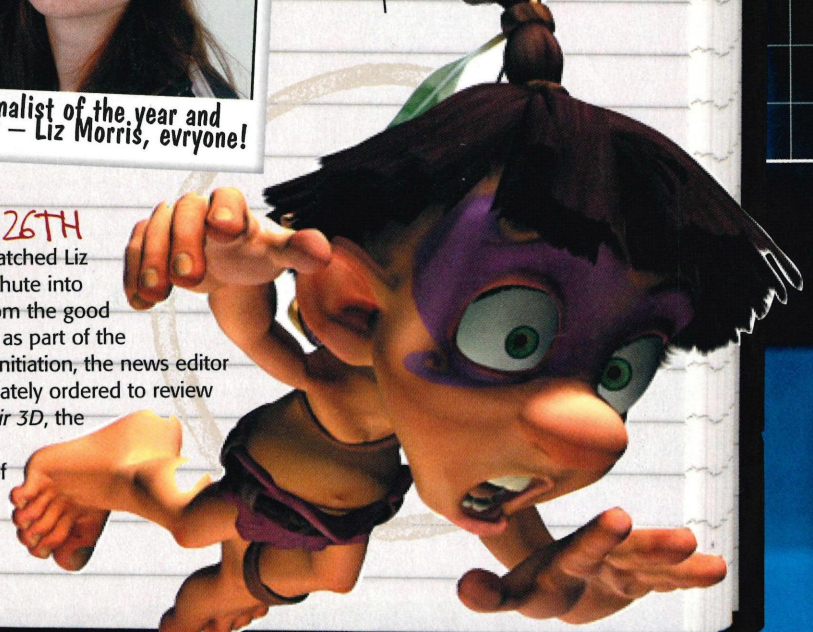
MARCH 26TH

Today we watched Liz Morris parachute into CUBE from the good ship P2 and as part of the welcoming initiation, the news editor was immediately ordered to review *Dragon's Lair 3D*, the journalistic equivalent of microwave lasagne on the first date. Meanwhile work started on an E3 preview, rounding up several confirmed big hitters. Clever guessing suggests possible appearances by *True Crime II*, *SSX 4* and *Super Monkey Ball 3* as well.

APRL 8TH

Stone Cold and his immaculately trimmed facial hair make the cover of CUBE 31, as we body slam *WWE Day Of Reckoning* onto the preview table, crack it over the head with the steel chair of journalistic justice and deliver the anklelock of opinion. Or something. Empey also uses his Powers of Caption to try and stir up another legal fight between WWE and







Good sales were *Beyond* Jade, just how *Evil* is that?

WWF, pointing out the WWE logo is still coloured like a panda. Controversial! *Resident Evil 4* gets the In-Depth treatment as Chandra states the blatantly obvious, saying, "it's blatantly obvious that it's something special". Reading the reviews however, it's blatantly obvious this month hasn't been something special. *Harvest Moon: A Wonderful Life* (9.0) and *Custom Robo* (8.5) bag the plaudits but the supporting cast include the double whammy of *Looney Tunes Back In Action* and *Knights Of The Temple*. But still, Stone Cold's facial hair eh? Awesome.

APRIL 28TH

Another letter arrives moaning about *Sonic Heroes*, this time from Amy Henchcliffe. Sigh. Might as well print it in the mag...

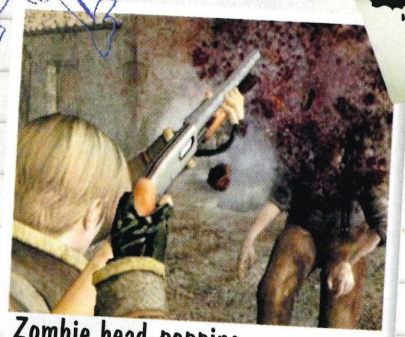




Dirk just before he dies for the fifteen-hundredth time.

MAY 6TH

CUBE 32 bounces its way into stores today, containing sad, sad news – *Beyond Good & Evil* is only the tenth best selling game and *Prince Of Persia: Sands Of Time* doesn't even make the top ten, just one month after their chart debut. Must be some sort of mistake. We'll check the charts again tomorrow. But *Paper Mario 2*, *Pikmin 2*, *Viewtiful Joe 2* – lots of sequels on the horizon, all exclusive to GameCube, all looking pretty tasty. Nice. Oh, and in case you're wondering, *Dragon's Lair 3D* ended up with a paltry 4.0.



Zombie head-popping – satisfaction guaranteed.

MAY 7TH

Double-checked the charts. They're still the same as yesterday. People just aren't buying *Beyond Good & Evil* or *Prince Of Persia*. It really does seem that hotcakes aren't popular anymore.

MAY 11TH

It's E3! The annual pilgrimage to Los Angeles to play games, talk to PR types and mingle with sweaty Americans. No sign of *Super Monkey Ball 3* yet.

MAY 12TH

Or *SSX 4*.

MAY 13TH

No *True Crime II* either.

MAY 14TH

After spending the night thinking it over, it's been decided that no-one actually cares about *True Crime II* anyway. Regardless, E3 is over and there have been more than enough games to make up for the disappointment of the *SSX 4* no show, along with having to endure loud Americans and clothes that now reek of hotdogs.

JUNE 3RD

It's the post-E3 issue which means CUBE 33 is bursting full of games. *Splinter Cell 3*, *Advance Wars Under Fire*, *TimeSplitters: Future Perfect* and *GoldenEye: Rogue Agent* are all shaping up nicely so far, banishing the anti-climax of no-shows (or relief in the case of *True Crime II*). The one game that seems to be uniting



the gaming nation following the great *Sonic Heroes* divide is *Resident Evil 4* and its sudden change in gameplay, tone and style. Instead of the "RU1N3D!!1!" posts that brought the internet to its knees when shots of cel-shaded Link were first released, there's a brimming positivity across the forums as everyone agrees that, yes, *Resident Evil 4* is looking tasty. It's slightly disturbing to see everyone getting along.

JULY 1ST

It's the *Sonic Heroes* letters special for CUBE 34 as readers continue to bombard the offices with letters about the *Sonic Heroes* score, all kicked off by the



Steph – she was like our mum, except we all wanted to snog her!

innocuous decision to print the letter from Amy Henchcliffe. Thank the Good Lord then for In-Depths on *The Legend Of Zelda* and *Metroid Prime 2: Echoes*, along with *Rainbow Six 3* scoring a very respectable 8.2. That's not to say that the Bad Lord hasn't been hard at work either. *Harry Potter And The Prisoner Of Azkaban*, *Robocop* and *Asterix And Obelix XXL* each form a prong on his Gaming Trident Of Doom, which the Bad Lord then thrust at the reviews section. Be gone oh Bad Lord, and take these cursed *Sonic Heroes* letters with you!



JULY 20TH

Steph is leaving us! Having been at CUBE since the inaugural issue, she has decided to pack her crayons and move on, leaving Miles distraught and regretting playing Eighties metal songs at inconvenient times of the day (ie: ever). That makes Chandy-man the sole survivor of CUBE's very first issue.

JULY 29TH

The Lord Of The Rings is the theme for Issue 35 of CUBE, as *LOTR: The Third Age* goes under the In-Depth microscope. *Donkey Konga* gets reviewed again but not the PAL version, oh no. That's not out yet. Instead it's an import review of *Donkey Konga 2: Hit Song Parade* and we're still waiting for the first game to hit our rainy shores. No rush guys, it's only been what, eight months now? The 9.2 sequel is the highlight with *Catwoman* not even managing to scrape together half that score, limping through the review cat-flap with a dismal 4.2. Never mind Catwoman, things can only get better and with previews of *Advance Wars Under Fire* and *Star Fox* nestling under the wing of this issue, you can be sure things will get better.

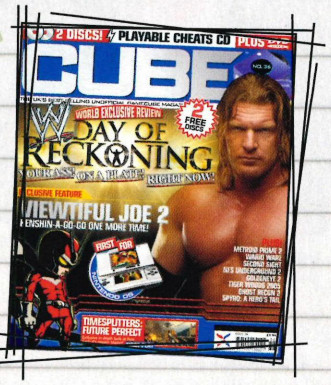


AUGUST 2ND

Enter stage left: Lewis Somerscales, new designer and a man whose taste for distorted guitars matches Miles. "Do you like Poison?" asked the editor. On went Lewis' headphones immediately, keeping Miles and his warped music tastes at bay. Coincidentally, the headphones are the biggest set of wireless ear-cans ever seen. Not sure what this says about Lewis, but feel free to make your own punch-line.



Of course looking back on it just makes us laugh.

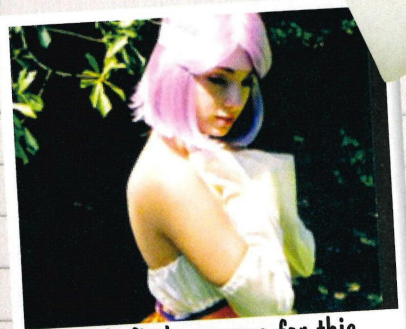


AUGUST 26TH

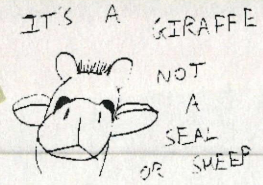
It's another wrestler on the front of the mag, as Triple H and his greasy ginger locks grace the front of Issue 36. Even a picture of the talented Stacy Keibler in the *Day Of Reckoning* review doesn't stop the bile of anti-wrestling readers, who are still reeling from the Stone Cold cover. But the games! Oh the games this month. Along with *WWE Day Of Reckoning*, the likes of *Paper Mario: The Thousand Year Door*, *Wario Ware*



"THE SONIC HEROES SPECIAL WAS KICKED OFF BY THE INNOCUOUS DECISION TO PRINT THE LETTER FROM AMY HENCHCLIFFE.

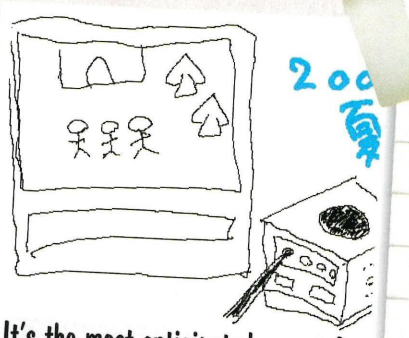


Couldn't find a reason for this pic, Ryan just wanted it in here.



AUGUST 29TH

After *Catwoman*, maybe things won't get better after all. Suddenly realising it hadn't created a game since *Magical Vacation* for the GBA, Brownie Brown cobbles together the worst screenshot of all time, knocked up during an extended lunch break after the bosses asked where the latest game was (probably). It hasn't even got a title! Or any colour! We've played more visually exciting games using Teletext and the reveal button. Is this the most horrifying thing ever created? Ah who cares, it's exclusive to GameCube! Whoopee!



It's the most anticipated game of 2005 and it doesn't have a name!

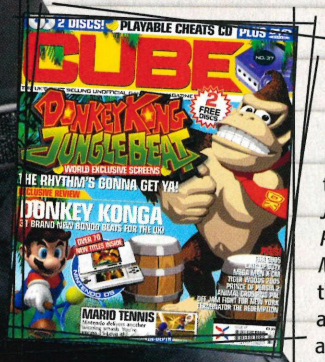
Inc, *Second Sight* and *Mega Man Anniversary Collection* combine for an average score of 8.9. Not a single duff game amongst these giants, who can walk tall and proclaim the month of September as their own. Meanwhile *TimeSplitters: Future Perfect* and *Viewtiful Joe 2* limber up in the In-Depth section, preparing to make their review assault in the future.

SEPTEMBER 6TH

Ryan King joins the CUBE team this month and is quickly introduced to Lewis, the only member he hadn't previously met. In a stand-off mirroring many historic first encounters, Lewis took off his headphones and asked Ryan: "Why aren't you a girl?" Carefully considering his answer, the thoughtful reply was: "I don't know." After a tense but brief silence, the headphones went back on and normality was resumed.

SEPTEMBER 23RD

Another good month for games in CUBE 37, thanks to *Donkey Konga*, *Def Jam: Fight For NY*, *Tiger Woods PGA Tour 2005* and *Pikmin 2* all scoring over the magical 9.0 barrier. You lucky sods, you've never had it so good. To make things even better, on the horizon the likes of *Donkey Kong Jungle Beat*, *Prince Of Persia: Warrior Within* and *Mario Tennis* are making their presence felt. Despite all the goodness, readers are still sending letters about Sonic Heroes. So traumatised is poor Gary that he's decided to leave CUBE and hide under the safety blanket of higher education, where they talk about tax-dodging and pretentious indie music instead of *Sonic Heroes* scores. His final words? "Make some friends, open a bottle of plonk and enjoy life for once". Plonk? Oh dear Adams, at university you'll be lucky to afford anything more than Panda Pops.

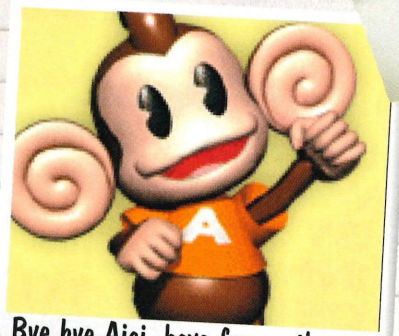


SEPTEMBER 28TH

Today is a low point for Emperor Empey, who almost takes home a copy of *Doshin The Giant*. "*Pikmin 2*, *Super Monkey Ball 2* or *Doshin*?" he wonders to himself, before seeing the word 'love' on the back of *Doshin*'s box and tossing it aside like a piece of rubbish.

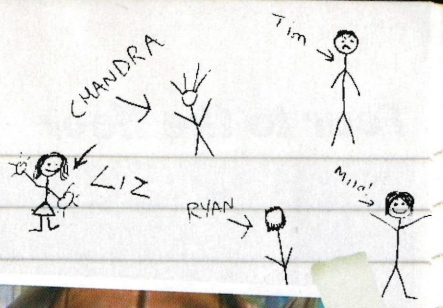
OCTOBER 4TH

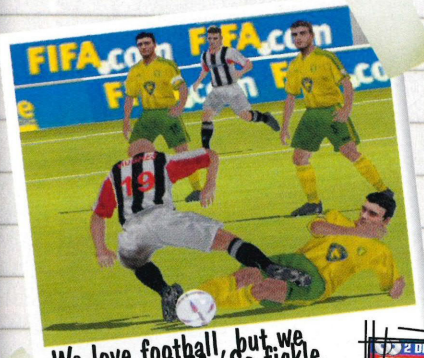
Chandra smuggles a playable demo of *Resident Evil 4* into the office and predictably enough, everyone finds out and mayhem ensues. Bagman is quickly renamed Chainsaw Guy and instructions are shouted at whoever has the pad. Shoot the crows! Kill Chainsaw Guy! Behind you! Kick the ladder! Shoot them in the ass! Magazine production grinds to a halt until members of our sister mags



Bye bye Ajai, have fun on the Xbox and PS2... you'll be back.

I HAT NINTENDO



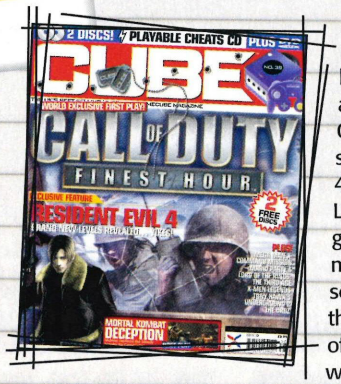


We love football, but we don't love FIFA. So fickle.

Soccer 4 has been ruined and it's nothing compared to *Winning Eleven 6*. This opinion is in no way blurred by bitter tears of defeat.

OCTOBER 21ST

Issue 38 of CUBE flies onto shop shelves carrying an In-Depth on *Call Of Duty: Finest Hour* and reviews of *Lord Of The Rings: Third Age* and *Tony Hawk's Underground 2*. Also included is a controversial review of *The Legend Of Zelda: Four Swords Adventures*, which only scores 7.8. Will it encourage another *Sonic Heroes* style assault on our post bag? Let's hope not. *Medabots Infinity* also makes a late run at the Stinker Of The Year award, scraping its way to 4.0. And to think, Liz was originally going to give it a much, much lower score as well. Not that calling it: "one of the worst games we've played in a long time," is glowing praise or anything.





Damn she looks angry – must be the time of... [Shut it! – Liz].

OCTOBER 19TH

After playing disappointing review code for *FIFA 2005* and moaning *Pro Evolution Soccer 4* isn't coming out on GameCube, the CUBE team consoled themselves by heading to Stamford Bridge for the notorious *Pro Evo* media tournament. Chandra and Tim went for free drinks and to heckle Miles and Ryan, with spectacular results after the duo barely scrambled out of the group stages. Miles crashed out in the second knock-out stages after being "gypped by the game" while Ryan lost in the quarterfinals to "two cheap, cheap goals". Verdict? Worry no more readers, *Pro Evolution Soccer 4* has been ruined and it's nothing compared to *Winning Eleven 6*. This opinion is in no way blurred by bitter tears of defeat.



Cheese toastie or ham toastie? The ponderous life of Miles.

NOVEMBER 8TH

Issue 39 time! With a whopping eight page In-Depth on Nintendo DS, with interviews, games and a verdict on the piece of kit itself. Don't ever say we skimp on those things because WE DON'T (printed in caps to emphasise our point). And if you don't like those onions, then *Metroid Prime 2: Echoes* eh? It only got 9.7 as Chandra frothed at the mouth with excitement, cutting himself off from the rest of the team just to make sure no-one interrupted his 'special time' with Samus. Dear dear. This left the remaining members to paw over *Paper Mario 2: Thousand Year Door* (9.0), *The Urbz: Sims In The City* (8.3), *Mega Man X: Command Mission* (8.2) and *Need For Speed Underground 2* (7.1).



DECEMBER 6TH

That's this issue you're reading now! Isn't it fancy? No point us telling you what's in CUBE numero 40, just flick through for yourself and see, you lazy badgers. Hmm, that joke doesn't really make sense does it? No time to correct it now, *Mario Party 6* awaits more screaming, yelling and button bashing. Here's to Nintendo, another 12 months of gaming and 13 issues of CUBE (that's right: 13, odd innt?).

"LEWIS TOOK OFF HIS HEADPHONES AND ASKED RYAN: 'WHY AREN'T YOU A GIRL?'"

Four to the floor







CUBE INFORMATION

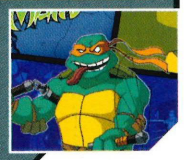
TMNT 2: BATTLE NEXUS	
PUBLISHER:	KONAMI
DEVELOPER:	KONAMI
ORIGIN:	JAPAN
GENRE:	ACTION
PLAYERS:	1-4

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A BIT OF PREVIOUS

TEENAGE MUTANT NINJA TURTLES
GAMECUBE



TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

Why are they called the Foot clan? Anyone know?



Two's company but a foursome is more fun...

SHREDDER HAD AN all too easy battle against the *Teenage Mutant Ninja Turtles* back in Issue 31. The turtles could only muster a tepid 6.0 between them, with generic enemies and stiff controls hampering the heroes in a half-shell throughout the game. It wasn't actually a group effort from the reptilian foursome though, thanks to Konami's bizarre decision to omit a four-player mode. This was probably the biggest mistake you could make, considering the lure of nostalgic 20-somethings arguing over who has to play as Raphael. *Battle Nexus* sees this oversight rectified and the gameplay has undergone some nip and tuck to accommodate four turtles on one screen.

THE COMPANY LINE

"OUR TEAM HAS BEEN ABLE TO CREATE A HUGELY ENTERTAINING GAME THAT RECREATES THE EXCITEMENT OF THE SERIES"

KONAMI PRESS RELEASE

CUBE BACKATCHA

Not like the first one then.





Fall down wells! Oooh the constant excitement.







It looks nice enough in still shots. Just like the cartoon, eh?

The health meter is now shared between all four turtles. Experienced gamers can now revel in the role of guardian and shepherd novice players under their wings or, more likely, scream and swear at inferior players for constantly screwing up and stealing the health pick-ups. If you're trucking through *Battle Nexus* alone to save this aggravation (or get practice in to avoid being shouted at), there's the option to switch between the characters. Each turtle has different attacks and characteristics, such as Donatello being able to hack into computers while Leonardo slices through pipes. Various puzzles call upon these unique abilities so unfortunately, you're also going to have to use Raphael at some point. He uses 'rage' to lift crates and other heavy objects, rage that stems from being last in the queue when Splinter was handing out weapons ("I'm sorry Raphael, Donatello took the stick. Have these twirly fork things").

More platform jumping are three words that'll send a shiver down anyone's spine and word coming from the US is that's the case with *Battle Nexus*. Fortunately, new moves reflect this change so the wall jump and Michelangelo's ability to hover using his nunchuks should help keep these sections enjoyable and frustration free. Once again the graphics are looking very pretty, peripheral characters such as April O'Neil will feature and there's a whole host of unlockable moves and items to aid the turtles in their quest. The voice actors from the new *Teenage Mutant Ninja Turtles* cartoon series will be supplying more lines than the limited soundbites of the previous game, while versus mode (aptly named Battle Nexus mode) will provide entertainment away from the obligatory Story mode.

Is it enough to improve on the previous *Turtles* game? Reaction from Stateside has been lukewarm thus far, the main gripes being pond-life AI and clunky controls. Hopefully the delay in confirming a European release isn't just to give Shredder time to scrape the rust off his tin suit but also to clean up the game and address these complaints. Green webbed fingers and toes crossed that they do. It would be a shame to have misplaced nostalgia crushed for the second year running. What better subjects for a game than the Turts, afterall? CUBE

TURTLE POWER

HEROES IN AN ARCADE CABINET

You stand over the fallen Evil Generic Boss Mr X having destroyed his army of clones and secret underground lair, all without having used any continues and all lives intact. Congratulations! You've unlocked artwork! Piffle. No such problems with *Battle Nexus*, which offers the best bonuses ever. After you've unlocked characters such as Casey Jones and Master Splinter, the original 1989 *Teenage Mutant Ninja Turtles* arcade game awaits. The music and sound-bites haven't made it for legal reasons but everything else is intact, from the four-player mode to Bebop and Rocksteady to the final, insane levels. We repeat – best bonus ever. Might be a reason to get it even if the main game turns out to be cack!



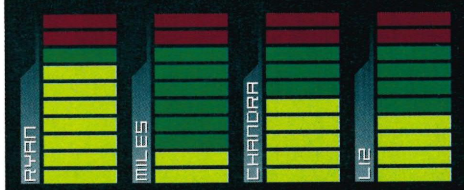
Yes! The chance to lay the smackdown on Bebop and Rocksteady!

Of course they were mere Hero Turtles back then, but they're a bit harder now.



CUBE EXPECTATIONS

CAN FOUR TURTLES COMBINE TO SAVE THE DAY?



- ⊕ Four player finally included
- ⊕ Turtles have more moves
- ⊖ More of the same?
- ⊖ Camera issues

■ At last, four-player mode has been rightfully included, so you can stop moaning about that and start moaning about other things – will the fighting still be tedious? Is the platforming dull? Will the fans be happy? Will we make Ryan play as Raphael? We'll wait for the PAL release to see. (But you can be sure about the Ryan/Raphael thing.)

THE SPONGEBOB SQUAI

Who lives in the GameCube outside of the cinema? SpongeBob!

CUBE INFORMATION

SPONGEBOB SQUAREPANTS	
PUBLISHER:	THQ
DEVELOPER:	HEAVY IRON
ORIGIN:	US
GENRE:	ACTION
PLAYERS:	1

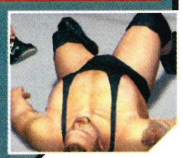
PERCENTAGE COMPLETE
00 25 50 75 100

Q4 '04 | TBA | OUT NOW

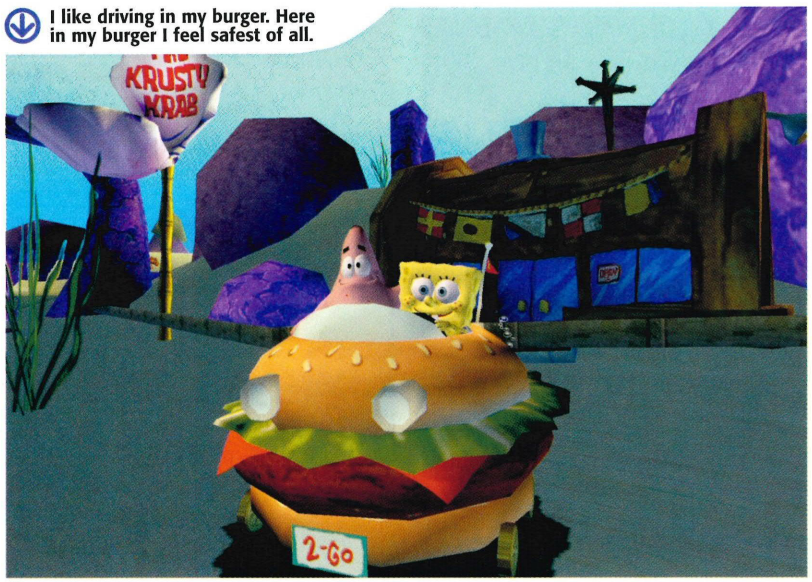
A BIT OF PREVIOUS

WWE DAY OF RECKONING
GAMECUBE

TAK AND THE POWER OF JUJU
GAMECUBE



I like driving in my burger. Here in my burger I feel safest of all.



AFTER A SPONGEBOB SquarePants toy was brought into the office, fights and arguments broke out over who got to keep it. Unbelievably, this tragic tale of grown adults fighting over a children's toy is true but then again, it is an undeniably cool toy. If you hold SpongeBob's hand, he screams garbled nonsense. Tickle his chin and you'll hear a gurgling laugh. Pinch his nose and SpongeBob squeals "Let go of my nose". Squeeze his ass and he stays shamefully silent. However excited this SpongeBob toy makes you is how excited you should be about *The SpongeBob SquarePants Movie* game. Partly because it's relying on the antics of SpongeBob and his blobby starfish friend Patrick Star to steal the show, but mainly because the licence could be the only thing that sets this apart from other platformers. SpongeBob smashes crates, uses spin attacks and double jumps onto moving platforms, as seen in every other platform game ever. It's hard to remember any platform games that

Sir Squarepants returns



"PINCH HIS NOSE AND HE SQUEALS "LET GO OF MY NOSE". SQUEEZE HIS ASS AND HE STAYS SHAMEFULLY SILENT"

FIRST REACTION
SpongeBob looks cute, Patrick has a glass on his head and yes, they can both double jump. This game rocks!





THE COMPANY LINE

"PLANKTON PULLS FROM HIS FILING CABINET OF EVIL SCHEMES THE INFAMOUS, DREADED AND NEVER BEFORE USED PLAN Z"
THQ PRESS RELEASE

CUBE BACHATCHA
Phew! We thought Plankton was reaching for Catwoman.

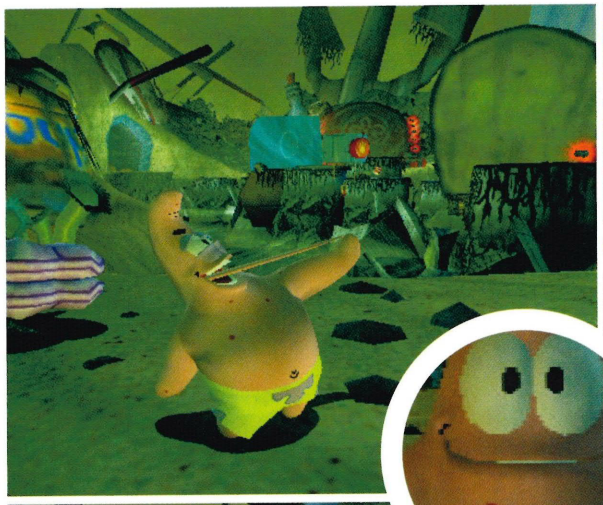
REPANTS MOVIE

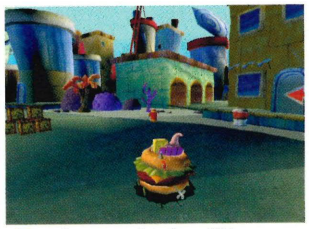
didn't feature those things and you could easily swap SpongeBob for Tak, Ty, Crash or Spyro and it would still make perfect sense. However, those characters don't live in a pineapple under the sea and that's where the licence comes in.

Based on the forthcoming movie, the extensive and confusing plot can be summarised like this. SpongeBob and Patrick embark on a journey with Sandy Cheeks and new gal Mindy to Shell City, to find King Neptune's stolen crown. Meanwhile they have to deal with hit man Dennis, making his first appearance in the SpongeBob world and Plankton, who plans to rule the world by stealing the Krabby Patty formula while SpongeBob is distracted. It makes little sense if you haven't seen the cartoon and it barely makes sense even if you have but at least it should provide an enjoyable excuse to play as both characters in this bizarre quest.

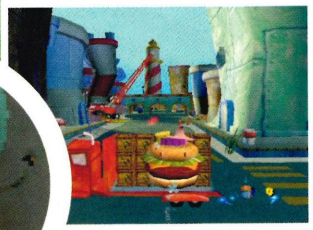
All the *SpongeBob* locations are in here from the film's Thug Tug to the cartoon's Krusty Krab, so fans can get sightseeing if the radiant backdrop of blue and yellow doesn't permanently impair their eyesight. It's typically bright like the cartoon series and if you aren't rendered blind by the nuclear colours on show, you'll also spot recognisable faces roaming around. Extra sections to spice up the platforming come in the form of Rub-a-Dub Bathtub and Krabby Patty Deluxe. You can ride them around specially designed levels, featuring destructible towers and (look away now) collectable keys. Still, it's better than having a stealth section. Here's hoping there are more of these diverse moments to break up the crate-smashing, spin-attacking, double-jumping routine.

Limited time with the game prevented us from playing some of the cooler sounding levels – if the names Sonic Wave Guitar Challenge and Disco Star interest you, you're just going to have to wait until review code drops on our desks before you'll know if they're any good or not. CUBE

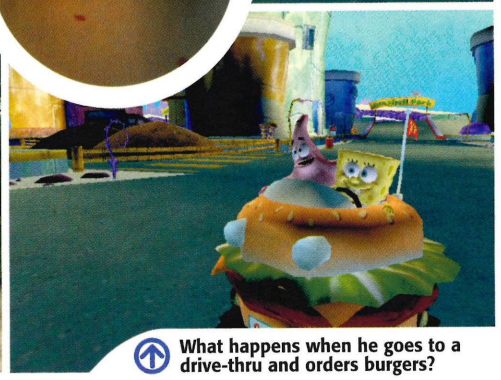




Class, maybe there'll be a proper karting section.





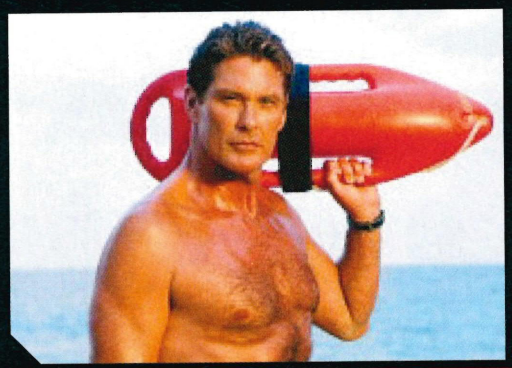


What happens when he goes to a drive-thru and orders burgers?

AT THE MOVIES

THE GAME OF THE MOVIE OF THE SHOW

The SpongeBob SquarePants Movie is currently scheduled to bounce into British cinemas on 11 February. This is actually a Friday, which ruins the otherwise brilliant boxout headline, but who cares when David Hasselhoff is in it? The former *Knightrider* star will guest star as himself, an acting job he'll probably struggle with as it doesn't require him to play 'tubby lifeguard'. So Scarlett Johansson's soft, slender shoulders will burden the acting load as Mindy. It'll be strange to see her go from the neon-drenched streets of Tokyo to a crudely drawn pineapple under the sea but whatever happens, the film will definitely be better than *Garfield The Movie* was.



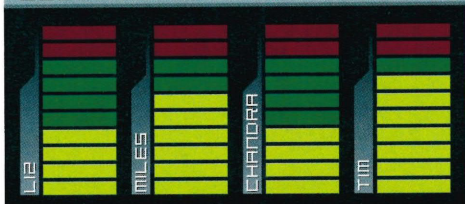
Hasselhoff in his prime – how long did that last then? 2.7 seconds.

Wow, it's gonna be the action hit of the year, explosions, starfish, everything!



CUBE EXPECTATIONS

COULD BE AS GOOD AS THE FILM



- Faithful to the movie
- SpongeBob humour
- Bored of crates
- And moving platforms

■ On name alone, Sonic Wave Guitar Challenge should be the most awesome level ever, while riding Krabby Patty Deluxe is great fun but it's not enough to get really excited about. In the battle between average platformers claiming another victim or SpongeBob emerging with triumph, the sponge is currently the underdog.

OUT WITH A

The current generation is inevitably leading us into the next, but the GameCube's time isn't up just yet...



RELEASE LIST 2005

SEE HOW LONG THIS LIST IS?

Well, what do you expect, huh? This is a feature about what you can expect next year, so, quelle surprise, here's the definitive list of what is due to arrive in 2005. Just so you understand the whole 'status' section, here's a quick guide to what it all means:

Con: Confirmed.
TBC: In development, but specific platform and date have yet to be announced.
Rum: Rumours and possibilities that are based on insider information.

NINTENDO

Four Swords	Con	7 Jan '05
DK Jungle Beat	Con	4 Feb '05
Mario Tennis	Con	25 Feb '05
Mario Party 6	Con	18 Mar '05
Nintendo DS	Con	Mar '05
Star Fox: Assault	Con	Apr '05
DK Vol 2	Con	Q2 '05
Baten Kaitos	Con	Q2 '05
Advance Wars: UF	Con	Q3 '05
Geist	Con	Q3 '05
Fire Emblem	Con	Q4 '05
Legend Of Zelda	Con	Q4 '05
Mario Baseball	Con	Q4 '05
Kirby Action	Con	Q4 '05
DK Vol 3	Con	Q4 '05
Golden Sun GC	Rum	TBC
Mario 128	Con	TBC
Pokémon Title	Rum	TBC
WarioWare 2	Rum	TBC

CAPCOM

Viewtiful Joe 2	Con	Mar '05
Resident Evil 4	Con	Mar '05
Killer 7	Con	Q2 '05

UBISOFT

Ghost Recon 2	Con	Mar '05
Splinter Cell: CT	Con	TBA

EA

UEFA 2004-2005	Con	Feb '05
TimeSplitters: FP	TBC	Mar '05
Dogs Of War	Con	Q3 '05
Def Jam 3	TBC	Q4 '05
FIFA 2006	TBC	Q4 '05

BANG!



THERE ALWAYS COMES a time in a console's life where you can see the end. However much a hardware manufacturer promises to keep supporting a console you know full well that developers will always strive for bigger and better, and that the current generation will slowly but surely fade away. It brings tears to our eye, but the GameCube isn't through just yet.

Despite Nintendo's claims at E3 '04 that it wanted to prolong the life of the GameCube instead of jumping into the next generation, there is no doubt in our minds that 2005 will be the console's final year at full strength. The DS will be a global brand by April (pre-orders alone have outstripped sales predictions), and the Revolution will be the talk of the industry by mid-May. It's obvious where Nintendo's priorities lie, and unless NCL decides to enlighten us sometime soon, we can only assume that little software support is planned for the GameCube in 2006 and beyond.

We'll be covering Nintendo's next-generation strategies in a massive feature next issue, but this issue we're going to concentrate on the here, the now and the next 12 months. The final year of a console's life is traditionally the time when the greatest games arrive, and the GameCube is no exception. *Resident Evil 4* and *Legend Of Zelda* anyone? 2005... it's going to be a corker!

"LITTLE SOFTWARE SUPPORT IS PLANNED FOR THE GC IN 2006 AND BEYOND"

FIFA Street	TBC	Q4 '05
Madden 2006	TBC	Q4 '05
NHL 2006	TBC	Q4 '05
NBA Live 2006	TBC	Q4 '05
NFS UG3	TBC	Q4 '05
VIVENDI		
StarCraft: Ghost	Con	Q3 '05
KONAMI		
Teenage Mutant Ninja Turtles 2	Konami	Con Mar '05
THQ		
SpongeBob	Con	Feb '05
Tak 2	Con	Mar '05
Day Of Reck 2	Rum	TBC
ATARI		
Dragon Ball Z	Con	Q2 '05
ACTIVISION		
Spider-Man 3	TBC	Q4 '05
NAMCO		
Tales Of Legendia	TBC	TBC
Tekken 5	Rum	TBC
SILICON KNIGHTS		
Mystery Title	Rum	TBC
SNK/IGNITION		
Metal Slug 3	Rum	TBC
King Of Fighters	Rum	TBC

MOST WANTED

CUBE'S TOP FIVE MOST WANTED GAMES OF 2005

THE LEGEND OF ZELDA



Words cannot convey how much we want this game. We don't care if there are no gameplay innovations... just give us *Ocarina Of Time 2* and we'll be more than happy. The playable E3 demo is but five months away, and as soon as Nintendo lets us cover-mount the extended trailer, we'll show it to you.

RESIDENT EVIL 4



Capcom comes up trumps with the PAL release merely six weeks after the Japanese and US launches. If *Zelda* wasn't looming in the wings this would be our number one without a doubt. Prepare to have your nerves shaken and your mind blown by sumptuous graphics and a spine-tingling atmosphere.

TIMESPLITTERS: FP



Take the *TimeSplitters 2* team and give them the relative safety of a major publisher (though some would argue that isn't necessarily a good thing)... ping! Here's a great game we prepared earlier. Even the early code we played back at EA's Hot Summer Nights event was great. It's already way better than *GoldenEye: Rogue Agent*.

SPLINTER CELL: CT



We're still not entirely sure about the first game, but *Pandora Tomorrow* was a fantastic attempt. The only way is up, baby, for Ubisoft now. Anyway, you may have seen in the news that the GameCube version has mysteriously slipped from its March slot. Ubisoft won't say exactly why, but rest assured it will be coming.

BATEN KAITOS



The Japanese version was sweet like chocolate, but goddamn, the language barrier. We only hope that the translation team will be different from the team that was behind *Tales Of Symphonia*. Please don't ruin it for us, it's Chandra's favourite RPG of last year and you don't wanna make him angry.

SPRING (JAN-MAR '05)

Nintendo's strongest ever first-quarter offering

CUBE RECOMMENDS



OUR TOP THREE RECOMMENDATIONS FOR SPRING '05

1. RESIDENT EVIL 4
Just as we're writing this, the brand new code has turned up and we've gone up against the El Giganté boss for the first time. This game just gets better and better. You will not be disappointed.

2. NINTENDO DS
We're not entirely sure how you're going to afford all these games *and* a DS (Nintendo what are you doing to us!?) but let's face it: you need one of these. Pre-order it now otherwise you won't get one.

3. TIMESPLITTERS: FUTURE PERFECT
Ryan is visiting Free Radical as we speak to play the near-finished code. He texted us, saying only "lush, yummy, tizzle my splizzle y'all." We think he likes it. So will you... in February.

PEOPLE CAN SAY what they want about Nintendo. They can joke about the lack of games and they can jeer about Nintendo being just for kids, but there is one fact that no one can deny: between January and March 2005 the GameCube has the best software line-up out of any console on the market. Fresh from the onslaught of the Xmas releases Nintendo is straight back into the ring with a slew of gaming greats.

No sooner is the New Year over than Link (all four of them in fact) hits the shelves with *Zelda: Four Swords Adventures*. Both February and March bring with them an onslaught of A-grade gaming. Drag the bongos out from under your bed because *Donkey Kong: Jungle Beat* comes out at the start of February. Then there's the Mario double-whammy in the form of *Mario Power Tennis* and the GC Mic-led *Mario Party 6*. The rest of spring lets the third-parties take over with *Viewtiful Joe 2*, *Resident Evil 4*, *Ghost Recon 2*, *Tak 2* and *TimeSplitters: Future Perfect* (check back next month for impressions of the latest code).

That's at least *nine* worthy titles in the space of 12 weeks. Oh, we almost forgot the DS...



"BETWEEN JANUARY AND MARCH 2005 THE CUBE HAS THE BEST SOFTWARE LINE-UP OUT OF ANY CONSOLE ON THE MARKET"



A BIT ON THE SIDE

IS THIS REALLY THE WAY FORWARD?

Here's a question for you, Nintendo: where's this miracle peripheral that you were talking about last year? We seem to recall you talking about extending the life of the GameCube by use of peripherals. Let's see now – we've had the bongos. Granted, *Donkey Konga* is really good fun and *Donkey Kong: Jungle Beat* is shaping up nicely, but what lies beyond that? *Donkey Konga Vol 2-7*, yadda, yadda, yadda... Is this the grand total of that particular peripheral's use?

The second peripheral, the GameCube Mic, has just launched in Japan. *Mario Party 6* uses it, but there's no word of any other compatible games. Will 2005's *Ghost Recon 2* use it? How about *Splinter Cell: Chaos Theory*? *Advance Wars* perhaps? Tell you what, Nintendo: why don't you just say nothing about your plans... oh, you already have. We recommend using the GC Mic and the Bongos for *Donkey Konga Vol 3*. Go on, you know it makes sense.

There is another peripheral waiting in the wings, though: the N64 Player. Nintendo Of America recently posted a poll on its website asking what price people would be willing to pay for one. Traditionally these polls go up once Nintendo is well into the development cycle. Most consoles become available as PC Emulators a few years into their lives, but the N64 has always been a problem for emulation experts. Hence, such a peripheral would be very popular. Imagine being able to play *GoldenEye*, *Blast Corps*, *World Driver Championship*, *Perfect Dark*, *Super Mario 64* et al on your GC.

Is this what Iwata-san meant when he was banging on about peripherals, or is there something Nintendo isn't telling us? We think the former is more likely. All these little peripherals bring with them a handful of unique experiences. We get the feeling that there will be at least one more small peripheral announced at E3 '05 in May.

SUMMER (APR-JUN '05)

In the summertime when the weather is fine

EXCEPT IT NEVER is... fine, that is. It rains, and sometimes even snows in April, and if we're lucky we might get to see a bit of the sun in June. Dubious precipitation and Britain go together like Miles and 'rock-lite'. The only real way of getting some sun is to jet off abroad. All of which ties in nicely to what we'll be doing this summer – jetting off to LA for E3 '05 in May. Before that little event though we should have already been treated to the likes of *Star Fox: Assault* (it's slowly getting better), *Donkey Konga Vol 2* (get your bongos out of storage for the second time this year) and *Baten Kaitos* (US review next issue!).

Great though those titles will be, there's something more pressing on our minds for Q2. It starts with 'R' and ends with 'evolution.' Can you guess what it is yet (ambulance for Reader No 21,437)? Yes, you guessed it: Nintendo will, at the very least, mention its plans for the Revolution at this year's pre-E3 conference. There will be some sort of video presentation à la the SpaceWorld '00 *Rogue Leader/Luigi's Mansion/ Zelda Vs Gannondorf*. Don't hold your breath for pics of the machine, the controller, the stats or the hardware's unique selling points. That would just be ridiculous.



Back to the GameCube: after E3 we should be getting *Killer 7* (yeah right, we'll believe it when we see it) and the bound-to-be-oh-so-lush *Splinter Cell: Chaos Theory*. Phew, what a summer.

"DON'T HOLD YOUR BREATH FOR PICS OF THE MACHINE, THE CONTROLLER, OR UNIQUE SELLING POINTS"



Mmmm... *Baten Kaitos* is lurvely so it is.

CUBE RECOMMENDS

OUR TOP THREE RECOMMENDATIONS FOR SUMMER '05

1. SPLINTER CELL: CHAOS THEORY
It's looking stunning at the moment, and despite the previous game's three-month delay we loved it to bits. If the sequel slips behind the other versions we won't be happy, though. We'll give it 2.0. You listening, Ubisoft?

2. BATEN KAITOS
Having completed the guide for *Metroid Prime 2*, Chandra has locked himself away in a dark room with the US copy of this card-battle masterpiece. Isn't that a contradiction in terms? Chandra seems to think not...

3. STAR FOX: ASSAULT
Up until now this game has been verging on the average, but the latest screens and the imminent pre-release code are promising great things and a return to the classic gameplay of the SNES version.

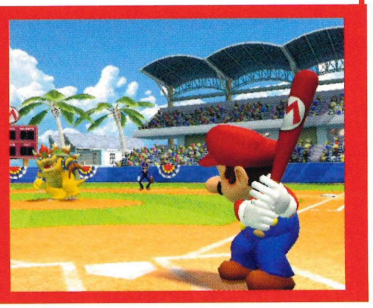
IMPORT GUIDE

PATIENCE IS GOING TO HURT YOU

This feature has been based on PAL release dates, but there are a lot of people who jump the gun and play import titles, so here's a quick round-up of when and where you can expect the big games to appear:

Resident Evil 4	US	11 Jan
Fire Emblem	Jap	20 Jan
Star Fox: Assault	Jap	14 Feb
Killer 7	Jap	Q1 '05
MK: Deception	US	Q1 '05
Geist	US	Q2 '05
Donkey Konga Vol 3	Jap	Q2 '05
Mario Baseball	Jap	Q3 '05
Kirby Action Game	Jap	Q3 '05
Advance Wars: UF	US	Q3 '05
Legend Of Zelda	Jap	Q3 '05
Mario 128	Jap	Q4 '05
Pokémon Title	Jap	Q4 '05

The import list is evidence that Nintendo does have more GameCube surprises up its sleeve. There's very little in the way of decent releases in the second half of the year (sorry folks, but we don't consider *Mario Baseball* and a new *Kirby* game to be major announcements). This can only mean that Nintendo will announce some big new titles in the New Year, or at the very latest, at E3 in May. Oh hang on: just after we wrote that Nintendo confirmed a new *Pokémon* title and the fact that *Mario 128* is still planned for GameCube. Typical, isn't it?



AUTUMN (JUL-SEPT '05)

War, war, military, military...

CUBE RECOMMENDS

OUR TOP THREE RECOMMENDATIONS FOR AUTUMN '05

1. ADVANCE WARS: UNDER FIRE
Nintendo hasn't said a word about this since E3 '04. We met up with developer Kuju at EGN in September and it wouldn't say a word either. Recent leaks suggest it's already miles better than it was at E3.

2. MEDAL OF HONOR: DOGS OF WAR
EA is promising an improved frame rate and more intense battles (if that's possible). Miles is rocking out at the prospect of it all. We don't like to agree with him but this could well be bloomin' marvellous.

3. STARCRAFT: GHOST
It's that typical development nightmare. It doesn't matter how good a game is: if it comes out three years after it was intended to, it's bound to fail. We have faith in Blizzard and Swingin' Ape, though. They'll come through.

E3 '05 HAS come and gone, Nintendo blew everyone away with some of the new DS stuff, Revolution looks great and *Zelda* was sublime, but hold on a second: what about the rest of the GameCube games? Well, this time of year is the traditional drought period, so you can never expect too much. That said, though, the games that are being released are absolute gems. *Advance Wars* and *Geist* are two relatively unknown second-party titles that will no doubt be polished to gleaming standards. We have to say, though, where *Geist* is concerned there's an awful lot of polishing to be done. Also on the cards is Vivendi's *StarCraft: Ghost*. This has the potential to be outstanding. The only hurdle could come in the form of the disruption to the development cycle. It's now in the hands of Swingin' Ape Studios, and our main concern is that the delay will make all the gameplay innovations redundant. Last but not least is the follow-up to EA's *Medal Of Honor: Rising Sun, Dogs Of War*. Naturally, Miles is the most excited team member although he'd rather it was called 'Dawgz Of War'.


We're hoping that Kuju will surprise us.

"NINTENDO BLEW EVERYONE AWAY WITH SOME OF THE NEW DS STUFF, AND ZELDA WAS SUBLIME"

RUMOUR MILL

WILL IT? WON'T IT?

There are always rumours flying about, and while we never take them to be fact, if they make sense and are based on some truth we'll tell you about them. Firstly, forget about *Pilotwings* for the time being. That little gem has gone south for the winter and will probably stay there for an extended holiday. Next up, the titles that are quite likely, but not confirmed. *WWE Day Of Reckoning* did quite well in Europe and the US, so it seems that a sequel of sorts will be announced early next year.

Camelot has stated several times that it has begun work on a GameCube version of the GBA series *Golden Sun*. It makes sense that with *Mario Golf/Tennis* complete, the work will continue apace on both this and DS development...

Another Nintendo-related rumour is a sequel to *Wario Ware*. It's an extremely successful game on all three formats, and the development period is short. It *will* happen sometime in 2005 even if Nintendo hasn't confirmed it yet.

Now for the rumours that make sense, in theory, but won't necessarily happen... Industry insiders have suggested that SNK will be bringing several of its titles to the GC, including such classics as *Metal Slug 3* and *King Of Fighters*. You may have seen this reported elsewhere recently, but trust us, it's in the 'we're thinking about it' stages only. And what about *Tekken 5*? *Soul Calibur II* did very well as a multiformat title, and while it's currently a PS2 exclusive, *Resident Evil 4* has recently proved what those bits of paper amount to. The arcade *Tekken 5* could be perfectly emulated on the GC and Xbox, and it's entirely possible that we'll see our very own version late next year.

Last up is the Silicon Knights title. The Canadian developer has considerable experience with the GameCube (*Eternal Darkness* and *Metal Gear Solid: Twin Snakes*) – it only makes sense that any games would come to GameCube.

WINTER (OCT-DEC '05)

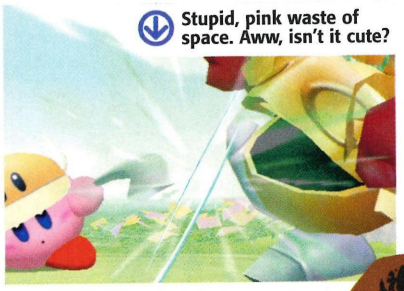
The usual suspects

OBVIOUSLY, WE'RE LOOKING an entire year into the future here, so there are no dates, just vague 'Q4' tags. Also remember that over the next six months there will certainly be more games announced, most of them likely to hit the shelves in this section of the year. But who are we kidding? Do we really need anything more than *The Legend Of Zelda* for Christmas? Well, maybe, but if we had a choice between five great games and the new *Zelda* we know which we'd go for.

Never fear, though – *Zelda* isn't the only game on the cards. Nintendo should also be bringing us *Mario Baseball*, the new Kirby action game and the third installation of *Donkey Konga*. EA will no doubt bring us 2005 sequels to all its major franchises. *Def Jam: Fight For New York* and *NFS Underground 2* have done especially well this year so those will lead the pack. You just know that all the sports titles will make a return as well.

"DO WE REALLY NEED ANYTHING MORE THAN LEGEND OF ZELDA FOR XMAS?"





Stupid, pink waste of space. Aww, isn't it cute?

The last definite biggie has to be *Spider-Man 3*. The jump in quality from the first game to the second game was phenomenal. Another year of development should make for something rather special.

CUBE RECOMMENDS

OUR TOP THREE RECOMMENDATIONS FOR WINTER '05

1. THE LEGEND OF ZELDA
You know as well as we do that this will be the GameCube's big bang. This will be the finest game on the GameCube and the monster title before Revolution. Sad, but almost certainly true.

2. SPIDER-MAN 3
All the team needs to do is tighten up the controls, work on the cityscape a bit and spend the rest of the time thinking up some great new missions. There's no way in the world this won't be great, right?

3. DONKEY-KONGA VOL 3
The Japanese version of *Vol 2* was great, and we get the feeling that *Vol 3* will hold a ton of new surprises. We've already mentioned that we're hoping for a combination of the bongos and the mic, but Nintendo is probably well ahead of us on this one.



He'll be able to visit other islands this time!

CUBE THINKS

IT'S NOT ALL BAD AFTER ALL

Okay: we admit the title of this feature is just us playing devil's advocate. There are plenty of games still to come and 2005 is going to be one of the biggest yet in terms of quality games. However, it doesn't take a genius to work out that the current generation of consoles are well into the latter half of their lives. Third parties are in the planning stages for next-generation games, and some of the bigger publishers have already begun development. Certainly Xbox2 development is much further along than Revolution or PS3, and that in turn means that Xbox development will run dry faster than the competition. GameCube owners have got a year full of surprises coming their way. Whether it be in the form of new GameCube announcements, new DS developments or the Revolution details, it's all very exciting stuff, and **CUBE** will be there every step of the way.





CUBE

INFORMATION

VIEWTIFUL JOE 2	
PUBLISHER:	CAPCOM
DEVELOPER:	CLOVER STUDIOS
ORIGIN:	JAPAN
GENRE:	SCROLLING PLATFORM
PLAYERS:	1-2

PERCENTAGE COMPLETE

Q1 '05	OUT NOW	OUT NOW

PREVIOUS

FROM THE MAKERS OF...

VIEWTIFUL JOE

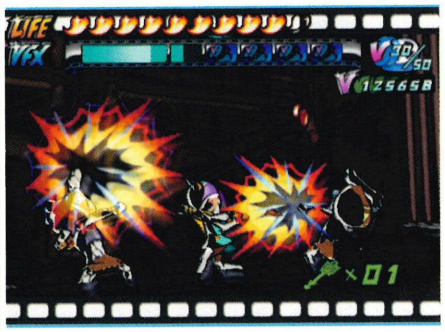
- Fantastic old-skool scrolling beat-'em-up with some time-twisting action. Cool.



TOTALGAMES.NET RATING: 86







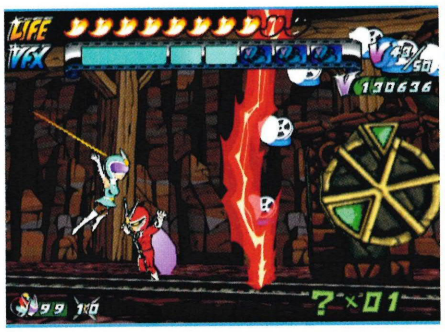
VIEWTIFUL JOE 2

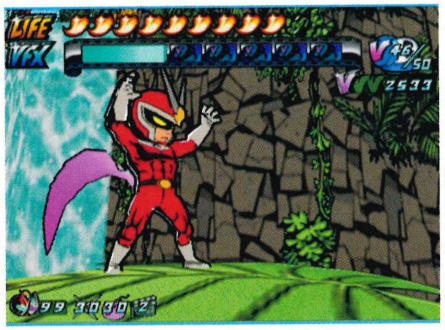
Joe's back and this time he's under the thumb...

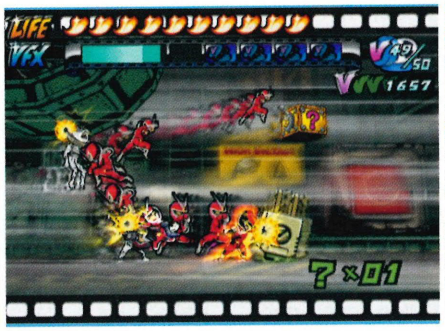
HE'S TINY, HE'S toony, and he's most definitely a little loony. Maybe he should have been a Warner Bros character, but as it turns out there isn't a Tiny Toon in sight. Instead we have the sequel to last year's cult smash *Viewtiful Joe*. We use the term 'cult' because let's face it: the main-stream don't walk into a shop and buy a cel-shaded scrolling beat-'em-up. They just don't, and this was reflected in less-than-deserved sales figures around the world. The game's appearance on the PS2 just recently has helped matters, so hopefully Joe Public will be far more aware of the swish-looking sequel. The Japanese and US releases are hitting the shelves right about now, so we're going to take one last look at Clover's baby before next month's review.

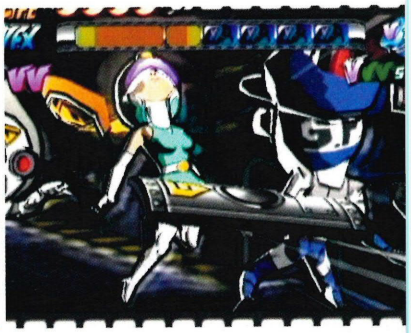
"SILVIA TURNS AROUND AND FLASHES HER BUM AT THE ENEMY, LEAVING THEM SHOCKED FOR A FEW SECONDS"

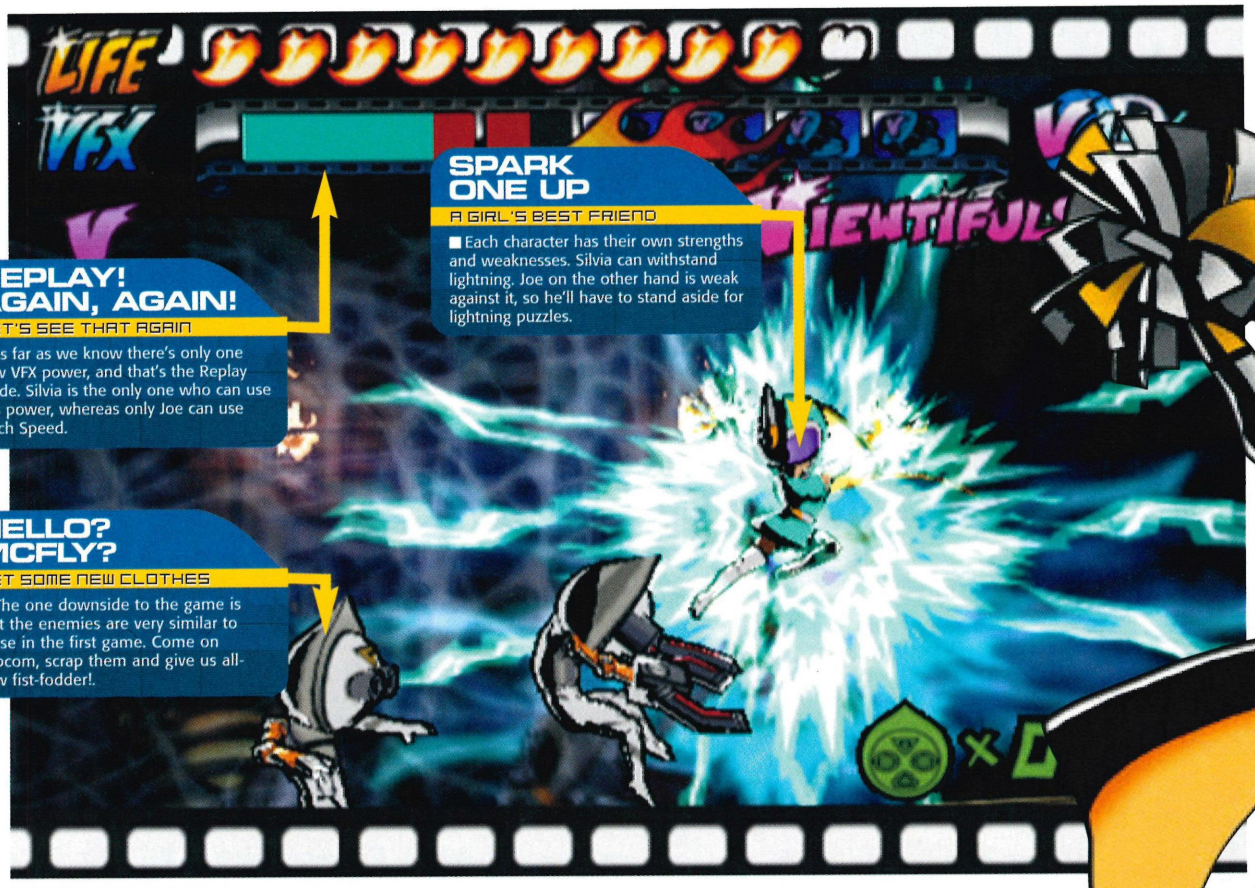












In typical Capcom style we've seen very little of the game save for the first two levels. Even the most recent playable code only went through to the end of the first level, but with the game due on the shelves any second, Capcom has revealed a shed-load of new information to drool over. Most of this concentrates on the two characters' new moves.

If we were to be really harsh we could say that the original game was a bit of a button basher when it came to close-up confrontations. Because of that Capcom has introduced a brand new move for Joe called Yamaarashi. It's basically a shoulder slam that helps create a bit of room in a tight spot. Joe grabs enemies and lobs them over his shoulder. This sends them flying about half a screen's distance, and any baddies in the way will be knocked over like skittles.

When it comes to new moves though, Silvia seems to be the more exciting character. Firstly she has the projectile attack in the form of the Love Gun. Okay, we admit it: it isn't called the Love Gun. Well, it might be, but we've just made it up. The thing is though, it's a gun and it fires hearts... Silvia kills off evil with love... Love Gun it is then. Not only does she have a projectile attack, but she also has a sweet aerial lightning attack. Much like Joe's aerial combos, Silvia's enable her to perform extra attacks while in the air, all with the added punch of a lightning strike. The third new move is more of a stall tactic. Silvia turns around and flashes her bum at the enemy, leaving them shocked for a few seconds.

IN THE CUBE WITH...



ATSUSHI INABA

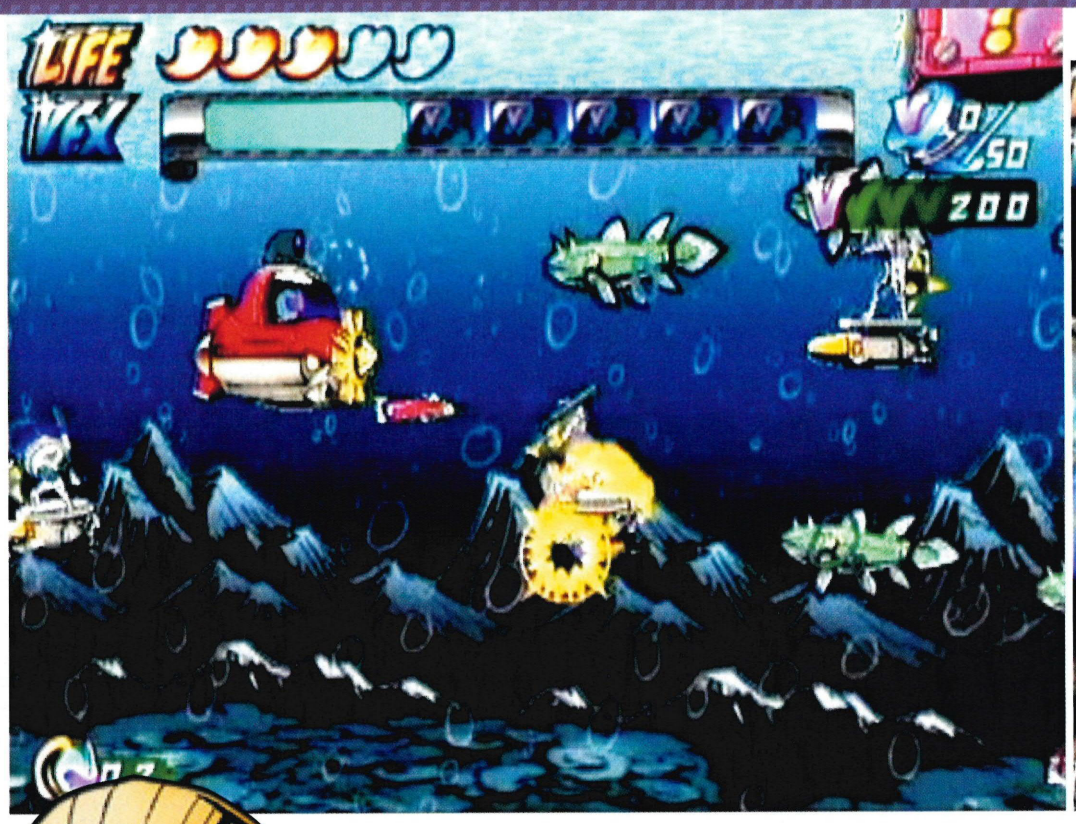
POSITION: PRESIDENT AND CEO
COMPANY: CLOVER STUDIOS

CUBE: The tag-team approach is quite similar to the tag-team found in games like *X-Men VS Street Fighter*. Is this the type of action you're trying to encourage in *VJ2*?
AI: Yes and no. Certainly we wanted to keep the fast paced action of the original game and so it was essential that players could switch quickly between Joe and Silvia. That said we have also added a lot more puzzles to the game so as a whole the game is lot more balanced.

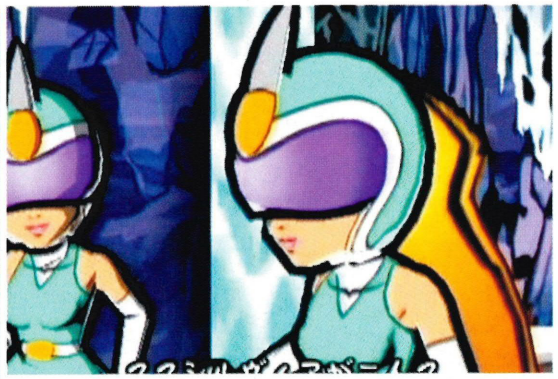
CUBE: Silvia seems to be much better than Joe. She has the lock-on mode and she has REPLAY. Why should players want to play with Joe?
AI: Players will have to play with both characters as some situations/puzzles can only be overcome/solved using a certain character and it will be up to the player to work out which one. That said we have also given Joe some new moves which allow him to grab and throw enemy characters.

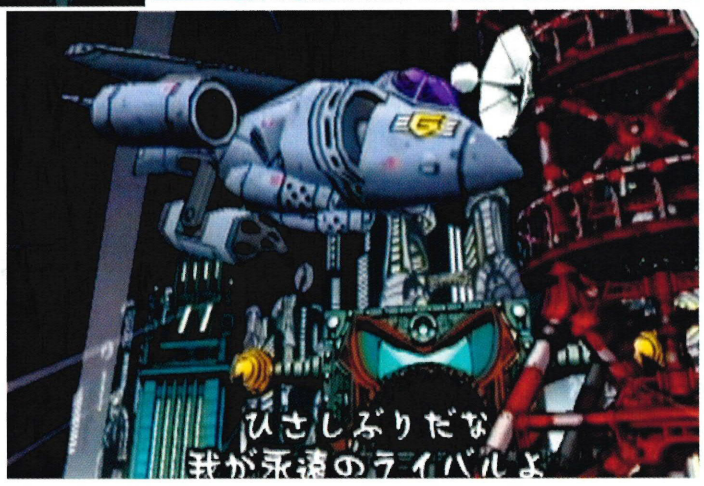
CUBE: Where do you think the *Viewtiful Joe* series will go from here?
AI: We really believe that Joe and the universe we have created have great potential both for videogames and other entertainment media. We have just announced an animated series of *Viewtiful Joe* here in Japan and they would certainly lend themselves to a comic book series. And of course you must be aware of *Viewtiful Joe* wrestler who is currently battling opponents on the Japanese professional wrestling circuit.

CUBE: We think Joe, Silvia and cel-shaded Link should be in a game together. Can you please mention this idea to Miyamoto-san? What do you think?
AI: It sounds interesting. I would be too intimidated to ask him anything like that! Can someone ask him for me?



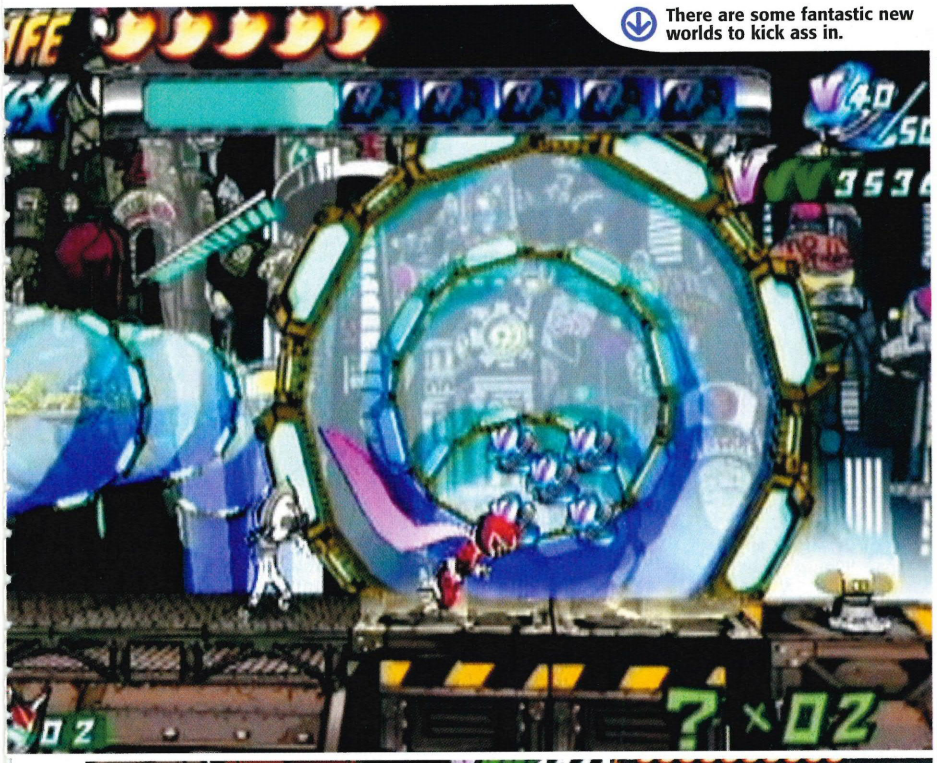




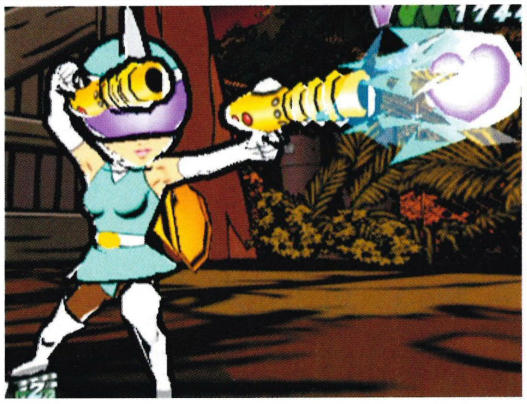


"IT'S LIKE WATCHING HOLLYOAKS, ONLY WITH BETTER ACTING. MUCH BETTER ACTING"





There are some fantastic new worlds to kick ass in.



This issue of CUBE is filled with nonsense. Love guns, sexy ducks... whatever next!?



Whoa, the cheek of it! Silvia uses her assets wisely. She's way better than Joe.

TEAM VIEWTIFUL

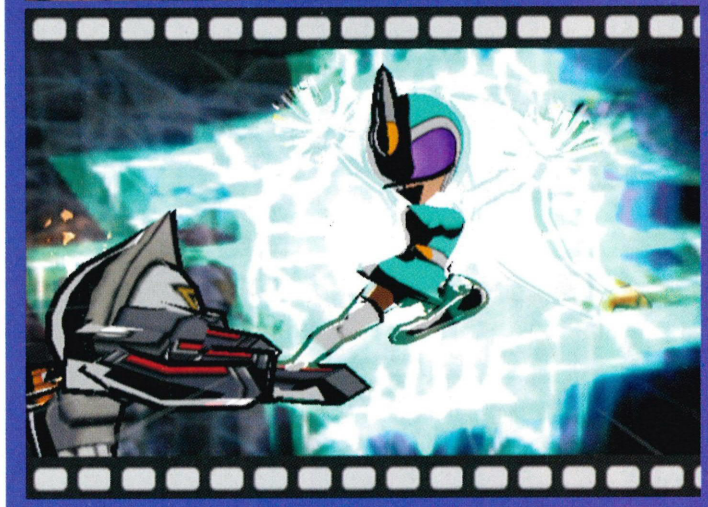
MORE THAN JUST A HOLLYWOOD COUPLE

Some of the new puzzles in the game are based on the elemental attributes of the two characters. Joe is a flame man. He is the sole owner of Mach Speed, and when he uses it he becomes enveloped in flames. He can also use this ability to extinguish himself when needs be (as fans of the first game will already know). This makes him ideal for flame-based puzzles. Silvia on the other hand, is weak against fire, but her strength is electricity. She can use the Replay VFX, and becomes surrounded in the sparky stuff when she uses it.

These different abilities also apply to Six Machine. For example, Silvia can use Six Drill, whereas Joe can use Six Dolphin. Some Six Machine transformations require both characters as we've already mentioned. So you see, you'll need different characters to solve different puzzles, and you can swap during the game at the touch of a button.



Bit of a live wire is our Silvia. Every man's dream girl? Answers on a postcard...



CONTINUED Terrible behaviour, we think you'll agree... ahem. The final new move on her list is probably the best. The Desperado sees targets appearing over the heads of all the enemies on screen. Instead of sights you'll see little hearts with arrows attached to them. Silvia can then jump into the air and fire off as many rounds as she likes which will home in on the targets.

There will no doubt be other features to bolster Joe's repertoire, but at the moment we can't see any reason to opt for Joe over his lady. She's an extremely dominant character in terms of storyline as well. Capcom has added more depth to the plot and in several sections Silvia actually takes the mickey out of Joe and puts him down in front of his rivals. Poor guy has to just stand there with his head in his hands. It all seems a bit anti-Joe to us, but what the heck: he still gets his name in the title, so what does he care? Saying that though, some parts of the game require both characters to beat, and in these sections Joe is quite literally in the driving seat. For example, when it comes to Six Machine some of the transformations take two characters for proper operation. The cannon is held up by Silvia, while Joe sits inside and operates it. In all the other Six Machine transformations we've seen, Joe gets to drive, so it seems as though he wins that little argument. *Viewtiful Joe 2*: it's like watching *Hollyoaks*, only with better acting. Much better acting.

At this point the game looks like more of the same, which (yeah, yeah, we always say it) is no bad thing. The problem is that we've just recently had the ultimate sequel come along and show us how sequels should be done (that'll be *Metroid Prime 2: Echoes* by the way), and by comparison *VJ2* doesn't compare. We can't see it picking up that many new fans, but we loved the first game and we already love the second. CUBE

CUBE SAYS...

FIRST IMPRESSION

■ We're all really looking forward to this, and judging by how hard the first game was, we know that we'll be swearing our nips off while pressing Continue when it arrives. Our only concern is that there won't be enough new aspects to the game to really separate it from its older brother. Essentially it's the same game with new levels, new puzzles and one new VFX. We'll have to hold off until next month to see whether that will be enough to make it a worthwhile purchase.

CUBE

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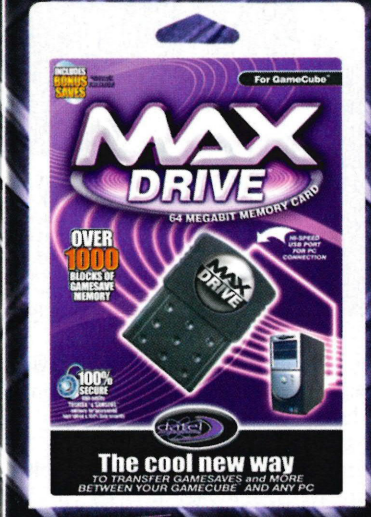
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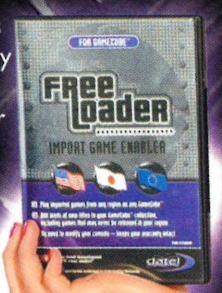
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EYE OFF THE BALL

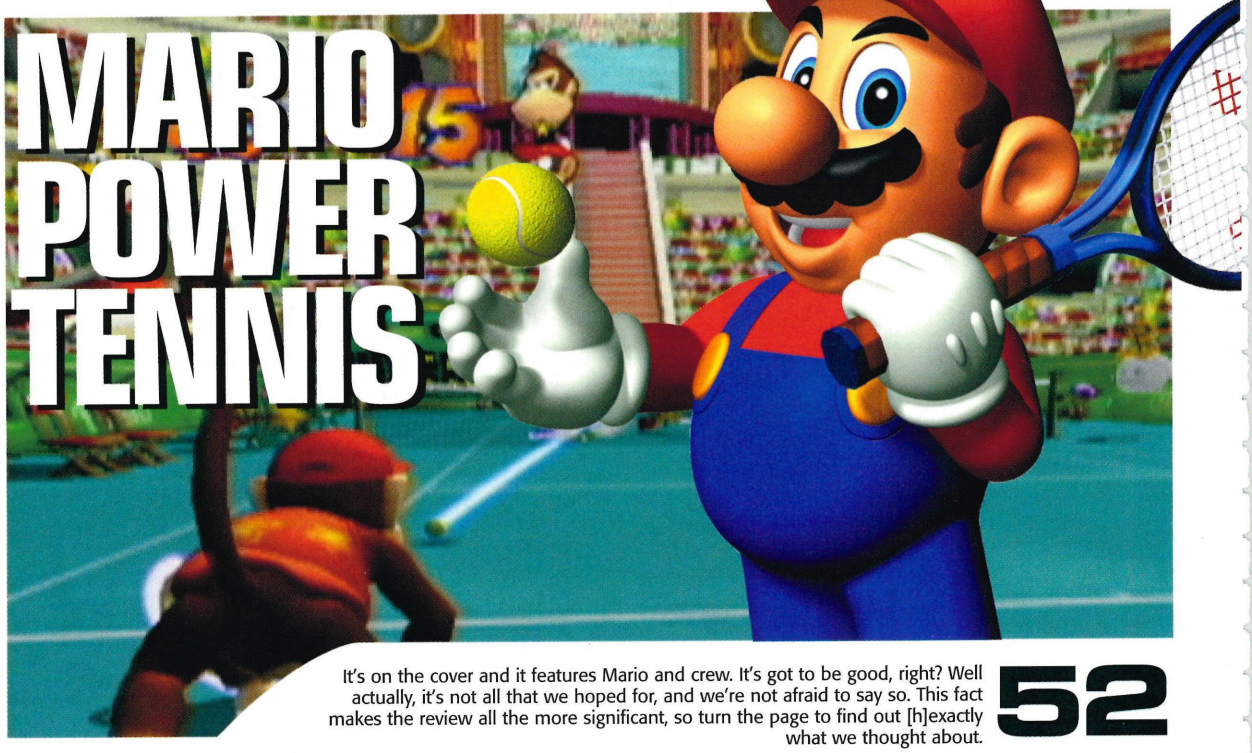
THERE ARE A few things that I really want to sound off about this month. Firstly, I want to set the record straight with regards to *Mario Power Tennis*. Our lead review might come across as negative, but that's only because we don't expect to be given anything but the best from Nintendo. If Camelot couldn't think of an exciting new angle for the game then Nintendo should have just knocked it on the head and spent that precious development time on something else (hint: *Golden Sun GC*).

Secondly, here is CUBE's official opinion on movie tie-ins. If it isn't something that we've hyped up based on preview code, DON'T BUY IT. It's becoming an increasingly common occurrence that film houses won't let publishers send out review code before the film hits the big screen. The official reasoning is that the game contains spoilers for the film. The truth of course is that everyone involved knows the games are average affairs and they don't want bad reviews affecting sales.

I know what you're thinking... do I have anything positive to say this issue? Just this: thank the Lord for *Prince Of Persia*, *Mario Party 6* and *Kururin Squash* for bringing a dose of genuine enjoyment to a month of mostly disappointing games. Over and out.

Chandra Nair





It's on the cover and it features Mario and crew. It's got to be good, right? Well actually, it's not all that we hoped for, and we're not afraid to say so. This fact makes the review all the more significant, so turn the page to find out [h]exactly what we thought about.

52

CUBISTS

It's Xmas. You can't get away from the food and drink... you just can't. What's the most amount of weight you've put on over Xmas?

MILES GUTTERY



EDITOR, CUBE

Every Christmas involves the same routine. Basically I know when I'm reaching critical mass because my belly starts to get in the way of the television. Then I know it's time to take it easier on the crisps.

CHANDRA NAIR



DEPUTY EDITOR, CUBE

I remember one Xmas I managed to blag three weeks off work and I literally ate and drank copious amounts of food and booze for all 21 days. I reckon I must have put on at least a stone. My body wasn't my temple that year.

RYAN KING



STAFF WRITER, CUBE

I ballooned into Snorlax after comfort eating Minstrels, because my parents disowned me. Well, they didn't really disown me but they DID buy me a Mega CD for Christmas when I asked for a N64. The message was clear.

TIM EMPEY



SUB EDITOR, CUBE

I don't eat, I ingest stuff through my bellybutton via osmosis. Nah, not really, I'm just yanking ye. Anyway, I don't know. I'm not a girl so I don't watch my weight – the tapeworm takes care of that for me.

LIZ MORRIS



NEWS EDITOR, CUBE

I never weigh myself at Xmas, because I don't want to get depressed. Usually by Boxing Day I can't fit into my clothes! What's to blame? A combination of Cadbury's Variety Packs and my mum's scrummy dinner.

LEWIS SOMERSCALES



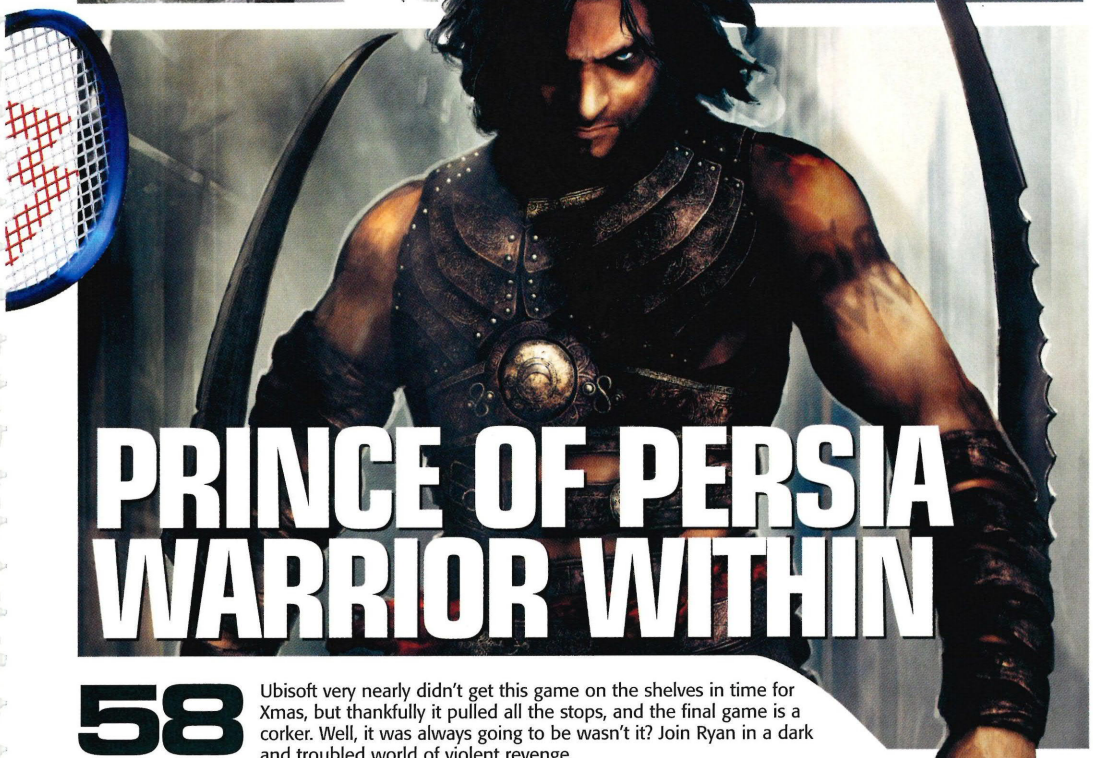
DESIGNER, CUBE

Xmas usually brings hangovers, so if I do put any weight on at all it's usually through the copious amounts of bacon rolls I eat to take the pain away before another session. No work equals a lot of play.

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PRINCE OF PERSIA WARRIOR WITHIN

58 Ubisoft very nearly didn't get this game on the shelves in time for Xmas, but thankfully it pulled all the stops, and the final game is a corker. Well, it was always going to be wasn't it? Join Ryan in a dark and troubled world of violent revenge.

MARIO PARTY 6

60 Every year we get more mini-games and... more mini-games. This year we've been treated to more mini-games...

THE INCREDIBLES

64 It's a massive movie tie-in, so does it really matter if it's not all that as a game? Nope, apparently not. It's already on the shelves. Genius.

CALL OF DUTY: FH

66 Back at the preview stage this was looking very promising, but it's been getting a right slating this month. Here's what we think...

GOLDENEYE: RA

70 If EA had listened and acted upon anything we said about this game at preview stage, then this wouldn't be half as bad as it is.

THE POLAR EXPRESS

74 Erm... we're having a hard time with this one. How can you make a game out of *The Polar Express*? Oh, you can't.

KING ARTHUR

76 Take the first two *Lord Of The Rings* titles, replace all the textures with blurs, add some tedious, repetitive gameplay, and ta-da!

KURURIN SQUASH

78 Mmmm, it's like a breath of fresh air amongst the sewage. Okay so it's a bit expensive for what it is but hey, it's an import.

WHAT DOES IT ALL MEAN?

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

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

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



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

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

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

THE BREAKDOWN

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

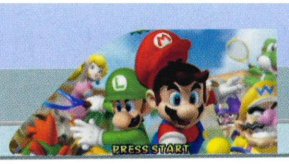
RATING 9.0
9.0 OR ABOVE
Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

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

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

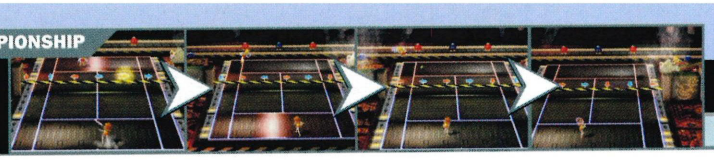
RATING 2.5
2.5 > 4.9
If your granny gets you a game with a score like this, it's probably because she doesn't know any better... or you just didn't tell her what you actually wanted. It's all your own fault really.

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



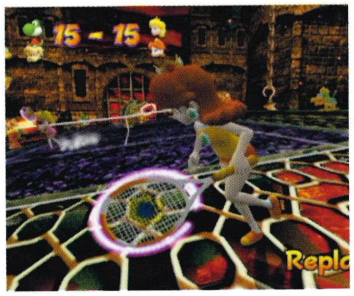
WORLD RALLY CHAMPIONSHIP

Here's a typical rally between Daisy and Paratroopa on the 'wacky' Wario Factory court.

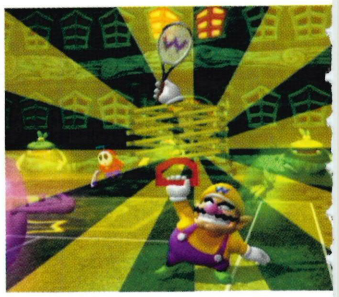












Aces sigh?

MARIO POWER TENNIS

Where's the picture of Princess Peach scratching her arse with no pants on, then?

CUBE

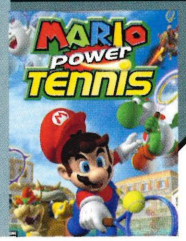
INFORMATION

MARIO POWER TENNIS	
PUBLISHER:	NINTENDO
DEVELOPER:	CAMELOT
PRICE:	£44.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	3 BLOCKS

STATS

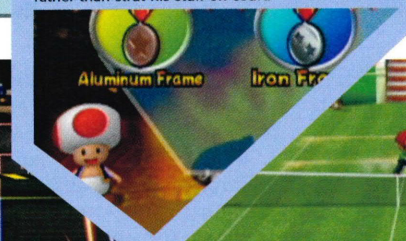
- NEW POWER MOVES
- GIMMICK COURTS
- 18 CHARACTERS IN TOTAL
- 8 MINI-GAMES

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"TENNIS IS ONE of the best all-round games that I've been lucky enough to be part of. It combines a lot of strategy and the mental part of the sport is huge." – John McEnroe, former Wimbledon champion. "It's easy, you just run around the court hammering A" – Ryan King, CUBE word monkey. Two differing viewpoints on the upper-class snobbery of tennis but how would you get these two anger prone individuals to see eye-to-eye? Easy, you'd sit them round an Ikea table decorated with coffee cup stains and let them talk out their differences. Well, you wouldn't (McEnroe would kill him for starters) but that's what happened once

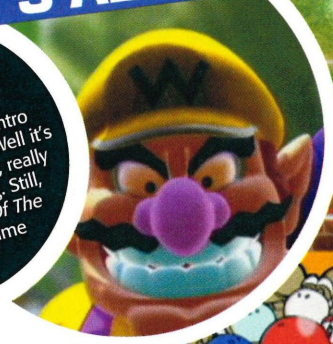
RIGHT BOTTLER: Again, Toad isn't a playable character, choosing to bob his over-sized head on the menu screen rather than strut his stuff on court.



LET'S ALL GO

TO THE MOVIES

Rumour was that the intro movie was really good. Well it's not good, it's just really, really bum-numbingly long. Still, people liked *Lord Of The Rings* for the same reason.



Luigi's hammer shot knocks you senseless.



Artist On The Court gets really annoying in multiplayer.

Whereas Diddy Kong is just annoying all the time.

MINI-GAMES

Like proper games but miniature

The Special Games screen is where you go when you want a distraction from the main ball-whacking tournaments. There are eight of the little gems to choose from, ranging from the incredibly dull Tic-Tac-Glow to office favourite Artist On The Court. The latter involves hitting paintballs at different pictures of Yoshi, Bowser and Mario. It's paint-by-numbers involving your tennis racket rather than snapped crayons. Other mini-games include Coin Collector with a NES retro feel and the chaotic Balloon Panic, where you have to stop Kremlins from scaling a wall and bursting your balloon. Overall, they're just not engaging enough to truly entertain you during your tennis down time.











CUBE began to argue over the merits of *Mario Power Tennis*...

CHARACTERS WITH POWER

TIM: *Mario Tennis* then?
RYAN: *Mario Power Tennis* you mean.
TIM: What's so powerful?
RYAN: Well okay. There are new power moves, it's GameCube's only *Mario Tennis* game and you've got all those awesome Nintendo characters such as Diddy Kong and Yoshi. You can't argue with them can you? (What a wet argument.)
TIM: What a wet argument.
RYAN: That was in brackets, you're not supposed to hear that bit! Those are my deep, inner thoughts. Anyway, there are fourteen characters available from the start with four more hiding, waiting to be unlocked. That's pretty good bang for your buck right there, considering you've also got Mario's supporting cast such as Shy Guy and Koopa Troopa in there as well.
TIM: It's [censored].
LIZ: No it's not. It's *Mario Tennis*, yeah? So people want to play with all the Mario universe characters, don't they? Otherwise they would have bought *Virtua Tennis 2*.
RYAN: They all have genuinely different characteristics too. Paratroopa can lunge for the ball much further than anyone else while Bowser is a fat powerhouse made of chips who has trouble moving about the court. The different power moves also make a difference, so you can't accuse the characters of being similar.
LIZ: Well, to a point. But the power moves only do two things – help you reach a difficult ball or return the ball with added power. Which is a bit crap, actually. Oh, and let's not forget the annoying animations that activate every time you do a power move! It's obtrusive.

"IT'S EASY TO PICK UP AND THERE ARE PLENTY OF MINI-GAMES"



THE ORIGINAL AND THE BEST

COMPARE AND CONTAST

Time for a quick comparison between MPT and its N64 predecessor. There are more characters this time and thankfully, that loser Baby Mario has been booted out of the line-up. There are four unlockable characters compared to the original's two. Still no Toad but then you can't have everything.

Modes: Similar tournament set-up (Flower Cup, Star Cup, etc) but the mini-games in *Mario Power Tennis* out number its predecessor. Crucially, it's the few mini-games that were included with *Mario Tennis* that are far more enjoyable, which leaves Nintendo 64's classic the winner. Quality will always win over quantity.

Gameplay: Ah yes. The addition of power moves detracts from the tennis somewhat and even when turned off, it's arguable that the gameplay has still lost some of its shine. The controls aren't quite as tight, the experience isn't quite as dazzling and some of the sparkle has gone. *Mario Power Tennis* is good but *Mario Tennis* was better.

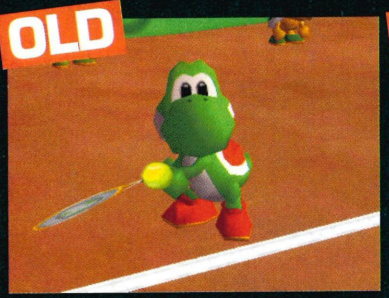
Overall: For those that can't do maths, that makes it 2-1 to *Mario Tennis*. Or 30-15 in tennis terms. But then the scoring system in tennis makes no sense anyway so 2-1 to *Mario Tennis* over *Mario Power Tennis* it is.



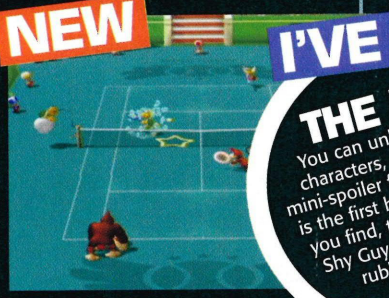
Luigi gets right in your face with a smash. Ow.



The ghosts impede your speed and movement.



OLD

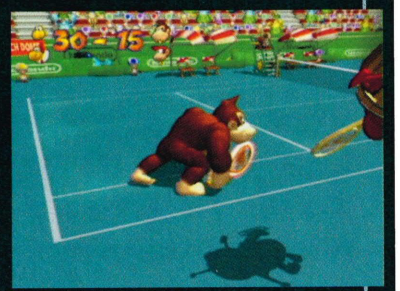


NEW









I'VE GOT THE KEY

You can unlock various characters, so here's one mini-spoiler for you – Fly Guy is the first hidden character you find, teaming up with Shy Guy for a worryingly rubbish doubles combo.









CONTINUED

TIM: Those 'hilarious' banana shots that Diddy Kong does are useless – they curve towards the opponent. Or the fabulous animation of Waluigi's swimming return, or even the fact that Boo can't get back to the ball after his special return because his animation hasn't finished, making it completely redundant. Rubbish ghost.

RYAN: Ghosts are rubbish though. All they do is wave their arms a bit and go "woo" in a camp voice. Yes, the power moves do make the pace of the game too choppy, but at least you can turn them off. Being stuck with power moves for some game modes is a pain though.

TIM: But then you're turning off what half the game is supposed to be about. Tourna-mental!

GAME MODES

RYAN: Aha, tournaments! There are lots of tournaments here so again, plenty of playing time and lots to get stuck into. It's not like you're going to get bored due to a lack of options.

LIZ: Yes, but on the other hand the tournaments are very easy to complete. Even Tim could do them.

TIM: Stuff you. But seriously, the AI is atrocious especially on the early tournaments – you just have to hit the ball to the opposite side to where your opponent is and it'll bounce quietly past them. Old balls, load of.

RYAN: Au contraire, the difficulty on the final Planet Cup tournament is absurd and you need to be made of stern stuff to reach the final, let alone win it. Once you unlock ACE difficulty setting... ouch. Also the mini-games aren't exactly easy, especially once you unlock the hardest difficulty setting for them all. Have you tried Bowser Mecha Mayhem? Although it has as much to do with tennis as Cliff Richard warbling his classic 'hits' during bad weather at Wimbledon. Or something. Sub editor! Tidy up my words after this review is done yeah? Cheers.



TIM: Aye yer ma.

LIZ: I'm with Tim on this one, it's too easy and the mini-games are really lame, especially Terror Tennis and

Gooper Blooper Volley. The only one I liked was Artist On The Court, and that's not saying much.

RYAN: I think that's a little unfair. Chain Chomp Challenge is decent enough and getting four players to club together to complete some of the paintings for Artist On The Court is good fun. What about the Item and Ring Shot matches? I loved the chaos of the Item Battles, wasn't so sure about Ring Shots though. Dodgy name too.

LIZ: Nah, the Item Battles sucked. You can't follow what's going on because there's so much crap flying around the court its difficult to see where the ball is. A slight problem for a tennis game, if you ask me. Besides, you're better off just running around mindlessly pressing Ⓐ in these modes, which doesn't require any skill and thus is boring.

STATE THE OBVIOUS: This made Chandra laugh: Defeat opponents to win tournaments! "Ha ha," he bellowed. "Ha ha! Well done."



"YOU CAN CRITICISE IT FOR NOT BEING A PERFECT REPRODUCTION OF TENNIS"

PRESENTATION, GRAPHICS, SOUND AND THAT SORT OF STUFF

TIM: Look...

RYAN: Looks* How do you think the game looks? The whole game is smeared with Nintendo magic. I'm not really sure what that means but what I'm trying to say is it's bright, buoyant and bubbly. The animation is great, the courts look wonderful and it's a feast for the eyes.

TIM: Argh! I've some of that Nintendo magic in my eye!

LIZ: Here's a Kleenex. Anyway, I love the visuals as well but sometimes there's too much going on the screen so it's difficult to see the ball at times.

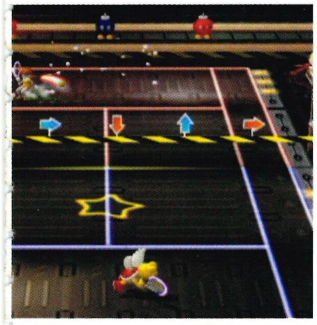
TIM: Hexactly – on Bowser's stage there's funny ball-coloured shapes floating in the air, your eyes become transfixed on these and then you

POWER MOVES

I've got the power! Oh dear

You'll either love them or hate them but there's no getting away from the fact that Power Moves are the only real genuine advancement since the Nintendo 64 original. These moves have different uses – Bowser Jr hits a series of paintballs to confuse you, Diddy Kong puts huge swerve on the ball while Peach's love hearts shot makes you run towards her in red-blooded throbbing lust (always fun when playing as Daisy). Sadly, the defensive power moves are little more than returning the ball no matter where you are on the court and feel incredibly cheap when your well-placed shots are returned in such a manner.

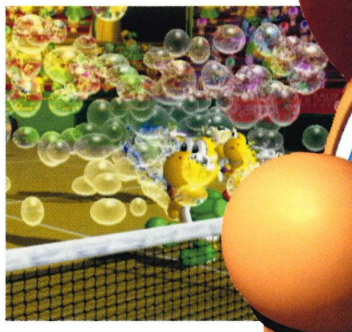




Dancing for scraps, look what Koopa has been reduced to.

Hit the net to change the direction of the conveyer belts.





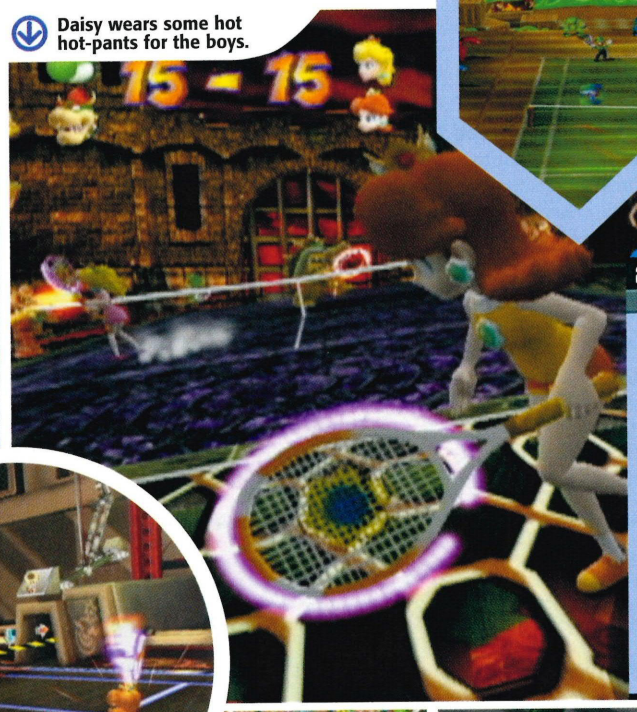


Hit Ⓐ to restart the replay again, just to annoy your mates.

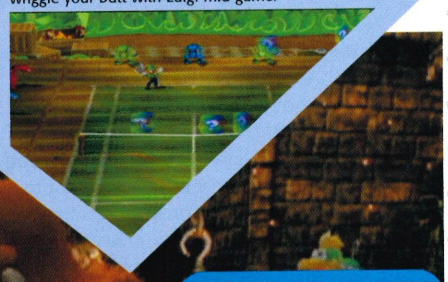




Daisy wears some hot hot-pants for the boys.



TEASE ME: You can taunt to power down the opponent's racket during a match. However, it's hard finding time to wriggle your butt with Luigi mid-game.



2ND THOUGHTS

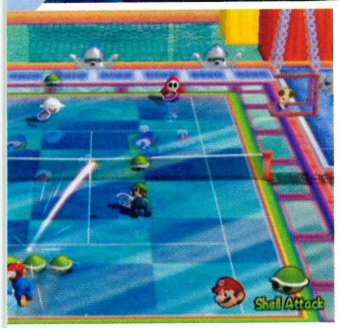
NINTEN-OOH!

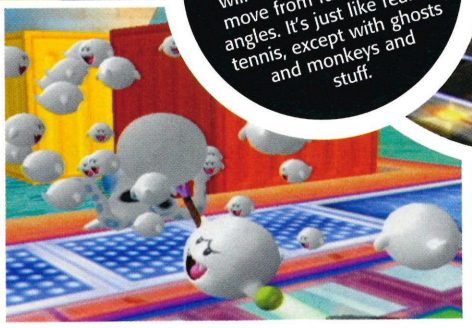
■ This game was on the backburner for a while because Nintendo and Camelot just didn't know what to do with it. It turns out that they never did quite figure it out, and the finished game reflects that. The core gameplay is nice enough and multiplayer is fun, but it just doesn't feel like a Nintendo game. There's no love, no depth, and the power moves go against everything Nintendo is about. I'm being harsh here because Nintendo should know better.

CHANDRA

ACTION REPLAY

Finish the point off with a power shot and the replay will kick-in, showing your move from funky camera angles. It's just like real TV tennis, except with ghosts and monkeys and stuff.









2ND THOUGHTS

IT'S-A-NO GOOD

■ As soon as I played this my heart sank a little at the inevitable slew of hate-mail we're going to get for having the audacity to score this lower than 8.0. Yes, we know the original game rocked. We know Mario and chums rock. But this game doesn't, with its fussy visuals, obtrusive power moves and shallow gameplay. Still, the multiplayer mode is okay and you can have endless hours of fun repeating the word "Waaaaalugi" until your friends want to curl up into a ball . Thanks, Ryan.

LIZ

CONTINUED

become lost, floating away to the top of the screen meanwhile Daisy's put three aces past you. Bint.

LIZ: What?

TIM: Not you…

RYAN: They should have put more sound effects in. I'm all for hearing Mario puff and pant – stop laughing Empey – but hearing Waluigi saying his own name constantly throughout a five set match is just tedious.

LIZ: Waaaaaluigi! Waaaaaaa! God, it's annoying. And Mario sounds like a chick. Weird.

GAMEPLAY

RYAN: So split opinions on the game thus far. How does it play though? Personally, I think the pick up and play simplicity will appeal to everyone. There aren't many games that you can go into straight away and start playing, even fewer that are as good as this.

TIM: Aye but, no but, yeah but, no.

LIZ: Well put. *Mario Power Tennis* is certainly easy to pick up, which is great for people looking for a quick fix, but it also means the game lacks challenge and will disappoint those looking for a decent tennis experience.

RYAN: What about multiplayer though? The accessibility means that four players will be able to jump straight into the action without having to climb up any steep learning curves first, which is surely the idea of multiplayer games – everyone's involved without having to go through a muddled mess of controls first.

LIZ: But at the expense of the single-player mode. I'm sorry, but when I spend £40 on a game I want to be able to enjoy it without having to invite three other people over to play it with me.

TIM: The multiplayer modes just have the ability to annoy more of the people more of the time, especially on the mini-games. They're not really tests of skill, more just tests of endurance of how long you'll all put up with the confusing stuff happening onscreen.

RYAN: It's called fun Empey. You know, fun? People smiling? Laughing? That's what *Mario Power Tennis* is about. You can criticise it for not being a perfect reproduction of tennis and sometimes getting a little over-excited with its colours and power

2ND THOUGHTS

IT'S WA-TENNIS

■ The evil antithesis of skilful, enjoyable play. That's *Mario Power Tennis*' tag-line right there, well it would be if I worked for Nintendo… which is probably why I don't. But anyway what's going on? First *Four Swords* now this. Has Nintendo forgotten how to make games fun? Nah, it's just maybe we've come to expect too much sometimes. If this had come from any other company we'd have been pretty happy with it. What does that tell you?

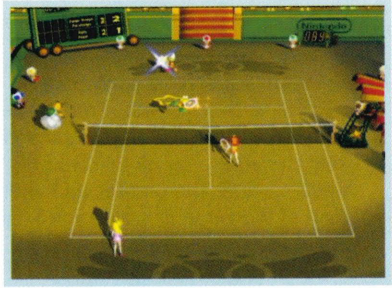
TIM

REMOTE CONTROL

Great Clash song and highlight of MPT

In case you're confused, no, there are no Clash songs on the soundtrack. It's just a title we thought of for our boxout dedicated to how easy it is to learn the controls. Observe – Ⓐ for topspin and Ⓑ for backspin, with double-taps resulting in more powerful shots.

Tap Ⓐ then Ⓑ for lobs with the star showing where the ball will land. If you're returning you can stand in the star to deliver a smash that should speed past your opponent. The reverse button combination results in drop shots. Power shots are activated by pressing the right trigger and Ⓐ simultaneously. How easy is that? Even a chimp could learn these controls with the right mixture of bananas and electro-shocks to the brain.





2ND THOUGHTS

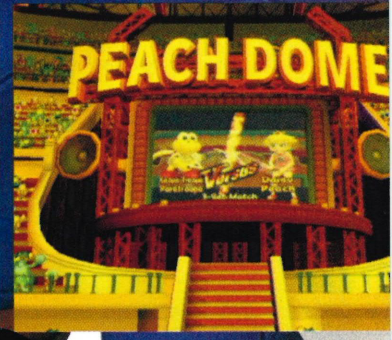
I'VE GOT THE POWER

■ You can say what you like about videogames, whether they're supposed to be art, mainstream culture or whatever. The point is, they should be fun and if you aren't enjoying yourself, then what's the point? *Mario Power Tennis* might not be up to the AAA standards of Nintendo's usual output but you'll have to be dead inside not to crack a smile playing this. It's impossible to resist the simple delights on offer, especially in multiplayer mode. RYAN









moves but you can't hate this game just because it wants you to have fun.

TIM: And how much fun have we had with it? Truthfully now?



FINALLY, THE FINAL SCORE

RYAN: We've gathered Empey doesn't like happiness and Liz doesn't like the confusing, muddled gameplay despite it being a simple, cutesy and ultimately fun game. So what's the final score going to be?

LIZ: I'd say 7.8. It's got some great elements, such as the range of classic Nintendo characters, it's easy to pick up and there are plenty of mini-games and tournaments to plough through. But the sound effects are terrible, the power moves are totally pointless and annoying and the game just isn't that fun to play after the novelty factor has worn off. Fault!

TIM: I'm not giving this a score, scores are for losers. Who are we to judge? Oh aye, it's our job. Okay then 7.0 – limited gameplay interspersed with waiting for power shots to end and you can't pause it.

RYAN: And I think it's worth 8.8. Not quite as good as the Nintendo 64 original but it's still got pure, fun gameplay beating at its core.

It's decided then – the final score will be an average of all three and if my maths is correct, which it usually is, it works out to be 7.9.

TIM: What you mean is you wrote down the scores, went back to the computer and entered them all in calculator.com. Correct?

RYAN: Aye yer ma.

TIM: Oi!

LIZ: Oh shush.

CUBE

CUBE VERDICT

MARIO POWER TENNIS

MARIO'S LATEST SPLITS OPINION

VISUALS
No denying the quality of the sumptuous visuals.

AUDIO
Waluigi! Waluigi! Waluigi! Yes, it's a bit repetitive.

GAMEPLAY
Pure and simple but is that a good thing or bad?

LIFESPAN
Relies on multiplayer modes too much.

ORIGINALITY
Power moves are new, otherwise not much.

CONCLUSION

IN THE SAME way Moses parted the sea, so *Mario Power Tennis* has split the **CUBE** team. Liz, Chandra and Tim argue that it's too shallow and confusing to really get your gaming juices flowing while Ryan embraced the pick up and play appeal and fun factor on offer. Final verdict? Doesn't live up to the hype but it's *just* about good enough.

ALTERNATIVE

It's Mario, he's playing a sport and it's 0.1 better than this is. Fo' sure.



MARIO GOLF TOADSTOOL

Reviewed: 33 CUBE Rating: 8.0

FINAL SCORE

7.9



CLIMB MONKEY, CLIMB!

He swings! He jumps! He leaps! Those last two verbs are almost the same!



One more time – re-rewind

PRINCE OF PERSIA: WARRIOR WITHIN

Time is on my side, yes it is. No really. It is

CUBE

INFORMATION

PRINCE OF PERSIA: WARRIOR WITHIN	
PUBLISHER:	UBISOFT
DEVELOPER:	UBISOFT
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1
MEMORY:	21 BLOCKS

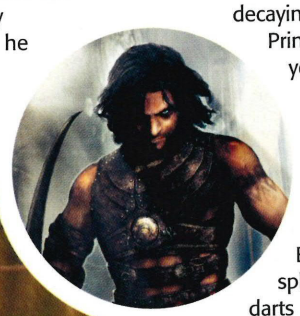
STATS

- DUAL WEAPONS ABILITY
- REWIND OR SLOW DOWN TIME
- GORE AND SWEARING
- UNLOCKABLE ARTWORK, YAWN

OUT NOW | TBA | OUT NOW



AS YOU probably know, the Prince of Persia can rewind time to correct his mistakes and do things different. You know, the usual lapses in concentration that cost you so dearly – mistimed leaps, narrowly missing ledges, pressing the wrong button on the vending machine and so on. Even so, he can't rewind time and make everyone buy *Sands Of Time*. It was original, accessible and a kick up the backside for platform games, scoring a handsome 9.3 in Issue 29, yet it just wouldn't budge from the shelves. This has led to Ubisoft performing minor surgery on its hero to make sure he appeals to the mass market and more people buy his game. And boy, has he changed. Yes, the Prince still likes nothing more than spouting sub-Shakespearean jibber-jabber at every opportunity but that aside, it's all new. Enter stage left moodiness, an awful taste in rock music and swearing. The star of *Warrior Within* is now more Prince Harry than Prince of Persia and sadly, his new found attitude still doesn't fill the personality cracks. In *Sands Of Time*, he had a naïve, fresh-faced appeal. Now he skulks about with all the appeal of a reality TV contestant wanting to be a rockstar. Fortunately, the storyline is more inspiring than its lead character – some brilliant plot twists towards the end set up the final third of the game and help you forget about the wet protagonist.



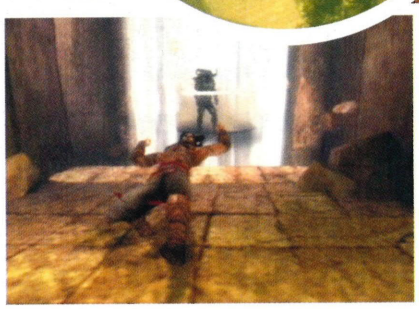
But then *Warrior Within* isn't supposed to be a happy game. It's dark, sultry and seductive with washed out colours that set the atmosphere of a decaying acropolis perfectly. As the Prince zig-zags through time, you'll see vines wrap themselves around pillars, walls crumble and the beautiful levels fall into a state of ruin. What *Warrior Within* lacks in happiness it makes up for in gore. Buckets of dark claret are splashed about as the Prince darts around, slicing up enemies. Criticism has been taken on board and gymnastic moves flesh out the one-note fighting of *Sands Of Time*, so combat finally feels like a three-dimensional battle. Scenery can be used with walls to jump from, poles to spin around and you can even kick yourself off an enemy's shoulders to gain a better fighting position. The new Ravages Of Time special move can only be described as awesome – allowing you to slow down enemies and speed yourself up, unleashing a flurry of moves before your opponents can begin to react.

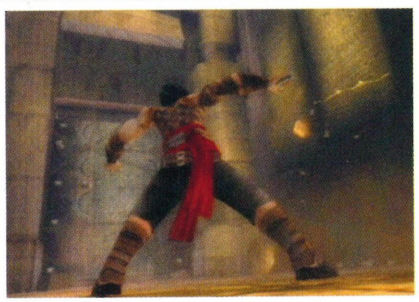


The combat has been vastly improved.

PORTRAIT AND LANDSCAPE

Stuck? Don't know where to go next? Ready to call mum? Switch to landscape camera by pressing down on the D-pad and the way forward often becomes clear.

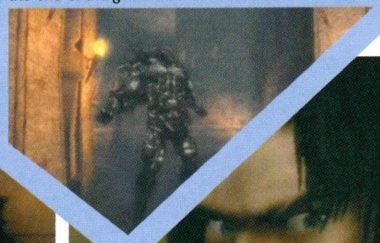








LET'S TWIST AGAIN: Dahaka chases you throughout and you'll find a rather spectacular plot twist lurking towards the end of the game that involves him...





Well it's been made much more blurry at least.

A girl with green eyes! Like lasers! Static, round lasers mind.

2ND THOUGHTS

TIME WARP

■ It's fortunate that Ubisoft went ahead with *Warrior Within*, despite the disappointing response *SOT* got from the general public (not us, we thought it rocked), as this is another triumph for the team. It's stunning to look at, the controls are fluid and intuitive and the fighting segments have been improved. However, *Warrior Within* suffers in comparison to its predecessor.

LIZ

"WW IS DARK, SULTRY AND SEDUCTIVE WITH WASHED OUT COLOURS THAT SET THE ATMOSPHERE PERFECTLY"

The dual weapon system opens up death moves that creep into *Mortal Kombat* territory for pure nastiness. Decapitations, severed heads and bodies split down the middle are a few of the details that'll have middle-class Daily Mail readers spitting out their lukewarm tea in disgust.

Regardless of how blood and guts might help *Warrior Within* sell big numbers, the main draw is still the platforming heart beating at its core, the one thing that hasn't changed since *Sands Of Time*. Every room is a complicated puzzle that draws on the Prince's arsenal of moves, be it the way he scampers up vertical surfaces or the new rope swing ability helping him run along walls before arcing back down to the ground. This sequel retains that awe-inspiring ability to make you scratch your head like a monkey whenever you enter a new room, wondering how you'll ever reach that exit that seems impossibly far away. The level design is nigh-on perfect, you never feel that progress is impossible and the ability to rewind time means you won't be afraid to experiment either. The confidence from the developers also shows, as they never back away from a puzzle that seems too difficult or a set-up that's too elaborate. Best of all is Dahaka, a colossal shadow monster who drains all colour from the screen, leaving you to rely on your total confidence and second nature knowledge of the Prince's ability to move around and escape its clutches. The immense satisfaction when you finally pull yourself towards that vertigo-inspiring exit or leave Dahaka behind is unmatched by any other game.

So why does *Warrior Within* score less than its predecessor? Sadly, this unravels slightly in a way that *Sands Of Time* never did. The boss fights are on the wrong side of rigid, the save points fluctuate between too frequent and extremely rare while trudging through the same patches of ground does occasionally prove tiresome. Still, these really are minor quips and they don't detract from the absolute joy of revisiting the *Prince Of Persia* world and remembering how all platform games should be made.

RYAN

NEVER TWO MUCH

Two Weapons Are Better Than One



The Prince will always be equipped with a normal weapon, starting with the Eagle sword before upgrading to Serpent, Spider, Lion and so on. With his free hand, the Prince can use weapons left behind by fallen enemies. There's an array of throwing stars, daggers, swords and axes throughout the game, all dealing different amounts of damage. They don't last forever so if you keep clubbing an enemy around the head with your axe, not only will he get seriously annoyed but the axe will disintegrate as well, its 'energy bar' indicated by its colour in the corner of the screen.

CUBE VERDICT

PRINCE OF PERSIA: WW

PLATFORMING PERFECTION

VISUALS Beautiful, dark, brooding colours that set the mood.

AUDIO Great sound effects offset by nonsense rock.

GAMEPLAY Fantastic platform action and slick combat.

LIFESPAN A long game that doesn't shy away from high difficulty

ORIGINALITY Good combat, still original but recycles *Sands Of Time*.

CONCLUSION

WITH COMBAT NOW being fun and having some sort of depth to it, the weak link has been massively improved, leaving the perfect mix of platforming and slashing it wanted to be the first time around. It's just a shame there's a fair number of minor quibbles such as the awful music and badly paced save points holding it back from being great.

ALTERNATIVE



The original had the wow factor that *Warrior Within* lacks. Very cheap now too.

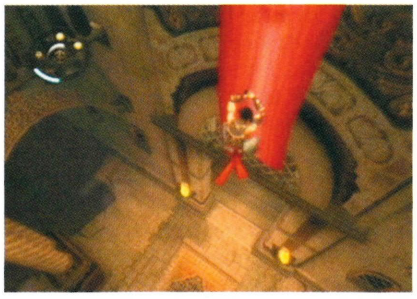
PRINCE OF PERSIA: SOT

Reviewed: 29 CUBE Rating: 9.3

FINAL SCORE

9.0









RUN LIKE THE WIND

Here's a selection of some of the most pointless mini-games in *Mario Party 6*.













CUBE

INFORMATION

MARIO PARTY 6	
PUBLISHER:	NINTENDO
DEVELOPER:	HUDSON
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	5 BLOCKS

STATS

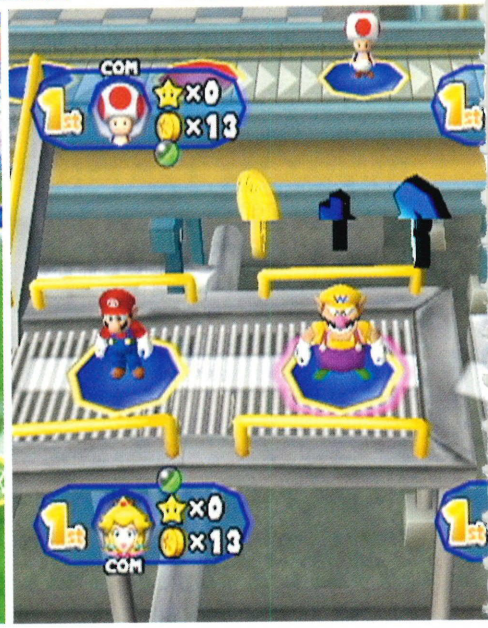
- SIXTH ITERATION OF THE SERIES
- BRAND NEW CHARACTERS
- NIGHT AND DAY BOARDS
- UTILISES THE NEW MICROPHONE

OUT NOW | TBA | OUT NOW



Meet Mario's mic





MARIO PA

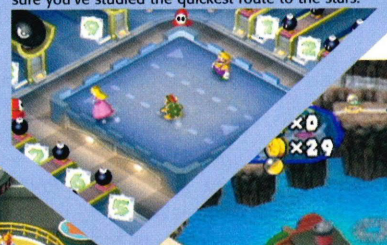
Can Nintendo's new peripheral breathe life back into a stale franchise?

ONCE UPON a time, Nintendo was quite content to bring out a triple AAA release based on one of its Intellectual Properties every few years and reap the justifiable benefits. As consumer pressure mounts though, Nintendo has had to change its strategy and is now starting to release sequels at a rather worrying rate.

Sometimes – like with *Metroid Prime 2* – the short development time doesn't hurt the game and we end up with yet another Ninty classic. Other times though, the new game seems like a quick way to make a cheap buck at the expense of its loyal fanbase. Sadly, *Mario Party 6* is once such title. Now don't get us wrong, we like the *Mario Party* games, but six titles in seven years is taking things just a little bit too far, hell that's the sort of thing we expect from EA, not a company as innovative as Nintendo. Fortunately, Hudson has at least made a few changes to this latest outing, and as a result the sixth iteration of the rapidly stagnating series has been improved somewhat. For starters, the game has been given a much-needed lick of speed. We're not too sure what Hudson has slipped Mario and co, but the pals now zip around the boards like they're possessed. You've still got the whole 'lets boringly watch the computer opponents go through their routines', but the new boost does speed things up considerably. Whereas before games seemed to carry on for an eternity – well, a couple of hours at least – they now end a lot more quickly and if anything, it makes you think 'ooh, I've time for one more game'.

Speed isn't the only addition to *Mario Party 6*, as it's the first game to use Nintendo's new microphone and what's more, it's not a throwaway gimmick either. Used for the 3 vs 1 player mini-games, the mic sees you controlling the on-screen action with just your voice. No thumb stick, no A button, just your own dulcet tones to control what's happening. As with the DS, Nintendo is starting to take interaction to a whole new level and

SILENT NIGHT: There are no fancy visuals on display, but night-time brings its own trials and tribulations. Just make sure you've studied the quickest route to the stars.



BRIGHTON

THE SUN

Brighton is one of the new characters that *Mario Party 6* revolves around. He's having a little bit of a tiff with Twila the moon and the whole world is suffering because of it. Best roll some dice then.





Some of the boards take you on interesting travels.



It might be boring in real life, but mowing grass is great fun.

Wario undoubtedly has some devilish plan up his dungarees.

ARTY 6

while it's pretty useless at the moment (see the 'Turning Japanese' boxout for more information), it's something that we can definitely see working in the PAL release and future games. Granted, the commands for the microphone are rather limited at the moment, but the potential is definitely there for all to see and it's typical that Nintendo managed to take an already well-used feature and put its own spin to it.

So, if the microphone is useless at the moment then the game must be pretty rubbish? Well actually, no, because the microphone isn't the only new addition to *Mario Party 6*. The most obvious addition to the series being the two new characters, namely Brighton and Twila, who also help to explain *Mario Party 6*'s storyline (such as it is when it's all in Japanese). Embroiled in a struggle to find out who's the better person, the two characters create an all-new day/night cycle that comes into play whenever you're on one of the game's many new game boards. Every three turns, the boards switch between night and day, there's no real time lighting, or fancy gimmicks, just a quick look at several differences on the board, to show that the new phase is in effect. Sadly, it's rather underused and often offers you little more than an alternative route through the well laid out maps, or a shop to buy items from.

"TURNING JAPANESE"

Learn Japanese with Nintendo

Nintendo's most innovative addition to the *Mario Party* series, is also the biggest flaw. Don't get us wrong, the addition of a microphone is an excellent idea and it's good to see that Nintendo is still thinking outside the box, pushing the envelope and basically giving it large in an off the wall style. *Donkey Konga Karaoke* anyone? In its current form though, using the microphone is simply impossible unless you know rudimentary Japanese. Sadly we don't, so many of the games were wasted on us (though it's easy to see their potential). Never has deciding whether to wait for the PAL release been an easier to decision to make.







KING OF THE MINI GAMES

Name: Wario
Party Games to his credit: Four, including the recently released *Wario Touch* in Japan for the DS.
Do his games innovate?: Hell yes. *Made In Wario* was wonderfully nutty, Mawaru utilises the GBA's tilt cartridge, while *Wario Touch* showcases the abilities of the DS.
Best Line: Everything the fat one utters is simply genius.
Shameful Secret: Once ran a seminar entitled 'Dealing with Theft'.



Winner



Name: Mario
Party games to his credit: Currently six, with a Game Boy Advance title on the way as well.
Do his games innovate?: Weeell, no. The microphone is a nice touch, but he's no match for Wario.
Best line: "It's-a-me, Mario" (oh do shut up).
Shameful Secret: Once tried to feel Peach up during a game of *Mario Tennis*. The bounder.

Loser

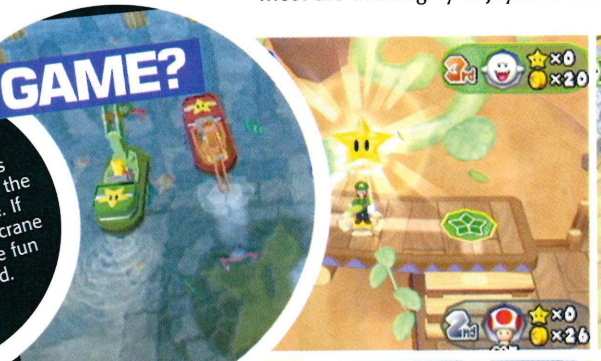
CONTINUED The character duels on the other hand are much more fun and see you choosing an opponent and then betting your stars or coins against them. Whoever wins the one-on-one game gets to keep all the goodies. It's a nice little touch and helps to eliminate the annoying randomness that occurred in the previous games. You're still forced to watch the computer duels of course, but with any luck there'll be an option to turn it off in order to speed things up (our poor Japanese skills didn't allow us to find anything). The boards are also different from previous versions and now feature certain objectives that need to be fulfilled (our favourite sees you having to steal stars from all your opponents).

Presentation is better than ever and the whole game looks absolutely gorgeous with that typical Nintendo sheen to it. The aesthetics have also been greatly improved, with superb looking character models, some incredibly detailed boards and some extremely nifty effects in the game's many mini-games (nothing does water like the GameCube). Indeed, we can't really see how Hudson can improve with current generation software. Granted, it doesn't have the sheer visceral look of *Metroid Prime 2* and it's no *StarFox Adventures*, but as far as the party game goes, *Mario Party 6* is unequalled and looks absolutely fantastic. In fact the only real disappointment is with the audio, it's just a little bit too twee and the characters' incessant chatter will soon have you reaching for the mute button.

Apart from all these general improvements it's once again business as usual for Nintendo's latest party game. The capsules from *Mario Party 5* are present and correct (and now with a greater range of items to use) Donkey Kong has once again been relegated to non-player character status and there's the option to play the mini-games without playing on the actual board-game itself. So that leaves us with just the mini-games to consider and the majority of them are pretty bloody good. There's seems to be an over reliance on random luck games – swinging from a rope in the hope you're going to land on something, or dropping a crane into the ocean and seeing if it picks anything up – but most are thoroughly enjoyable. Whether

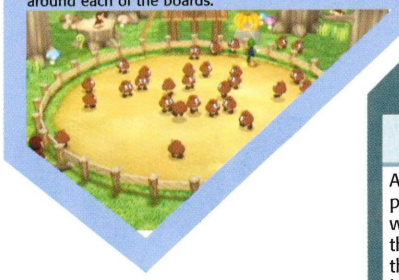
WORST GAME?

YEP
We've no idea what it's called, but this is one of the worst games available. If randomly sticking your crane into water sounds like fun then jump aboard. Loser.





SHOPPING TIME: As with previous games there are a massive amount of different shops to visit as you travel around each of the boards.



you're frantically picking up letters to give to the Shy Guy postman, or mowing as much grass as you can, the games are inventive, manic and most importantly fun. They lack the immediacy and sheer zaniness of the *Wario Ware* games, but they're a huge improvement over those in *Mario Party 5* and that's without mentioning the currently unusable microphone titles.

Yup, it's safe to say that we're pretty happy with the latest *Mario Party* outing, but we're still cautious about wholeheartedly recommending it to you in its current form. There's just way too much Japanese text in the game to make it an essential purchase and we can't help feeling that there's a lot about the game that we've yet to discover because of this. Then there's the whole microphone inaccessibility to consider as well. Why buy a game with a peripheral you can't use?

Unsurprisingly, *Mario Party 6* works best when you have a group of mates on hand to participate in the onscreen fun, bring a few beverages – you don't want your throat getting sore from all the shouting. Otherwise, playing on your own simply raises all the issues there has always been with the series, and raises quite a few issues about your social life. Fortunately, Nintendo is slowly beginning to update the franchise into a completely new beast. Your best bet though is to wait for the eventual PAL release, to see if the transformation has actually been worth it. At the moment it's looking like a resounding yes. Actually we can't wait to get the PAL version just so we can humilate Miles all over again, how long has this been going on? Since *Mario Party 4*. He sucks, we rule.

DARRAN

2ND THOUGHTS

THE THIRD PAGE

■ "It's pap" says Lewis. This is why he doesn't do second opinions as it's *not* pap, it's just been made a pointless import game because you have to scream Japanese into the microphone. Know Japanese? Great, feel free to import and enjoy. Don't know Japanese? Then sit tight for the PAL release.

RYAN

SORT IT OUT

IMPROVING MARIO PARTY FOR DUMMIES

As much as we like *Mario Party 6*, it could be made even better. The biggest problem is watching everyone else take their turns, fair enough if you're playing with mates, but a pain in the behind when it's just you and the computer. Take all the events out and just show where all the characters end up on the board, is that so hard?. After all, we can only watch Mario and his mates zip around pretty looking backgrounds for so long. Come on Nintendo, when *Mario Party 7* is released, how about doing us all a favour and actually making the game enjoyable while we're waiting for our next turn.



"GRANTED, THE COMMANDS FOR THE MICROPHONE ARE RATHER LIMITED, BUT THE POTENTIAL IS THERE"



Where would a *Mario Party* game be without at least one Koopa Kid?



Delivering mail is another game that plays better than it sounds



Do not pass go, do not collect any capsules.

CUBE VERDICT

MARIO PARTY 6

THE PARTY'S JUST GOT BETTER

VISUALS
Polished, though it lacks the sheer weirdness of *Made In Wario*.

AUDIO
Instantly forgettable tunes that will make you turn the volume down.

GAMEPLAY
Wonderful fun with other players, a bit of a chore on your own.

LIFESPAN
Lots to do, but only really works when your mates are handy.

ORIGINALITY
Six games in seven years – about as original as a fake Mona Lisa.

ALTERNATIVE



An utterly bonkers game that's chock full of originality, innovation and utter madness.

WARIO WARE

Reviewed: 27 CUBE Rating: 8.2

CONCLUSION

OKAY, SO THE microphone's pretty much useless at the moment, we still have all the traditional *Mario Party* problems and you're definitely best off waiting for the incoming PAL version. Be warned, if you thought playing *Donkey Konga* made you look like an idiot, wait until you start trying to scream in Japanese.

FINAL SCORE

7.3

DIRTY LAUNDRY

One incredi-move is clotheslining a group of thugs, simple, effective and pretty satisfying too.



The Incrudibles (geddit?)

THE INCREDIBLES

CUBE

INFORMATION

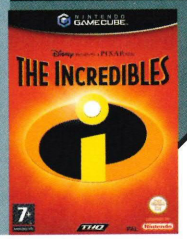
THE INCREDIBLES

PUBLISHER:	THQ
DEVELOPER:	HEAVY IRON SOFT.
PRICE:	£29.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	10 BLOCKS

STATS

- FOUR PLAYABLE CHARACTERS
- INCREDI - MOVES
- MOVIE TRAILER
- NOT THAT INCREDIBLE

OUT NOW OUT NOW OUT NOW

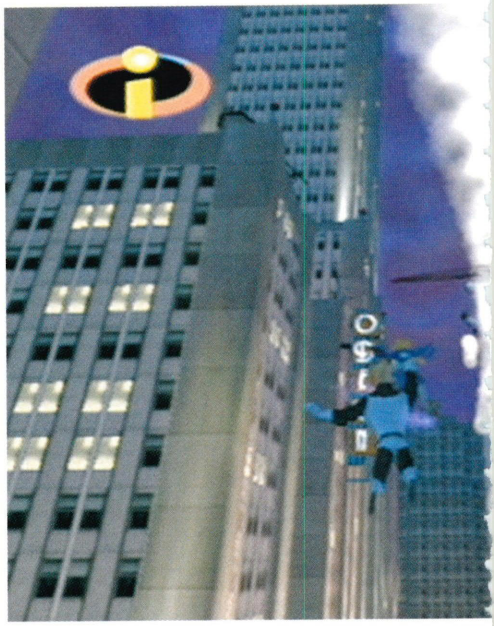


Not the most incredible Game ever...

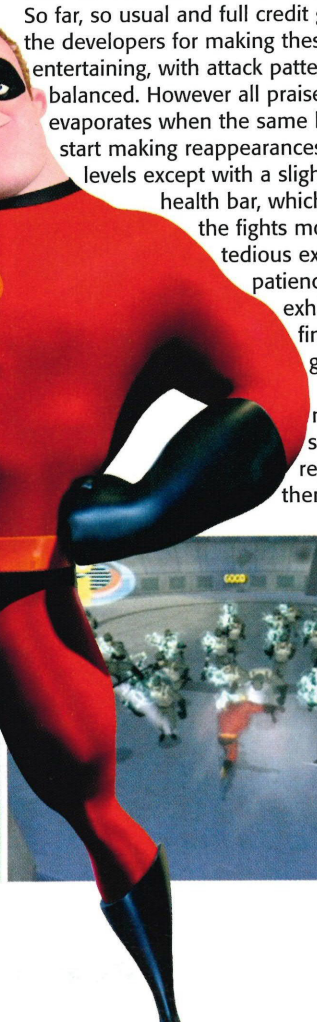
"BULLSEYE!" shouts Mr Incredible as he throws another enemy across the room into the oncoming goons, knocking them over for comedy skittles effect. This sounds like fun and it would be except, at a guess, it's about the 30th time it's happened and the 30th time Mr Incredible has seen fit to shout "Bullseye!" in glee, as though he's only just triumphantly discovered the move. Unless you're Jim Bowen, you'll tire of this rather quickly.

It's a problem that plagues the game throughout. For all its visual glitter and occasional flash of its gameplay skirt, *The Incredibles* quickly descends into repeating itself over and over and over until you feel like you've played through the same game at least four times before you've completed it once. It's short too. The first time we checked our save point, it showed 56 per cent of the game had already been defeated. This was after a short morning and afternoon of playing that included an extended lunchbreak for cucumber and cheese sandwiches and a boss fight that took, on and off, the better part of two hours. In total, *The Incredibles* barely scratches the ten-hour mark and gamers less enamoured with cucumber and cheese sandwiches might not even take half that time to see the end credits roll.

While the opening few levels are easy on the eye and provide plenty of timed jumps and fist swinging to get stuck into, the combination of the brevity and repetition means it's not long before *The Incredibles* feels rushed instead of enjoyable. Boss fights are a prime example of this. In traditional old-school fashion, you need to work out when the boss attacks and when he's vulnerable. So far, so usual and full credit goes to the developers for making these battles entertaining, with attack patterns neatly balanced. However all praise evaporates when the same bosses start making reappearances in later levels except with a slightly longer health bar, which makes the fights more a tedious exercise of patience than exhilarating finger gymnastics. The music and sound-bites repeat themselves too but the levels are by far the worst culprits. *The Incredibles* loves alternating between its jungly level and The Evil Underground Sciency Lab level and what makes this worse is, visually, they're the least exciting of the bunch. The jungle levels are the usual cluttered mess of brown and green while the science lab levels are decorated in even duller white and grey colours and so sparse, it's as though a Feng Shui expert has decided to give the place a makeover. Sometimes you'll even get levels that combine the two, as the sudden switch

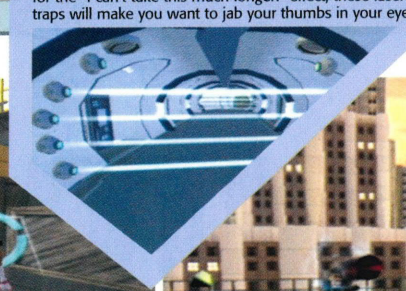








Lantern Jaw! – he sure has a huge chin.



LIGHTS, CAMERA, DEATH: With strict collision detection for the "I can't take this much longer!" effect, these laser traps will make you want to jab your thumbs in your eyes.

HAPPY FAMILIES

Although you can't choose which character you play as for the main adventure, Mrs Incredible does see a lot of action, as well as being hot in a Mrs Robinson kind of way. Maybe. Look, it's late alright?



Bend it like... Plasticman, voiced by Holly Hunter.



Look! Down on the ground, in a secret base, a boss with lasers!

Look! Up in the sky! Is it a bird? No, it's a fat man in Lycra!

TOUGHEST BOSS EVER?

It's almost dead! Just a little... more...

Observe this screenshot. This could very well be the toughest mid-game boss you'll face in any game, ever. You have to throw rocks at it, dodge its spikes, run away when it rolls into a ball, hit its legs, avoid the water mines, dodge its legs, jump over its laser fire, out-run its cannon fire, dodge when it jumps at you and roll out the way of the rocks and the spinny spike things it throws. When you finally defeat it? Its energy bar fills up and you have to do it all over again. And when you beat it again? Its energy bar fills up for a third time. It took 25 minutes of constant clobbering on our final attempt before the machine finally fell.



"FOR ALL ITS VISUAL GLITTER, THE INCREDIBLES REPEATS ITSELF OVER AND OVER"

from jungle to science lab will confuse you into thinking you're playing a new level. The only genuine incentive to continue is the promise of movie clips linking the stages together because the levels and generic enemies certainly don't do much to raise your pulse.

Nor does it help that *The Incredibles* is, for lack of a better word, incredibly linear. There are no secret areas to discover, with the artwork and movie clip bonuses being tucked away behind destructible scenery.

All the exploration that's needed is hitting the crates en route to the end of the level, with frenzied button bashing revealing everything on offer. Incredi-moves try to mask the linearity but fail, as the moves are reduced to hammering the power button to open doors or knock poles over gaps too big to jump. You're still hurtling along a single route, before ending up fighting a boss you already battled a few levels ago. Bullseye!

It's a shame because before the smoke and mirrors act falls away to reveal just how much repetition there is, *The Incredibles* seems like quite a good game. The combat provides enough moves and flexibility to let you enjoy yourself. Mr Incredible can swing enemies around to knock others over, clothesline them, hit them into the air or wind up for a huge punch. As mentioned, the boss battles are enjoyable and there are plenty of diverse moments to try and spruce up the platform-leaping, such as Dash's school run. These moments add spice to the game but they're too brief. Blame the short development time. Blame laziness. Blame the film licence curse. Blame whatever you want but the end result is *The Incredibles* is rental-only, as you'll see everything the game has to offer by the time you hand it back to the happy people working behind the tills in Blockbuster. Hmmm, wonder whatever happened to Bob Holness.

RYAN

2ND THOUGHTS

INCREDULOUS

■ Well you could have seen this a mile off: a 3D platformer, a kid's game, limited development time... it can only be... a kiddie 3D platformer without any interesting elements. A right cash-in on the film perpetrated by greed. Greed is not good, neither are dull platformers.

It'll still get to number one though. ARRGH!

TIM

CUBE VERDICT

THE INCREDIBLES

NOT ENOUGH IDEAS TO LAST

VISUALS Pretty at first, then becomes bland, then becomes repetitive.

AUDIO Cute sound-bites and music, at least the first 800 times you hear it.

GAMEPLAY Clever ideas but sadly, not enough to last for a whole game.

LIFESPAN It's over all too quickly, despite heavy repetition throughout.

ORIGINALITY Platform games and originality mix as well as milk and Pepsi.

ALTERNATIVE

Does the whole collecting and exploring thing properly. And it's cheaper.



TY THE TASMANIAN TIGER 2

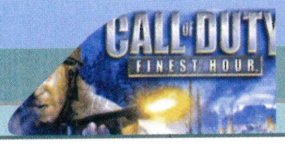
Reviewed: 38 CUBE Rating: 8.0

CONCLUSION

THE MOVIE CLIPS tying the levels together are fantastic, as are the sound-bites and boss fights. Then you hear the sound-bites again and again, have to go through the same boss fights, see the same levels recycled... it's too much repetition for a game that clocks in at well under ten hours from start to finish.

FINAL SCORE

6.0



STRAIGHT TO HELL

Finest Hour opens with its finest moment, storming the beaches with bodies everywhere.



War is predictable

CALL OF DUTY: FINEST HOUR

CUBE

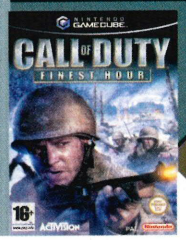
INFORMATION

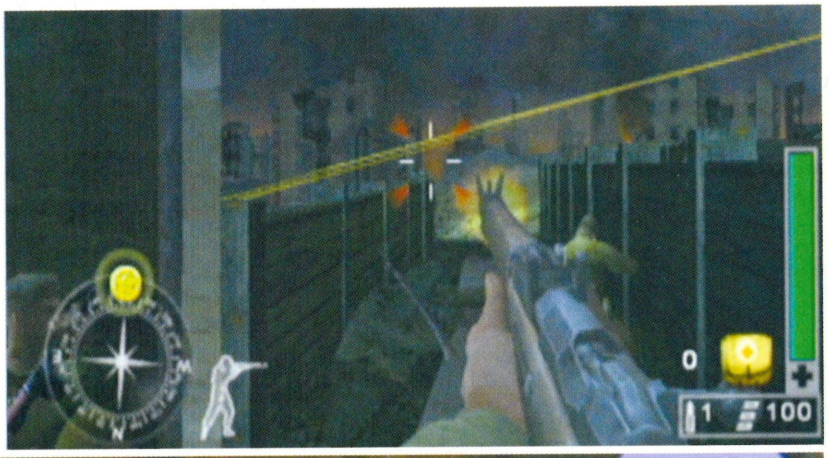
CALL OF DUTY: FINEST HOUR	
PUBLISHER:	ACTIVISION
DEVELOPER:	SPARK UNLIMITED
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	5 BLOCKS

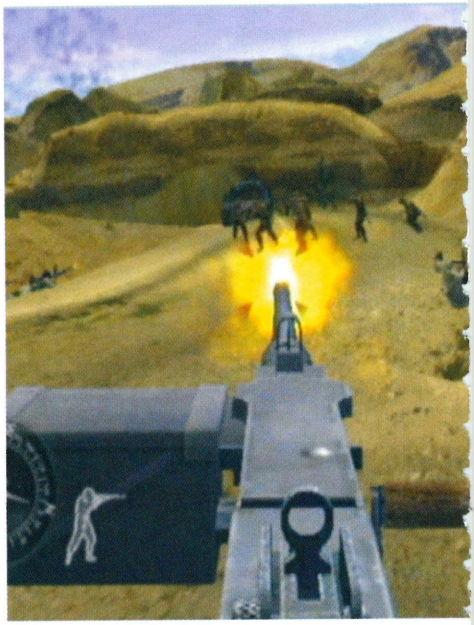
STATS

- PLAY AS THREE SIDES
- TWO WEAPON SYSTEM
- FIGHT ALONGSIDE TEAM-MATES
- DRIVE TANKS AND STUFF

OUT NOW | TBA | OUT NOW







War games as never seen before – dull and frustrating

TODAY'S history lesson begins with the universal truth that war is not fun. It's a messy affair where terrible things happen, people get hurt and noble intentions quickly turn sour. That makes *Call Of Duty: Finest Hour* the most accurate war simulation ever because it's not fun either, for exactly the same reasons.

Can't fault it for trying though, as *Finest Hour* does its hardest to bring the illusion of a global conflict to life. As soon as you've entered your profile, the usual hilarious 'comedy' name, grainy black and white war footage kicks in to emphasise THIS IS WAR and WE'RE ALL GOING TO DIE. When it fades out, you find yourself on a boat sailing into the heart of war as bullets whistle overhead, rockets explode and an angry Russian commander fires you up for war by shouting "THIS IS WAR" and "WE'RE ALL GOING TO DIE". With that, you grab the nearest gun from a

I COMMAND THEE: You can't give soldiers many commands but you can tell them to kick down doors. That wouldn't be very useful in 'nam, would it?



TANKED UP

It's easy to learn how to tame these mechanical beasts after a few minutes of crashing into walls, fountains and running over your own troops in comical fashion. They love it really.

It's the Gun Of Navarone! Well, no, it's not really.

It's a good job we have big captions, so we can you tell about...

Whoops, sorry, no room. Still, now we can tell you about the...

THE INCREDIBLE

Starkey – strongest man in the world

Call Of Duty: Finest Hour relies heavily on scripting. This also goes for your fellow characters, as some of them have to survive in order to give you further orders, destroying the illusion of war. Meet Sergeant Bob Starkey – 46-years-old, from Gateshead, married (no kids) and one of those indestructible characters. We saw this man of steel take 11 tank rockets to the face and each time he picked himself up, dusted himself off and battled on. The man is an absolute legend, the war hero the world never knew and a gentle reminder of why *Call Of Duty* fails to make this war feel realistic.



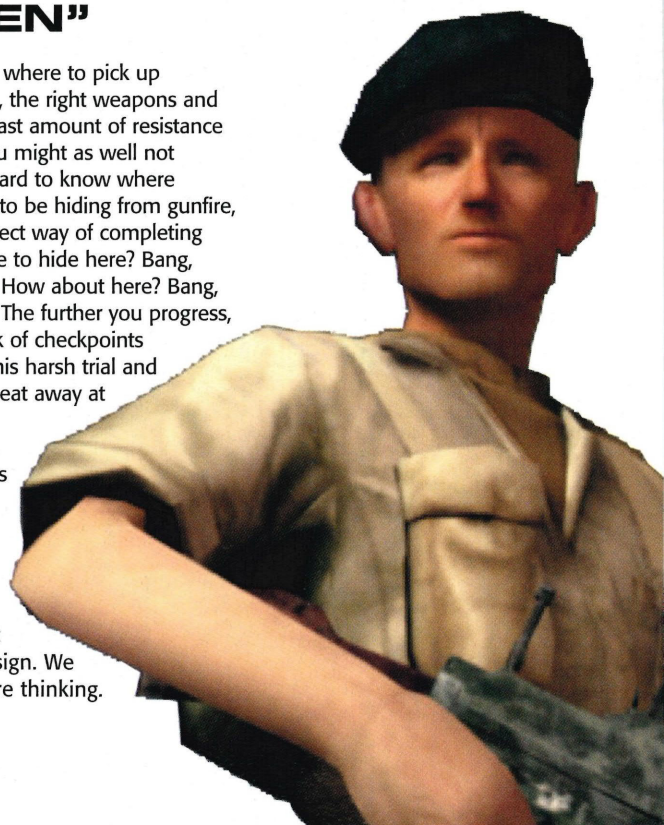
fallen soldier and prepare yourself. There's a real sense of chaos when the orchestral music kicks in and you see fellow soldiers die in the mayhem as you run headfirst into the pandemonium.

Keeping soldiers alive is important because not only will it help you survive but it's also what makes *Finest Hour* different from other war titles. The emphasis is on squad versus squad as you have plenty of troops fighting alongside you and no matter where you are in the game, there's at least one soldier accompanying you. Your sidekicks know their way around the levels better than you and become decent tour guides, even mucking in to help you complete objectives where they can. There's also a perverse pleasure in leaving them to tackle the Nazis while you cower behind armoured tanks, picking your toenails until the dust clears. The fact that the soldiers can take care of themselves is credit to the developers. However, the artificial intelligence does fluctuate between competent and pond-life, such as the way allies run into your firing line with alarming regularity. It's not long before you'll find yourself aching to turn friendly fire on, simply to save the indignity of being trapped in a small room because Sergeant Walker is too stupid to move from the doorway he's blocking.

The missions themselves are quite varied and you'll find yourself clearing Red Square using tanks one mission then protecting factories with sniper fire while healing soldiers the next. Bizarrely, there's even time for the obligatory sewer level. Not including two-player co-op is a big oversight, as the thought of two tanks working together through an airfield is enough to get any pacifist bloodthirsty. Still, some missions do reach the lofty heights that Spark Unlimited aimed for and there's little to match the feeling of bombing along an airfield in a tank, flanked by troops, firing at planes taking off and German Panzers. When missions come together, results are spectacular and it breathes life into *Finest Hour*. The problem is, most missions don't.

Without checkpoints to keep your anger in check when the difficulty inexplicably escalates, *Finest Hour* quickly becomes very frustrating. Each level contains a number of tasks that need completing but unless you know where to pick up maximum health, the right weapons and bump into the least amount of resistance for every task, you might as well not bother. It's also hard to know where you're supposed to be hiding from gunfire, let alone the correct way of completing missions. Is it safe to hide here? Bang, dead, no it's not. How about here? Bang, dead, no it's not. The further you progress, the more the lack of checkpoints combined with this harsh trial and error will start to eat away at your patience. Repeating 15-minute chunks of missions just because the developer decided not to put in any checkpoints isn't fun, it's poor design. We know what you're thinking.

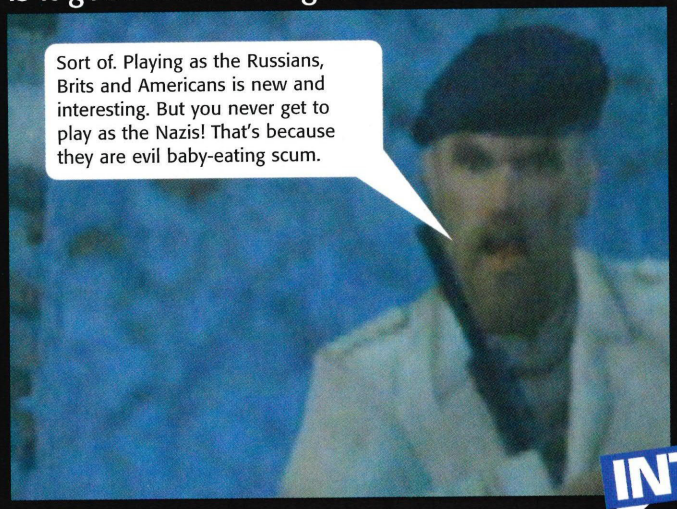
"FINEST HOUR QUICKLY FEELS PREDICTABLE AND ARTIFICIAL AND YOU ONLY GET BETTER BY LEARNING EXACTLY WHAT WILL HAPPEN"



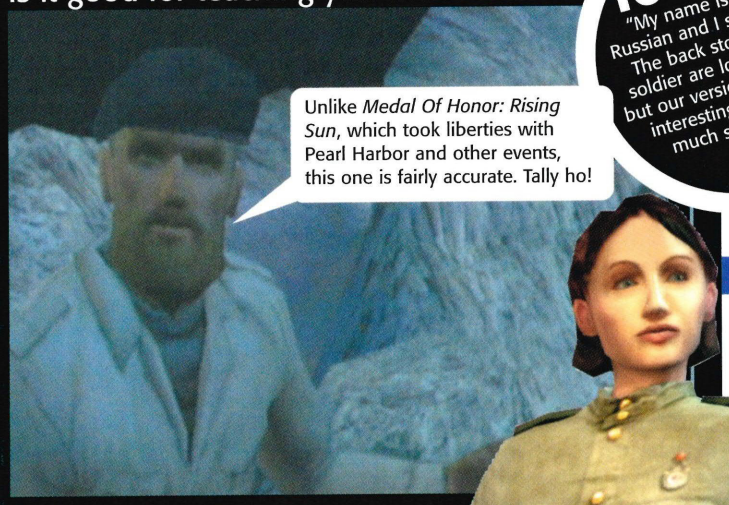
TWO TRIBES GO TO WAR

Call Of Duty, huh! What is it good for? Not enjoying yourself, that's for sure. But let's find out anyway. Introduced, as always, by our new friend Sergeant Starkey.

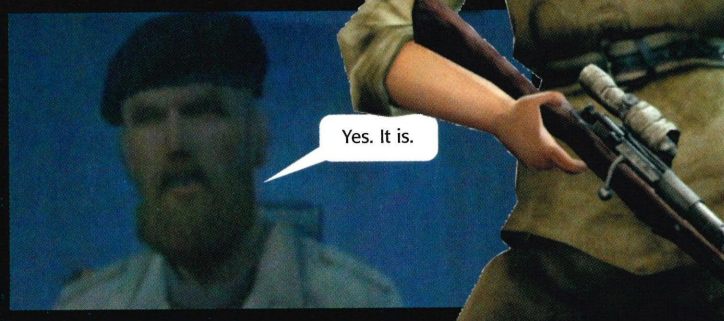
Is it good for showing kids the morals of war?



Is it good for teaching you about war?



Is it good for telling you war isn't fun?





Soldiers hide behind wood. Because wood stops death!

INTRODUCE YOURSELF

"My name is Tanya. I'm Russian and I shoot people!" The back stories for each soldier are longer than that but our version was far more interesting (and it pretty much said the same thing).





CONTINUED "Ho ho, silly CUBE, but there are no checkpoints in war!" Well, if a sewer level can make it into this war, then so can checkpoints and bigger, stupid-soldier-proof doorways.

Health packs can be stored away, probably an acknowledgment that *Finest Hour* is too hard in places. Even with that, some sections are virtually impossible to complete without a stash of these medikits, leaving you to rely on divine gaming skills, patience and, above all, lots of luck. You can also give health packs to allies but you'll never have enough to afford this luxury and in any case, watching a troop die seconds after you gave him a valuable health pack because he decided to run under the tracks of a Panzer is more depressing than can be expressed in words. Some soldiers are even scripted to be immortal, so why the game still allows you to waste a health pack on these characters is anyone's guess. Which leads us onto the other problem with Finest Hour, it's far too scripted. The first time you see the destroyed antenna topple over or reinforcements wiped out by a German bomber, it feels fresh and exciting. However, after being forced to see the same scripted moments time and time, again due to the lack of checkpoints, they lose their effect. *Finest Hour* quickly feels predictable and artificial and when you're only getting better at missions because

2ND THOUGHTS
CALL OF MEDIOCRITY

■ For all the supposed history lesson that *Call Of Duty* is meant to be giving here, you have to wonder if everything during the war was so scripted. Events happen because they are destined in this, not because someone threw the pin and not the grenade.

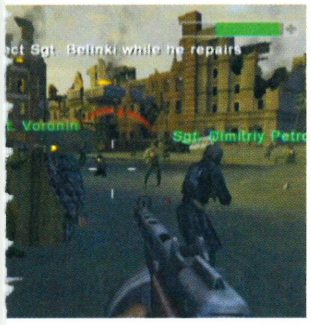
After hearing Starky go on about "getting to the petrol depot" nine times before you get to the next checkpoint, you begin to understand – war was as boring as hell.

TIM

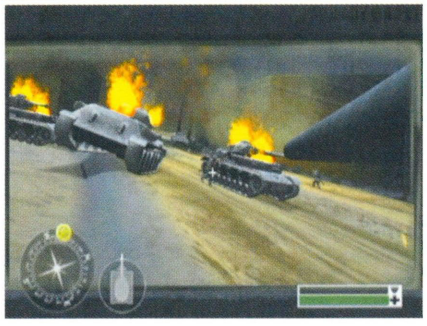


FIGHT NIGHT: Watch as your team-mates get into scraps with naughty Germans. Watch, wait and let them die. Don't worry there's no guilt.

You can, like, totally blow up trucks and oil barrels.



View from inside a tank. Having never been inside a tank, it might be a fat lie.



Mission: Protect Sgt Belinki. Reward: Laugh at his stupid name.

you've learnt exactly what will happen and when, it completely misses the point of a war game. *Finest Hour* would have been better as a longer and easier game, so the scripting could be better disguised. With it being as short and hard as it is, it simply highlights the problem. If you close your eyes and listen, then you can quite easily convince yourself that *Finest Hour* is superb, thanks to the good voice acting and great music combined with a continuous backdrop of gunfire and shouting. Graphically, things aren't as good. Compared to the tasty eye candy of *Metroid Prime 2*, *Finest Hour* is more burnt pie and peas thanks to its no frills looks and drab textures. Poor old Starkey might be a dab hand at taking down a squadron of Panzer tanks by himself but watching him stumble up stairs is just embarrassing, an example of the poor animation. Add wayward AI, the heavy scripting, the opening beach level and hey, this is *Medal Of Honor*! Except with more men. And less honour. *Finest Hour* is glitchy too. Allied tanks drive through each other. Guns hover in the air. Soldiers fall through walls. Melee attacks miss even when standing on an enemy's toes. Knee-high barbed wire can stop a tank in its tracks.

Finest Hour's saving grace is the amount of spectacular set-pieces crammed in, the moments where all the elements – the war music, the troops fighting alongside you, the explosions – come together and the game lazily stirs in life. The grand, over-the-top nature means when *Call Of Duty* does go right, little can match it. Sadly, these moments don't happen often enough to sustain any enjoyment and being funnelled through the same linear missions over and over again is like watching the same chapter of a *Saving Private Ryan* DVD on repeat. That's not fun, neither is war, neither is this. Thus concludes today's history lesson. Class dismissed.

RYAN

MASS DESTRUCTION

Hey Bush! Oi Blair! We've found them!

Your soldier can only carry two weapons at any one time and consideration has to go into the artillery you take with you. It's often best to take an all-around weapon (such as the MP40 and Sten) and a rifle for sniping (Kar90 and Enfield are good choices). Of course, there's the Panzershreck, not a green tank with a goofy grin as the name suggests but a bazooka ideal for taking out tanks and gun towers. For whatever reason, while you can only carry two weapons, you can also carry ten grenades of one kind, another ten of a different kind and three mines. All that and you don't topple over when running. You'll wobble, but you won't fall down.



"COMPARED TO THE TASTY EYE CANDY OF METROID PRIME 2, FINEST HOUR IS MORE BURNT PIE AND PEAS"

CUBE VERDICT

CALL OF DUTY: FH

WAR SEXED DOWN FOR GAMERS

VISUALS No slowdown with lots of on-screen soldiers but very bland.

AUDIO Great music and mix of explosions and frantic shouting.

GAMEPLAY Some nice set-pieces liven up dull war shooting.

LIFESPAN Short game padded out by some horrendously difficult levels.

ORIGINALITY It's Medal Of Honor but with health packs and more soldiers.

CONCLUSION

THE SET-PIECES do their best to hold up a first person shooter past its sell-by date and the team-work element is, on the whole, a nice addition. Despite that, this is still undone by inconsistent AI, drab looks and a lack of checkpoints that make this short game far harder than it should be. Finest Hour does have its moments, just nowhere near enough of them.

ALTERNATIVE

Overly patriotic game, sure, but it's got better set-pieces and elephants.

MEDAL OF HONOR: RISING SUN

Reviewed: 25 CUBE Rating: 9.0

FINAL SCORE

6.6



VIEW TO KILL

Here's the pathetic and embarrassing deathmatch between your staff writer and sub-editor. Oh dear.



Shallow gameplay isn't forever

GOLDENEYE: ROGUE AGENT

Seven years on, the GoldenEye licence only worked once

CUBE

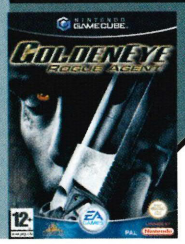
INFORMATION

GOLDENEYE: ROGUE AGENT	
PUBLISHER:	EA
DEVELOPER:	EA LA
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	2 BLOCK

STATS

- CLASSIC BOND VILLIANS
- CLASSIC BOND LOCALES
- THREE MULTIPLAYER MODES
- HE'S GOT A GOLDEN EYE!

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THIS WAS always going to be a risky idea. When *GoldenEye* appeared for Nintendo 64 back in 1997, it was revered as a great videogame and even today, still stands as the only AAA film-based videogame of recent times. Some seven years later, EA has decided it's still not too late to ride the crest of the *GoldenEye* wave, risking the wrath of the original's fans. Some would say that's not risky. Some would say that's sheer stupidity. If that wasn't enough, this is the alternative *Bond* game, seen through the eyes of the enemy. The opening scenes actually see you helping 007 shuffle off to an early grave. What this means is instead of saving the world you've joined the bad guys, signing up for world domination, an evil haircut and the chance to dangle innocent people in shark tanks by their feet while shouting "McDonalds? Pah, who do you really work for?"

Sounds like fun, except you don't do any of these things. In fact, playing as a villain doesn't seem to make any difference to the gameplay whatsoever. It's still a first-person shooter where you cut swathes through corridors flooded with generic enemies, occasionally hitting switches, all the while collecting bigger and better guns on the way to the final showdown. No enemies to torture, no moral decisions to make, nothing. Not even a fancy "Hey, I'm A Bad Guy" t-shirt. Getting to face off against classic villains such as Dr No and Xenia Onatopp is a nice touch, but wouldn't Bond be doing exactly the same thing? Let's move on.

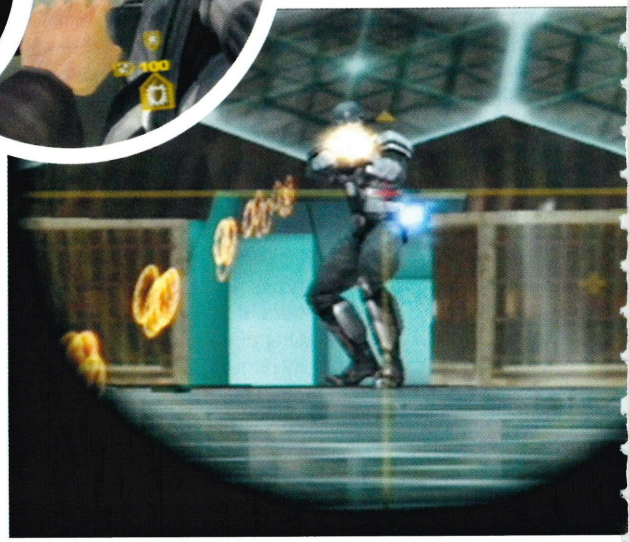
Gadgets always feature in *Bond* games and now, playing as the enemy, it's the golden eye of the title that comes into play. Yes,

YOU ONLY LIVE ONCE

Why do terrorists take each other hostage? Will you sympathise with the terrorist and stop shooting? Doubtful. Incidentally, we did kill the capturer once and were shot by way of thanks.



That thing is supposed to be a rocket launcher.



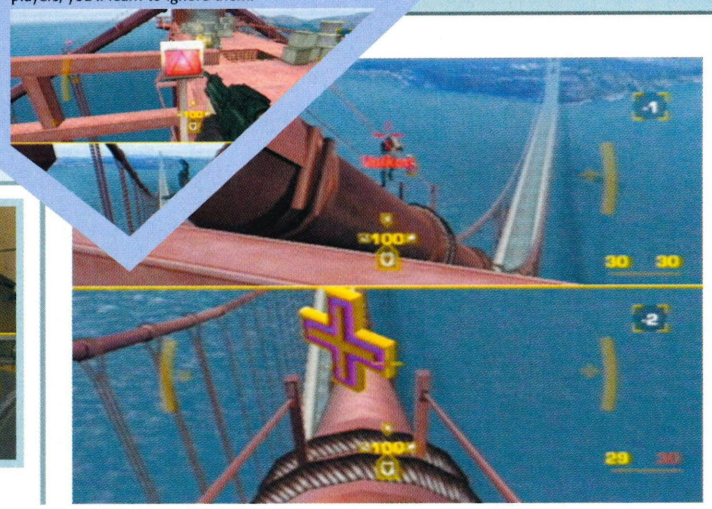
FOUR TO THE FLOOR

Got too many friends? Now you haven't

What's more challenging than completing *Rogue Agent* in single player? Finding three more gullible people for multiplayer bouts. With four members of the CUBE team suddenly finding things to do, it was left to sister mag GamesTM to make up the numbers. We wish we hadn't bothered. Slow and confusing are words that immediately spring to mind. But enough about the GamesTM boys. There's no slowdown with four players on screen, however its scant consolation when you can't tell what's going on. Enjoyment comes only from using traps, which work more often with four players, and seeing eyes suddenly glow different colours mid-fight.



LIVE AND LET EYE: Multiplayer traps temporarily liven up the fun but they're so easily avoided with two players, you'll learn to ignore them.



"ENDS UP DEGENERATING INTO ANOTHER OVERBLOWN TURKEY SHOOT"

his golden eye. Ahem. It's the embarrassing equivalent of James Bond's watch, the Swiss-army knife of eyeballs that does everything from hacking machinery to producing magnetic fields that throw guards across the room. Sadly, it's also nowhere near as useful as it sounds. With only four powers on offer, only the shield comes in handy as the three remaining abilities get relegated to expensive novelties, using up too much eye power for too little reward.

What other ideas does *Rogue Agent* have? EA has scrambled onto the rechargeable shield bandwagon so if you avoid getting shot for long enough, your health will slowly replenish itself. Combine this with your golden eye's need to recharge after use and the game can be split into two parts: charging at enemies all guns blazing and recharging while hiding behind scenery. Rinse and repeat until the room is clear and move on. It makes *Rogue Agent* very choppy and un-Bond-like, with stealth an unheard of concept. Any effort to try and do things differently ends up degenerating into another overblown turkey shoot and the addition of melee attacks and taking guards hostage doesn't change that. The ability to use dual weapons is another well-worn idea, letting you take a gun in each hand. It doesn't add anything to the game, as it simply doubles your firepower rather than adding anything tactical.

Even the artificial intelligence seems to be a step backwards since the original *GoldenEye*. You'll watch in horror as enemies roll onto grenades that were nowhere near them, blow each other up and run around in circles, instantly shattering the illusion of realism and providing nothing you haven't seen before in other average FPS games. The nadir is when terrorists take each other hostage, the most unbelievably daft idea you'll ever see. I give in! I will cease fire because you are holding another terrorist hostage. If this is the standard of evil nowadays, it makes you wonder why George Bush is taking so long to win his war on terror. The 'been there, done that' feeling you get throughout *Rogue Agent* isn't helped by clichéd design. The explosive barrels, the lift that suddenly breaks down, the cluster of rocket launchers by the entrance to a massive clearing (could it be a boss battle coming up?) all make cameos. You even unlock artwork. That's new! Wait, no it's not. Best of all are the

2ND THOUGHTS

DOUBLE OH DEAR

■ Ha ha, hate to say I told you so, but... I told you so! After playing the preview code earlier in the year I had a bad feeling that the development team really didn't know where it was going with this title, and it turns out I was right. It's kind of like *Jurassic Park*... just because you can do all these things it doesn't necessarily mean that you should. *GoldenEye*'s simplicity made it legendary. *Rogue Agent*'s mess of 'borrowed' ideas and a few that are quite simply stolen makes it seem as if it knows what it wants to do but really has no idea how to actually pull it off. Bad EA. Naughty EA.

CHANDRA





Pah, and they resort to CGI green-screen techniques.

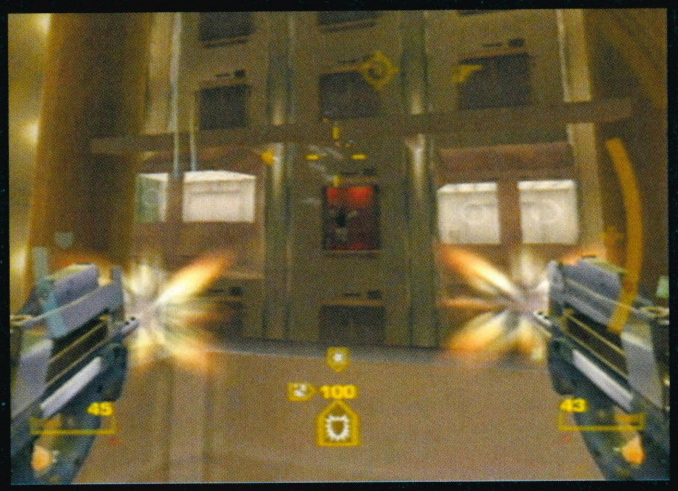


ROGUE BONUSES

EYE EYE, WHAT'S GOING ON HERE?

See that little man in the picture waving his hands in the air like he just doesn't care? He isn't dancing. He's just been shot. See the little icons at the top of the screen? They're Rogue Bonuses. Perform moves using the environment to kill enemies or finish them off with a melee attack. Here, bonuses are awarded for dispatching an enemy with a headshot and shooting while in transit. We're in a lift, see. All these bonuses add up and you're rewarded at the end of a mission. The easiest way to do this is to take an enemy hostage before waiting for his mates to shoot him to ribbons or throwing your hostage so he disappears in that magical way that only *Rogue Agent* can allow.

However, there's some debate over what these bonuses actually *do*. At first, it seemed they would add up until you were rewarded with another eye power but it now seems these are unlocked level by level. Seeing as how the Docks level actually requires you to have the hacking power to bring down a bridge, this is probably a good idea. EA could make you go revisit levels to earn more Rogue Bonuses but making you go back in a game as bad as this... well, people have gone to hell for much less. Now it seems bonuses are just a little ego-stroking for you, bragging rights if you have the cheek or courage to admit yes, I own *Rogue Agent* and yes, I am good at it.



CUBE VERDICT

GOLDENEYE: RA

UNINSPIRING, SIMPLE AND ORDINARY

VISUALS
Detailed characters but bland backgrounds and effects.

AUDIO
Punchy music with great sound effects and dialogue.

GAMEPLAY
One-trick gameplay where the trick isn't that great.

LIFESPAN
Multiplayer ekes out a meagre single-player lifespan.

ORIGINALITY
Steals ideas from other games and screws up its own.

CONCLUSION

ROGUE AGENT IS the absolute bare bones of FPS gaming, as though EA stripped down the genre and forgot how to put it back together again. On one hand *Rogue Agent* doesn't have any major flaws. However, the experience is so mind-numbingly average, it's tough to find a reason to play it.

ALTERNATIVE



Original *GoldenEye* developers club together for this FPS master-class.

TIMESPLITTERS 2
Reviewed: 11 CUBE Rating: 9.5

FINAL SCORE

5.9

CONTINUED

disappearing bodies, which actually disappear before they hit the floor. That is new. However, it misses the point by being rubbish as well.

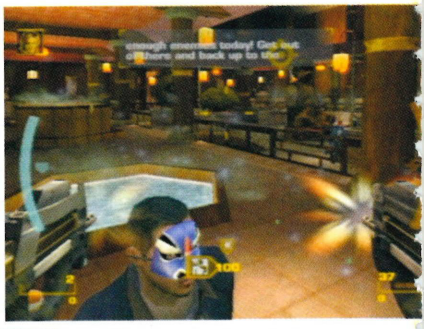
The straightforward nature of the game means you'll be racing through the levels when suddenly, the difficulty curve rockets upwards. This happens around the same time that the OMEN XR guns, known around these parts as the "bloody instant death guns", are introduced. These guns fire blue blobs of death and if one of these touches you, it's back to the last checkpoint. Making them tough to avoid is one thing but making these guns unwieldy to use after finally getting your hands on one is just plain rude. It also upsets the delicate balance of the weapons that *Rogue Agent* manages quite well up to that point, turning what should be a tense finale into a battle to avoid the OMEN XR guns.

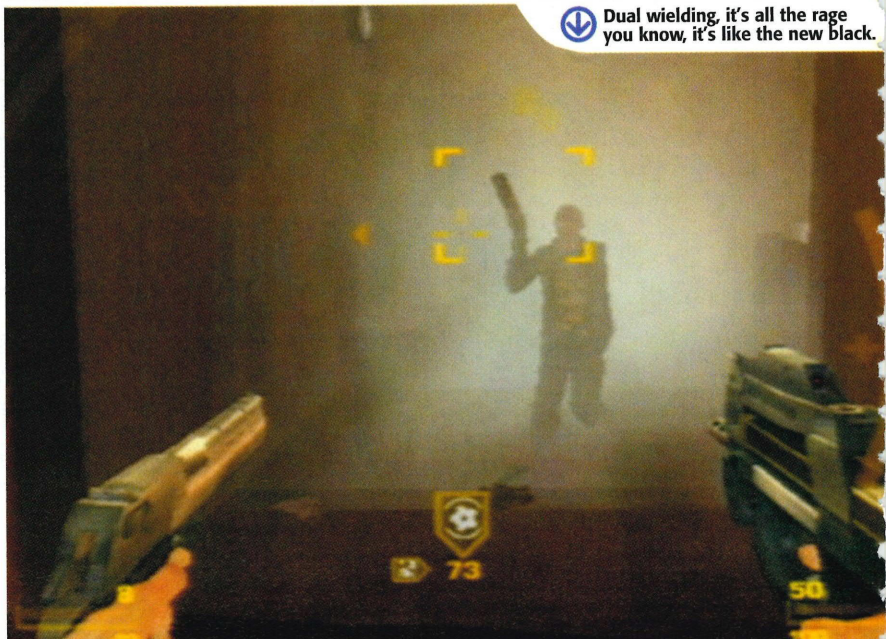
Still, throw enough ideas at a wall and some of them will stick. The addition of henchman amongst the faceless blur of enemies you face is a nice touch. These henchman are powered up with the same shield you have and even have names, adding a touch of personality that *Rogue Agent* is crying out for. The music has been remixed by DJ Paul Oakenfold and has classic *Bond* vibes running through it. It's punchy and energetic, firing you up for the battles ahead. Finally, some levels provide the visual spark the game generally lacks, with Midas Casino's glitz and glamour being the highlight amongst the dour corridor-corridor-courtyard routine the game falls into.

But these good points are not enough. *Rogue Agent* is about as ordinary and rudimentary as gaming gets, a half-baked compilation of ideas that never really gel. It doesn't even feel like a *Bond* game. Despite the recognisable villains and locations, there's too much brainless gung-ho shooting and no guile, craft or trickery. Previous *Bond* games, though not perfect, always strived to make sure you felt like you were playing something a cut above, with brains to accompany the brawn. Sadly, even with the ideas nicked from other titles, *Rogue Agent* leaves you with an empty feeling that EA has studied FPS games carefully, but has no idea how to make one of its own.

RYAN







Dual wielding, it's all the rage you know, it's like the new black.

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4) Usher Ft. A. Keys - My Boo	Hit8663	Hit8673
5) Kelis Ft. A. 3000 - Millionaire	Hit8664	Hit8674
6) Eric Prydz - Call On Me	Hit8665	Hit8675
7) Jamelia - DJ	Hit8666	Hit8676
8) 3 Of A Kind - Baby Cakes	Hit8667	Hit8677
9) Ja R. Ft. R K. & A. - Wonderful	Hit8668	Hit8678
10) Khia - My Neck, My Back	Hit8669	Hit8679

NEW!

POLYPHONIC RINGTONES: MOTOROLA V525, V600, MONIA 3200, 3510i, 6144, 6220, 6230, 6610, 7250i, SAMSUNG E600, E700, E800, P510, SIEMENS C450, C62, M55, M50, S55, SONY ERICSSON T610, T630, MONOPHONIC RINGTONES FOR NOKIA all popular handsets, SAMSUNG E100, A500, M520, R210, S100, S300, T100, REALTONES: MOTOROLA V525, V600, NOKIA 3200, 3650, 6230, 6630, 7610, 7650, SAMSUNG D410, E500, E600, E700, E710, E800, P400, P510, V200, X450, SIEMENS S65, SONY ERICSSON, K700, SOUND EFFECTS: MOTOROLA V300, V525, V600, NOKIA 3200, 3650, 6230, 6600, 6620, 7650, SAMSUNG E600, E700, E710, E800, P400, P510, V200, X450, SIEMENS A60, C60, M50, M55, S55, SONY ERICSSON T610, T630, WALLPAPER: MOTOROLA V525, V600, NOKIA 3200, 3650, 6230, 6600, 6610, 7210, 7250i, SAMSUNG E600, E700, E710, E800, P400, P510, V200, X450, SIEMENS A60, C60, M50, M55, S55, SONY ERICSSON T610, PICTURE MESSAGES: NOKIA all popular handsets: SAMSUNG A800, C100, X100, X820, X210, S100, T100, OPERATOR LOGOS: NOKIA all popular handsets

Chartbreakers	poly	mono
3 Of A Kind - Baby Cakes	Hit8680	Hit8702
4-2-2 - Come On	Hit8681	Hit8703
50 Cent - P.I.M.P.	Hit8682	Hit8704
Anastacia - Left Outside	Hit8683	Hit8705
B. Spears - My	Hit8684	Hit8706
Black E. P. - Where Is	Hit8685	Hit8707
Christina Aguilera	Hit8686	Hit8708
D. Bedingfield - Nothing	Hit8687	Hit8709
D12 - How Come	Hit8688	Hit8710
Eamon - F*** It	Hit8689	Hit8711
Houston - I Like That	Hit8690	Hit8712
Jean Sean - Stolen	Hit8691	Hit8713
Kylie Minogue	Hit8692	Hit8714
Lou Reed - Satellite	Hit8693	Hit8715
Mario Winans - I Don't	Hit8694	Hit8716
Maroon 5 - She Will	Hit8695	Hit8717
Nina Sky - Move Ya Body	Hit8696	Hit8718
Peter Andre - Insania	Hit8697	Hit8719
Razorlight - Golden Touch	Hit8698	Hit8720
Robbie Williams - Radio	Hit8699	Hit8721
Ultrabeat - Pretty Green	Hit8700	Hit8722
Usher - Yeah!	Hit8701	Hit8723
HipHop Tunes	**poly**	**mono**
50 Cent - 21 Questions	Hit8724	Hit8730
Bahamen - Who Let The	Hit8725	Hit8731
Beastie Boys - Triple Trouble	Hit8726	Hit8732
Beyoncé - Me, Myself And I	Hit8727	Hit8733
Black Eyed P. - Let's Get	Hit8728	Hit8734
DJ Casper - Cha Cha Slide	Hit8729	Hit8735

TV & Movie Themes	poly	mono
Batman	Hit8736	Hit8752
Benny Hill	Hit8737	Hit8753
Dirty Dancing	Hit8738	Hit8754
Eye Of The Tiger	Hit8739	Hit8755
Fraggle Rock	Hit8740	Hit8756
Friends	Hit8741	Hit8757
James Bond	Hit8742	Hit8758
Knight Rider	Hit8743	Hit8759
Mission Impossible	Hit8744	Hit8760
Muppet Show	Hit8745	Hit8761
Simpsons	Hit8746	Hit8762
Spongebob	Hit8747	Hit8763
Star Wars	Hit8748	Hit8764
Terminator 2	Hit8749	Hit8765
Inspector Gadget	Hit8750	Hit8766
Magnum	Hit8751	Hit8767
Pop Hits	**poly**	**mono**
Bryan Adams - Everything I Do	Hit8768	Hit8780
Celine Dion - I Drove All Night	Hit8769	Hit8781
Christina Aguilera - Beautiful	Hit8770	Hit8782
D12 - How Come	Hit8771	Hit8783
Elton John - Your Song	Hit8772	Hit8784
Franz Ferdinand - Take Me Out	Hit8773	Hit8785
Fugees - Killing Me Softly	Hit8774	Hit8786
Girls Aloud - You Freak Me Out	Hit8775	Hit8787
Kasabian - LSF	Hit8776	Hit8788
Kylie Minogue - Slow	Hit8777	Hit8789
Mamas & Papas - California Dreamin'	Hit8778	Hit8790
No Doubt - It's My Life	Hit8779	Hit8791

screensavers for your mobile



cool pix



NEW! GAMES OF THE WEEK

EA SPORTS FIFA FOOTBALL 2005 Mobile International Edition

Game120

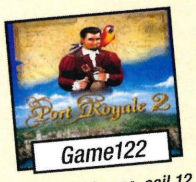
This game defines a new standard for football simulations on mobile phones!

Official FIFA licensed product. © 1977 FIFA(TM). EA SPORTS and the EA SPORTS logo are trademarks or registered trademarks of Electronic Arts Inc, in the US and/or other countries.



Game121

Play against the phone or a friend in this 8-ball classic!



Game122

Explore 60 towns, sail 12 different ships and trade with 8 goods to increase your treasure.

cute pix



Sound Effects

Ali G**	Fun740
Barking Baby Dog	Fun741
Barking Dog	Fun742
Bert and Ernie**	Fun743
Donkey	Fun744
Door bell	Fun745
Football stadium	Fun746
Gorilla Chest Beats	Fun747
Happy Birthday	Fun748
Hello it's me	Fun749
Lion Roaring	Fun750
Loo	Fun751
Mission Impossible**	Fun752
Old telephone ringing	Fun753
Rooster	Fun754

**Celeb sound effects are performed by voice artists.

REAL! Realtone

1) Eric Prydz - Call On Me	Real3340
2) Usher - Confessions Part II	Real3341
3) 3 Of A Kind - Baby Cakes	Real3342
4) Faithless - Insomnia	Real3343
5) Maroon 5 - She Will Be Loved	Real3344
6) Kelis Ft. A. 3000 - Millionaire	Real3345
7) Dirty Dancing	Real3346
8) Usher - Yeah!	Real3347
9) N. Bedingfield - These Words	Real3348
10) Christina Aguilera - Dirrty	Real3349
11) Freestyler - Push Up	Real3350
12) O-Zone - Dragostea Din Tei	Real3351
13) Eamon - I Don't Want You	Real3352
14) Shapeshifters - Lola's Theme	Real3353
15) Outkast - Roses	Real3354
16) Pirates - You Should Really	Real3355

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poly ringtone "Call On Me"

simply txt  to 82228

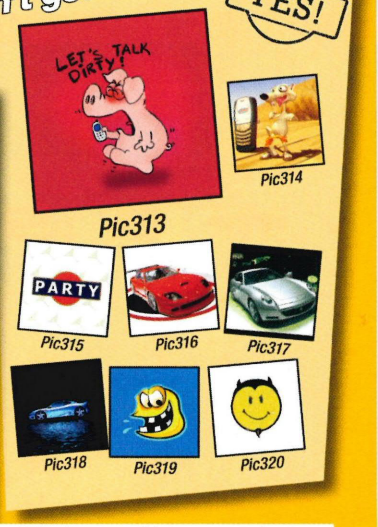
to this number **82228**

Need help? Call 0870 1213184 or email us at info@txt82228.com

30p logos messages



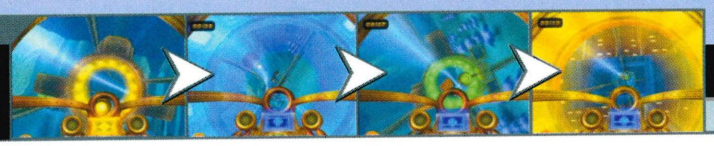
can't get enough



Callers must be 16+ and have bill payers permission. Join any of the TXT82228 clubs and download every month the content items above or www.txt82228.com! The Ringtone Club: up to 20 ringtones per month The Picture Club: up to 12 pictures per month. The Realtone Club: up to 4 realtones per month. The Sound Effect Club: up to 12 sound effects per month. The Screensaver Club: up to 6 screensavers per month. The Game Club: up to 3 games per month. Club membership costs £6 per club monthly and will be billed by SMS. Please allow up to 48 hours for delivery in extreme cases of network traffic. To cancel membership text stopringtone (Ringtone Club), stoppicture (Picture Club), stoprealtone (Realtone Club), stopsoundeffect (Sound Effect Club), stopscreensaver (Screensaver Club), stopgame (Game Club) or stop. Sent texts and WAP/GPRS download charged at normal operator rate. Note: Named artists may have no connection with the featured ringtones & may not be the only artist who has recorded the song. PrePay users must have sufficient credit to receive order. If you have any problems contact customer care at info@txt82228.com. Service provided by Jamba! AG, technical provider mobileway

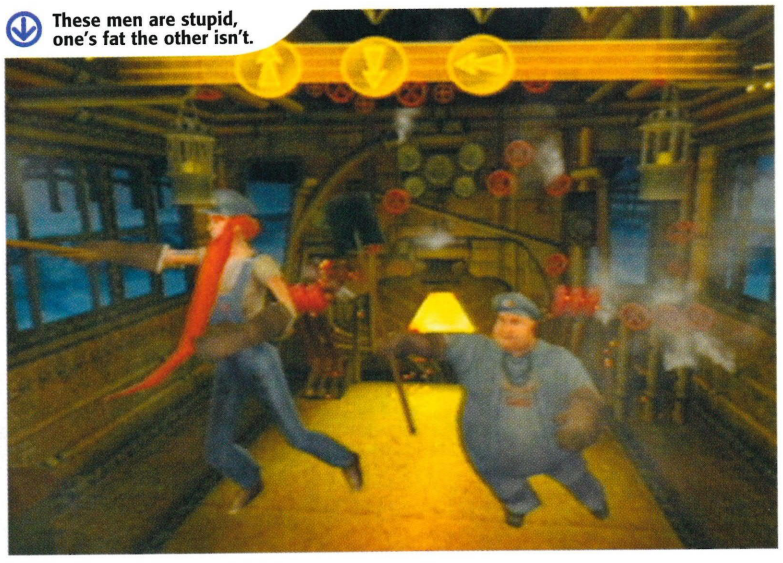
THE COLOURFUL BIT

Fly through tunnels, matching coloured switches. Is this fun? Answer: no.





Tickets please?



These men are stupid, one's fat the other isn't.

THE POLAR EXPRESS

The Boredom Express halted by leaves on the line

CUBE

INFORMATION

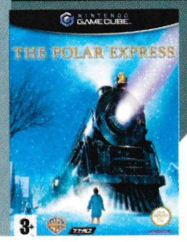
THE POLAR EXPRESS

PUBLISHER:	THQ
DEVELOPER:	BLUE TONGUE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	2 BLOCKS

STATS

- BASED ON THE FILM
- INCLUDES FILM FOOTAGE
- SIX CHAPTERS
- LOTS OF MINI-GAMES

OUT NOW | TBA | OUT NOW



ITS FOR KIDS You can justify the existence of almost anything with those magic words – Dick & Dom, S Club Juniors, Harry Potter and this, *The Polar Express*. It's for kids so that means it's stupidly easy to complete, has almost no gameplay and lasts slightly longer than a sneeze. Because kids like that, don't they? Rubbish. Just because kids are small and annoying, it doesn't mean they should automatically be excluded from the gaming joys of *Super Mario Sunshine* or *Beyond Good & Evil*. This aims lower than that, this is for kids who would find even those games complicated, with the gameplay being so simplistic, it borders on offensive. If you're old enough to realise the joys of picking your nose, you're too old to play this game. The fact that you're even reading this suggests you're too old to buy it. Unless you're a confused parent, of course, in which case you're probably torn between *FIFA Evolution Football* and *Super Prince & Evil Sunshine*. Parents eh?

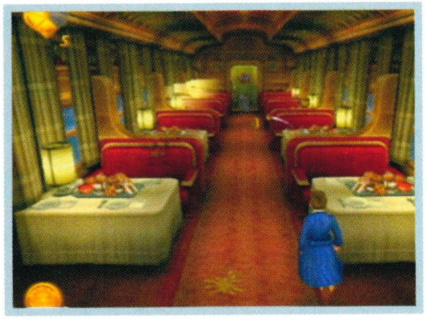
The Polar Express is split into six chapters, which are then split into mini-games that last a few minutes each and are all patronisingly easy. One puzzle involves clearing a path for a little girl to walk through the train carriage by moving blocks around. No trick, no catch, that's all

SPOILERS! ROUGH WALK-THROUGH AHEAD

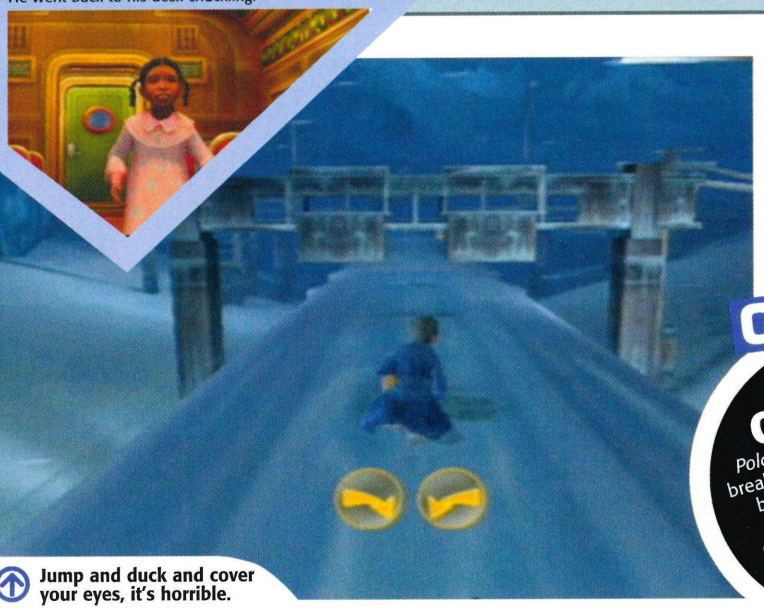
It's only rough because we forgot some bits

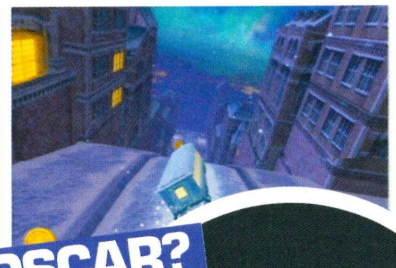
Collect gold ticket. Collect next gold ticket by holding A. Smash ice blocks. Return tennis balls by moving left and right. Sneak through kitchen when chef's back is turned. Move blocks so girl can get through. Wonder when gameplay starts. Kick footballs at puppet. Kick basketball at Scrooge. Rhythm-action bit. Run along train top. Fly balloon to end of level. Watch end credits. Stare at screen incredulously. Hope your local games shop's 24-hour return policy is still active. Realise it's not. Start crying.





SILLY CHILDREN: "Ha ha!" laughed Chandra when he saw this kid. "Ha ha, what a nonce! What kids do that?" He went back to his desk chuckling.









Jump and duck and cover your eyes, it's horrible.

OSCAR?

NO CHANCE

Polar Express film footage breaks up the action. Judging by the complete lack of humour and clichéd characters, it looks pretty naff too. What is it with Xmas films, eh?

2ND THOUGHTS

TRAIN CRASH

■ Oh, dear Lord no. What on earth was THQ thinking? With games like *The Incredibles* and *Finding Nemo* already under its belt, you know THQ can deliver the goods. But *The Polar Express* is like the British rail services – appalling. I can't honestly see this game appealing to anyone under the age of three and even then they'll be happier watching the movie. It's boring, its badly designed and simply not fun. Sorry to be the Grinch, but this game should be avoided at all costs.

LIZ

there is to it. It's for kids, remember? So you move the blocks and watch the little girl happily jig along the new path while a small part of you dies. Some levels are so short, they have to repeat themselves so they justify their existence. It's like watching school plays where one chuck of dialogue is repeated with the keyword changed each time. The mini-game where you have to fly through the tunnels colour co-ordinating the switches to the panel on your ship is dull the first time, so being asked to do it six times is just rude. There's more fun to be had on the memory card screen and this is quite possibly the only game where required concentration levels are so low, it's actually possible to browse the internet at the same time as playing. But then it's not for you. It's for kids. Remember?

The lure of the licence can fool you into overlooking the shortcomings of the game. *The Polar Express* is based on the Tom Hanks CGI flick of the same name, currently doing the rounds in cinemas. It's Christmas of course, so this is a typically twee film where The Boy starts to doubt that Santa exists and The Polar Express whisks him off to the North Pole to make him believe again. Yes, The Boy refuses to believe in the thinly-veiled excuse for mass capitalism and drunken behaviour, so he's forced to visit the North Pole and see Santa. Maybe he doesn't believe because he's received *The Polar Express* for Christmas. Or maybe he's in shock at the full price for a game that takes no longer than three hours to complete. Not that it matters at this time of year, it is coming up to 25 December after all. Merry Christmas everyone! Jingle. Film clips link each chapter and some of the mini-games, with a healthy amount of film footage tucked away. It can only be a good thing for younger gamers, even if it doesn't do a great job of selling the film. Then you see the characters, designed with the sole intention of making you grind your teeth down to small, bloody stumps and you joy quickly turns to anger. The Boy and his "oh wow, gee whiz mister, I sure hope I do good" approach to life is a particularly annoying. Woah! Look out! Oh no! Yes, he's one of those types. One day someone's going to invent a device that lets you reach into your TV screen and punch characters right in the face. The sooner, the better.

Just because a game is for kids, it doesn't mean it shouldn't appeal to adults as well. We'll name just one example of a gaming series that appeals to both kids and gamers – *Mario*. Actually no, we'll name another – *Sonic*. Now far from it for every kid's game to be the next Mario or Sonic (not that Sonic has been doing himself any favours of late) but you still have to pull your finger out and try. If any parents are reading this and thinking of buying *My First Videogame* for little Johnny then fine, this is simple enough for little children who still haven't realised putting crisps in the DVD player is a bad thing. Kids above that age are old enough to know when they've been short-changed. Must try harder, THQ. Much harder.

RYAN

"THIS IS QUITE POSSIBLY THE ONLY GAME WHERE IT'S ACTUALLY POSSIBLE TO BROWSE THE INTERNET AT THE SAME TIME AS PLAYING"

CUBE VERDICT

THE POLAR EXPRESS

SHORT, SILLY, SLOW, STUPID

VISUALS
Film cut-scenes are nice but visuals are too plain.

AUDIO
Good music off-set by the most annoying voices ever.

GAMEPLAY
Press A several times. Sometimes move left and right. Hurray!

LIFESPAN
It's only an hour longer than the film. That, dear readers, is short.

ORIGINALITY
Kiddy platform puzzly movie tie-in of the mundanest kind.

CONCLUSION

MAKING GAMES
patronisingly easy and short isn't how you get kids to put down their bottle of Panda Pops and pick up a pad. Instead, you need accessible gameplay that's engrossing and fun and lasts longer than a rainy afternoon. The film licence provides movie footage but that doesn't save *The Polar Express* where the gameplay fails. And Tom Hanks isn't even in it, it's his brother doing the voice!

ALTERNATIVE

The lesser of two evils, by quite some distance. Not just for kids.



THE INCREDIBLES

Reviewed: 40 CUBE Rating: 6.0

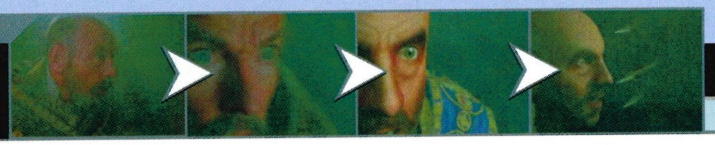
FINAL SCORE

3.8



MORPHING

The movie cut-scenes cut dramatically to the CG cut-scenes. It looks really stupid. Ooh, cutting.



There are hordes of enemies to fight off. It gets tiring.





The Lord Of The Rings baiter

KING ARTHUR

It's worse than Return Of The King, really

WE CAN'T swear in CUBE. What with all the kids who read this, some as young as nine-years-old, it just wouldn't be right and we'd receive angry letters, be withdrawn from shelves, and receive even angrier letters about our lack of vocabulary. Of course it's not big or clever, as everyone is constantly told but, however unintelligent swearing is, it is emotive. There is so much power that can be added to the syllables that other words just can't provide. Nothing can be as shocking or point-edifying. And when it comes to games like *King Arthur* – man, we wish we could let rip with a rant full of foul language that would leave you with no doubt of how awful the game is.

You may remember the On The Radar (the now defunct home of all the previews of bound-to-be terrible games) preview of *King Arthur*. Hey, you may even remember that the film limped onto cinema screens for about a week in July this year. If you do then you know we weren't expecting great things. If you don't, then think about it... bit longer... there you go, see? Rubbish. (You might also like to know that this was only going to be a one page review, but advertising failed to sell enough ring tone/chat-up line ads, hence the two pages.)

Like the *Lord Of The Rings* games, not including *The Third Age*, in fact it

CUBE

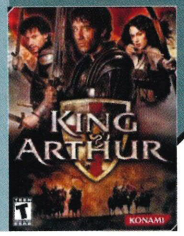
INFORMATION

KING ARTHUR	
PUBLISHER:	KONAMI
DEVELOPER:	KROME
PRICE:	£39.99
ORIGIN:	AUSTRALIA
PLAYERS:	1-2
MEMORY:	1 BLOCK

STATS

- REALISTIC FACES
- EXTENSIVE BROWN PALETTE
- BE RAY WINSTONE
- PLAY WITH KEIRA KNIGHTLY

OUT NOW | TBA | OUT NOW



SHORT-TERM MAMMARY

It's not often we devote a boxout to breasts...

...but we're going to anyway, only because there aren't enough interesting things to talk about in the game. Anyway, the story goes that for the movie poster it was deemed that Miss Knightly's life-giving glands weren't big enough to attract people to the abysmal silver-screen equivalent of Emmerdale, so out came the airbrushes and Keira's baps were summarily pumped up to "acceptable" proportions. But how disappointing is that for people watching the film: "Hey, they lied to us! They're not that big! This film is rubbish!" Ha ha, suckers!



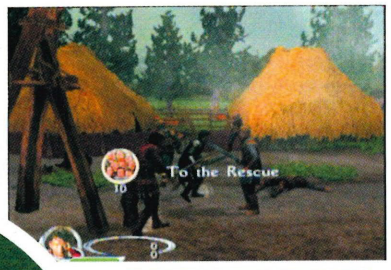


MY LITTLE PONY: You sometimes fight on horseback. There's a simple statement, but it perfectly reflects this gameplay addition: you can do it but it's no fun.



Ignore this. Go watch *Excalibur* instead.





RAY OF SPITE

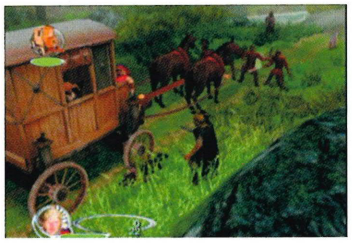
Ray Winstone (the English Christopher Walken?) plays Bors in *King Arthur*. It's almost a reprise of his role as Will Scarlet in the excellent *Robin Of Sherwood*. He's still rubbish in the game though.



2ND THOUGHTS

TO THE RESCUE!

■ This is *LOTR*-lite and considering how life sappingly dull the films and the games were... oh dear. First level – you run around on foot hitting people. Second level – you run around on horses hitting people. Third level – didn't play it but guesswork suggests you run around hitting people while either a) on foot or b) on a horse. I'll ask Tim. He says it's a). Sigh. **RYAN**



is EXACTLY the same as the *LOTR* games, look: movie licence, movie scenes, hack 'n' slash gameplay, differing but ultimately the same playable characters, and lots of brown. Identical, bar one being an Oscar winner the other a really poor cash-in on the myths and legends genre.

Other than being one massive mistake in itself, *King Arthur* has a few interestingly glitchy bits (maybe 'glitchy' is wrong, try 'stupid'). Before we expound on that here's the gist: A quick slash, X slower slash, Y even slower slash, loads of enemies to hack at, the CPU controls one character, you the other (obviously in co-op mode your mate plays along), you can also shoot arrows but only after a lengthy weapon change animation, and there's experience points to collect to level-up (usually we're suckers for this, but not this time). Oh and L does a Finishing Move, well it's supposed to strike a downed foe but the animation carries you forward a few steps so you miss your target by a few feet. What fun!

That isn't a massive, game-wrecking problem in itself (you could just take a few steps back before pressing L), but there's more. Take for instance the third level (or so, can't remember exactly and really don't want to play it again to check) you come to a log bridge, "Keep your weapon ready," advised Arthur as we approached the log. Then the view totally changed to a top-down mess of confusion as enemies rushed from each end of the log to attack. So you start slashing but you can't because, as more enemies engulf the log and work towards your back, their attacks interrupt yours, and the enemies in front are blocking your attacks stopping any combo action you might have been hoping for. You can't fight back! You die, and it's back to the start. But here's the interesting/daft bit: if you run across the log (in the correct direction, it's difficult to tell with the viewpoint change) before too many enemies arrive and manage to make it to the next change of viewpoint, they disappear! Gone, vanished, kapoof! Heh, then you come to another log and try to do the same thing – it doesn't work this time and you die. Why does this happen? Why doesn't it let you take advantage of the glitch and let you do it again? Damn.

Another glitchy/stupid thing is the CPU AI. On occasions when surrounded and unable to attack, the CPU character literally just stands there, not helping. Has it switched sides? Is it down to some internal conflict because the CPU is controlling a goodie and all the enemies? Does it think it's Tron?

On the last level we played Bors was chasing horses and getting separated, meaning that he couldn't help in fights. Anyway, he gets separated when enemies cut down trees, which means you have to kill a certain number of enemies before the barrier is lifted allowing you to move on. Imagine our surprise when the last enemy fell and the tree-barrier exploded! We stopped playing at this point; just couldn't go on.

Read our words. Don't buy *King Arthur*. It's ******* ****.

TIM

"KING ARTHUR MAKES US WISH WE COULD LET RIP WITH A RANT FULL OF FOUL LANGUAGE"

CUBE VERDICT

KING ARTHUR

A TIRING, TIRED HACK 'N' SLASH A BASHER

VISUALS
Muddy brown, dirty brown, caked brown and the odd bit of green.

AUDIO
Far too much screaming and shouting, gets annoying.

GAMEPLAY
Hammer A, but maybe mix it up a bit with X or Y.

LIFESPAN
Three minutes, that's all. We played it more so you don't have to.

ORIGINALITY
Rips-off the movie based *Lord Of The Rings* games, badly.

ALTERNATIVE

A slightly better film and a slightly better game – not much, just slightly. That's a wee bit.



LOTR: RETURN OF THE KING

Reviewed: 26 CUBE Rating: 5.8

CONCLUSION

IT'S AWFUL WHEN we get a game in that has absolutely nothing to recommend in it. "Cool, it's got movie cut-scenes," "Yeah, so?" See? There's nothing here. All that's left to tell you is that Keira Knightly will be starring in *Pirates Of The Caribbean 2* and that Ray Winstone in Tim Roth's *The War Zone* is truly chilling.

FINAL SCORE

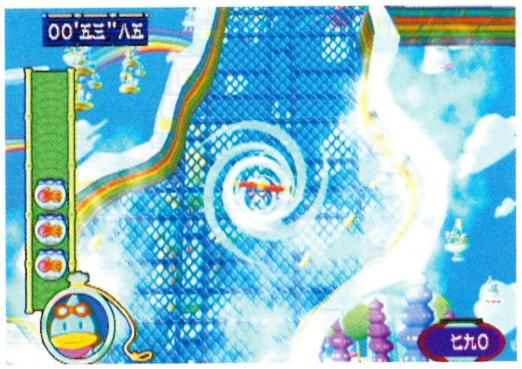
4.3











Nintendo gets in a spin

KURURIN SQUASH

Do ducks get dizzy? And do any of you care?

CUBE

INFORMATION

KURURIN SQUASH	
PUBLISHER:	NINTENDO
DEVELOPER:	EIGHTING
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	4 BLOCKS

STATS

- UNIQUE GRAPHICAL STYLE
- GBA LINK-UP
- REMAKE OF GBA CLASSIC
- FOUR PLAYER DEATHMATCH

TBA | OUT NOW | TBA



ONCE UPON a time there were these ducks. All different colours they were... blue, green, red, brown, purple... every colour of the rainbow and many more besides. They were all one big, happy family. There was mother duck, father duck, inventor-uncle duck, baby duck, sexy duck, loved-up duck, freaky hair duck, rabbit duck and your all-round good duck. Oh, actually it's not a rabbit duck, it's just a plain old rabbit... in a WW II pilot's uniform. Forgive us for the mistake: we just figured that it was a duck, this being a game about ducks and all. One day an evil professor duck (professor ducks are always evil) goes a bit 'chicken oriental' and kidnaps them all! Well, all except the all-round good duck, that is, cos like, he's the hero. Turns out he has this floating contraption with which he can go and save them all. Genius. Ducks these days really are something else.

So yeah, the storyline is quite disturbing (what's with the sexy duck!?) but you rarely see the ducks in question so it's not all bad. The game itself is based on the GBA title of a similar name. GBA owners may remember it as one of the GBA launch titles back in the day, and what an addictive little game it was. Why this particular version is called '*Squash*' is anyone's guess, because you don't really ever squash anything. Not a sausage.

You guide a little contraption (piloted by a duck no less – we'll call it a Spinny Thing) through a series of levels in order to face the evil duck and save your family. The catch is that the Spinny Thing is always rotating (now you can see why we've called it a Spinny Thing... we're so clever). You can speed up the rate at which it spins but you can't stop it completely. This is fine when you have wide

CREEP

WEIRDO

And here he is, the star of the show. Such a thoughtful little duck. If he went to cubs he'd have loads of badges no doubt... but only the badges for sewing and cleaning, not for killing stuff.



Kururin wears goggles on his head instead of his eyes.



UNAWARES: Check it out – there they are, all happy. Little do they know what's going to happen in a few minutes. Duck massacre!



TURN-BASED BATTLE

Flame-grilled duck anyone?

Kururin Squash is full of different Spinny Things, all of which have different abilities. Here's a quick guide to the main ones:
Punch Spinny Thing: A Spinny Thing with a punch glove at each end. Tap A to extend both arms and attack whatever's in that general direction.
Whirlwind Spinny Thing: Hold down A to create a vortex. The longer you hold it down the bigger the vortex gets. Combine with motion to send it flying.
Flamethrower Spinny Thing: Hold A to spew napalm out of each end.
Paddle Spinny Thing: Hold down A to submerge your Spinny Thing under the water.



"THE STORYLINE IS QUITE DISTURBING. WHAT'S WITH THE 'SEXY DUCK'!?"

pathways, but throw some narrow curves into the mix and you've got a bit of a problem. The trick is to move the Spinny Thing while it spins in order to get around curves and through narrow gaps. Every time your Spinny Thing hits the side or an enemy, you lose one heart. You have three hearts in all, and when all have been drained you have to start the level again. We have issues with this though: surely the duck should die courtesy of a gruesome cut-scene? Or even if it's just that the Spinny Thing is damaged, we should get to see the duck in his workshop fixing the damned thing? Anyway, somehow he manages to instantaneously start the level again. Throughout the levels you'll come across Springs (which make your Spinny Thing spin in the opposite direction), Health Areas (replenish your health) and the Goal (the end of the level). The aim is to get to the goal in the quickest possible time.

Every level holds 100 coins that can be used to buy items in the shop. These include Movies (showing you the best way to do each level) and new Spinny Things. Every different Spinny Thing has a different special ability and an entirely unique set of levels. Only by completing the tasks with each and every Spinny Thing can you save all of your stinky duck pals (sorry duck-lovers, but they do stink). The general pattern is that you complete 10 levels, the tenth being the boss battle where you get to use your special abilities against the big bad poultry-geist.

The levels are cunningly designed to take advantage of the various Spinny Thing's abilities. For example the Whirlwind Spinny Thing can create mini-vortexes that suck in enemies or put out flames. As such the Whirlwind Spinny Thing levels are filled with enemies and flamethrowers. Whatever the Spinny Thing, the game has been designed very well, and once you know what you're doing you can go round many of the levels without stopping. It's such a good feeling to be completely in control of what is initially a very tricky affair. The on-rails sections are especially satisfying but equally hair-raising. They're also slightly different to the other bits of the game in that the Spinny Thing is spun at your discretion. You control a Flamethrower Spinny Thing on a rail. The Spinny Thing travels along the rail at a fair old rate, while you have to burn obstacles and enemies, while turning the Spinny Thing to avoid hitting the scenery. You also have the option to speed up the action should you need to

2ND THOUGHTS

DUACK-ATTACH

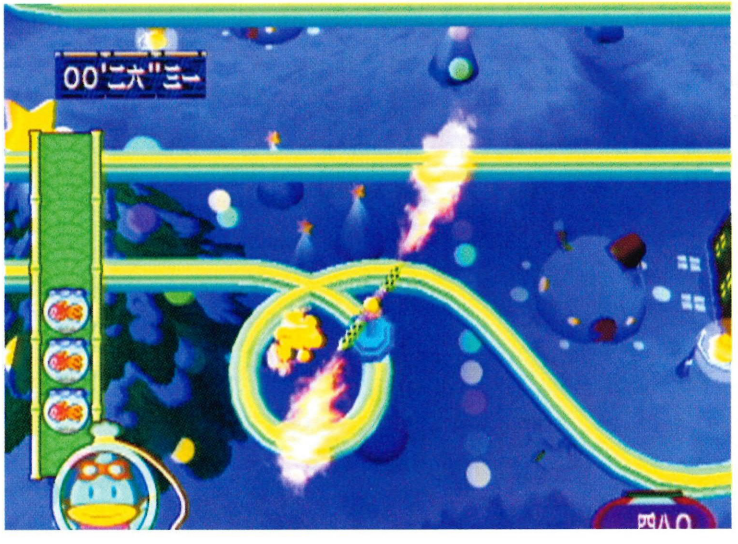
■ If you've had any kind of experience with the *Kururin* games in the past, there's not really much more we can tell you about the GameCube version – it's nearly identical, bar the addition of some gimmicky Spinny Things that bring a different angle to the thought process. Yeah, so it's very playable but it's far too short; plus the extra modes that you unlock when you finish it (particularly the one that doesn't let you stop moving) aren't really worth the effort. We're in an awkward position, really – we didn't pay for it and we had fun. But if we had coughed up £40 for the honour? The story might be a little less rosy…

MARTIN





All these hearts and our stupid duck only takes three.



BOSS HOG... ERM, DUCK

AVERAGE DUCK TURNS PSYCHO KILLER

This evil boss duck takes on a slightly different form depending on what Spinny Thing you're using. Some battles see you using the environments against him, while others require you to actually attack him with your punch or flame attack. None of the battles are particularly taxing, but you get enough brain-taxing from the standard levels. Your reward for beating the duck down is the return of one of the little ducks.







CUBE VERDICT

KURURIN SQUASH

ADDICTIVE BUT BIZARRE PUZZLE GAME

VISUALS
Neat, colourful and stylish. Not outstanding but nice enough.

AUDIO
It's a puzzle game. Catchy, if plinky-plonky, compositions and sounds.

GAMEPLAY
Simple but effective. So addictive it'll drive you mad.

LIFESPAN
Not all that big, but it's one of those games you'll keep picking up.

ORIGINALITY
It's the GBA version with some new ideas and stylish graphics.

CONCLUSION

THIS IS ONE of those games that does exactly what it sets out to do, ie provide you with a bit of fun for a while. The four-player mode is pretty cool as well, but it doesn't stop the game being something that you'll play for half an hour every now and then. If it comes out in the UK for under £25 we'll cheer.

ALTERNATIVE



GBA predecessor. Very similar in terms of gameplay, and just as addictive.

KURU KURU KURURIN
Reviewed: NA CUBE Rating: na

FINAL SCORE

7·8

CONTINUED

get away from the tougher enemies.

The last thing we expected from this game was a Multiplayer mode, and even when we did see it we were dubious. How could it possibly work? As you progress through the game and unlock new Spinny Things you start to see how it really could work. The mode in question sticks up to four of you in an arena filled with obstacles and enemies. There are several arenas and as long as you've unlocked the Spinny Thing in question it will be available for you to use. With only three hearts the action is pretty fast moving to say the least, making it very similar in nature to the classic *Mario Kart* vs battles. Actually, it's better than *Mario Kart* because you're killing those stupid ducks. They deserve it.

Kururin Squash is a charming little game. It's reminiscent of Tetris in that it's very pick-up-and-play, very addictive, and has a style all of it's own. It's one of those games that you simply have to keep playing, just in case there's another cool little Spinny Thing in two levels time. It's the perfect example of less is more. It'll have you fuming in some places, but you know that you'll keep trying until you get further... and you will get further because all the levels are perfectly designed, and it's your patience that will determine how well you do.

The different styles of Spinny Things thankfully add depth to the game where they could so easily have cluttered a perfect formula. The only problem with the game stems from the fact that it's only available on import so it'll cost you a fair bit. Even online you're going to be paying about £45, and that kind of price tag just isn't worth it. In Japan the game is quite rightly priced considerably lower than standard GameCube games. Nintendo knows it's a budget title, and isn't advertising it, instead relying on the fact that fans of the GBA game will buy into it.

As such we can't recommend that any import gamers buy this. If it turns up second-hand for £20, grab it. If Nintendo ever decides to bring it to Europe for £25 or less, grab it and don't let go because you will love it. However, the chances of NOE even considering bringing such a strange little quack-a-jack title to these shores are pretty slim, so don't hold your breath. Go on Nintendo, you know you wanna.

CHANDRA





... and this, dearest readers, is raging-nipple duck...



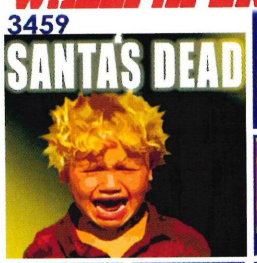
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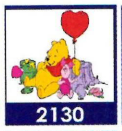
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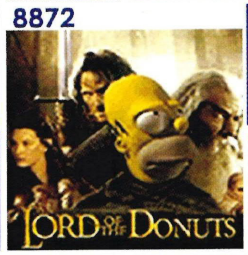

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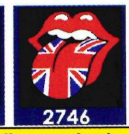




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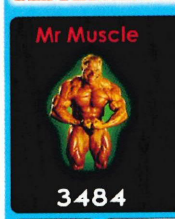
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2465 MARIO WINANS *I Don't Wanna..*
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3622 MCFLY *Room On Third Floor*
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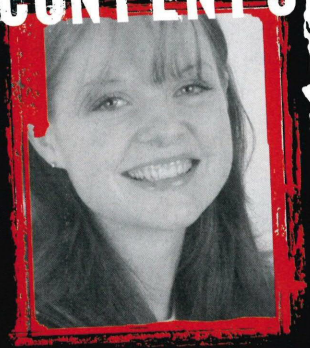
REVIEWS

All the big games on DS and GBA. We sort the top turns from the turnips!

DS NEWS:

FEEL THE MAGIC • SPIDER-MAN 2 • METAL SLUG ADVANCE

CONTENTS



WELCOME TO THE first issue of Hands-On, your definitive guide to portable gaming. We have it all – the latest GBA and DS news, previews and reviews. "What's that?" you say, "DS reviews"? Oh yes. We've finally got our mitts on Nintendo's new handheld system. And when we weren't sending rude pictures via PictoChat, we reviewed some games including *Mario 64 DS*.

Liz Morris
News Editor

AT A GLANCE...

DS LAUNCH
The American DS launch party was attended by such luminaries as Pink, the English one? Miles and Chandra... hmm.
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IN THE WORKS
All the gossip on the latest games that you'll be playing.
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DS HARDWARE REVIEW
We've got it! We've played it! We've wiped our screens.
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SUPER MARIO 64 DS
It's-a-him, again. But does it work as well as the original?
Page 090

FINAL FANTASY I & II
See where it all began, finally, on your GBA.
Page 094

DS DAY

DS is launched in the US



AFTER MONTHS OF waiting, it's here! On the 20 November, a day before the official US launch, Nintendo and America's largest games store, EB Games at Universal Citywalk in Los Angeles, hosted a launch event for Ninty's new handheld system.

The event started at 8pm, where 300 dedicated fans braved the rain and cold so they could be the first in line to get a DS unit. Nintendo didn't skimp on the show, entertaining the crowds with laser light shows, live music by DJ Rap and a games hub until midnight, when a spectacular fireworks display signalled that the store was open for business. DS units and games flew off the shelves at a rate of knots.

The DS has been the talk of the gaming world since it was officially announced at E3 earlier this year and already Nintendo is seeing unprecedented results with over 2 million pre-orders having been taken for the device. This bumps Nintendo's DS sales estimate from 3.5 million to 5 million by March 2005.

However, despite the fact the company has brought a third factory online to keep up with demand, shortages are still expected. Even so this is all great news for Nintendo, who'll easily recuperate the $40 million it has spent recently on the Touching Is Good campaign, not to mention the oodles of cash it spent on a lavish star-studded DS pre-launch bash, which saw the likes of Pink, Jerry Bruckheimer and Cuba Gooding Jr on the guest list: "Since we announced the Nintendo DS, celebrities have been clamouring to be the first to get their hands on it," commented our man Reggie The Beef. And it seems the DS went down a storm with the entertainment industry's "hottest" residents, including Scrubs star Donald Faison (Turk) who referred to the DS as the, "dopest thing I've seen in my life". But not everybody was happy with Nintendo this month, namely European gamers, when trade journal, MCV, suggested that the DS would retail at £129.99 when it is released in the UK next March. That's roughly £50 more than the Americans are paying, and nearly double the cost of a GBA SP so it's little wonder that many European gamers plan to import US devices at a fraction of the cost. How this will affect Nintendo in the long run is anyone's guess, but maybe the company should remember that we're only willing to take so much before we take our custom elsewhere. ■





MICROSOFT DISSES PSP

Sony handheld no threat to DS?

AT THE RECENT *Halo 2* Backstage Pass event in Seattle, Microsoft's senior executives spoke out about Sony's PSP, criticising the company's decision to take on Nintendo, the current market leader in handheld gaming. Corporate vice president of worldwide marketing and publishing for Xbox, Peter Moore, was most vocal on the subject, describing Sony's forthcoming launch of the PSP as being, "like developing your own little operating system and saying, 'Well, I'm going to challenge Windows'". Others were less dismissive of Sony's plans to enter the handheld market, especially chief Xbox officer Robbie Bach who suggested that Microsoft might actually benefit from the whole PSP/DS war by drawing Sony's attention away from the Xbox: "If Sony is distracted by way of a war with Nintendo, that's fine with us."

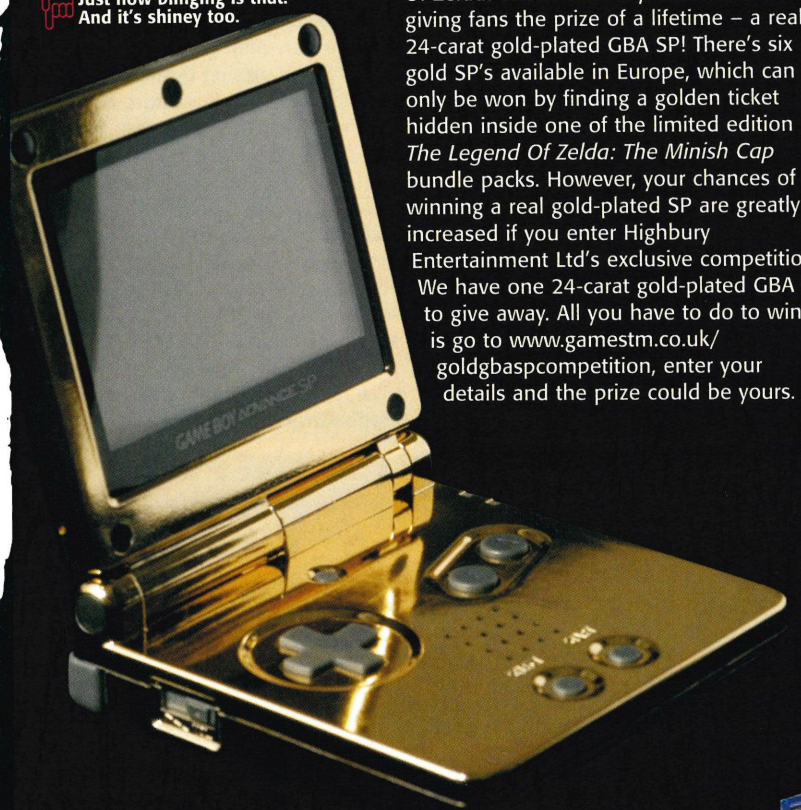
However, Microsoft shouldn't be so quick to dismiss the PSP. After all, it

WIN WIN WIN!

GOING FOR GOLD

TO CELEBRATE THE launch of *The Legend Of Zelda: The Minish Cap* Nintendo is giving fans the prize of a lifetime – a real 24-carat gold-plated GBA SP! There's six gold SP's available in Europe, which can only be won by finding a golden ticket hidden inside one of the limited edition *The Legend Of Zelda: The Minish Cap* bundle packs. However, your chances of winning a real gold-plated SP are greatly increased if you enter Highbury Entertainment Ltd's exclusive competition! We have one 24-carat gold-plated GBA SP to give away. All you have to do to win it is go to www.gamestm.co.uk/goldgbaspcompetition, enter your details and the prize could be yours.

Just how blinging is that. And it's shiney too.



HANDS ON Accessories

GBA SP SOUND GRIPS



The GBA SP's compact design might be ok for younger people with small hands but us older gamers, with our giant sausage fingers and man-sized mitts, need something meatier to hold on to. Hurrah for Gamester's Sound Grips holder then, with its comfortable grips and in-built retractable headphones. It will however create a very suspicious looking bulge in your trousers.

GBA SP ESSENTIALS KIT

Looking to get that someone something special for Xmas? Then look no further as Gamester's Essentials Kit contains a GBA SP Game Changer (holds three games that you can switch between at the flick of a button), three "skins" to customise your handheld, a soft carrying case and a set of head-phones with a through-port adapter. To get your hands on a GBA SP Essentials kit visit www.radicauk.com

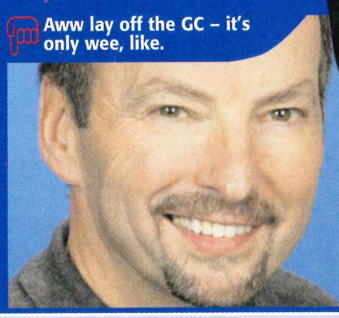


DS TV TUNER

NOJ has announced a TV Tuner for the DS and GBA SP. The device, which is rumoured to be available in Japan by January 2005, attaches to the base of the DS/SP and allows gamers to watch up to 6 hours of television on the handheld.

took on Sony's PlayStation2 with the Xbox and it's doing okay for itself. So until the PSP is launched in Japan in December, there really is no way of knowing how it's going to affect Nintendo. ■

Aww lay off the GC – it's only wee, like.





STRANGE, BUT TRUE

THE AD

Why does Samus' belly not get covered in armour in the *Prime 2* advert? Breezy.

TID BITZ



DS RULES!

Japanese games magazine Famitsu, recently conducted a survey asking game retailers which handheld device they were most excited about (the DS or Sony's PSP). Unsurprisingly, the majority of retailers opted for the DS, with the system winning 61.6 per cent of the vote whilst the PSP only got a paltry 19.2 per cent, with the remaining 19.2 per cent of retailers refusing to comment either way. Now, we're not ones to gloat but...

SPLINTER CELL-PHONE

Mobile gaming has come a long way since the days of *Snake* (you must remember *Snake*? Oh come on, it wasn't that long ago). Now gamers can experience their favourite console games, with full 3D colour graphics, in the palms of their hands. The latest game to make it onto the small screen is *Splinter Cell: Pandora Tomorrow* from O2. The mobile game is based on the first level of the console version, where players take on the role of Sam Fisher as he attempts to infiltrate an Indonesian village undetected. For more information visit www.o2.co.uk/games.

NO IPOD FOR NINTENDO

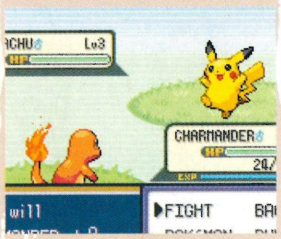
Nintendo has stated that it has no immediate plans to release a multimedia system, despite the fact that Sony's new handheld device, the PSP, will have multimedia functions. Reggie told The Wall Street Journal through a mouthful of hammers that Nintendo doesn't intend to market the DS as a multimedia product. He also dashed any hopes of seeing an iPod-style device from Nintendo any time soon, stating: "If you deliver multi-functionality, it should be the gold standard." Still, it's nothing a DS, an iPod and some sticky tape won't fix.



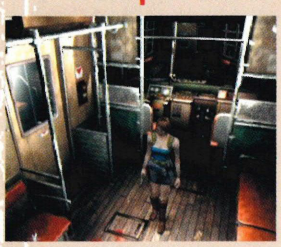
IT'S NOT A GAME BUT IT SHOULD BE!

POKÉMON: BLOODRED/GANGRENE

Underneath the streets of Viridian City lies Silph Co, a secret test laboratory headed by Professor Oak – the world's leading expert in biological weapons. A horrendous "accident" occurs at the laboratory, unleashing the mutating P-virus onto the Pokémon residents, turning them into flesh-eating zombies. Only Lance and the Alpha Team can find the cure but there's a formidable force out to stop them. Its name? S.T.A.R.M.I.E.



+



"Brains, brains, brains! Pika-brains, a-chuuuu!"







MARIO PARTY ADVANCE

Invitation only...

AFTER ITS PRELIMINARY unveiling at E3 earlier this year we were expecting to hear a lot more from Nintendo about *Mario Party Advance*, but the company has remained suspiciously tight-lipped about the whole affair. Now CUBE has learned that the game has slipped from its original 3 December release date to an unspecified time in 2005. More worrying still, is that the game didn't appear on Nintendo's recent Q1 release schedule, suggesting we won't be seeing it until next summer at the earliest. Eeep.

However, we believe it'll be worth the wait if its premise is anything to go by. *Mario Party Advance*, the latest in the popular *Mario Party* series, promises over 60 new mini-games, which can be unlocked by playing through the various Boards in Adventure Mode and earning coins. The game also features a two-player multiplayer mode and a range of Gaddgets by Professor E Gadd including the Compatibility Meter that tests how well matched you and your friends are plus the Finger X-Ray that allows you to "see what's inside", whatever the hell that means. We shudder to think. CUBE will keep you posted on any further updates, but until then check out the review of *Mario Party 6* elsewhere this ish. ■

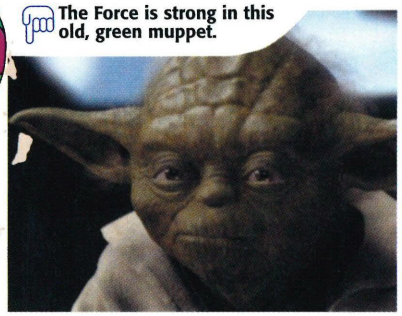


STAR WARS REVENGE OF THE SITH

One trilogy ends, another begins...

WITH THE FORTHCOMING release of the final *Star Wars* film, *Revenge Of The Sith*, (oh, Lord give us strength) LucasArts and Ubisoft are working their socks off to get the tie-in game complete in time. Lucky us. The game, which will appear on three platforms – including the GBA and DS – will allow players to use force powers as they traipse about the locations in the new movie. Few other details have been released at this time, presumably because LucasArts can't reveal too much about the film, but Ubisoft has hinted that players can control a number of characters from the movie. Ubisoft also reckons: "*Star Wars: Revenge Of The Sith* will be the videogame that every handheld gaming fan on the planet will enjoy playing – including those of the epic *Star Wars* series," or so says Alain Corre, Ubisoft's managing director for Europe. The game will be released at the same time as the film, which opens in May 2005. ■

The Force is strong in this old, green muppet.



BANJO KAZOOKIE: PILOT

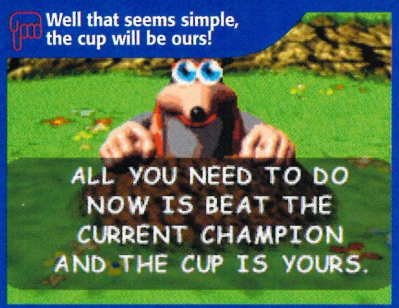
Why does a banjo need a pilot?

NINTENDO DESERTER RARE is currently developing a Banjo racing game, featuring the 'macho' brown bear, his chum Kazooie plus a number of other characters from the popular franchise. The game, as its name suggests, allows players to pilot a number of customised aircraft around a range of courses, spanning a wide variety of environments including snowscapes, deserts and canyons, which are jam-packed with obstacles, opponents and power-ups. *Banjo Pilot* is currently scheduled for a January 2005 release and can support up to four players using the GBA game link cables. ■

It's a karting game... in the air! Genius!



Well that seems simple, the cup will be ours!



SUPER PRINCESS PEACH

Don't touch her, she bruises easily…

IT APPEARS NINTENDO is developing a new DS game starring one of the Mushroom Kingdom's prettier residents, Princess Peach. According to Japan's best selling videogames magazine, Famitsu, *Super Princess Peach* is a 2D platforming adventure that follows Peach's journey as she attempts to save Mario after he's kidnapped [well, that's refreshing! – Liz]. To help her on her quest, Peach is equipped with a magical umbrella called Kassaa, that she can use to attack enemies and float from platform to platform, plus a number of other actions that Nintendo has yet to confirm.

At this time, Nintendo hasn't announced how the game intends to make use of the DS' unique features, although we hope the second screen offers more than a close-up of Peach's mug, like the screenshots suggest. Currently there is no release date for the game, but we'll keep you posted, we always do. Oh yes. ■



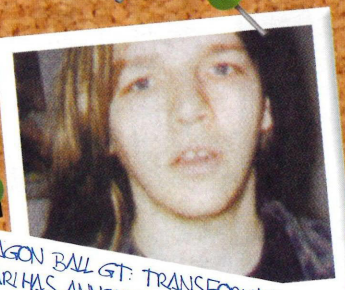
Despite Nintendo's best efforts to bring girls to gaming, we don't think Princess 'I get kidnapped every other week' Peach is the best role-model.

So Mario's been kidnapped this time? Ooh.



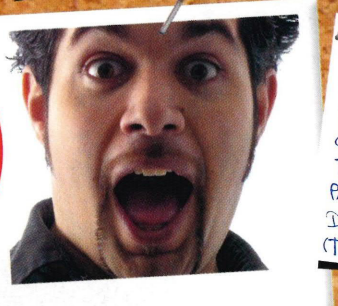
HANDS ON Rumours

THE TOWER SP
NINTY IS RELEASING A GBA VERSION OF THE SUCCESSFUL PC GAME, THE TOWER. TAKE ON THE RESPONSBLITES OF THE TOWER'S DUTY MANAGER, KEEP THE RESIDENTS HAPPY AND EXPAND THE BULDING IN THIS SIMS-STYLE GAME.



DRAGON BALL GT: TRANSFORMATION
ATARI HAS ANNOUNCED ITS PLANS TO RELEASE TWO DRAGON BALL GT GAMES FOR THE GBA NEXT YEAR. NO FURTHER DETAILS HAVE BEEN REVEALED AS YET.

SENNEN KAZOKU
ANOTHER SIMS-ESQ GAME, PLAYERS TAKE ON THE ROLE OF CUPID WHO MUST PROTECT A FAMLY USING HIS EMOTON ARROWS. THE GOAL IS TO KEEP THE FAMLY BLOODLINE GOING FOR 1000 YEARS.



NONO NO PUZZLE CHARAN
AN ALL-NEW PUZZLE GAME FROM NINTENDO, FEATURING A NUMBER OF BRAIN TAXING CONUNDRUMS, SUCH AS GURU PACH 6 WHERE PLAYER MUST CLEAR THE BOARD BY LINING NUMBERED PANELS TOGETHER. THE CHARACTER DESIGNS ARE DONE BY CREATURES INC (THE GUYS BEHND POKÉMON).

HANDS ON Updates

Catch up on all the latest news…

BACK IN ISSUE 33, **CUBE** reported that the sequel to the popular platformer *Tak And The Power Of JuJu* was in the works, entitled *Tak 2: The Staff Of Dreams*. Now THQ has released some new screenshots of the GBA version, due out next March. Here's a sneaky peek… aww doesn't he look cute? ■

Taking it to the GBA – *The Staff Of Dreams* is gonna rock.



SHIZZLE

US IMPORTS

No, we don't mean annoying celebrities like Madonna who've come over here and latched onto us like a teething baby to a teat. We mean import games! Duh! How else are we going to get our hands on DS titles before everyone else?



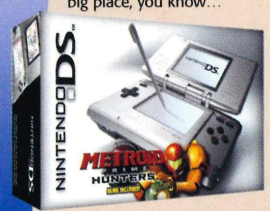
VOICE ACTIVATED GAMES

Oh yes, the future of gaming is upon us. First there's *Mario Party 6* and now rumour has it that *Wario Ware Inc DS* will be utilising the machine's microphone function during Mike the karaoke robot's mini-games. Robots rule.



SUPPLY SHORTAGES

What the…? Honestly Ninty, if you're going to promote the DS as the biggest thing since, well, the GBA then at least make enough units to go around. America's a big place, you know…



SLACK PRS

Those mean people that don't give us review code until the game's already out in the shops and then get mad when nobody buys it.



NIZZLE

TOUCH ME

Two screens, better than one?

IT'S NOT NORMAL to lust after a machine. We know this. We're not stupid, we're just wrong in the head. But how can we not lust after the DS when it has so much going for it? It's gorgeous to look at, it has two LCD screens, touch screen technology, it's backwards compatible, has awesome graphics and Wi-Fi technology. But even with all these features can it prove that it's not just a millennium update of Game & Watch?



HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
PLAYERS: 1-4

DUAL SCREEN	👍👍👍👍
MICROPHONE	👍👍👍👍
WI-FI	👍👍👍👍
TOUCH SCREEN	👍👍👍👍

THE DS PUT TO THE TEST:



CHANDRA:
I must admit, I was a little bit sceptical about the DS. Even once I had my own unit in my hands, I was still thinking "yeah but, no but, yeah but". But after a good few days with it I'm ready to join the touchy-feely love gang.

I think it will be like that for most people because the entire concept of touching to control something is quite alien, but it's probably the same for people who haven't used a control pad before: they always have to look down at the pad. It does become second nature, I promise, and it can be an extremely accurate way of controlling games.

I don't think we'll see the truly innovative games for a while yet. Third-parties need to get to grips with what they can do. *Spider-Man 2* is just lazy (why can't there be a map on one screen at the very least?), but it does show what the machine is capable of graphically. It's a good start though, and I imagine we'll have glowing opinions by the time the PAL launch comes around.

LIZ:
Ooooh, it's so pretty and slightly smaller than I expected although a tad on the heavy side – it's certainly not pocket sized like the GBA SP which is a bit of a problem. However, I have to say I really like the design although the thumb strap is utter tosh. It's too short and difficult to keep in place, plus it's on the right-hand side of the DS despite the fact you need to use the thumb strap on your left hand. D'oh. I've yet to play a game that doesn't work better with the stylus or D-pad, but I'm sure that by the time the machine comes out over here, a separate thumb attachment will be available on the market, solving this glitch.

The actual touch screen aspect is very cool, especially in *PictoChat* where you can draw silly pictures on the screen or in *Super Mario 64 DS* where you can 'Vector Edit' Yoshi or Mario's faces. As well as this the graphics are fantastic, the sound is good and the games have a lot of potential although none of the titles I've seen yet really show off its capabilities to the fullest.

MILES:
I've got a DS of my own. Check me out yo. Okay, the only game I've had a chance to get really stuck into is *Mario 64*, but can you think of a better test of the touchscreen's ability to function as an effective analogue controller? More of that in a bit. I will say this – playing on the bus made me feel distinctly queasy. Maybe I've got a weak constitution, but I won't be doing that again. It's good to see a raft of alternative control configurations, something other developers will do well to note. Stylus control seems the easiest to get to grips with at first, but the thumb pointer is the way forward and herein lies the one big design concern. In order to reach the touch screen while holding the DS in the traditional manner you have to stretch your thumb and even then an averagely thumbed human being won't be able to reach much beyond the halfway point without inducing some nasty strain injury. The only other moan is that it feels off-puttingly brittle compared to the SP. Other than that, wow. Can't wait for the games to start rolling in!



RYAN:
Yes it is bulky for a 'handheld' console but the Nintendo DS is big and beautiful, built to last and made with slender curves that will make you purr. The games themselves are a hit and miss bunch. The *Metroid Prime: Hunters* demo has attracted the most praise thus far with Wi-Fi deathmatches already becoming a regular fixture. *Feel The Magic* was disappointing, as for every tick it scored with a clever mini-game, it would then receive two crosses for following up with dull ones. Without wanting to sound like a technical beanpole, one concern we discovered is for games such as *Hunters*, which put the Wi-Fi capabilities to the test. Even with a meagre distance of ten feet between the units, it started clocking up inaccurate scores for multiplayer deathmatches, saying Player 1 had scored no kills on one DS unit with the other units showing Player 1 had scored five kills. It's all well and good having a handheld console with sexy graphics, a nice feel and innovative features but it would be nice if it could count to 10 as well.



TIM:
"Oh it's sooo brilliant!" Aye yer ma. You want the truth? You want the Voice of Reason? Then listen up. It's wrong. The stylus is too short and digs into your hand. When playing games on the touchscreen your hand covers half the screen, necessitating a hovering, pincer-type grip on the stylus. The extra screen really doesn't add anything and so far the games have been rubbish. A butchered version of Mario 64? "Best game eva!!!1!" Balls. Spider-Man 2 looks nice but has idiotic gameplay making you switch from the buttons to the stylus at various points. It is quicker to use your thumb but then the touchscreen ends up greasier than a deep-fried Mars bar. This supposed 'gameplay innovation' does nothing more than re-introduce the point and click genre, something that died out with *Discworld* games and *Cosmic Spacehead* (though *Myst* is still going for some reason). The worst thing about the DS? The only thing anyone has had any real fun with is drawing phalluses in *PictoChat*. Genius. Well done Ninty.

SUPER MA

Old vs new, vs old… oh, this is confusing



HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
PLAYERS: 1-4

DUAL SCREEN	👍👍👍👍
MICROPHONE	👍👍👍👍
WI-FI	👍👍👍👍
TOUCH SCREEN	👍👍👍👍



BACK IN 1996

Nintendo caused a stir in the videogames world when it released its new system, the N64. This in itself was a big deal, however it was the system's launch title, *Super Mario 64*, which stole the show. The game was the first title to use analogue control within a 3D environment and gamers lapped it up. It was a huge success and to this day remains arguably the best 3D platformer ever. So it's little wonder that Nintendo has taken the safe option by releasing an updated version of *Super Mario 64* for the DS. But does the game come close to the N64 version? Yes…

If you've played the original version you'll have a fair idea of what *Super Mario 64* is about. But if not, here's a quick update. Princess Peach invites Mario to her castle but when he gets there, Princess Peach is gone! (Oh what a surprise, the silly bint has got herself kidnapped again.) It's up to the red-capped plumber and chums to rescue Peach from Bowser and restore order to the kingdom.

MUSHROOMS

Where the DS version differs, however, is that at the start of the game you play as Yoshi and not Mario, adding a fresh twist to an old game. Playing as Yoshi means the gameplay differs somewhat too, as Yoshi has different abilities to Mario (for instance Mario can Wall Jump and Yoshi can't), so how you progress through the levels and fight enemies changes depending on who you're playing as.

You won't be stuck with Yoshi for long though – once you've picked up 12 Power Stars you unlock Mario, although you can swap between the characters when needed. In fact there are four playable characters in total – Yoshi, Mario, Wario and Luigi, and learning what each character's strengths and weaknesses are is vital in order to collect all the Stars, as well as defeating certain enemies.

Thankfully, it's pretty self explanatory but if you get stumped you can always read one of the many sign posts around the castle which have handy tips written on them. Also, many stages contain hidden Caps which, when worn, turn



RIO 64 DS





Yoshi into Mario, Wario or Luigi which can be very handy at times.

As well as a slight story tweak, *Super Mario 64 DS* has several other added bonuses such as a map that highlights all the vital objects on each stage so you don't wander around aimlessly, which is a small but significant improvement. Other bonuses include 30 new Star Challenges bringing the total number of stages to 150, over 24 amusing mini-games to unlock and Wi-Fi functionality that allows four players to compete against each other in Vs mode, which is loads of fun.

LIBERTY CAP

The game also makes great use of the DS' sound, with improved music quality and sound effects. However, as good as the new voice acting is there's only so many times you can here Mario's stock phrases before you want to shove the fat plumber head first down a drain pipe. But that's what the volume button is for. Graphically, the game is up to scratch as well with crisper graphics and better textures than the N64 version, so there's no disappointment on that front either.

So far, so good. But *Super Mario 64 DS* does fail in one very important factor – the lack of analogue control. Nintendo has attempted to rectify this problem with the Touch Control system, although it's not without its problems. For starters the thumb strap isn't that easy to use, due to its tendency to slip out of place as you play. The stylus is easier to use, and has more control, although it does take a bit of practice to master. So more often than not you'll find yourself using the D-pad, which seems a tad pointless given the DS' capabilities. This also means that your movements aren't as controlled as the game simply wasn't designed to be used with a D-pad, so you can easily miss jumps or fall off ledges. Which sucks. Big time.

This is truly unfortunate as *Super Mario 64 DS* is a fantastic game which really deserves all the hype its been given. However the lack of a proper analogue control spoils the experience somewhat. Still, every system has teething problems and if you persevere with the thumb strap you will find that it does the job. It just requires some stretchy thumb gymnastics to get the most out of it, but even so this is a classic DS debut.

HANDS ON Verdict

GRAPHICS
Crisp, colourful, stunning. *Super Mario 64* is perfect to showcase the DS' capabilities

AUDIO
Good voice acting, although it can be repetitive, but great stereo sound and musical score.

FINAL SCORE

9.2

FEEL THE MAGIC: XY/XX

Touch me, touch me, I wanna feel your body...

HANDS ON INFO

PUBLISHER: SEGA
DEVELOPER: SONIC TEAM
PLAYERS: 1

DUAL SCREEN	👍👍👍👍
MICROPHONE	👍👍👍
WI-FI	👍👍👍👍
TOUCH SCREEN	👍👍👍

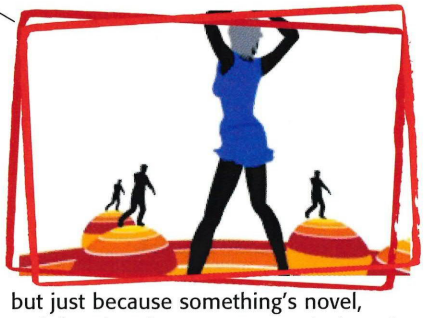
HAVE YOU EVER been in love? Makes you kinda giddy doesn't it. Giddy as in butterflies in your stomach, endorphin rushes in your brain and an all round feeling of excited contentment. But not giddy as in joining a group of psychotic bunny ear wearing street performers in order to impress some bird you've just bumped into. Yeah she's fit, well her outline is, but she flipping knows it and doesn't even look at you. Bah, fit girls, probably rubbish in bed too, lying there like a sack of spuds while you point and click. Thought stylus control was more accurate than this. Oh well.

Err... yeah, so this all leads to a series of odd mini-games all controlled with the stylus and your lungs. Games range from protecting your gal from stampeding bulls to helping a man vomit goldfish – they're all so weird and wacky. Kooky even. And yet – they're not much fun and certainly not up to *Wario Ware* standards. Take for example the unicycle games: you have to guide your man along the very thin rails to the end of the screen. Easy enough, but y'know when you're out spear fishing (that's hunting for fish using a spear, not fishing for spears) and you have to adjust your aim to account for the angle of refraction? It's like that here, the nib of the stylus doesn't quite seem to correspond with where you think it is and results in the loss of your three lives and the urge to throw a brand new DS across the room, hopefully hitting someone on the bridge of their nose.



These women are strangely featureless. It's quite disturbing really.

During your short time with *XY/XX* you unlock the mini-games played in Story mode and you can unlock items of clothing for your favourite filled outline (the bird), also if you connect a Sega GBA game you can gain extra costumes for the lady. Even still *XY/XX* only conjures up one bit of intrigue – when you blow on the screen to move a boat – and that just leaves the screen covered in spit. Is this the future of the DS? You have to hope not. They love weirdness in Japan and there's a certain limited market for it over here but just because something's novel, weird and perhaps even zany, it doesn't necessarily make it fun. *Wario Ware* went down a similar route but did it much better. And you look like a right eejit playing it in public.





It's scorpions and boxes and vans and people. Duh.

This mini-game was annoying, rub the scorpions off her back. No! Do it yourself.



HANDS ON Verdict

GRAPHICS
Quirky and stylistic but a bit ropey on the 3D stages.

AUDIO
Funky tunes and great effects especially the squeaky unicycle.

FINAL SCORE

6.9

SPIDER-MAN 2



HANDS ON INFO

PUBLISHER: ACTIVISION
DEVELOPER: VICARIOUS VISIONS
PLAYERS: 1

DUAL SCREEN	👍
MICROPHONE	N/A
WI-FI	N/A
TOUCH SCREEN	👍👍👍

Spidey swings into action

THERE ARE SOME things that we can usually rely on: the GameCube losing its third-party 'exclusives', Tim hating everything that moves and movie-licensed games being utter tosh. However, the CUBE team got a pleasant surprise earlier this year when Activision released *Spider-Man 2* on the GameCube, restoring our faith in tie-in games. However, it seems that Vicarious Visions has managed to undo some of that hard work, although the DS is partly to blame.

The DS version roughly follows the console game's plot but adds a smattering of extra battles with the likes of The Vulture and Mysterio, plus more hostage rescue situations. However, the Lord giveth and the Lord taketh away, in this case the amazing free-roaming aspect of the console game which, in all honesty, was the best bit. Instead, the DS version sticks to incredibly linear gameplay, that doesn't demand any kind of brain power, just skill.

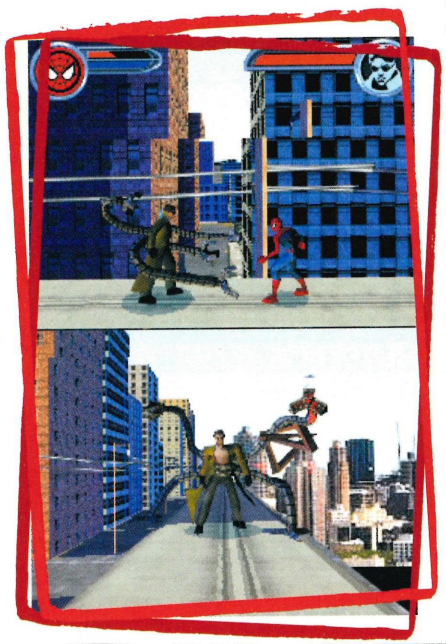
This is a slight shame, as *Super Mario 64 DS* has proved that the DS is more than capable of handling 3D environments and complex gameplay. But despite this, *Spider-Man 2* still does the business graphically, with stunning environments that trick your eye into believing it's a 3D world. In fact, *Spider-Man 2* comes out trumps on the graphics front – it's positively sumptuous to look at with brilliantly textured and detailed backgrounds and excellent character models that look top notch because of the use of polygons instead of sprites.

Equally impressive is the range of moves on offer, especially Spidey's zip-line that's an integral part of the game and loads of fun to use. Also, at a touch of a button (or should that be screen?) players can swap between special moves like web pull or split kick, even during battle, so combat is fun although Spidey's punches and kicks don't seem to be as effective as your opponents', so it's wise to sneak up on them or use your Spidey-sense that slows down time.

Where *Spider-Man 2* dramatically fails, however, is with the fixed camera. It becomes highly problematic at times as you can't see what's around you, only what's directly in front/behind you, which makes finding hidden enemies/hostages incredibly difficult at times. Tie this in with the fact that the majority of levels have a strict time limit and you'll be raging mad after a few stages. Things would have been helped out with a map, but Vicarious Vision hasn't bothered to include one, so it's simply trial and error. Yawn-some or what?

Another problem is that it doesn't use the DS' functions particularly well. Occasionally you'll be asked to use the touchscreen to defend yourself from attack or solve puzzles, but swapping between the D-pad and touch screen can be jarring at times and quite frankly seems a tad pointless.

Still, the game is certainly more enjoyable than Vicarious Visions' last *Spider-Man* attempt on the GBA. It's enjoyable to play and great to look at. Obviously it wouldn't have been possible to recreate the vast free-roaming city of the home console versions but this is ideal handheld fodder. It's just a shame a little more thought didn't go into taking advantage of the DS' unique capabilities.



HANDS ON Verdict

GRAPHICS
Stunning, with beautiful environments and great character models.

AUDIO
Functional sound effects and music add to the overall feel.

FINAL SCORE

6·8

FINAL FANTASY I & II: DAWN OF SOULS

The fantasy begins...

INFO

PUBLISHER: NINTENDO
DEVELOPER: SQUARE-ENIX
PLAYERS: 1

WOW. SQUARE-ENIX certainly knows how to milk the cash cow. This is the third time *Final Fantasy I & II* have been released together since the series began back in 1987 so chances are you've already played the games to death, but if you haven't, then you're in for a real treat.

As the granddaddies of modern RPG gaming, *Final Fantasy I & II* absorb the player instantly with untraditionally short story openings, meaning you get straight into the heart of the action. Whilst this is a little nerve-wracking at first, the simple turn-based attack system means battling opponents is relatively easy and you/your weapons quickly level up, which is handy as the number of random battles on each level is quite staggering. Whilst this is good in one sense – you'll rarely get bored due to a lack of action, getting around the levels can be fairly exasperating as you're constantly having to stop-start, stop-start. However, things improve a little on this front in *Final Fantasy II*, which is clearly the champion of the two games.

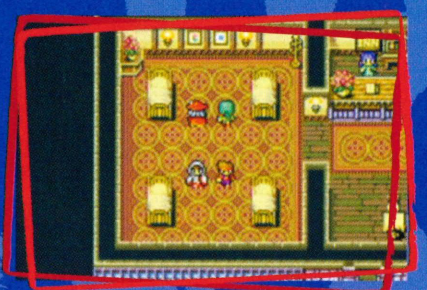
As well as being graphically better, *FFII* has a deeper storyline as well as a neat feature where you have to "learn" key words during conversations to help you out later in the game, which adds more depth to a game that is essentially battling one set of monsters after another.

Better still is that both games have received a slight tweak here and there, such as the ability to save whenever you please, so there's no risk of losing your hard earned HP/MP points, weapons and spells should you meet your demise. Similarly, both games have an incredibly accessible menu system that makes equipping weapons and armour or selecting items very simple to do – something which some modern RPGs suffer from (anyone played *Dark Chronicle* on the PS2? See what we mean?)

Okay, so the graphics aren't all that despite receiving a little facelift from Dr Enix, but they're still an improvement on the originals and certainly look crisp on the SP's LCD screen.

As well as a graphical tweak, the two games have received bonus material in the form of a new dungeon in *FFI* called Soul Of Chaos that features bosses from *FF IV*, *V* and *VI* and an added chapter in *FFII* called Soul Of Re-Birth which, rather morbidly, follows the tale of Ming-Wu, Scott, Joseph and Richard – the four characters who died at the start of the game.

Final Fantasy I &II: Dawn Of Souls may not have the depth and looks of modern RPGs, but it's still an essential part of any RPG fan's collection.



Up to three rows of enemies can attack.









HANDS ON Verdict

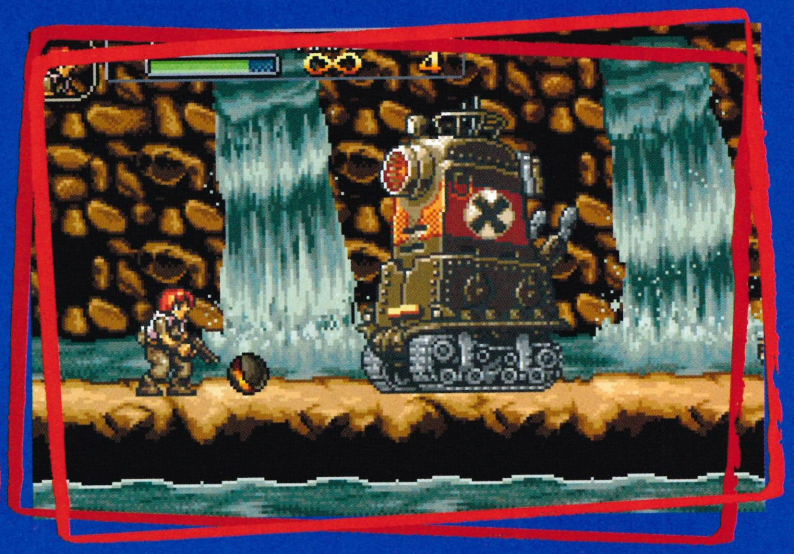
GRAPHICS
A little scrappy and not up to today's standards, but still vibrant and cheerful all the same.

AUDIO
Superb musical score (well, it is *Final Fantasy*) but the sound effects lack oomph.

FINAL SCORE

8.5





INFO

PUBLISHER: IGNITION
DEVELOPER: SNK
PLAYERS: 1

METAL SLUG ADVANCE

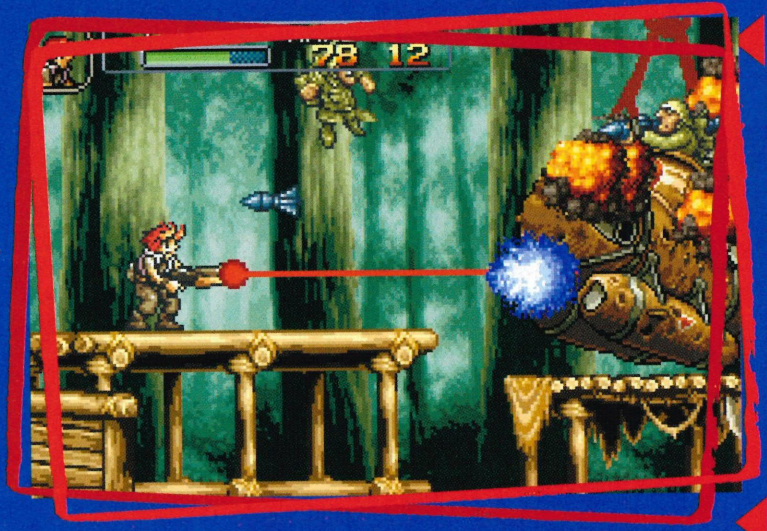
Are you a slug or a snail?

SINCE IT FIRST blasted its way into our arcades nearly a decade ago, *Metal Slug* has been a huge hit with gamers, spawning numerous sequels on arcade machines and home consoles. But for the first time ever, fans can play *Metal Slug* anytime, anywhere with the release of *Metal Slug Advance*.

During a routine exercise on a remote South Pacific island Walter and Tyna, the government's newly recruited PF Squad (whatever that is) members, come under attack from a mysterious enemy. Using a wide range of weapons, such as grenades, firebombs, shotguns and lasers as well as armoured vehicles, Walter and Tyna must blast their way through the five action-packed missions, rescuing POWs along the way as they search for the enemy leader.

The missions take place in a variety of locations, including a jungle zone, an undersea lava zone, subterranean dungeons and ancient ruins, so each level is fresh and interesting to look at, although you don't get any time to admire the scenery as in true *Metal Slug* style there isn't a moment during the game where you're not being bombarded by enemy fire.

As this suggests, *Metal Slug Advance*, like its predecessors, is incredibly difficult, requiring plenty of luck, skill and a good memory to get through the various levels. Thankfully, every enemy has a set pattern, so it's really just a case of figuring out the safest route through the level although this is a lot easier said than done when you're being attacked from all sides, whilst simultaneously trying to locate any hidden rooms/routes and rescue all the POWs. Things are made a little easier thanks to the handy check-points during each level that prevent you from having to repeat missions from the start. Equally handy is the new life bar system that lets you take a few hits before it's Game Over unlike the earlier *Metal Slug* games which had one-hit kills and a limited number of lives. So whilst the game is by no means easy, it's certainly more accessible than its predecessors making this ideal for anyone who has yet to be initiated in the ways of *Metal Slug*. Don't expect an easy ride though, even if you're a verteran Slugger.



There are plenty of bosses and sub-bosses.



Just keep shooting, and bombing and stabbing.



HANDS ON Verdict

GRAPHICS
Crisp and clear, with a muted colour palate that suits the gameplay.

AUDIO
Good sound effects, although there can be too much noise at times

FINAL SCORE

8.0

RACING GEARS ADVANCE

Mirror, signal, manoeuvre



It's colourful and chunky looking but fiddly gameplay gets in the way.

INFO

PUBLISHER: ZOO DIGITAL
DEVELOPER: IN-HOUSE
PLAYERS: 1-4

EVER SINCE MICRO *Machines* first came on the scene it seems every developer under the sun has attempted to cash in on its success. And why not? The recipe is a good one: a dash of cool cars, a sprig of weaponry and a dollop of inspired racetracks equals a tasty dish of gaming entertainment. But no one has come close to emulating Codemasters' diminuitive masterpiece, although *Racing Gear Advance* does come pretty close.

For starters, it looks the business with some great weather effects, including rain and lightening, and courses that are colourful, varied and clear – something which is vitally important when playing on a small screen with even tinier cars. Better still, each course varies in difficulty and features an array of surfaces, like dirt, snow or tarmac, plus a multitude of hidden routes which give you that much needed edge over your opponents. You can even customise a course, should you so chose.





RGA – a bit like *Micro Machines* but not as good.





Then there's the choice of 12 licensed cars including Vipers, Hummers and Elises, which can be kitted out with some neat power-ups like cloaking devices, nitro boosts, missiles and burners. However, your money is limited, so if you use all your weapons in one round and fail to score any points you'll be stuck in later races unless you sell some of your upgrades, like new tyres or engine parts. Great in the short-term but not so hot further down the line.

This all sounds good so far, but *RGA* isn't without its flaws. The cars are difficult to control, which is made even worse as the CPU opponents don't give you any margin for error plus they know all the hidden routes, so winning a race can often be down to luck rather than your own talent, which is never satisfying. That said, *Racing Gear Advance* is enjoyable in short bursts and great fun to play against your mates, just don't expect a game that sparkles with originality.

HANDS ON Verdict

GRAPHICS
Bold, crisp and colourful with good definition and nice weather effects.

AUDIO
Tinny sound-effects and engine noises and a limited range of tunes.

FINAL SCORE

7.0



INFO

PUBLISHER: ACTIVISION
DEVELOPER: VICARIOUS VISIONS
PLAYERS: 1



SHREK 2: BEG FOR MERCY!

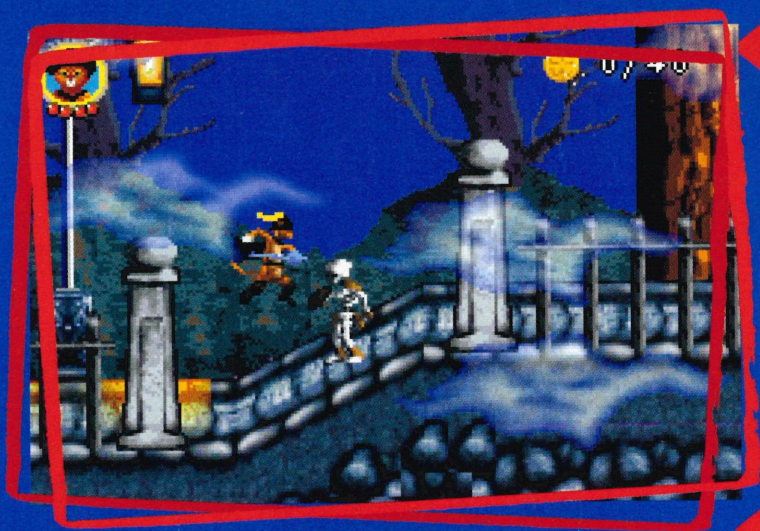
Are you a slug or a snail?

SHREK 2 WAS ONE of the highlights of the year – and we're talking about the movie, not the tie-in GBA game (reviewed in Issue 37). Okay, so it scored a respectable 7.0, but there was hardly enough in it to inspire ANOTHER sequel. Still, there's nothing like juicing the ogre until it's a shrivelled old prune, eh?

Surprisingly, *Shrek 2: Beg For Mercy* doesn't follow the previous game's format verbatim, instead implementing elements that players liked about *Shrek 2*, such as playing as Shrek, Donkey and Puss in Boots, but doing away with the boring bits, like the continual swapping between characters during a level. Thankfully, there's also less backtracking and puzzle solving. In fact the game is action orientated, with plenty of swishing and swashing in each level.

The idea is to clear the stages using each character's unique abilities such as Puss' ability to climb, Donkey's ability to kick and Shrek's ability to punch really hard. During each stage players need to collect 40 coins, whilst trying to avoid being spiked, drowned, stabbed and bitten. It's not always easy though as, like most jumpy-platform adventure games, you often miss-time jumps or get pushed off a platform, so it can get immensely frustrating. The game does require a modicum of patience, but you can still plough through it in a few hours, which doesn't exactly scream value for money.

However, *Beg For Mercy* looks lovely, with its vibrant backgrounds and interesting character designs plus the voice acting is pretty good. It's just… well, boring. So does the game live up to it's name? Yes, because after a few levels you'll be begging for it to stop. Mercifully it does.



It's a cat in a hat, but it's not that film, or book.



Don't kiss this frog – hurt him up bad.



HANDS ON Verdict

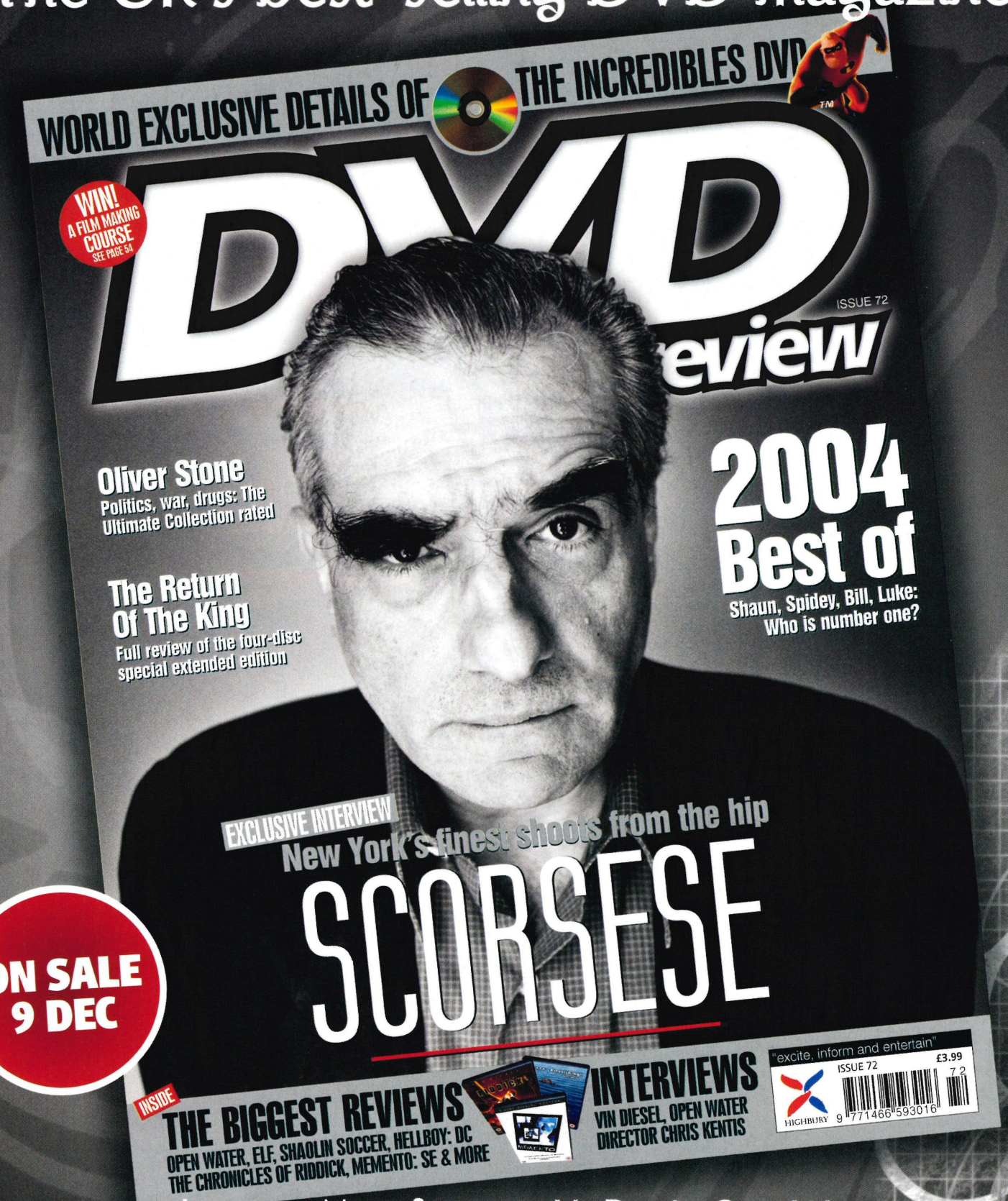
GRAPHICS
Striking environments with plenty of colour and faithful character designs.

AUDIO
Good voice acting and nice sound effects, but the music is annoying.

FINAL SCORE

6·4

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NETWORK CUBE

ISSUE FORTY

We pity da fools who don't get networking and into these hallowed pages...

YOUR LETTERS

VIEWPOINT

100 Do you have a view? Do you have a point? Then this section is just for you!



FORUM FRENZY

104 Fall in love, have a fight, meet the team – it's all go on the TGN forum.

CHEATING MONKEYS

108 Cheats never prosper... bah! Cheats get everything, that's why the monkeys are so very happy.



GUIDES



METROID PRIME 2: ECHOES

112 Part one of CUBE's guide to the year's number one game.

REGULARS

FORUM FRENZY

104 Want to chat to your favourite CUBE team member? Bad luck. Liz has decided not to use the forum again, after alll the stalkers.

BEAT THE WORLD

106 We've taken two of the pages away and only annoyed around three people, Rex, Dave and Jonas.

AACTION REPLAY

110 Who needs skill and patience when you can just use these codes and take all the glory?

THE DIRECTORY

120 Banish bad games from your collection with this nifty guide to what's hot and what's a stinking pile of poo.

NEXT MONTH

130 By combining the CUBE teams' collective powers, we can see one month into the future. Which is mighty handy...

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CUBE VIEWPOINT

ISSUE FOURTY

LOVE US FOR A REASON, LET THE REASON BE CUBE OR WE'LL DO MORE OSMONDS LYRICS...

Nintendo comes in for a bit of a bashing this month. Seems like some people are reaching the end of their tether

RANT ON!

GREETINGS

Hey CUBE staff, how are you all? ["I'm okay" – Liz, "Alright" – Miles, "I'm wicked, thanks" – Chandra, "I'm okay" – Lewis, "Aye, grand, so I am" – Tim, "SNORLAX!" – Ryan]

I wanted to write to you to say how much I love my GC, I've owned all of the three consoles and traded in two, but I'd never get rid of my GameCube. I get p***ed off when people say it's crap, it makes my blood boil, these people should just own the GC, they might learn to love it. You see, the way I figure it, the PS2 and the Xbox are both good consoles but they are fashion items, the must-have. Well, I don't want fashion, I want a games console so I can come home and play a non-fashion item and have fun, so let's stop taking the pish out of the GameCube.

Anyway, I would just like to say that the *Resident Evil* remake and *Metal Gear Solid* overhaul were amazing, so I think that a *Silent Hill* remake should be on the cards. Also, how about a *Command & Conquer* for the GC with an overhaul to match? Well, I've got to split now, I'm having a cool gaming moment with *BG&E*. So CUBE staff take care.

DARREN, SURREY

CUBE: ***"You too" – Liz, "See ya" – Miles, "Buy my album" – Chandra, "Bye" – Lewis, "Safe home" – Tim, "SNNNOORRRRRRLAAAAX!" – Ryan***

BLACK FLY

I'm replying to the racial letter ['Racy Comment', issue 38]. I totally agree with Larry about the racial problems in videogames. As far as I'm aware I've never seen or heard of a black lead character in a videogame until now. Have you? Like Larry said, the lead character in *San Andreas* is given the role of a mad, car-stealing maniac, so any people new to the world of videogaming will grow up with an impression of all black people being mad gangsters. *San Andreas* isn't the only game that gives this impression either. If you look at *Die Hard Vendetta*, all the bad guys are black. Why?

ALEX HULME,13, OAKENCLOUGH

CUBE: ***CJ is not a mad, car-stealing maniac. As far as the story goes he's just a guy caught up in a bad situation. All the running around stealing cars and beating up of bystanders is down to the player. CJ as scripted in the game is nowhere near as dodgy as* Vice City*'s Tommy Vercetti who's purely out for number one. The issue here is representation – the fact that the highest profile black lead in a game is not a 'goodie'. Have you ever based a judgment of anyone on your experience of games?***

PERSPECTIVE

I read CUBE magazine and play games to escape the hassles of daily life. Yet after reading Larry Achiampongs letter in issue 38 I find myself

AUS-TRACISED

I have to say that my allegiance to Nintendo has faltered due to the fact that here in Australia, game retailers such as Target and K-Mart have been selling hardly any GameCube games. They have even stopped letting people hire them at video stores. I also have to mention that we are only just receiving *Splinter Cell: Pandora Tomorrow*, when it has been out for ages on the PS2 and Xbox.

As of Christmas, I will be supporting Sony, only buying two more games for my GameCube: *The Legend Of Zelda* and *Metroid Prime 2: Echoes*. I would just like to say: Nintendo, either step up your game in Australia, maybe by, well, I dunno, ADVERTISING, or the loyal Nintendo fans of Australia, like me, will leave you forever.

CHRIS PROUDMORE, PERTH

CUBE: ***The backlash is picking up pace. Actually it seems the revolution is starting down under judging by this letter and the one over the page entitled 'BYEEEEEE'. Chris, maybe you can get together with James Parkinson and have a right old moan about the state of things. And we thought Aussies were happy and chilled all the time. Those beer ads were all lies!***



GET IN TOUCH

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MONKEY BRAINS

Some random questions and ideas that I would like to ask about suggest and push forward. I loved *Banjo Kazooie 1* and 2 on the N64 but we will we ever see a third on the GameCube?

Could you please persuade the team behind *Resident Evil* to make *Dawn Of The Dead* and *Night Of The Dead* (*Day Of The Dead* would suck!) into games, just as long as they don't do a rubbish conversion like games are to films (*Resident Evil Apocalypse*? I mean what was the point? They should have followed the game, made it a horror not an action and used the Tyrant – stupid fancy action camera-angling Hollywood directors!)

Erm yeah, and while they're at it make a *Friday The 13th* game where you can play as Jason Voorhees and a four-player cooperative game for *Nightmare On Elm Street* *twitch*. Yeah that would rule!

And on that subject I heard rumours of a chainsaw pad being available for *Resident Evil 4*, is this just a joke or is it for real?

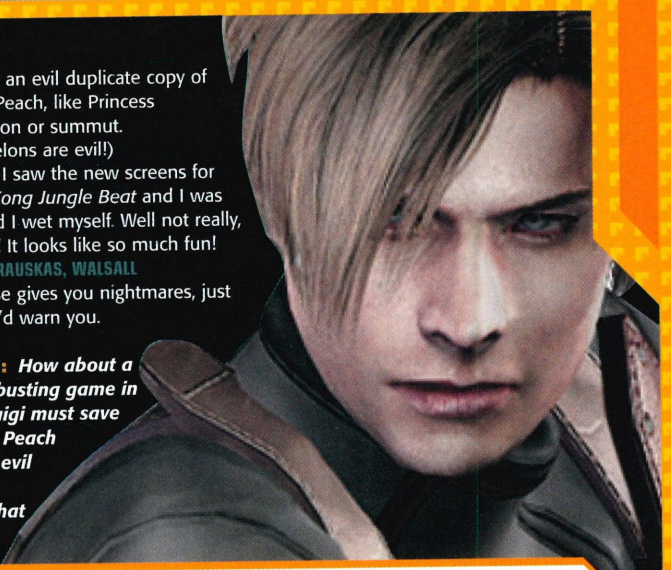
Will we ever see Mario and Sonic in a game together? It would possibly be the greatest game in the world if they did. I mean I loved fighting Knuckles as Sonic on the Mega Drive but fighting Mario would be so much better. You could have such a long complicated story to that it would be out of this world!

Why is Luigi never in a 3D Mario game? They could develop a whole team game with that, it seems to be the rage at the moment, then they could add Princess Peach as a playable character too, slap a team up of Wario, Waluigi and Bowser as the bad guys and you got the perfect game! Oh, not forgetting an evil duplicate copy of Princess Peach, like Princess Watermelon or summut. (Watermelons are evil!)

Finally I saw the new screens for *Donkey Kong Jungle Beat* and I was so excited I wet myself. Well not really, but wow! It looks like so much fun!

COLIN PETRAUSKAS, WALSALL

PS Cheese gives you nightmares, just thought I'd warn you.



CUBE: ***How about a zombie-busting game in which Luigi must save Princess Peach from an evil undead Sonic? That do ya?***

frustrated. Please, I hear enough about the issue of race these days and don't want it to invade the escapism I find in videogames (and CUBE). Companies shouldn't have to put characters in games just because they are black but they should design a character that fits into the role of the game – for example, CJ in *GTA: San Andreas*.

As for the 'Jynx is a racist character idea', this is ridiculous. I bet before you had read Larry's letter you had never thought of this character being offensive. Finally, it cannot be deemed racist because it is just meant to be an imaginary pocket monster from an imaginary world. If you call these characters racist then the word just loses meaning and accusations of racism become jokes.

LAHENGI NDEFI, NORTHUMBERLAND

CUBE: ***It's easy to find prejudice if you're looking for it, but people shouldn't have to tread on eggshells over these issues. You cannot represent anything racial or sexual without leaving yourself open to potential accusations of discrimination. A female is kidnapped and has to be rescued by a bloke, that's chauvinistic; a female is overtly tough and that's either patronising or just pandering to male fantasy. You can't win these arguments. There is prejudice in society, of course. However, you have to look at the bigger picture and realise that much of it is in the eye of the overly sensitive beholder.***

SLIM PIKINS

Dear mortals, bow before us for we are the masters of the Pikmin minions! (Oh, um, sorry about that.) My son Jay and I are looking forward with great excitement to playing *Pikmin 2*. We are a little upset that *Pikmin 1* has been so underrated, it is engrossing, mentally challenging and downright addictive.

Jay and I have become experts (Pikmin Masters) and can complete the whole game in just nine days. Yes, nine days! We believe this is a record and it cannot be done quicker. Also to help others out we suggest not bothering with bombs to defeat the Emperor, just take loads of Reds and when he slathers chuck red Pikmin from the side onto his face, he dies quicker and much easier.

DAN AND JAY, NORWICH

PS Jay is only eight-years-old and all the kids at Wensum Middle can't wait to see this letter printed.

CUBE: ***Anyone beat nine days?***

HAVE A BANANA

I was ape with excitement while reading the DK special (loved the bit about the awful British accent). I'd also like to say the Cheating Monkeys rock! Your mag is truly the best, I used to love my PSone and PS2 until they went all crap. I mean, everyone likes explosions and people being chopped up into ragged meaty chunks, but their games lack style and fun.

Personally, I was converted by your mag and now I spend my time glued to my brother's GC or trying desperately train my flippin' Magikarp WHICH JUST WON'T EVOLVE! I'm going to sell it to the chippy if it doesn't hurry up! Ahem... deep breaths, in... out, in... out. Anyway you guys are the coolest!

Also, I'd like to say I love those Top Fives you do! I totally agree Link's little habit of turning "Ha!", "Whah!", "Ennn", into a whole new language is so cute! Also the Top Five Monkeys, that ruled too. It's great you paid tribute to our great nation!

LOVE FROM THE MONKEY VIRUS (AKA SASKIA HOMER), BANANA TOWN, LONDON

PS As a 12-year-old girl I actually find it hilarious how they try to make games more 'enjoyable' for guys. Men can be sooo sad that's why I don't care about all those men-styled games – I mean, they're a great laugh for girls!

CUBE: ***She's right, y'know. That's why we got Liz on board, to keep us all on the straight and narrow.***

BAD ADS BARMY

I have been a Nintendo follower for many years dating back to the NES, I still own my SNES and N64 because the consoles are great for gaming, which is what the big N is there for. I currently own a high-spec PC – yep I can play *Doom 3* in ultra graphic mode! An Xbox – don't hiss! And a GC, and a GBA.

Nintendo has always meant quality gaming – just look at *Mario* over the years, *Donkey Kong* and *Starfox* (I know, Rare) but you mention this to anyone and they agree: for quality games buy a Nintendo product. But with the advertising campaign by Sony, PS2 is seen as the only console to go for. You go into Game and other gaming stores and the PS2 and Xbox have the space while the GC has four feet if it's lucky!

Burnout 3 is a classic example of a game that should have been a GC game, what is Nintendo doing to address the balance? Well we have the odd *FIFA* advertisement, and *Donkey Konga* sponsoring Japanese telly on Challenge, is this really the advertising we should be seeing? Surely we should have *Metroid Prime 2* adverts everywhere and *RE 4* promoting the future of the GC?

The DS is a major move and if it flops maybe it'll be the end of the big N, but it needs to advertise now! For the sake for us consumers we need big adverts and a major push for the next console, big names on launch (not just Luigi), we need big releases and big adverts to succeed next time round.

I don't want Xbox 2 just because I have to. For great games I don't want to upgrade my PC again, I want Nintendo to do what we all know – it can be great once more!

LEE, BIRMINGHAM

CUBE: ***The DS won't make or break Nintendo but its relative success is bound to have a significant effect on the company's future direction. If you get two friends to buy one, and they both get two friends to buy one, and they get... and before you know it Nintendo rules the world. Scary notion!***



CUBE VIEWPOINT

BLEEDIN' OBVIOUS

People buy a GameCube for the great titles that come from Nintendo (ahh what greatness, put poor advertising), people buy an Xbox for *Halo* (I know I did), and people buy a PS2 for... *FIFA*, and the few big-name exclusives that sell loads (*FF*, *MGS* etc).

Just imagine if EA didn't support PS3? What would the PlayStation masses buy then? How would the PS3 do? Whereas a great (hate to say it, much as I love *WW*) *Zelda*, or *Mario Revolution* would sell consoles by the bucket-load! If only EA, Ubisoft and such made exclusives for Ninty, how the Big N would dominate the market... with that, I bid you farewell...

MR SPOCK, VIA EMAIL

PS I'm importing a DS! Woo!

CUBE: ***Well yeah, if nobody made games for PlayStation and Xbox it's safe to say Nintendo would probably dominate the world.***

NINTENDO-HOLIC

I have been meaning to write to you for some time and pay gratitude to your marvellous magazine. I have been collecting CUBE from the start and always read your reviews before buying a game. I think Viewpoint is one of my favourite sections of your magazine and should be extended. I thought that your guides for games were great, I especially liked the *Mario Sunshine* guide which helped me get every Blue Coin, thanks. I think the Cheats Disc and the DVD are good but it would be great if you can occasionally include Nintendo goodies like key-rings or Japanese figurines.

Anyway enough butt-kissing [aww – Liz]. I have written this letter to ask you about retro games. Do you play any old NES games or Game & Watch? If so what are the team's favourites? What are your views on the popular opinion that new games are easier than the older ones? Does anyone have a retro collection at CUBE and are old games better or are new games superior in terms of gameplay?

I have enclosed a picture of my Nintendo collection, which I am proud of (including Game & Watches and *Terranigma*). Anyway, enough about the past, the future of Nintendo looks promising with the DS unleashing some innovative titles on the market. I am especially looking forward to *Caduceus*, *Pac-Pix* and *Wario Ware DS*. As well as that the GC has some killer titles lined up. Anyway, got to go and drum myself to sleep with bongos.

LEE HORSCRAFT, EAST SUSSEX



CUBE: ***Where did you get those savoury curtains?***

DONKEY BONGOS

This scribe has been meditating ponderously on a great many issues of late, and now feels the time is nigh to field my thoughts to a wider audience.

Most prominent is the new *Donkey Konga* TV spot. I saw it on the web but apparently it's on the box during that sinkhole of soul-destroying, mind-numbing, pre-watershed programming known as 'daytime'. I think Nintendo may just have tipped the balance of opinion in its favour by portraying this crazy game in a very tongue-in-cheek, loopy Japanese gameshow way. The only thing that could undermine this are any long-held preconceptions about Nintendo that would put the same ad in a more childish light.

Also receiving my mental attention is the matter of Nintendo's first hardware debut outside of Japan. I am, of course, referring to the launch of the DS in the States about a week before the Japanese launch. I wonder what Nintendo hopes to achieve by doing this? It certainly isn't helping the 'European situation' by holding back a release until post-Christmas. Surely a simultaneous worldwide release on 26 November would be more advantageous?



The workings of Ninty high-command never fail to impress or confuse (or make UK gamers cry). Hopefully, that's enough food for thought because I'm off again, fading into the mists of time and space and uni lectures. One last thing, though: if the DS retails for $149.99, the direct conversion of that is only about £85 – dum de dum dum, I'm singing in the rain!

DAVID WEBSTER, VIA EMAIL

CUBE: ***Nintendo does so like to keep you on your toes.***

OOO! ESS! AY!

I live in America and I just bought my first CUBE magazine (issue 38) and I just wanted to say that you Brits did a pretty good job (for once). This is the best thing from your island since *Monty Python*. Also I wanted to brag about us getting the DS (which kicks ass) before you did. Too bad for you. I almost feel sorry for you. ALMOST. The only thing bad about living in the States is that everyone only plays Xbox (piece of crap) or PS2 (also crap). I'm the only person within 100 miles of here to own a GameCube (your island isn't even that big. Heh heh, suckers), so as you can imagine the selection isn't all that great. Oh well, keep up the good work.

MATTHEW COOPER, VIA EMAIL

CUBE: ***Well at least we all get to have tea with the Queen once a week, so there!***

TONGUE-TIED

A few months ago someone wrote in about release dates and about how Europe has to wait longer than America for games, and the response from CUBE was something about it takes time to translate games into other languages for the European release, and that's why the games are delayed, but as we aren't really part of Europe (not physically attached to it) I don't see why we can't get games at the same time as North America as we speak the same language. Also, sometimes I will be playing a game with subtitles, like *Wind Waker* and it will still say 'mom' or spell colour – 'color' like in America, so we kinda get the American version anyway.

So basically my point is, why do we have to wait an extra two or three months for games and consoles when we speak the same language, but we have to wait for

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orange™ www.orange.co.uk/multimedia

LET'S TALK ABOUT TXT

We want your text!

HOW CUD U HAVE A TOP 5 MONKEYS SECTION WITHOUT MENTIONIN UKIKI? MADNESS!
CUBE: That's because he sucked.

HI CUBE, DO U WANT A BLU NINTENDO BENCH IN PAL AC? I'LL TRADE FOR ANY BLU FURNITURE
CUBE: We're alright for benches, ta.

HAVE YOU EVER SWITCHED ON A GAMECUBE WHILE HOLDING DOWN THE Z BUTTON?! FREAKY!
CUBE: Yawn.

WHO INVENTED MUSCLE GUN?! IT WUD ROCK!
CUBE: Totally!

IF SONIC HEROES IS SO RUBBISH, DIRE, AWFUL ETC LIKE U KEEP MENTIONNING IN EVERY ISSUE, Y HAV U GIVEN IT 7/10?
CUBE: We must have been in a good mood that day.

HEY CUBE. DID YOU KNOW THAT THE CHEATS ON THE CHEATS DISC DON'T WORK IF YOU ARE USING A WAVEBIRD?
CUBE: What you talkin' about, Willis?

FANBOY FREE

I remember not too many years ago I was a Nintendo fanboy. I worshipped all that was Nintendo and avoided the "Greystation" and the "Sega Satan" (those names did seem funny at the time) at all costs. Then, after a few years of this blindness, I finally saw the light: other companies could make good games and were original; gaming was bigger than Nintendo; the PlayStation was a good thing for gaming as a whole.

I have always read **CUBE**, but of late something has bothered me: the letters page. It has become as interesting to read as a snail marathon is to watch. This, of course, is not **CUBE**'s fault, but the fault of Nintendo fanboys. Nintendo fanboys have been writing in basically complaining about Nintendo doing badly, or **CUBE** giving a bad score to one of their favourite company's games or even just writing to say how great Nintendo is. Fanboys – please refrain from writing into **CUBE** and heed this: Nintendo is a good company that can make great games, but there are other companies that can provide the goods and that not everything produced by Nintendo shines gold. And the Xbox and PlayStation 2 are consoles that have great games on them and they provide competition which is good in any market, including the games industry.

DR CRANE, VIA EMAIL

PS If you are not a Nintendo fanboy visit www.totalgames.net, it has a good forum.

CUBE: ***We try to print a decent mix of letters, and if a certain amount of fanboyism seeps in it's because it reflects the attitude of certain readers. We're an equal opportunities kind of a magazine like that.***



them to translate it into languages we don't even speak or have anything to do with.

And one more thing, an example, Nintendo DS after Xmas!? What was Nintendo thinking? It is region-free anyway, and why does America get it 21 November, Japan 2 December and Europe Q1 2005? We haven't even got a release date, why does America get it before Japan anyway? That doesn't usually happen. If they put those two so close why can't they put us in December? Nintendo complains that it doesn't sell as well in Europe as it does in America and Japan – well, by doing things like this it's like we don't matter. Maybe if it gave us more respect (by not delaying games) it would sell better over here.

JORDAN FITZGERALD, LONDON

CUBE: ***Nintendo's policy on Europe is to release games across the whole continent, not just in the UK, and they won't release anything without Italian, French, German and Spanish options. As for the DS, there have been suggestions that it's down to manufacturing enough units and that Nintendo can't physically make enough to satisfy the entire world on day one. Make of that what you will.***

WISH UPON A STAR

Like the mag, guys, especially the Viewpoint. I read all the letters and emails that you put in and they all sound the same! That's not a bad thing, I like to know other gamers' views, but now I would like to put mine across. First of all I would like to ask if you have any idea if Nintendo has any plans to bring out another *Super Mario All Stars*? It has a *Sonic* All Star game out on the GC and Sega was once a rival of Nintendo. Also, there is a *Zelda Collector's Edition*. I love the old *Super Mario* games and hate having to set up my SNES or N64 up every time I want to play them. It wouldn't be hard – it's not as if the games are long and complex like *Zelda*. If there is any news please let me and all the other Mario loving gamers know.

Also, any news on a new *Street Fighter* hitting the GC? *Street Fighter* is so much better then the likes of *Mortal Kombat* and they're still going, COME ON, CAPCOM, SORT IT OUT!

Lastly, any chance we're going to see *Pro Evolution Soccer 4* on the GC as all the ones we have are, how you say… pants! Well that's all for now, but do not fear – I will be back with more questions.

JASON SMALL, WEST LONDON

CUBE: ***A* Mario All Stars *title for the GameCube would be totally awesome. Not going to happen though. Perhaps we might see something on the DS though. It's an even more mouth-watering prospect now we've seen* Super Mario 64 DS. *As for* Street Fighter, *well, no, sorry. This hasn't been a very positive response, has it?.***

SCARE BEAR

I'm writing my first letter to you because everyone else has. I like *Sonic* and *Zelda* and I really like *Final Fantasy VII*, *VIII* and *IX*.

LAUREN THORPEAGE, 11, VIA THE POST

PS Cloud Strife haunts my house, he is there.

CUBE: ***Short and to the point. Or was there a point?***

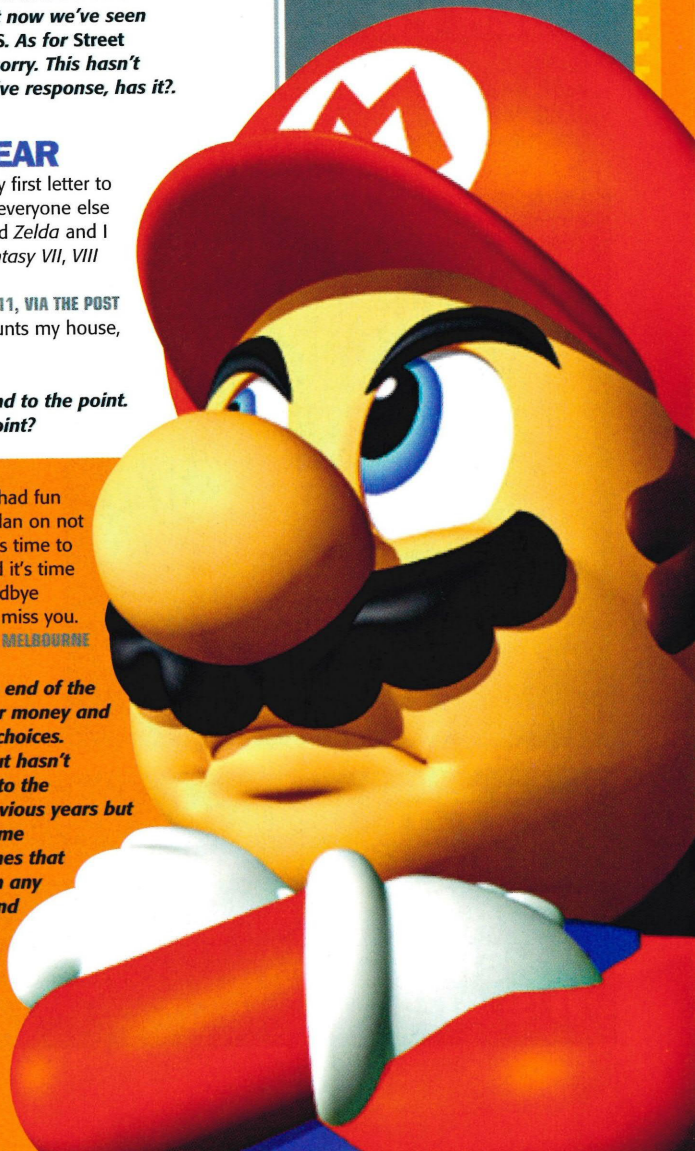
BYEEEEEE

I have to say I have not picked up a copy of **CUBE** in over a year and I now have quite a few things to get off my chest. Nintendo is going downhill, in fact it's already dead. It's sad to say but, after being loyal to Nintendo for basically my whole life (apart from the Atari days), I will never buy another Nintendo product again. I have decided to switch sides and I know you guys at **CUBE** have never been against other consoles which I also have not, but my future and *the* future lies with Microsoft and Xbox.

I'm going to purchase an Xbox along with *Halo 2* and am considering selling my GameCube depending how much I can get for it, which in Australia is not much. I don't know why I purchased a GameCube in the first place as most of the games I own are third-party titles. I think it was a spur of the moment thing. The future looks very bleak for Nintendo and the GameCube, but I had fun while it lasted. I plan on not looking back as it's time to move forward and it's time for a change. Goodbye Nintendo, I won't miss you.

JAMES PARKINSON, MELBOURNE

CUBE: ***At the end of the day you pay your money and make your own choices. Nintendo's output hasn't always been up to the standards of previous years but there are still some outstanding games that you won't see on any other formats, and with* Metroid Prime 2 *just out, well, what more reason do you need to own a GameCube?***

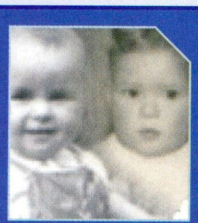


CUBE FORUM FRENZY

OVER ON THE forums this month amid all the fanboyism and confused slagging there's... well... fanboyism and confused slagging. But hey that's just in the gaming bits of the forum. In the Off-Topic section people talk about biscuits and those yoghurt covered nuts. The variety of topics is astounding and yet each thread practically always ends in faboyism and confused slagging.
TGN – you provide the point, someone else will bring the argument. Flame on.

USER PROFILE...

NAME:	Rebekah and David
USER NAME:	Rebs and Numpty
OCCUPATION:	Lovers
FAVOURITE GAME:	Link's Awakening (Rebs) and GoldenEye (Numpty)



Please comment on why something as irrelevant as gaming plays such an important part in your so-called life: We were both amazed by the achievement of *Pong* when it was introduced and our sense of wonderment has continued through to today's games. We feel we're living through the history of gaming and are fascinated to ponder where it may end up.

Indirectly, videogaming brought us together. We met on the TGN forum and now really enjoy having someone in our lives to share the fun of it all. There's a huge pleasure in surprising each other with the present of a new game. Our relationship is much more than videogaming but we do see it as a valid adult pastime on a level with reading or cinema-going.

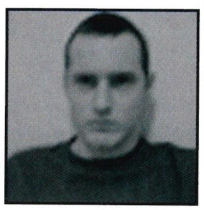
POSTS WITH THE MOSTEST

1. *"Now, you can actually get zombies for ants, I bet you didn't know that."* Rhinox
2. *"I always thought that spraying Febreze on your curtains must really sting."* ladyboyg1
3. *"Proud? No. Delighted and amused? Very."* Third Eye
4. *"I just realized "to log off" sounds a bit rude."* Nekotaku
5. *"I would like to live in New Zealand when I grow up and form a sheep farm. Or maybe not."* Inspired Irritation
6. *"Surely it would be blasphemous to spit?"* corinthians9:25
7. *"I don't know why, but whenever I see one of your threads I seem to mutter like a reflex reaction 'just p*** off already'. Don't take it personally, my subconscious just doesn't like you."* david_reed48



HONOURABLE MENTIONS

Corinthians9:25 for showing everyone the seedier side of Jesus, Rhinox for posting his photo (and for turning out to be pretty schexy), mallorn for riling Will@PLAY something rotten. And Pek, Mr Fantastical, Marmite, Brett128, Zebedee, Aretak and Marché for being online when we looked.



HOT TOPICS...

CHRISTMAS

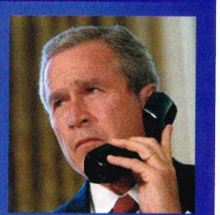
THE DS, OBVIOUSLY
We've got one and we'll divulge the secrets on the internet once we figure out how to turn it on... touch! Oh, right. Yay! Here we go!



YESTERDAY'S NEWS...

CHURCH

THE US ELECTIONS.
Oh right. What, are they all masochists? "Oh George that hurts... oww... more, more..."? Oh dear...



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:

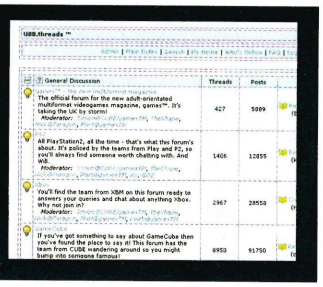
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're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

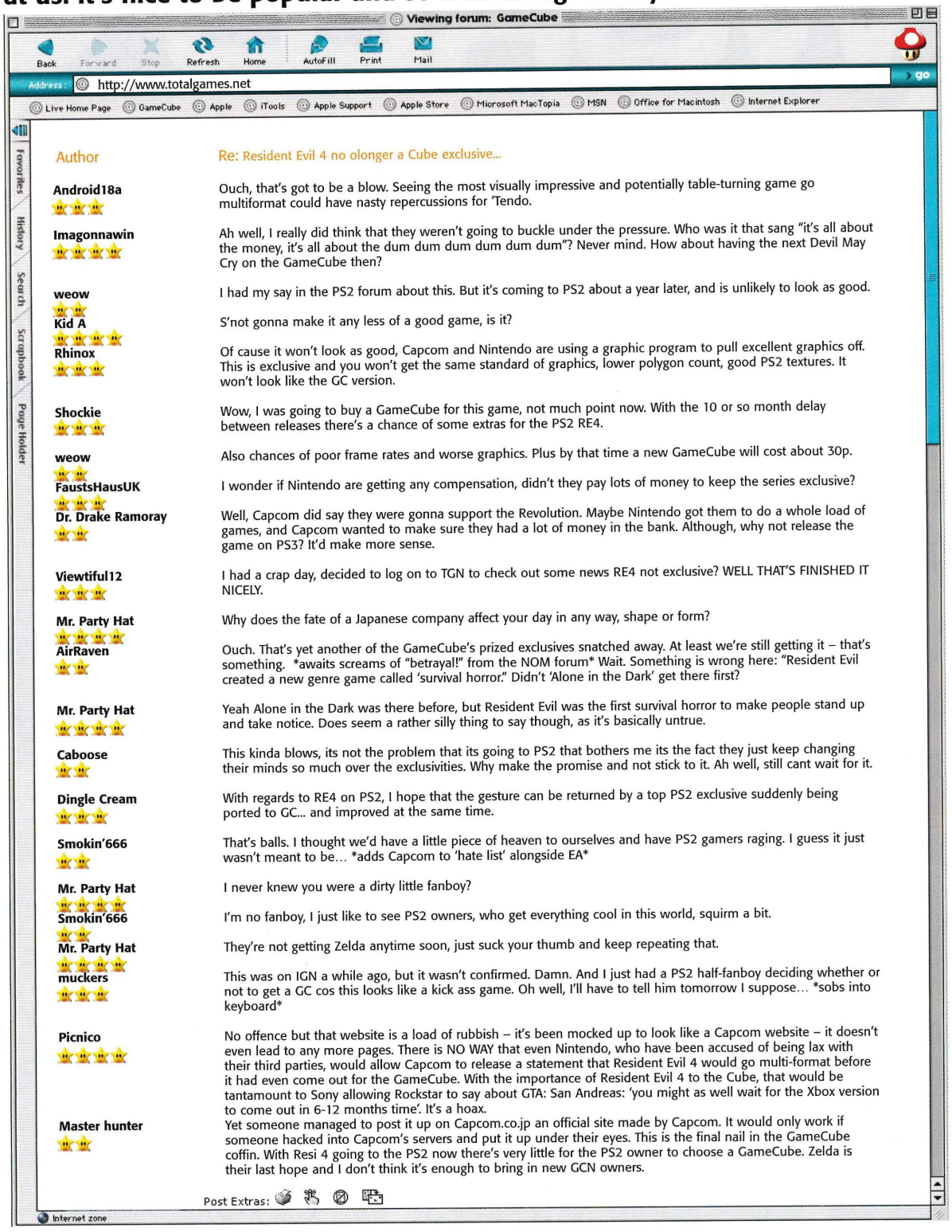
STEP THREE:

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.



Author	Re: Resident Evil 4 no olonger a Cube exclusive...
Android18a	Ouch, that's got to be a blow. Seeing the most visually impressive and potentially table-turning game go multiformat could have nasty repercussions for 'Tendo.
Imagonnawin	Ah well, I really did think that they weren't going to buckle under the pressure. Who was it that sang "it's all about the money, it's all about the dum dum dum dum dum dum"? Never mind. How about having the next Devil May Cry on the GameCube then?
weow	I had my say in the PS2 forum about this. But it's coming to PS2 about a year later, and is unlikely to look as good.
Kid A	S'not gonna make it any less of a good game, is it?
Rhinox	Of cause it won't look as good, Capcom and Nintendo are using a graphic program to pull excellent graphics off. This is exclusive and you won't get the same standard of graphics, lower polygon count, good PS2 textures. It won't look like the GC version.
Shockie	Wow, I was going to buy a GameCube for this game, not much point now. With the 10 or so month delay between releases there's a chance of some extras for the PS2 RE4.
weow	Also chances of poor frame rates and worse graphics. Plus by that time a new GameCube will cost about 30p.
FaustsHausUK	I wonder if Nintendo are getting any compensation, didn't they pay lots of money to keep the series exclusive?
Dr. Drake Ramoray	Well, Capcom did say they were gonna support the Revolution. Maybe Nintendo got them to do a whole load of games, and Capcom wanted to make sure they had a lot of money in the bank. Although, why not release the game on PS3? It'd make more sense.
Viewtiful12	I had a crap day, decided to log on to TGN to check out some news RE4 not exclusive? WELL THAT'S FINISHED IT NICELY.
Mr. Party Hat	Why does the fate of a Japanese company affect your day in any way, shape or form?
AirRaven	Ouch. That's yet another of the GameCube's prized exclusives snatched away. At least we're still getting it – that's something. *awaits screams of "betrayal!" from the NOM forum* Wait. Something is wrong here: "Resident Evil created a new genre game called 'survival horror." Didn't 'Alone in the Dark' get there first?
Mr. Party Hat	Yeah Alone in the Dark was there before, but Resident Evil was the first survival horror to make people stand up and take notice. Does seem a rather silly thing to say though, as it's basically untrue.
Caboose	This kinda blows, its not the problem that its going to PS2 that bothers me its the fact they just keep changing their minds so much over the exclusivities. Why make the promise and not stick to it. Ah well, still cant wait for it.
Dingle Cream	With regards to RE4 on PS2, I hope that the gesture can be returned by a top PS2 exclusive suddenly being ported to GC... and improved at the same time.
Smokin'666	That's balls. I thought we'd have a little piece of heaven to ourselves and have PS2 gamers raging. I guess it just wasn't meant to be... *adds Capcom to 'hate list' alongside EA*
Mr. Party Hat	I never knew you were a dirty little fanboy?
Smokin'666	I'm no fanboy, I just like to see PS2 owners, who get everything cool in this world, squirm a bit.
Mr. Party Hat	They're not getting Zelda anytime soon, just suck your thumb and keep repeating that.
muckers	This was on IGN a while ago, but it wasn't confirmed. Damn. And I just had a PS2 half-fanboy deciding whether or not to get a GC cos this looks like a kick ass game. Oh well, I'll have to tell him tomorrow I suppose... *sobs into keyboard*
Picnico	No offence but that website is a load of rubbish – it's been mocked up to look like a Capcom website – it doesn't even lead to any more pages. There is NO WAY that even Nintendo, who have been accused of being lax with their third parties, would allow Capcom to release a statement that Resident Evil 4 would go multi-format before it had even come out for the GameCube. With the importance of Resident Evil 4 to the Cube, that would be tantamount to Sony allowing Rockstar to say about GTA: San Andreas: 'you might as well wait for the Xbox version to come out in 6-12 months time'. It's a hoax.
Master hunter	Yet someone managed to post it up on Capcom.co.jp an official site made by Capcom. It would only work if someone hacked into Capcom's servers and put it up under their eyes. This is the final nail in the GameCube coffin. With Resi 4 going to the PS2 now there's very little for the PS2 owner to choose a GameCube. Zelda is their last hope and I don't think it's enough to bring in new GCN owners.

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Internet zone

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BEAT THE WORLD

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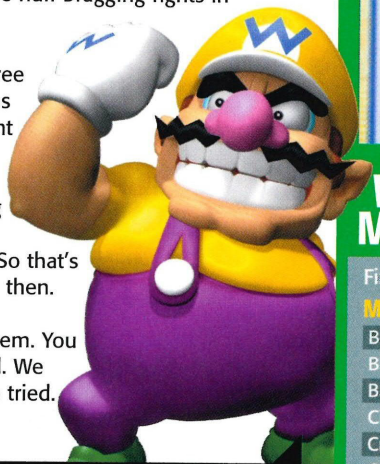
RECORD BREAKER

A new game and all new scores to beat! And it's not as if Liz and Ryan haven't given you a sporting chance (look at those scores! Just look at them! And they call themselves gamers? Tsk). Think you've got game? Think you can beat the world?

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've got your mum to do it for you...

RULES SUCK, BUT WE NEED THEM TO MAKE THINGS FAIR:

- Prizes won't be given out because none of you deserve any. Not really – it's just that we're really cheap.
- Enter as many challenges as you like, because you can never have nuff bragging rights in this world.
- Remember the three 'P's: Photos, philms and proof. We want evidence, and it can only take the form of something we can physically share a bed with. So that's no digital pictures, then.
- Don't play the system. You can't beat City Hall. We should know – we tried.



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



WARIO WARE INC: MEGA PARTY GAMES

Fingers over the A button. GO!

MINIGAME	SCORE	NAME
Bam-Fu	20	Ryan
Banana Munch	56	Liz
Baseline Bash	33	Liz
City Surfer	25	Liz
Crazy Cars	34	Liz
Gifted Goalie	20	Liz
Heads Up	22	Liz
High Hoops	29	Liz
Hurry Hurdles	22	Liz
Jumpin' Rope	17	Ryan
Pro Curling	14	Ryan
Set A Spike	49	Ryan
Ski Jump	30	Liz
Snowboard Slalum	17	Ryan
Wrong Way Highway	35	Liz



Hey hey! Don't turn over the page expecting two more pages of this – there ain't any more!



Nope Beat The World is now just a DPS (that's Double Page Spread to you).

SOUL CALIBUR II

Shoes go to heaven because they have soles.

Course	Score	Name
Time Attack – Std	2'30"08	Dave Every
Time Attack – Alt	2'32"06	Dave Every
Time Attack – Ex	2'29"05	Tim the liar
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



F-ZERO GX

EeeeeeEEEEEEEEEEEEEEEOOOOOoooooow...

RUBY CUP

Course	Time	Name
Twist Road	00'44"138	Rex McGee
Split Oval	00'48"709	Rex McGee
Surface Slide	01'27"614	Rex McGee
Loop Cross	01'44"283	Rex McGee
Multiplex	01'49"1288	Rex McGee

SAPPHIRE CUP

Drift Highway	00'52"462	Rex McGee
Aero Dive	02'02"750	Rex McGee
Mobius Ring	01'20"669	Rex McGee
Long Pipe	02'24"845	Rex McGee
Serial Gaps	01'17"765	Rex McGee

EMERALD CUP

Cylinder Knot	02'36"049	Rex McGee
Intersection	02'16"241	Rex McGee
Double Branches	02'35"118	Rex McGee
Half Pipe	02'33"603	Rex McGee
Big Blue: Ordeal	02'40"192	Rex McGee

DIAMOND CUP

Trident	02'47"084	Rex McGee
Lateral Shift	1"42"135	Rex McGee
Undulation	01'55"197	Rex McGee
Dragon Slope	02'32"467	Rex McGee
Slim-Line Slits	01'46"315	Rex McGee

AX CUP

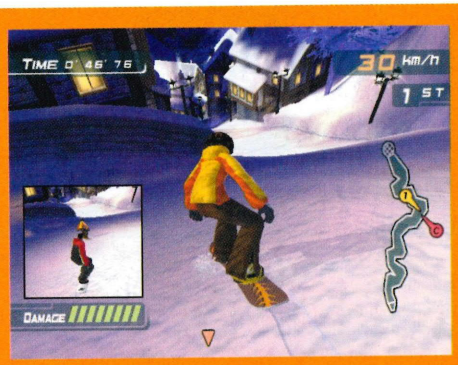
Screw Drive	00'52"246	Rex McGee
Meteor Stream	01'22"069	Rex McGee
Cylinder Wave	01'48"459	Rex McGee
Thunder Road	02'36"097	Rex McGee
Spiral	03'16"412	Rex McGee

SPECIAL EXTRA TRACK

Sonic Ova	100'36"327	Arif Saddiq



The best thing about this is, there aren't as many captions to write! No more stories about people on the bus!



1080° AVALANCHE

Remember when *720°* was the world's most extreme game?

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

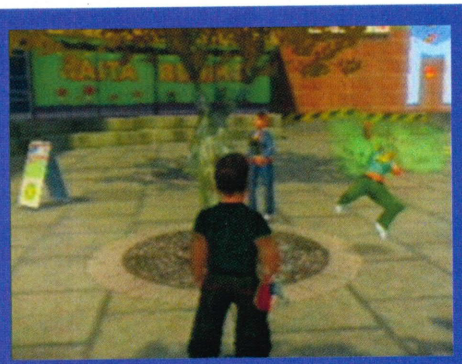
Course	Time	Name
Revolution Cliff	1'06'48	Jonas Pettersson
Midnight City	1'32'19	Jonas Pettersson
Rotted Ridge	1'01'62	Jonas Pettersson
Diesel Disaster	1'10'38	Jonas Pettersson
Sick with it	1'21'97	Jonas Pettersson

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 Pettersson
Wit's Thicket	1'21'89	Jonas Pettersson



What were we thinking?



TONY HAWK'S UNDERGROUND 2

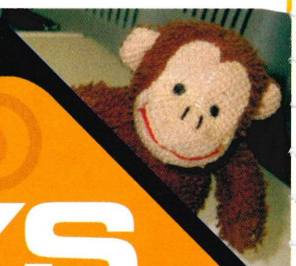
Tim just gets better and better!

Level	Score	Name
TTraining	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	1,613,568	Tim
The Triangle	5,000,002	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



CUBE

ISSUE FOURTY



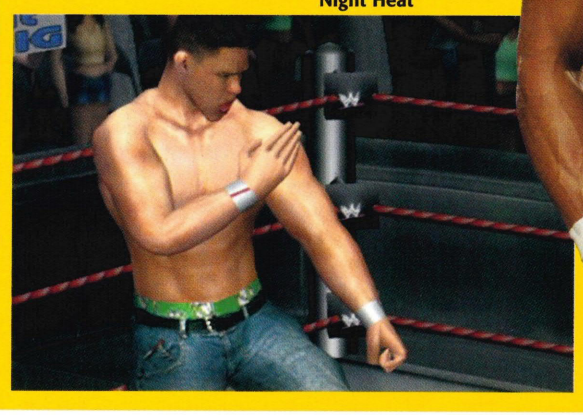
CHEATING MONKEYS



The Cheating Monkeys are tiring of being superstar gaming simians. Today, they launch their debut album 'Cheating Monkeys: Piano Favourites'

WWE: DAY OF RECKONING

UNLOCKABLE	HOW?
1000 Points	Complete Story Mode twice
800 Points	Complete Story Mode
600 Points	Complete Sunday Night Heat
400 Points	Complete WWE Development
Buggy Entrance	Complete Story Mode
Motorcycle Entrance	Complete Story Mode
9 Strike Combo	Complete lectures and exams in tutorial
Andre The Giant	Complete WWE Development
Bret 'Hitman' Hart	Complete Story Mode
Brutus 'Barber' Beefcake	Complete Sunday Night Heat
Greg 'Hammer' Valentine	Complete Sunday Night Heat





TALES OF SYMPHONIA

Complete the game, save when prompted and restart using the same file. When you're told to insert Disk 1, do so and you're taken to a GRADE shop. Bear in mind you'll get 1000 GRADE automatically by beating the last boss.

UNLOCKABLE	HOW?
Mania difficulty	Complete game
EXP x 10	Pay 3000 GRADE
Transfer all spells/techs	Pay 1000 GRADE
EXP x 2	Pay 1000 GRADE
Transfer titles	Pay 1000 GRADE
Transfer Gald	Pay 1000 GRADE
Transfer EX Gems	Pay 600 GRADE
Carry up to 30 items	Pay 500 GRADE
Transfer EX Skills	Pay 400 GRADE
Start game with 500 more HP	Pay 250 GRADE
Increase Tension	Pay 100 GRADE
Raise Relationships	Pay 100 GRADE
Receive more battle GRADE	Pay 100 GRADE
More bonus EXP from combos	Pay 50 GRADE
Transfer recipes	Pay 50 GRADE
Transfer cooking skills	Pay 50 GRADE
Transfer spell/tech history	Pay 25 GRADE
Transfer Memory Gems	Pay 20 GRADE
EXP x 1/2	Pay 10 GRADE
Start with 160 HP at battles	Pay 10 GRADE
Transfer Collector's Encyclopedia	Pay 10 GRADE
Transfer World Map data	Pay 10 GRADE
Transfer Character Collection	Pay 10 GRADE
Transfer Battle Strategy	Pay 10 GRADE
Transfer Mini-game data	Pay 10 GRADE
Transfer Monster Encyclopedia	Pay 10 GRADE
Transfer play time	Pay 10 GRADE
Transfer Relationships	Pay 10 GRADE
View skits	Complete game, then talk to mayor of Katz' village

CUBE

GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE

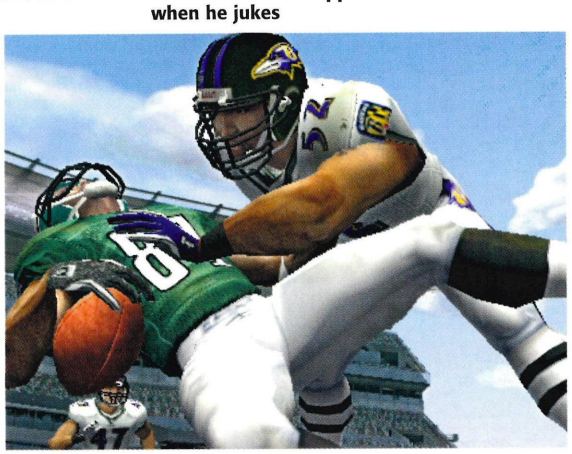
0906 9060374

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**

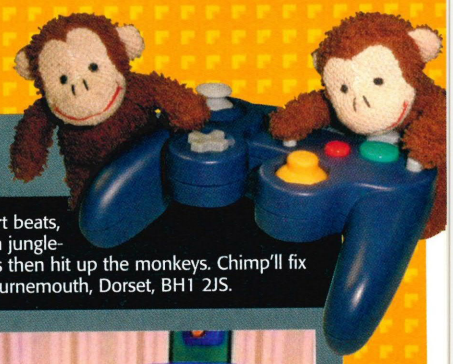
MADDEN NFL 2005

From the main menu select My Madden, then Madden Cards, then Madden Codes to enter the following. No codes to make the fat fans even fatter – that's being saved for next year where it will no doubt be called "an advancement for the *Madden* series!"

CODE	HOW?
Z28X8K	3rd Down – Get 3 downs to get a 1st
P66C4L	5th Down – Get 5 downs to get a 1st
P74X8J	'58 Colts team
G49P7W	'66 Packers team
C24W2A	'68 Jets team
G12N1I	'70 Browns team
R79W6W	'72 Dolphins team
R12D9B	'74 Steelers team
O18T2A	'76 Raiders team
G97U5X	'78 Dolphins team
K71K4E	'80 Raiders team
Y27N9A	'81 Chargers team
F56D6V	'82 Redskins team
D23T8S	'83 Raiders team
X23Z8H	'84 Dolphins team
F92M8M	'85 Bears team
K44F2Y	'86 Giants team
F77R8H	'88 49ers team
G95F2Q	'90 Eagles team
I89F4I	'91 Lions team
I44A1O	'92 Cowboys team
Y66K3O	'93 Bills team
G67F5X	Aloha Stadium
J33I8F	Bingo! – Your defensive interceptions will increase by 75 per cent
B61A8M	Da Bomb – Unlimited pass range
I76X3T	Da Boot – Unlimited field goal range
M89S8G	Extra Credit – Awards points for interceptions
V65J8P	First and Fifteen – Requires that your opponent get 15 yards to get a 1st down
O72E9B	First and Five – 1st down yards to go will be set to 5
R14B8Z	Fumbilitis – Opponents fumbles will increase by 75 per cent
L96J7P	Human Plough – Break tackle increases by 75 per cent for game
D57R5S	Lame Duck – Opponent will throw lob passes
X78P9Z	Mistake Free – Can't fumble or throw interceptions
Y59R8R	Mr Mobility – Your QB can't get sacked
O85P6I	Super Bowl XL
P48Z4D	Super Bowl XLI
T67R1O	Super Bowl XLII
D58F1B	Super Bowl XXXIX
D59K3Y	Super Dive – Diving distance increases by 75 per cent.
V34L6D	Tight Fit – Opponents uprights will be narrow
L48G1E	Unforced Errors – Opponent will fumble ball when he jukes



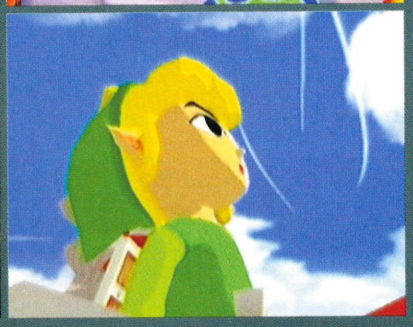
CHIMP'LL FIX IT



This is Mike Skinner from The Streets, who makes those chart beats, appearing with those loveable Cheating Monkeys, the simian jungle-dwelling code junkies, if you need GameCube or GBA cheats then hit up the monkeys. Chimp'll fix it at **CUBE** Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS.







RULE THE ROOST

Yo Cheating Monkeys,
On *Legend Of Zelda: Wind Waker*, I'm stuck in Dragon Roost Cavern. I'm at the bit where you cut the three ropes supporting the platform. When the platform falls, I jump to the room with the ladder and I go up and through the door. Now I'm stuck. The room has a grapple thing in it but no matter how much I swing, I can't get to the room on the right. What am I doing wrong? PLEASE HELP.
CHRIS, COVENTRY

The monkeys say:
"Woah Chris, no need to shout, what's that all about? Acting like a lout, you want to cut that out. That Mike Skinner guy has been teaching us rhymes all morning, see. Goes well with our piano tunes. What you need to do is pull out a stack of blocks from each column and clamber up them, reaching the treasure chest with the compass and grabbing the pair of sticks from one of the pots. Ignite one of the sticks, throw it at the gate, use the ladder to get to the chest with the small key and go through the door."

DRESS TO KILL

Hi Cheating Monkeys!
I need help with *Animal Crossing*, I keep hearing on the internet about people getting these items like bamboo robes and mushrooms and stuff but I don't know how to get them! Please please help, it's really upsetting me that I can't find this robe!
HANNAH, SOUTHAMPTON

The monkeys say:
"Dry your eyes Hannah, we know you're finding it hard to get the bamboo robe but there's plenty more fish in the sea. It's actually impossible to get the bamboo robe and various other weird and wonderful items without Action Replay codes, some of which were printed in the last issue. As for mushrooms, you just need to be persistent because they are definitely in the game."

PRESIDENT EVIL

Cheating Monkeys!
Help me with the tablets! I have two but I need the other one and I don't know where it is! I have looked everywhere! Any help would be much appreciated! I have the obedience tablet and the discipline tablet.
GILES, TEDDINGTON

The monkeys say:
"We reckon* Resident Evil Zero *is about an eight or a nine, maybe even nine and a half in four beers time. The tablet you want, apart from a grammar pill to stop those exclamation marks, is the unity tablet. Head to the basement and find the statues. Use Billy to light them in this order – deer, wolf, horse, tiger, snake and eagle. Follow the path that will have opened up and you'll find the last tablet. This is the Cheating Monkeys, signing off. Piano favourites y'all, 2004. Peace."

CUBE CHEATING MONKEYS CODE JUNKIES

ISSUE FOURTY

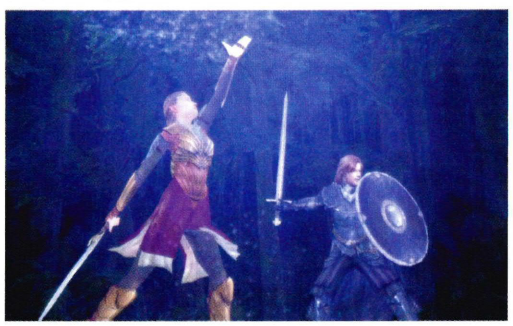


Every month we bring you all the latest Action Replay codes for the greatest GameCube games – this month, Hobbits and Orcs!

LORD OF THE RINGS: THE THIRD AGE

MASTER
1 KQB9-MHNJ-W86DA
2 8XWX-3NMG-W8641

BERETHOR: INFINITE HEALTH
1 3ZA2-QXFM-Z3EVY
2 2HEN-8EA9-K0XYM



LORD OF THE RINGS: RETURN OF THE KING

MASTER
1 05J6-XYZ1-R4TEN
2 ZNMF-MNCW-ZHPDD

INFINITE HEALTH
1 DYNF-FHZ8-GUH1W
2 CX2Q-E60A-2DA1Z

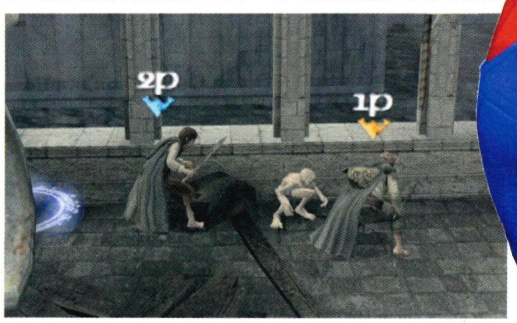
INFINITE SECONDARY WEAPON
1 1XG6-WH5R-NXUU9
2 1P25-N3YQ-252MC

ALL LEVELS/CHARACTERS OPEN
1 08ZH-XKUK-KQ948
2 KFCB-4WV1-DCGZR
3 C6EB-QXH5-TTRA0

ALL CHARACTERS MAX LEVEL
1 T175-VMWN-AUT8H
2 4K6R-63P4-KK2UX
3 T8HQ-R0DZ-MZ4JR

QUICK LEVEL UP ALL CHARACTERS
1 0PR8-5QC1-XPKM1
2 CD6H-0AXZ-JNX1V
3 RM8A-B64Y-47BPB

ALL SKILLS FOR ALL CHARACTERS/TEAM
1 BGF7-YTXV-YK8UZ
2 0PJB-KEDJ-07QWP
3 0E75-PXRJ-0HTPZ
4 3EYY-FCWG-7HKRU
5 1CMW-2QGN-PEPXX





MARIO PARTY 5

Master
1 WWAF-65T8-HNF9P
2 BBAQ-9K1M-XJAKG

All Mini-Games Unlocked
1 51RC-JVFE-825V6
2 UU9A-51HA-DA13D

P1 Max/ Infinite Coins
1 TVMJ-WKBY-WH0YD
2 60GR-T9MA-FT747
3 36J0-CZW8-JFMZV

P1 No Coins
1 MZTG-GY3Z-1CZ8C
2 60GR-T9MA-FT747
3 2PMN-3H4Q-BD00Y

P1 Max/Infinite Stars
1 Z6Z5-3U1J-0WERY
2 60GR-T9MA-FT747
3 5JMP-GJRP-U0D89

P1 No Stars
1 JAW8-9NBF-5GU3A
2 60GR-T9MA-FT747
3 WZJH-3UT3-UUD67

P1 Never Has Any Capsules
1 7D0C-G04G-8AKBA
2 60GR-T9MA-FT747
3 PN45-JA38-41EKF

P1 ITEM 1 IS ALWAYS:
1 54FM-NMZW-CUBVM
2 HW6N-JPF1-VVXWD

Super Mushroom Capsule
1 KQQC-9XMQ-60T2Z
2 60GR-T9MA-FT747
3 3535-B8KR-YYQCZ

rsed Mushroom Capsule
1 NUYQ-CK94-8VR32

Master
1 60GR-T9MA-FT747
2 1Y37-3HR3-UQAK5

Warp Pipe Capsule
1 XFVC-2T5Y-JRNHN
2 60GR-T9MA-FT747
3 8ECW-RJZT-V6QVW

Klepto Capsule
1 C27W-WFBG-WJYHB
2 60GR-T9MA-FT747
3 XJZ9-57BN-F5J4W

Bubble Capsule
1 2H5N-0HRM-0VP37
2 60GR-T9MA-FT747
3 U8EA-TFD0-M57CQ

Wiggler Capsule
1 KA2D-507W-QRD4T
2 60GR-T9MA-FT747
3 FA08-C1QR-WPT5Z

Hammer Brother Capsule
1 D9ZQ-55RX-FGBAF
2 60GR-T9MA-FT747
3 CECX-8ADK-UXTZG

Coin Block Capsule
1 CE7A-7V4G-V6B3A
2 60GR-T9MA-FT747
3 4UDF-KM17-76MQN

Spiny Capsule
1 4UXA-BW7H-44R19
2 60GR-T9MA-FT747
3 MN5R-1M88-J8MNY

Paratroopa Capsule
1 GAH7-GZ1F-K2QWA
2 60GR-T9MA-FT747
3 K3U2-JNNH-JPQZG

Bullet Bill Capsule
1 U8TT-GTF2-2J2TM
2 60GR-T9MA-FT747
3 MBQG-6AFH-7HX1J

Goomba Capsule
1 JPPH-J2PA-DFDDZ
2 60GR-T9MA-FT747
3 RF9K-7QJW-JRU2E

Bob-omb Capsule
1 04EE-GN6Z-F8P3M
2 60GR-T9MA-FT747
3 97CJ-GBCF-FEYPE

Koopa Bank Capsule
1 W5TV-8N3Z-NUCVB
2 60GR-T9MA-FT747
3 91VV-K97E-DC4NT

Kamek Capsule
1 BMNB-376N-C8R8B
2 60GR-T9MA-FT747
3 18AA-VJC6-AVRE4

Mr. Blizzard Capsule
1 BEYY-DKBN-5KTCV
2 60GR-T9MA-FT747
3 X78D-YJVK-0JJFF

Piranha Plant Capsule
1 XF4W-55BU-GEWQZ
2 60GR-T9MA-FT747
3 RJPQ-JYU2-0DAXY

MagiKoopa Capsule
1 4DKA-5DK9-6M6ZF
2 60GR-T9MA-FT747
3 EE38-JQ75-KW01B

Ukiki Capsule
1 FRMG-7HGF-8F6DU
2 60GR-T9MA-FT747
3 16U0-T4T1-GE3YR

Lakito Capsule
1 21BU-3FB0-6G0HQ
2 60GR-T9MA-FT747
3 5GXU-Z85G-VNM1U

Tweester Capsule
1 DDBC-NQ5X-VKP53
2 60GR-T9MA-FT747
3 BHWG-6QMH-E3X56

Duel Capsule
1 X02K-018A-0WWRM
2 60GR-T9MA-FT747
3 4UPC-1DEZ-H6BCJ

Chain Chomp Capsule
1 GF5U-3R0E-CURMY
2 60GR-T9MA-FT747
3 9691-JCVP-FE525

Bone Capsule
1 9R17-KTVP-6QJWA
2 60GR-T9MA-FT747
3 N65P-AMCJ-7DT6P

Bowser Capsule
1 ND4C-K4Q8-PBPTM
2 60GR-T9MA-FT747
3 Z2FU-XTBB-UEH66

Chance Capsule
1 HKWF-1RJ9-FKVG4
2 60GR-T9MA-FT747
3 P8KZ-2KZD-7726N

Miracle Capsule
1 VNEK-86J3-H3TTR
2 60GR-T9MA-FT747
3 DP98-C9T5-DKMNZ

Donkey Kong Capsule
1 QJXQ-MG30-96EBK
2 60GR-T9MA-FT747
3 ZUYC-MGDF-FPXC4

VS Capsule
1 Q94G-ZXVM-UWFRB
2 60GR-T9MA-FT747
3 RBNC-3G80-8YF58

P1 ITEM 2 IS ALWAYS:
1 BHK0-U4GA-BF7E3
2 HW6N-JPF1-VVXWD

Super Mushroom Capsule
1 5V8X-20K2-XK8XX
2 60GR-T9MA-FT747
3 50CM-JBAN-ZTB91

Cursed Mushroom Capsule
1 0YT5-XJ8X-QQGYN
2 60GR-T9MA-FT747
3 7VQG-TY2M-U94AJ

Warp Pipe Capsule
1 0KQY-6F8Y-XCPPH
2 60GR-T9MA-FT747
3 HAJC-1KGC-15VGU

Klepto Capsule
1 BWEG-P9Y9-BXYNK
2 60GR-T9MA-FT747
3 3UN8-3H9C-X8ZWJ

Bubble Capsule
1 EQG4-1PMK-8AN8U
2 60GR-T9MA-FT747
3 96H5-273T-U6XZE

Wiggler Capsule
1 WE1G-CRRA-V3MZ7
2 60GR-T9MA-FT747
3 CYV7-BPN6-FUEE2

Hammer Brother Capsule
1 NPCB-E5E5-XM747
2 60GR-T9MA-FT747
3 04T0-5BH3-VYJP3

Coin Block Capsule
1 CE7A-7V4G-V6B3A
2 60GR-T9MA-FT747
3 4UDF-KM17-76MQN

Spiny Capsule
1 4UXA-BW7H-44R19
2 60GR-T9MA-FT747
3 MN5R-1M88-J8MNY

Paratroopa Capsule
1 GAH7-GZ1F-K2QWA
2 60GR-T9MA-FT747
3 K3U2-JNNH-JPQZG

Bullet Bill Capsule
1 U8TT-GTF2-2J2TM
2 60GR-T9MA-FT747
3 MBQG-6AFH-7HX1J

Goomba Capsule
1 JPPH-J2PA-DFDDZ
2 60GR-T9MA-FT747
3 RF9K-7QJW-JRU2E

Bob-omb Capsule
1 04EE-GN6Z-F8P3M
2 60GR-T9MA-FT747
3 97CJ-GBCF-FEYPE

Koopa Bank Capsule
1 W5TV-8N3Z-NUCVB
2 60GR-T9MA-FT747
3 91VV-K97E-DC4NT

Kamek Capsule
1 BMNB-376N-C8R8B
2 60GR-T9MA-FT747
3 18AA-VJC6-AVRE4

Mr Blizzard Capsule
1 BEYY-DKBN-5KTCV
2 60GR-T9MA-FT747
3 X78D-YJVK-0JJFF

Piranha Plant Capsule
1 XF4W-55BU-GEWQZ
2 60GR-T9MA-FT747
3 RJPQ-JYU2-0DAXY

MagiKoopa Capsule
1 4DKA-5DK9-6M6ZF
2 60GR-T9MA-FT747
3 EE38-JQ75-KW01B

Ukiki Capsule
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Mase Feat P Diddy Breath S Shake	19
Britney Spears My Prerogative	28
Black Eye Peas Lets Get It Started	20
Avril Lavigne My Happy Ending	22
Usher & Alicia Keys My Boo	23
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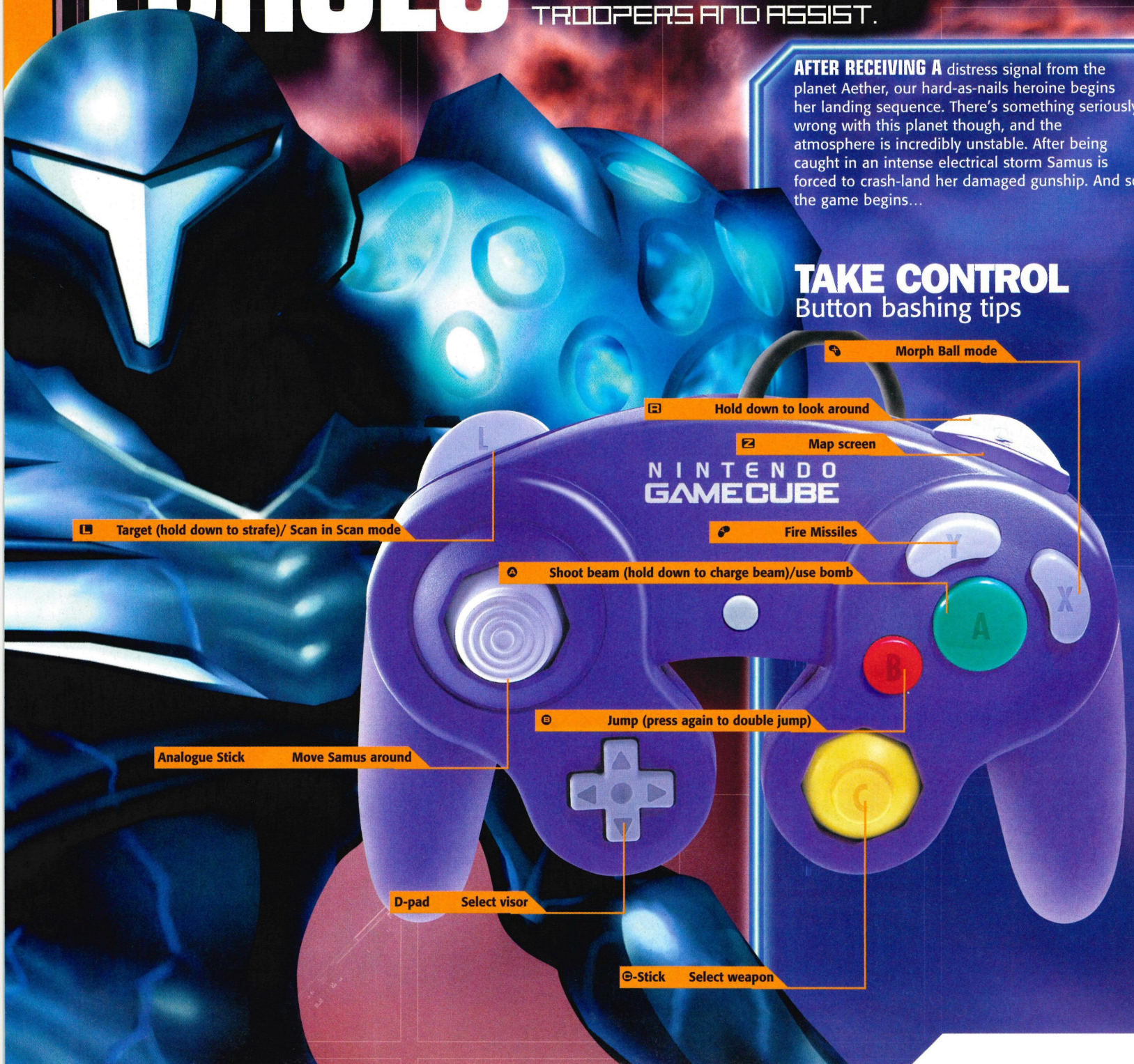
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METROID PRIME 2: ECHOES

MISSION FILE 02546: CONTACT WITH GALACTIC FEDERATION TROOPER SQUAD BRAVO WAS LOST. LOCATE FEDERATION TROOPERS AND ASSIST.

AFTER RECEIVING A distress signal from the planet Aether, our hard-as-nails heroine begins her landing sequence. There's something seriously wrong with this planet though, and the atmosphere is incredibly unstable. After being caught in an intense electrical storm Samus is forced to crash-land her damaged gunship. And so the game begins...

TAKE CONTROL
Button bashing tips



DEEP DARK DEATH

FRESH FROM HER adventures on Tallon IV, Samus is fully powered and ready for anything. She still has all her upgrades, so the Double Jump, Morph Ball Bomb and Missiles are yours from the very beginning. The very first thing you should do is double jump back up to your gunship. Stand in the blue portal and save your game. In fact, you should save your game whenever possible. You never know what's around the corner, and there are no prizes to be won from limiting your saves.

Next up, take a look around. Go and read the 'Heads-Up' section on this page, then come back. There's nothing important to scan in this room apart from your gunship, but you may notice the red motivator in the corner. You can't do anything with it right now, but it's something to remember for the future. Anyway, time to move on. Your exit is blocked by webbing, so target the central fluid sac and fire away. The Hive Access Tunnel is filled with harmless plants, and at the fork you'll see a scan-worthy ornament. You can't go left as the door is locked, but you can go right and drop down into the deep dark depths.

This room is full of crates and damaged ventilation systems. Scan the pillar by the door to activate the security gate (which is an important scan item). Then target the two red locks and destroy them to proceed. The cargo pod at the end of the corridor is locked, but you can follow the cables to find the relevant security panel. Scan it to open the door. There's plenty to read in this security station, but the most important thing to do is download the map from the Map Station (the very obvious glowing map icon). Tap ZL to look at the map. This is quite important as the room names we'll be using are from this map.

On your way to the Command Chamber you'll come across your first enemy: the Worker Splinters. Just use them as target practice. It looks like you've also found some of the missing troopers. The Command Chamber's security panel is offline, so tap



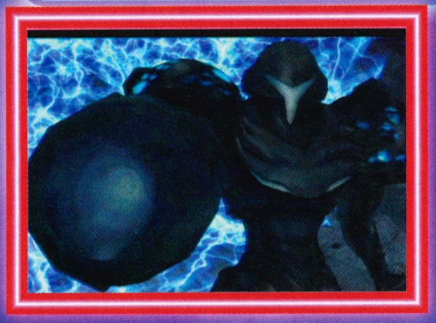


to change into the Morph Ball and roll under the cargo door mechanism. Don't forget, there are plenty of Logbook entries to scan in this area, as well as a large predator. On the other side of the room is a passageway: roll through it (tap A to blow up the barrier halfway through) and find the Morph Ball slot in the far room. Place yourself underneath it and bomb yourself into the slot. Tap A to activate the security panel in the previous room.

This alerts the Dark Troopers, who need to be taken care of as quickly as possible. Your Charge Beam is the best option. Lock onto an enemy (L), then hide behind the pillar while you hold down A. After a second or so the Power Beam will be charged and you can take the enemy out with one hit. Repeat with all the enemies. Note that if you line them up you can take out two or three enemies at once. After you've taken care of all the enemies, scan the security panel to open the cargo door.

You should now make your way through to Hive Chamber B (on the way you'll need to use the Charge Beam to destroy the large crates) where you will come across what appears to be a dark version of yourself. Follow her into the portal and prepare for the worst. Your encounter with the alien creatures will be not be good. You lose all your upgrades, and are left with just your Power Beam. Pikey gits! Ho hum, the best you can do is keep plodding on. The door at the end of the tunnel is locked, but there are two small passageways leading out of here. One is covered by Talloric Alloy: you can't break it right now but you can destroy the pods next to it and make your way through to Hive Chamber C. There are four Dark Troopers in here. Round about now you'll start getting Energy Units after killing enemies and destroying crates. Walk into them or suck them in with the Charge Beam.

There are two exits: one leads to a Save Point (it's hidden behind some crates – use the map to see where it is) and the other leads to an elevator. Save your game, jump into the elevator (you'll have to scan the power relay next to it) and get back up where the air is a little cleaner.







HEADS-UP

For your eyes only

A major part of this game is taken up by scanning. You don't have to scan everything, but the more you scan, the more you will learn, and the more you'll enjoy the game. To scan items simply tap left on the D-pad to switch on the Scan Visor. Then look at an item (items you can scan will be highlighted) and hold down the L Trigger. With the information scanned you can read about that item, and sometimes you can press Start to read more in the Logbook.

There are several incentives to scanning: firstly you have to scan some doors to open them. Secondly you have to scan logbooks to learn what happened on the planet. Thirdly you won't be able to figure out enemies' weaknesses unless you scan them, and fourthly, the more items you scan the more extras you'll unlock. You'll notice in the Options screens that there's a percentage scans section. Not all items count as viable scans: for example, the Motivators in the Landing Site don't count, but life-forms, significant technology, spatial anomalies and computer terminals do. Your best bet is to just scan everything.

STARSHIP TROOPERS

YOU'LL NOTICE THAT you are now on the other side of the Hive Access Tunnel door. Head left and destroy the locks on the gate in order to enter the Industrial Site. Entering such a large area is quite daunting at first, but as with any new area you should be on your guard and scan as much as possible. There are two exits: one is locked by alien technology, and the other leads to the Collapsed Tunnel. The first thing you need to do is get rid of that container. Directly ahead is a control pillar that can be used to move the container. With this gone you should watch out for the two new enemies: the Green Kralee and the Splinter Cacoons. The latter burst out of their cocoons when you get near them.

Opposite the alien door are a series of platforms that will lead you over to the door. Shoot out the two locks on the GF Bridge and move into the Collapsed Tunnel. The main path has caved in, so used the small tunnel to get through. Just before you get to the Temple Assembly Site there's a portal blocked by another motivator. Head towards the alien door and take care of the Splinters. Scan the winch control to drop the container. Shoot the frayed cable to make it fall to the floor, and use it to get to the other side.

The end of the Dynamo Chamber is blocked by a GF door, but you can open it by scanning the computer terminal. Note, that doing this locks the doors behind you and you can't go back this way unless you find a way of a) breaking through Denzium, or b) getting to the passageway above the doors. The Communications Area doesn't hold many surprises at this stage. As you walk in there are a few Splinters. You can try and fix the Comms Dish at the far end but atmospheric interference won't allow it. In the alcove at the end are three Dark Troopers that need taking care of.

A Growler Class Turret has been set up to protect the Trooper Security Station. It shouldn't cause too much of a problem if you move quickly. Dart in, target it, then strafe around it while charging to finish it in no time. There's a Mk VII gate blocking your path and you'll have to use the small tunnel to get to the adjacent security panel. Even then the gate opens and shuts randomly so use the Morph Ball to get underneath safely.

The GFMC Compound is where you'll discover what happened to all the troopers. After you've downloaded the log footage, you should turn around and destroy the large Ordnance Crate. This holds the much-needed Missile Launcher upgrade. This now allows you to break open doors with a red seal. Now you should scan everything – there is much to find out. On your way around the compound you'll be attacked by three Dark Splinters. Slightly tougher than regular Splinters, these guys will need a few Charge Beams to finish them, or maybe even a missile.

There's only one new exit from this compound, and that's the red door. Go up the ramp into the gunship and download the map from behind the door at the far end. There's a hull breach on one side of the ship, and you can jump across to a higher platform. Just around the corner is a panel that you can scan to power up the Kinetic Orb Cannon. Use it to fire yourself across the compound. From your new position you can jump over to the red door. Use a missile to break through.

The Sacred Bridge is locked up at the moment so you'll have to use the tunnel to get past it. Be careful as there are two War Wasps on the other side. With them gone, look up and scan the panel to activate the cannon. The next area requires yet more Morph Ball action. Take care of the War Wasps, then scan the area to the left. You can fire a missile at this wall to weaken it, but you'll need to launch something else at it to break it. Jump down and walk to the end to find a panel. Scan it and use the cannon. The path will take you through to the other side of this area, where you can go through the door and jump onto the elevator. Just before you get to the Save Point a flock of Sand Bats will come at you. Don't worry about them. They can't do much damage, so just save your game. Now you can enter the Temple Sanctuary… and you just know something is going to happen (see Boss Battle: Alpha Splinter).

BOSS BATTLE: ALPHA SPLINTER

Name: Alpha Splinter/Dark Alpha Splinter
Difficulty: Hard
Tips: Firstly take care of the five Dark Splinters who are getting in the way. Then the Alpha Splinter will drop to the floor. This version is actually more difficult than the dark version because it's very difficult to avoid its attacks. It will launch at you and then attempt to clip you on the way back as well. Just keep pummeling it and try to dodge the launches as best you can. Soon enough the creature will turn into its dark version at which point things become more predictable. When it begins to charge its toxic spew, use B to dart out of the way. Quickly get some rounds off, then dart away again to avoid the launch. If you remain locked on you'll have a good five or six seconds to pummel it. This battle will soon be over. Pick up the mysterious upgrade and be on your way.



GETTING TO DARK AETHER

IT'S TIME TO finally meet the indigenous species of this planet. There's only one new exit from this room, so use it, and make your way up to the Main Energy Controller room. Here U-Mos will fill you in on the terror of the Ing Horde, and will also teach you how to translate purple files. You have been charged with the mission of returning the energy to Agon's Light Aether Temple, so you'd better get on with it. On your way out you should read the purple file on the wall.

Agon awaits, and the entrance lies behind the purple alien door in the Temple Sanctuary. There are three Lightflyers on the other side, a Charge Beam attack will kill them. The elevator will take you back down to the Temple Assembly Site. Your main objective now is to go through the purple alien door in the Industrial Site, but before you do that there's a bit of powering-up to do. Get down to the red door in the Temple Assembly Site and grab the vital Energy Tank that lies behind it. Go through the purple alien door in the Industrial Site, but before you use the Agon Wastes elevator be sure to scan the purple file that is hidden near the cliff's edge.

There are four Lumites in the Plaza Access, but nothing you can't handle. The Mining Plaza holds a slightly tougher enemy in the form of the Sandigger. Target its head, and attack it with the Charge Beam. Dodge its poison spew and watch out for the charge attack. With one head gone you'll soon discover that it has another one!

Head for the red door and save. There's nothing more to be done down this path so go back to the Mining Plaza and bear right. You can use the platforms to get up higher. This path will take you to a Brinstone pillar, which can be brought down with a missile. Follow the path, take down another pillar and eventually you'll find yourself passing under the giant solar lenses. The bridge takes you to a doorway, leading to the Mining Station Access tunnel. This is another puzzle that you can't solve just yet, so go straight through and prepare for your first Space Pirate encounter of the game!

There are three Space Pirates here, and the best tactic is to lock-on, hide behind a pillar and dart out to deliver a Charge Beam. Two of these will finish them. One of the pirates is up on a pillar, and for this you'll need to back off, then target and jump to actually hit it. It's a simple technique that you'll use a lot during the game.

Use the platforms to get higher, but don't go through the first door just yet. Instead, make your way across the pillars to the red door. You'll have to go the long way round, passing the yellow alien door and the sand stream and the Brinstone pillar before you get to it. The Brizgee enemies will require a missile to break their shells before you can finish them. Go through the red door and be sure to take out the group of Skreikbats at a distance. Now it's time for another boss battle… (see Boss Battle: Alpha Sandigger)



To get out of this stadium you'll need to use the Morph Ball Bomb to break the barrier. Now you can use the Controller behind the blue door to access the Agon Energy Controller. Scan the Luminoth Holoprojector on the opposite side to activate I-Sha's message. Your new mission is to travel to the Dark Agon Wastes and find the three Dark Temple Keys needed to access the Dark Agon Energy Controller. The nearest portal lies in the Portal Terminal which you can get to via the blue door in Mining Station A. Don't forget that I-Sha has taught you how to translate yellow files, so look out for them. Speaking of which, it's time for a bit of exploring before you visit Dark Aether. Your first port of call should be the yellow alien door in Mining Station A. Hmmm… a Missile Expansion… that'll do nicely. Now head back to the Mining Station Access tunnel. Use a bomb to get to the cannon and be shot up to another Energy Tank. Now go to the Mining Plaza. There is one yellow file to read and one yellow alien door to open. Herein lies the map for the area. Head back to Mining Station A and go through the lower blue door. The next barrier can be passed using the cannons. On the other side is a Luminoth body. Behind it is another Missile Expansion. You can get it by carefully slipping between the structure and the cannon slot.

BOSS BATTLE: ALPHA SANDIGGER

Name: Bomb Guardian
Difficulty: Medium
Tips: This boss acts in a similar fashion to regular Sandiggers, except it only has one head, which it uses to spew bombs at you. The weak point is the tail, so use Ⓑ to dart around and pummel it. After a while the head will rear up and start charging, at which point you should hit it with a missile or a Charge Beam. Four or five of these will finish it. Collect your prize, the Morph Ball Bomb upgrade!

Soon you'll arrive in the Portal Terminal. There are two Space Pirates guarding the room, and with them defeated, two Dark Space Pirates will appear. To the left of the ramp is a yellow file. At the top of the ramp is a Bomb Slot, which can be used to begin the portal activation sequence. With the slot energized, roll into the orb lift next to you. Bomb the red barrier, then drop into the alcove. Take out the War Wasps, then jump over to the other side and repeat the sequence. With the third sequence you'll come up against Pillbugs. Avoid them or use a bomb to put them out of action. While they're down a few bombs will finish them off. Now you can activate the portal at the other end of the room.





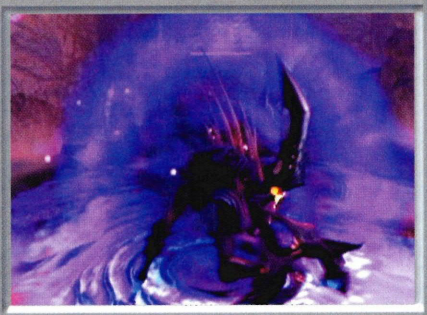
A WHOLE NEW WORLD

DARK AETHER'S ATMOSPHERE is toxic. As long as you stand in it your health is rapidly fall, however you are safe as long as you stand within the protective bubbles. Light Beacons are scattered around but you have to shoot them to activate them. These particular crystals only last for a short time and after about 20 seconds you'll have to recharge them. While you stand inside these Safe Zones, not only are you safe but your health will regenerate. Head for the Bomb Slot on the far left. The observant among you will have noticed a ghost of this in Light Aether. Activate it to open the door. This door will now be open in Light Aether. When you're traveling between bubbles be as quick as you can. The next room holds four Inglets, pesky little Ing that can be shot both when they are in dark clouds and when they materialize. Keep pushing until you get to the Save Point.

Now for your first encounter with the Warrior Ing. Go into the Dueling Range and head left. Keep well out of the Warrior Ing's way otherwise it will swipe at you, however you should always stay in the bubble. Target the head and fire at it with Charge Beam attacks. When it turns into a dark cloud, target the main section and fire. As for the three-beam attack, wait until the last millisecond, then dart away. Do this consecutively to dodge all three beams. With this battle over, move forward to the next bubble and turn around. You can use the Lightbringer life-form on the left to travel up the path in safety. Follow the path, cross the bridge and go through the blue door at the top. Go through the Junction Site and into the Judgment Pit. Hmmm... why's it called that? (see Boss: Jump Guardian section).

BOSS BATTLE: JUMP GUARDIAN

Name: Jump Guardian
Difficulty: Medium
Tips: This boss has the same attacks as a Warrior Ing, except it can jump to great heights. To start with you should use the Charge Beam to hurt it while it's in its regular form. When it starts to charge this means it's going to jump. Towards the start of the battle the boss will jump up to a higher platform, then use the triple-beam attack. Immediately after this the boss with perform a slam attack, sending out a dark energy wave. As long as you time it right you can jump over this and unleash a Charge Attack. As the battle goes on the boss' action will accelerate, and instead of jumping to a higher platform it will just jump over your head and land on the other side. Towards the end your Power Beam will be too slow to hit the creature and you'll have to resort to missiles. Your reward will be the Space Jump Boots!



PIRATES ON THE STARBOARD BOW!

WITH THE SPACE Jump Boots in your possession you can explore even further. It's time to leave this place for now and head into Space Pirate territory. Bring up your map and leave the Judgment Pit via the blue door that's next to the black door. This will take you back to the Portal Site via a series of double jumps.



From now on we're only going to tell you about the important enemies as there's little point repeating things. For example, there will always be Space Pirates in the Portal Site, so you should expect it.

Activate the portal and travel back to Light Aether. The previously locked door in the Portal Terminal is now open so go through it, grab the Missile Expansion and use the Bomb Slot. Now head all the way back to the Temple Grounds elevator for a bit of powering up. Head back to the Temple Assembly Site and stand in the centre (where the pillars are). Just behind the crane structure you'll see a Missile Expansion hidden away. Follow the path that leads to it and you'll notice that you can get to it via a platform on the right. Use the double jump and the pillars to get up there and claim your prize. Now for another Missile Expansion: go to the Communication Area, using the double jump to get through the Dynamo Chamber. Once there you can double jump up to the platform on the left (protected by craggy rocks). Use a bomb to blast open the hole in the ground. This next bit is for scanning completion's sake. Turn around and use the pillar to get up to higher ground. You can get to Storage Cavern A and scan D-Isl. Okay, now for the third Missile Expansion! Go all the way back to Hive Chamber A (near the Landing Site). This room is now guarded by a Dark Missile Trooper. It's very slow and easy to beat, and the reward is definitely worth it. Want more? Okay, one more Missile Expansion before we



PIRATES ON THE STARBOARD BOW! (CONT)

continue on with the main game. Head over the Hive Chamber B. Remember that opening that was blocked (next to the tunnel)? Now you can open it using a bomb, and grab the prize inside.

Mining Station A should be your next destination. Note that the double jump makes it easier to cross places like the Mining Plaza. Look around to find platform that you couldn't use before. Make your way to the statue of D-Chr (sat in the middle of the sand stream. Jump up to the opening above it and scan the control panel to open the gate. There's also a Lore Entry up here.

Slowly walk into the Central Station Access tunnel. There are two Space Pirates inspecting some Phazon. A few blasts to the containers will blow them to smithereens. The Central Mining Station is full of Space Pirates, so be very careful. Use the tried and tested target, hide and shoot tactic. With the first wave destroyed a second wave will man the turrets. A few missiles will take these out, just don't let the plasma hit you. There's plenty to be done in this area, but you'll have to come back to it later. Round about now you'll pick up a Luminoth Weapons Beacon. This is now your primary mission: thankfully it isn't far away. The Command Centre Access has a black door in it, but the grating on the floor is weak in some places, so use a bomb to break through and jump into the tunnel. You are now under the very feet of the Space Pirates. Wait for the electric currents to stop before going through the gaps. At the first opportunity head right to pick up another Missile Expansion. Now find your way out and take care of the Space Pirates. There's a whole ton of info to read in this room, so you should read it all before you use the elevator in the corner. There are two more Space Pirates before you get to Security Station B.

Woah, it's Dark Samus! She locks the doors, which is really not very helpful as it means you'll have to go the long way around. Go through the red door and scan the computer to open the blast door. Go through the blue door into the Biostorage Access. There are two gun turrets and a set of lasers in here. Immediately dart to the left and use the blue container as cover. Get past the lasers in Morph Ball mode. The next room holds a few Space Pirates, but more importantly is full of Metroids! Don't worry though: you're safe for now. Use the elevator and make your way round to Security Station A. There's a gun turret in the entrance, and there's also a Bomb Slot that needs to be used to open the exit.

The next room has some very dangerous new enemies: Pirate Aerotroopers. Target one and use missiles and Charge Beam attacks against it. Keep moving with the dart or the double jump at all times. Be very careful because they will screw attack towards you before they die. Now go to the right-hand side of the room and activate the processing racks. Now go to the opposite side of the room and face the racks. There are three docks, each one providing the controls for the relevant rack. Up to the right is an upgrade. Up to the left is the exit. The controls allow you to move the racks one by one. You need to create a step pattern so that you can use them to get up to the platforms. The order is:

Gamma Dock: use the left-hand controller once to lower one rack.

Delta Dock: use the left-hand controller twice to lower two racks.

Alpha Dock: use the left-hand controller three times to lower three racks.

You can now jump and grab the Energy Tank.

To get to the exit:

Gamma Dock: use the left-hand controller twice to lower two racks.

Delta Dock: leave this as it is.

Alpha Dock: use the right-hand controller twice to raise two racks.

Now you can get to the exit.

What follows is your first proper Morph Ball Maze. At the first junction use the bomb to jump up. Bomb through the barrier and carefully make your way over the fan (time it well as there are lasers here). Head up and right, again being mindful of the lasers. Now you have to get past three fans. Jump over one, then wait in the gap for the lasers to go. Follow the path down and left, and keep going left to exit this area. Yes, a Save Point at last! The Sand Processing area has a little secret in it. Over on the left, at the top of the half-pipe, is a small tunnel. Remember it for later. There are two gun turrets in here, and your exit can be found by firing a missile at the weak spot of wall on the left. The Main Reactor holds something sinister (see Boss Battle: Dark Samus).



BOSS BATTLE: DARK SAMUS

Name: Dark Samus
Difficulty: Medium
Tips: To start off with Dark Samus isn't all that tough. She keeps disappearing behind pillars so you will have to keep re-targeting. Get missiles and Charge Beams in when you can. At this stage she will use Phazon Missiles and Phazon Spray attacks, which can both be dodged. When she's down to 50 per cent health, she goes absolutely mental. Surrounded by a field of Phazon she is now capable of moving faster, firing Super Phazon Missiles (they destroy any hardware in their path) and diving towards you in a ball of Phazon. Again, all these can be dodged but you have to be really on the ball. After the dive attack Samus recharges in a ball for a few seconds. You can't harm her while she is doing this but you can get a missile in just before she starts moving again.

DARK BEAM REVENGE

FINALLY YOU CAN get to the room with the question mark and claim the Dark Beam! This new weapon can be used by tapping right on the C-stick, and can be used to open black doors, activate dark portals and charge white crystals. The Dark Beam is different to the Power Beam in that it requires ammo, so for now only use it when you have to.

Exit through the black door and head towards Security Station B, charging the white crystals as you go. Your next move should be to use the portal in the Command Centre, but might want to visit the Biostorage Station and grab the Missile Expansion from Storage B first (the room behind the black door). Careful though: the Tallon Metroids have broken loose and they are tough opponents. Keep them at a distance and use missiles. You can also use the Dark Beam for greater effect. If they latch onto you just turn into a Morph Ball and use a bomb.

With the Dark Beam in hand, your primary mission is to find all three Dark Temple Keys and get to the Dark Temple. Use the Dark Beam to activate the portal in the Command Centre and step in. Straight in front of you is the first key! Either side of you are two rock structures with little statues on the sides. Go to the other side of the left-hand structure and use a missile to break the statue. Charge the white crystal underneath to lower the structure. Now you can get up to the first key. The black door ahead of you won't take you anywhere right now, so exit this room via the other black door. Careful: there's an Ing Warrior in the Oasis Access and three Inglets in the Dark Oasis. Take the blue door out of the Dark Oasis (there's something special in here for later on in the game) and go into the Hall Of Stairs. On the other side of the motivator pillar is a white crystal. Charge it to lower the pillar and go through the red door. Next comes a Save Point, and then the Bitter Well. This area is lined with Phazon, but you can jump over the gap using a bomb.





The Phazon Site is covered in Phazon as well, and to exit this place you'll need to find and scan three control panels. The first is on the right-hand platform. The second is on the opposite side behind the crates, and the third is at the top of the cavern. You'll need to use the lifts to get to this one. With the seal broken you can go through to the Watering Hole (just a few Lumites) and then into the Feeding Pit. Both of the tall pillars have white crystals on them. You'll have to get to the other side and charge them both to proceed. Now you can claim the Light Beam as your own! (see section entitled 'Beam Me Up!')

Go back to the Doomed Entry area via the white door (kill the Weblings with the Light Beam), and heads left towards the Double Path. Shoot the Darkling Tentacles a few times to shut them up. The second Dark Temple Key is in the Battleground, but it's guarded by six Warrior Ing. Don't waste all your light ammo on them. Chop and change between the Light Beam, Charge Beam and missiles.

The final Dark Temple Key is back near the Dark Temple itself, and to get there you need to first go back to Light Aether. Before you do that, go back to the Dark Oasis and go through the white door where you'll find an Ammo Station. Now activate the portal in the Dark Oasis and travel back to Light Aether. Bear with us here, as we're going to do a bit of upgrading: believe us it'll be worth it. Make your way to the Command Centre and leave through the white door. You'll find yourself on a high platform in the Central Mining Station. Jump into the gun turrets (the right-hand one is probably best) and let rip! Once you've had your fair share of carnage, there are three areas that you need to destroy.

1. The near-left platform. This will collapse.
2. The mid-distance right-hand wall. This will reveal some Space Pirates.
3. The area to the left of the orange glowing wall.

Using the broken platform on the left, you

BEAM ME UP!

Light up your life

Once you have both the Light and Dark Beams you can start using them to help each other. Both of these weapons have limited ammo: the best way to replenish your supply is by shooting enemies and crates with the opposite colour to what you need. For example, if you need light ammo, try shooting an enemy or a crate with the Dark Beam. They will then give up light ammo. If you need dark ammo, shoot with the Light Beam. Simple see? This way you can always keep your ammo levels quite high.





BOSS BATTLE: AMORBIS

Name: Amorbis
Difficulty: Medium
Tips: These huge worms have an attack pattern just like any other boss. Firstly they burrow into the ground before launching high into the air. You can see where they're going to emerge, as a dust cloud will form a few seconds before. Target the cloud, then let rip with the Light Beam for as long as you can. Once you've hit one enough all three will converge on the Dark Ball. At this point you should target one of the heads and hit it with the Light Beam and missiles. After a while the head will explode and the worm will fall to the ground. Turn into a Morph Ball and roll towards the suction that has been created in front of the worm's headless body. Once you've been sucked in use a bomb.

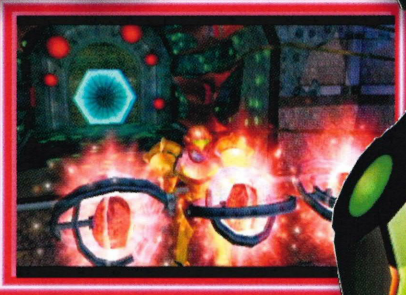


Now the worms will disappear again, so hit them with the Light Beam until they return. This time round the worms will team up and launch a rotating triple dark-beam attack. Use the Morph Ball to roll out of the way. When they stop doing this, target another head and repeat the process as before. After you've done this a few times the worm will stop burrowing and it will be up to you to kill off all three heads. The mighty Dark Suit will be your prize!

can get up to the mid-distance area where the Space Pirates were. Now you can get up to the orange wall and use the tunnel to pick up the Beam Ammo Expansion.

Phew... we're almost at the end of Part One of the guide. Head towards the Portal Terminal and activate the portal to take you back to Dark Aether. Go to the Dueling Range and through the black door to Ing Cache 4. Directly underneath the platform is a tunnel leading to a Missile Expansion. Now go to the Judgment Pit and use the black door to get to the Save Point. Right, now for the final Dark Temple Key. Now use the blue door directly in front of you to get to the Dark Agon Temple. As soon as you enter the temple you'll see the three locks in front of you. Get the final key from the Trial Tunnel (the first blue door on the left) and then return to the locks. Unlock them and walk forwards to battle a seething mass of darkness (see Boss Battle: Amorbis).

Right. Time to get to that Energy Controller! Use the blue door directly ahead of you to get to the Dark Agon Energy Controller. Walk up to it and accept its power. The Ing aren't the friendliest of characters at the best of times, and now they're pretty angry. On your way back to the Portal Site there will be Ing everywhere. Forget about them: just put your head down and get to the portal. Once you're in Light Aether, get to the Agon Energy Controller and transfer the energy.



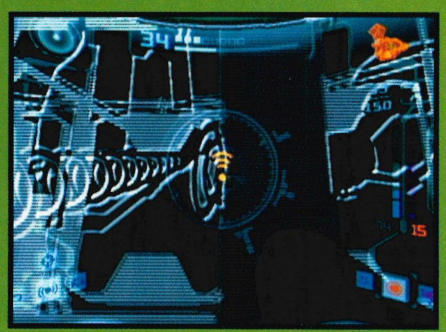


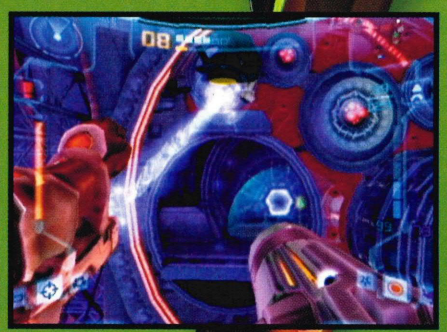
NEXT MONTH!

The final part of the guide

This month's installation was just the beginning of out mammoth guide. Check back with us next month for the return of Dark Samus, the Echoes Visor, the awesome Sanctuary Fortress and much more.

[Aww, hurry up I'm suck in the Torvus Bog – Tim]





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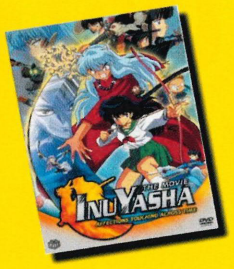
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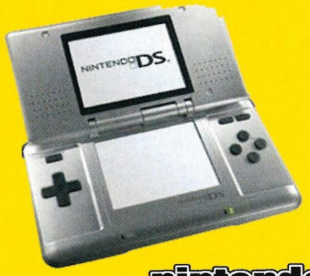
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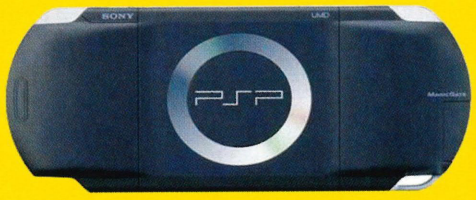


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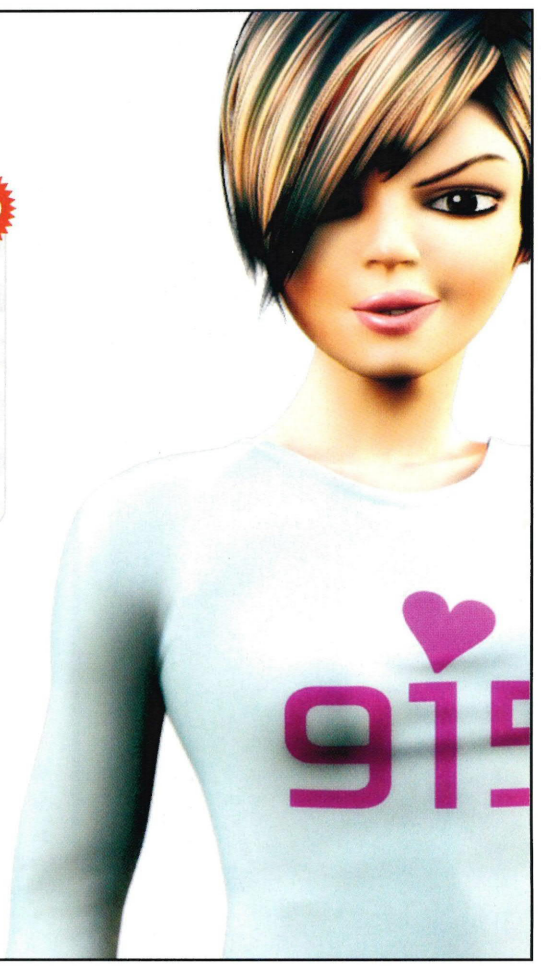
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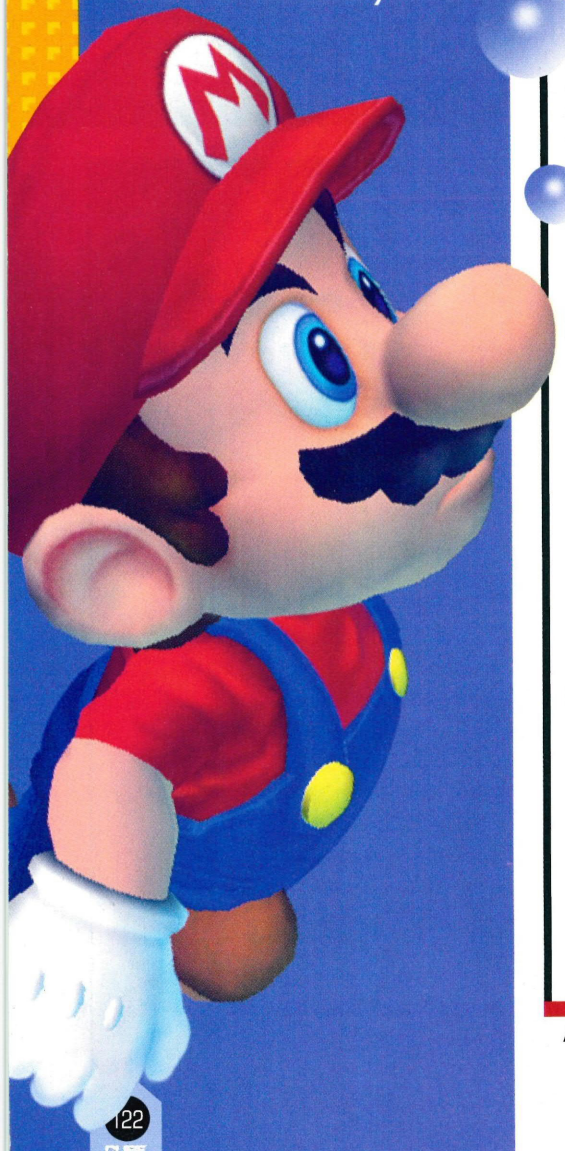
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CUBE DIRECTORY

ISSUE FOURTY

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

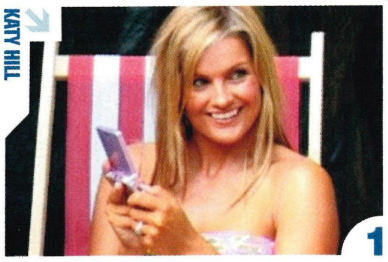
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Crash Nitro Kart	Vivendi	Vicarious Visions	1-8	27	PAL	4.8
Crazy Taxi	Acclaim	In-house	1	6	PAL	7.3
Cubic Lode Runner	Hudson	In-House	1	23	NTSC	6.2
Custom Robo Battle Revolution	Nintendo	Noise	1-4	31	NTSC	8.5
Dakar 2	Acclaim	In-house	1-2	17	PAL	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

ENDORSEMENTS

When Richard Blackwood is too busy getting with the wicked, developers need to aim slightly lower on the celebrity ladder to get the big names they need.

KATY HILL



1

Watch Katy Hill on Issue 37's DVD, doing that half-crooked smiling thing where she can't decide if she's sexy or not. You'll see a Nintendo sign hit her head. Katy, Nintendo and pain combined is strangely erotic.

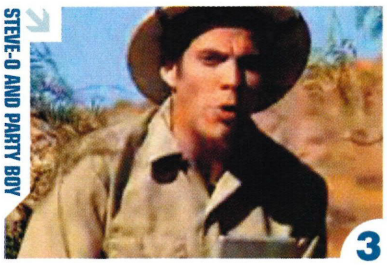
KELLY BROOK



2

"The sense of speed is so good it's almost scary!" gushed Kelly Brook, before a PR realised she was watching *F-Zero* and quickly pointed her towards the *NFSU 2* monitor. "Oh," she said, "okay then". Probably.

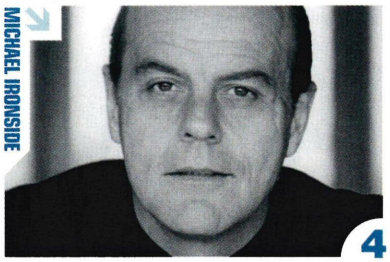
STEVE-O AND PARTY BOY



3

When they're not molesting each other in *Jackass*, Steve-O and Chris Pontius are molesting Nintendo products. Witness their DS adverts, where they get attacked by lions while playing the DS. Idiots.

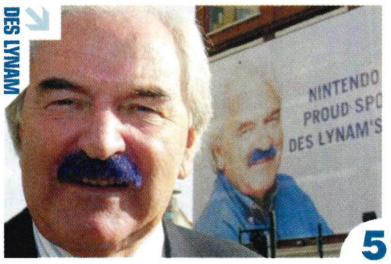
MICHAEL IRONSIDE



4

He looks like he'll scream: "Please, not the face!" if you so much as blink at him, yet this feeble looking specimen provides the testosterone soaked voice of *Splinter Cell*'s Sam Fisher.

DES LYNAM



5

Des Lynam. Might. Only talk. In. Staccato. Sentences. But a marketing department at Nintendo decided that dying Lynam's moustache purple would somehow encourage gamers to shell out for a GC.

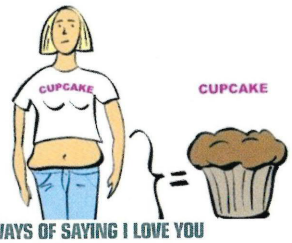
TOP FIVES

Everybody loves a list. They're quick to make and provide arguing points for down the pub. With that in mind, a list of lists ought to be the best thing ever. The following 400 words show that theory to be utterly wrong.



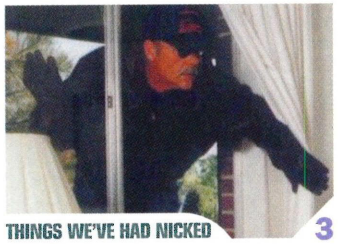
NINJAS 1

The greatest ninja is The Last Ninja, though he was actually one of the first ninjas. Lying sod. Calling himself One Of The First Ninjas might not have gained the respect of his peers but it would have been accurate and girls love that.



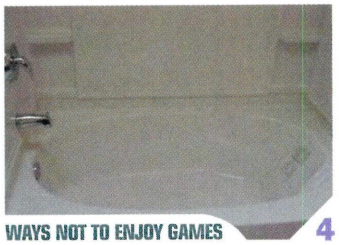
WAYS OF SAYING I LOVE YOU 2

While the word 'doggedly' was perhaps used in the wrong context, the moral message was cute enough. Give your girl chocolate to win her over and then reassure her when she gets fat. This was ex-CUBE man Gary's work.



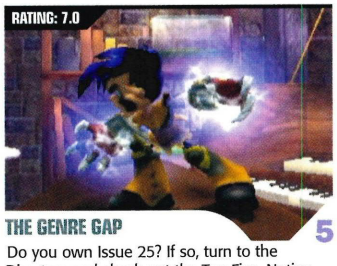
THINGS WE'VE HAD NICKED 3

More stunning than the fact that half the team had their bikes nicked was that someone stole Liz's pants, complete with pants picture. Was that Liz in the picture? Are those her pants? We're not saying, if only to shift back issues.



WAYS NOT TO ENJOY GAMES 4

"Playing with your GameCube in the bath might sound more fun than a rubber duck and a squirty bottle," began the wise words way back in Issue 16, "but you will be electrocuted and die". Blimey.



THE GENRE GAP 5

Do you own Issue 25? If so, turn to the Directory and check out the Top Five. Notice anything? There's not even five entries for this month! Holy Mother of Vexx, how did that happen? Actually, she doesn't know either.

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

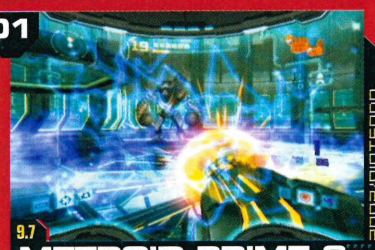
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Mr Driller Drill Land	Namco	In-house	1-2	17	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	11	PAL	7.1
Naruto 2	Tomy	Eighting	1-4	31	NTSC	7.0
NBA 2K3	Infogrames	Nintendo	1-4	8	PAL	6.8
NBA Live 2004	EA	In-house	1-4	26	PAL	7.3
NBA Live 2005	EA Sports	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!

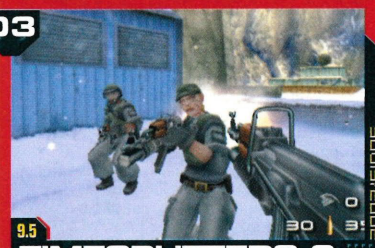
01 METROID PRIME 2 — 9.7 — 2002/NINTENDO



02 THE LEGEND OF ZELDA — 9.5 — 2002/NINTENDO



03 TIMESPLITTERS 2 — 9.5 — 2002/EIDOS



04 ZELDA: FOUR SWORDS + — 9.4 — 2004/NINTENDO



05 F-ZERO GX — 9.4 — 2002/NINTENDO



06 MARIO KART: DOUBLE DASH!! — 9.4 — 2003/NINTENDO

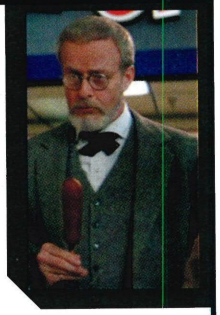
07 PAPER MARIO 2 — 9.4 — 2004/NINTENDO

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, Harry Tipper

HARRY TIPPER, TIMESPLITTERS 2

I remember a long time ago, when I was dining with a fellow psychiatrist. We were eating salad when... no, hang on, he was eating salad because I remember calling him a big bloody girl for eating women's diet food. I can't remember what I was eating but you can be sure it was manly – brockwurst or something. Erm... what was I talking about? Ah yes. While dining, my fellow psychiatrist said words that I have taken to heart ever since – "you can always judge someone by their appearance".

That's a lie. What he really said was "shut up Sigmund, salad isn't girl's food," useless in the context of this dialogue, but I'm sure the appearance thing is what he meant to say. And so, Harry Tipper. Detective. Scoundrel. Hero. Villain. He is a cross between Ron Jeremy (facial hair), Chuck Norris (facial hair colour) and Kojak (cheap Seventies suits). Harry Tipper's appearance reveals a man whose moral boundaries are as confused as his visual cues, whose delicate facial and chest hair hides an inner torment. And thus, his motivation is revealed, he rolls to find reason. When he rolls out of the way of your gunfire in *TimeSplitters 2* and you wonder why you can't do the same, that's because you don't have the same burning in the soul as Harry Tipper. One day, Harry Tipper hopes to roll to the truth. The moral of this story? Don't eat salad. I would love to chat more but I need to whip the house-help because of something that happened in my childhood.



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 II	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
SSX Tricky	EA	EA Big	1-2	7	PAL	8.0
SSX3	EA	EA Big	1-2	25	PAL	9.3
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	38	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	PAL	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	20	PAL	5.0
X-Men: Next Dimension	Activison	Exact Ent	1	15	PAL	5.0
Zoocube	Acclaim	Coyote	1-4	9	PAL	7.0

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

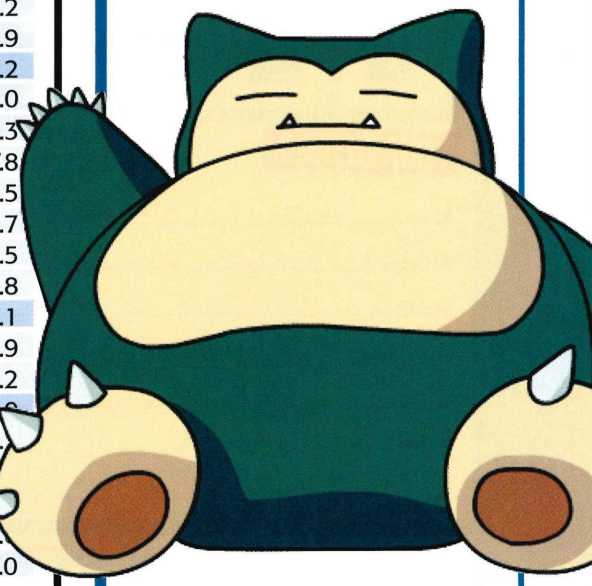
TIMMY TIME! (DO, DO, DO, DO, DO)

OKAY, OKAY AFTER last month's Top Five overload, this space has been given over to me. Why me? I dunno. I mean, I just feel that I can't impart any knowledge to you, well not in a Google-searched kind of way because that's been done to death (or dearth in this mag). So, ahh... sorry this hasn't been thought through at all. But hopefully by the end of this there will be a point, even if it is just my own catharsis.

Oh – catharsis, there's a thing (and it has nothing to do with peeing in a bag, for that you need a catheter) I'll tell what's been giving me some serious gyp, frickin' *Pro Evo 4*! EVERY lunchtime Miles, Lewis and Ryan power-up a PS2 and then spend the rest of the hour shouting at each other, at the game, at me when I call them chavs for playing it... then I go home and the Spanish guys who live above me (it's a big shared house) are playing it too! Which means even louder shouting and stomping on the floor. What a rubbish game. That I can't escape from. Why can't I just level-up my Pokémon in peace?

I just transferred them from *FireRed* to *Colosseum*. Oh yes my Snorlax, who looks alarmingly like Ryan, is levelling-up with boosted points. The three birds are coming along nicely and I'm well on the way to finally snagging Ho-oh in *Colosseum*. Meanwhile, Ryan has been levelling-up with Minstrels.

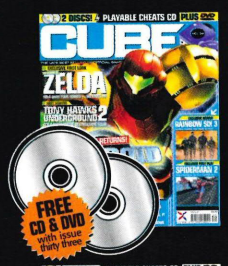
Ha ho, well that's made me feel a bit better, next month: *italics*.



BACK ISSUES

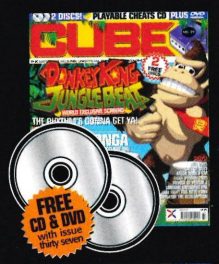
MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

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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!



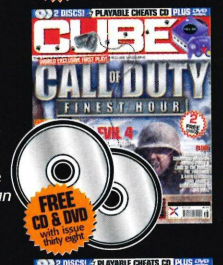
ISSUE THIRTY SEVEN

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.



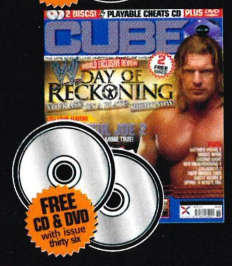
ISSUE THIRTY FIVE

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.



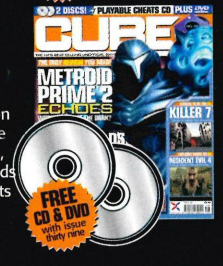
ISSUE THIRTY EIGHT

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!



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 NINE

Spread over six pages we deconstruct *Metroid Prime 2* with a spoiler free review. Elsewhere – the DS! Hands on in-depth with Nintendo's new toy. PAL *Paper Mario 2* review, and an interview with Monica Bellucci on the DVD.

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	MONO	POLY		MONO	POLY		MONO	POLY
2Pac - Changes	5156	9240	Elton John - All That I'm	10985	10963	Motorhead - Ace Of Spades	6332	9687
3 Of A Kind - Baby Cakes	10538	10526	Eminem - Just Lose It	10977	10968	Mylo - Drop The Pressure	10917	10898
411 - Dumb	10581	10552	Eminem - Lose Yourself	8137	8101	Nas - Bridging The Gap	11022	10998
50 Cent - In Da Club	8133	8300	Eminem - Superman	9642	9621	Natasha - These Words	10571	10568
50 Cent - P**P	9078	9386	Eric Prydz - Call On Me	10679	10669	Nelly - My Place	10625	10614
ACDC - Whole Lotta Rosie	3936	9572	Europe - Final Countdown	5353	9567	Nina Sky - Move Ya Body	10385	10392
Anastacia - Left Outside	9970	9958	Eye Opener - Hungry Eyes	11021	11004	Noise Next Door - Lock Up Ya	10926	10941
Angel City - Do You Know	10843	10804	Flip & Fill - Discoland	10425	10401	Odyssey - Native New Yorker	11030	11006
Armand Van Helden - My My My	10632	10613	Frankee - F.U.R.B.	10134	10125	Outkast - Hey Ya	9503	9515
Band Aid ('84) - Feed The World	10996	8317	Franz Ferdinand - Take Me Out	9712	9711	Outkast - Roses	10346	10341
Band Aid 20 - Feed The World	11031	11003	Girls Aloud - Love Machine	10680	10672	O-Zone - Dragostea Din Tei	10309	10286
Beautiful - Livin' Thing	10873	10861	Goldie Lookin Chain - Your	10927	10954	Phil Oakey - Electric Dreams	10992	10973
Bjork - Who Is It	10920	10908	Graham Coxon - Freakin'	10929	10935	Placebo - Twenty Years	10916	10906
Black Eyed Peas - Shut Up	9586	9599	Green Day - American Idiot	10689	10667	Queen - Bohemian Rhapsody	1315	8475
Black Eyed Peas - Where Is The	9195	9246	Groove Armada - I See You	10703	10692	R Kelly - Happy	10911	10900
Black Sabbath - Paranoid	4013	7169	Guns 'n' Roses - Sweet Child	8589	6977	Rachel Stevens - Some Girls	10421	10411
Blink 182 - I Miss You	9884	9867	Him - The Funeral Of Hearts	9716	9708	Rasmus - In My Life	11028	11005
Bloc Party - Helicopter	10931	10937	Hoobastank - The Reason	9951	9933	Rasmus - In The Shadows	10009	10003
Blue - Bubblin'	10377	10358	Ja Rule Ft R - Wonderful	10961	10952	Red Hot Chili Ps - Can't Stop	8143	8478
Blue - Curtain Falls	11017	11000	Jamelia - DJ/Stop	10983	10993	Rhian Benson - Say How I Feel	10874	10865
Bon Jovi - Living On A Prayer	3945	9569	Jamie Cullum - Everlasting	11024	11002	Robbie Williams - Angels	3580	8482
Britney Spears - Everytime	10318	10307	Jay Sean - Eyes On You	10347	10337	Robbie Williams - Radio	10838	10820
Britney Spears - My Prerogative	10979	10970	Jay Sean - Stolen	10922	10947	Roxette - It Must Have Love	10958	10940
Britney Spears - Toxic	9879	9877	J-Kwon - Tipsy	10422	10417	Salt N Pepa - Push It	9646	9619
Busted - Air Hostess	10080	10077	Jo Jingles - Wind The Bobbin	10986	10976	Scissor Sisters - Laura	10313	10294
Busted - Thunderbirds/3am	10436	10416	Jojo - Leave (Get Out)	10626	10612	Scissor Sisters - Mary	10871	10863
Candee Jay - Back For Me	10988	10964	Joss Stone - You Had Me	10681	10677	Scooter - Logical Song	6818	8503
Candee Jay - If I Were You	10314	10292	Kaiser Chiefs - I Predict A	10987	10967	Sex Pistols - Anarchy In UK	10066	10040
Cassidy - Get No Better	10685	10671	Kanye West - Jesus Walks	10633	10611	Shapeshifters - Lola's Theme	10420	10406
Cassidy Ft R Kelly - Hotel	10192	10180	Kanye West - Through The Wire	9975	9967	Slipknot - Duality	10323	10287
Chingy Ft J - One Call Away	10202	10184	Kasabian - Processed Beats	10872	10864	Special D - Come With Me	10010	10000
Christina - Car Wash	10980	10965	Keane - Everybody's Changing	10107	10091	Steriogram - Walkie	11023	11011
Christina Aguilera - Dirrty	7912	7898	Kelis - Trick Me	10218	10217	Stonebridge - Put Em High	10573	10563
Christina Milian - Dip It Low	10105	10090	Kelis Ft - Millionaire	10910	10903	Streets - Dry Your Eyes	10429	10403
CKY - 96 Quite Bitter Beings	6080	7168	Kelly & Ozzy - Changes	9512	9609	Strokes - The End Has No End	10990	10971
Cliff Richard - Somethin' Is	10870	10866	Khia - My Neck My Back	10840	10815	Sum 41 - We're All To Blame	10991	10974
Coldplay - Clocks	8248	8344	Kings Of Leon - The Bucket	10928	10948	Tina Turner - Open Arms	10930	10945
Cure - Friday I'm In Love	10955	10936	Libertines - What Became	10924	10951	Tina Turner - Simply The Best	3870	8545
D12 - How Come	10437	10405	Lil' Flip - Sunshine	10914	10904	Travis - Walking In The Sun	10918	10907
Daniel Bed - Nothing Hurts	10921	10944	Linkin Park - In The End	5398	6954	Twista Ft R Kelly - So Sexy	11025	11008
Dannii M - You Won't Forget	10923	10953	LMC Vs U2 - Take Me To	9765	9763	Tyler James - Why Do I Do	10989	10975
Danzel - Pump It Up	10925	10946	Lostprophets - Last Train	9751	9734	U2 - Vertigo	11016	11010
Darius - Kinda Love	10913	10901	Madness - One Step Beyond	3598	8927	UB40 - Red Red Wine	1398	8562
Darkness - Thing Called Love	9157	9258	Manic Street - The Love Of	10909	10905	Ultrabeat - Pretty Green Eyes	9105	9188
Darude - Sandstorm	9754	9740	Marilyn Manson - Personal	10847	10817	Ultravox - Vienna	10960	10949
Deep Dish - Flashdance	10830	10806	Mario Winans - I Don't	10257	10247	Usher - Burn	10373	10359
Delta Goodrem - Out Of The	11018	11007	Maroon 5 - She Will Be Loved	10582	10565	Usher - Confessions	10981	10966
Depeche Mode - Enjoy The	10912	10899	Maroon 5 - This Love	10059	10057	Usher - Yeah	9944	9936
Destiny's Child - Lose My Breath	10978	10969	Mase - Breathe Stretch Shake	11027	10997	V - You Stood Up	11019	11015
Dizzee Rascal - Dream	11020	11001	Mase - Welcome	11026	11012	Van Morrison - Brown Eyed Girl	4935	8563
Dizzee Rascal - Stand Up Tall	10585	10567	McFly - 5 Colours In Her Hair	9995	9986	Vangelis - I'll Find My	10959	10938
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DJ Sammy - Heaven	7137	8366	McFly - That Girl	10658	10653	Wet Wet Wet - All I Want 4 Xmas	10984	10962
DMX - X Gon' Give It To Ya	8593	8659	Metallica - Enter Sandman	3849	7165	White Stripes - 7 Nation Army	8594	8701
Dualers - Kiss On The Lips	10919	10902	Michael Gray - The Weekend	10982	10972	XTM & DJ - Fly On Wings	8730	9728
Duncan James - I Believe My	10867	10859	Midge Ure - If I Was	10956	10939	Yeah Yeah Yeahs - Y Control	11029	11014
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Jingle Bell Rock: MONO 1014, POLY 9371
Last Christmas: MONO 1017, POLY 9366
Rudolph The Red Nosed: MONO 1018, POLY 9364
Winter Wonderland: MONO 1022, POLY 9368
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Cat & Dog We Wish You A Merry Christmas: 9460

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2Pac - Changes: 10446
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Black Eyed Ps - Shut Up: 10478
Black Sabbath - Paranoid: 10474
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Britney Spears - Everytime: 10452
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DJ Sammy - Heaven: 10456
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Sybil Fawlty - Basil: 8896
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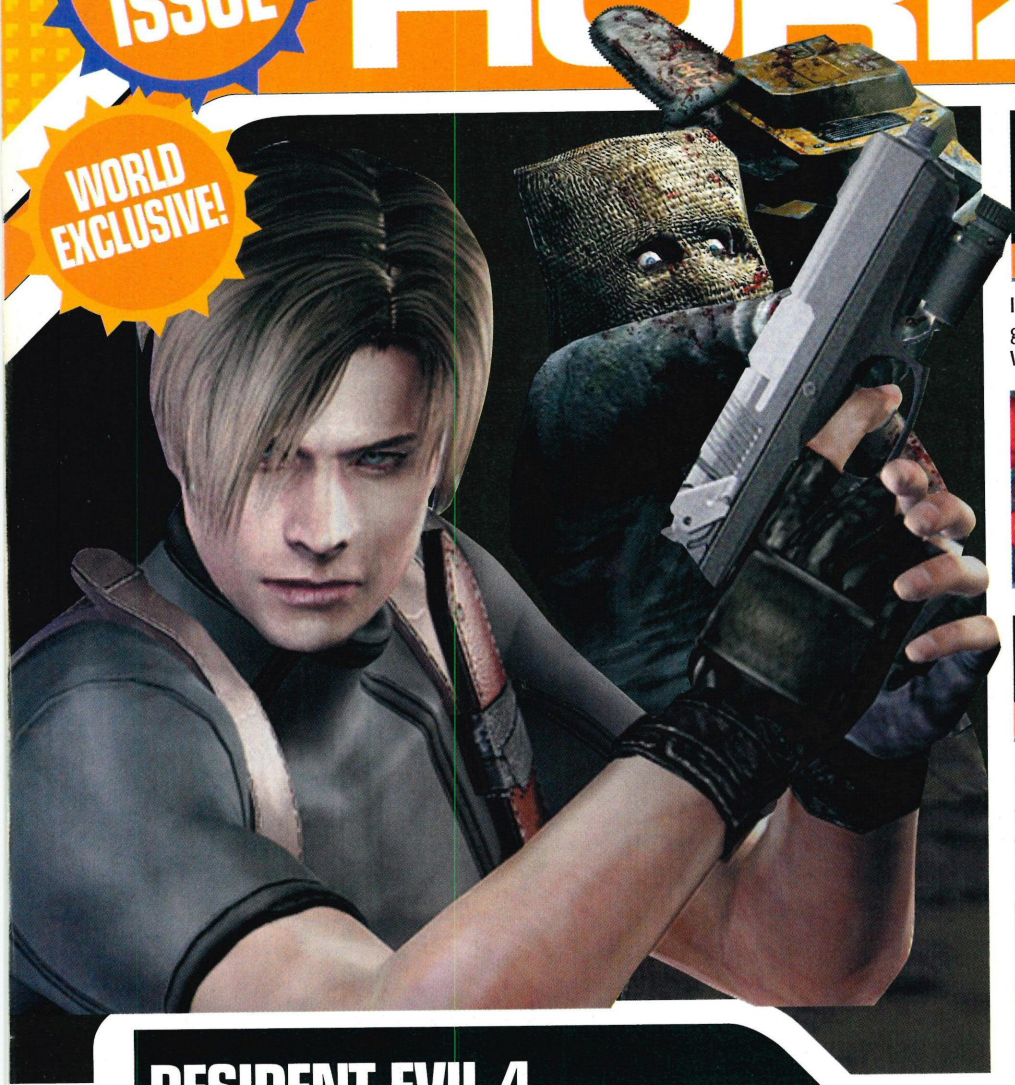
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It's that time again. The **CUBE** Awards come but once a year, so get online and vote for your favourite GameCube titles right now. We'll dress Miles up in some camp game-show costume if you do...





FEATURE

2006: A GAMING ODYSSEY?

REVOLUTION IS HERE

With Revolution set to be unveiled in just four months and the DS taking the world by storm, we take a look at where gaming is going. More importantly, where is Nintendo going, and should you tag along?

SOLUTIONS

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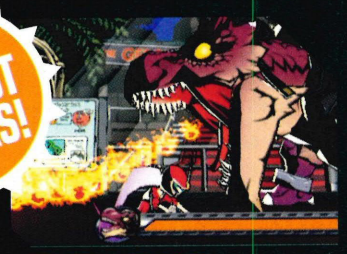
METROID PRIME 2: ECHOES

Part 2 of our definitive guide arrives. Torvus Bog, Sanctuary Fortress, the Ing Hive and all those secret rooms fully covered. And it's all based on 20 million hours of play-time. You know it makes sense.

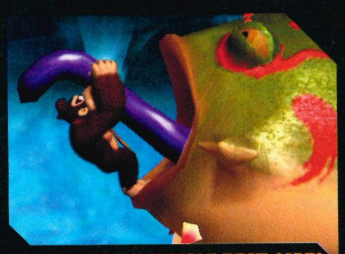
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Definitive reviews of ALL the latest GameCube games, including:

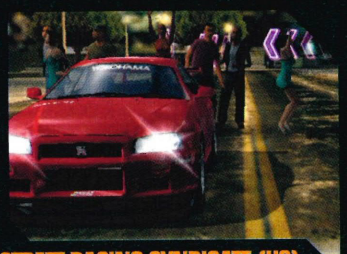
THE BIGGEST GAMES!



VIEWTIFUL JOE 2 (US)
The final verdict after this month's In-Depth.



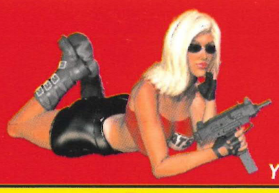
DONKEY KONG JUNGLE BEAT (JAP)
It's going to be great. We've played it. We know.



STREET RACING SYNDICATE (US)
This is getting ridiculous now... where is it!?

PLUS

Star Fox: Assault
Medal Of Honour: Dogs Of War
Ghost Recon 2
Splinter Cell 3: Chaos Theory
Donkey Konga Vol 3 (PAL)
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Baten Kaitos
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B = 0 2
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Back to Baghdad
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BloodRayne
BMX XXX
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C = 0 3
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D = 0 4
Dakar 2
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Defender
Die Hard: Vendetta
Digimon Rumble Arena 2
Disney Sports Football
Donkey Konga
Dragon Ball Z: Budokai

E = 0 5
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Enter the Matrix
Eternal Darkness
Everything or Nothing: 007

F = 0 6
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FIFA 2004
FIFA Football 2005
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Fighting Live
Final Fantasy C. Chronicles
Fire Blade
Freedom Fighters
Freekstyle
Freeride, Tarzan
Future Tactics: The Uprising
F-Zero GX

G = 0 7
Ghost Recon
Godzilla: Destroy all Monst.
Golden Eye: Rog. Agent*

H = 0 8
H.Potter & Chamber of Sec.
H.Potter & Philosopher's St.
H.Potter & Pris. of Azkaban
H.Potter: Quidditch W. Cup
Harvest Moon 2: Wond. Life
Hitman 2: Silent Assassin

I = 0 9
Incredible Hulk
Italian Job: L.A. Heist

J = 1 0
James Bond 007: Nightfire
James Bond: Agent Under F.
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast

K = 1 1
Kirby's Air Ride

L = 1 2
Legends of Wrestling 2
Looney Tunes:Back in Action
Lord of the Rings: R.of King
Lost Kingdoms
Lost Kingdoms II: Rune
Luigi's Mansion

M = 1 3
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Majora's Mask
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Mario Kart: Double Dash
Mario Party 4
Mario Sunshine
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Medal of Honor Frontline
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Mortal Kombat: Deadly All.
Mortal Kombat: Deception
MX Superfly

N = 1 4
Need for Speed Undergr'nd
NFL Street
NHL Hitz 2002
Nightfire

O = 1 5
007 Agent Under Fire

P = 1 6
P.N 03
Pandora Tomorrow
Paper Mario: 1000 Yr Door
Phantasy Star Online
Pikmin
Pikmin 2
Pitfall Harry
Pokemon Colosseum
Prince of Persia: S. of Time
Prisoner of Azkaban

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Resident Evil
Resident Evil 3: Nemesis
Resident Evil Zero
Rise of Sin Tzu
Rise of the Akkadian
Rocky
Rogue Leader
Rogue Ops

S = 1 9
Samurai Jack: Shad. of Aku
Scooby Doo: Night of 100 F.
Second Sight
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Shrek: Extra Large
Simpsons: Hit & Run
Simpsons: Road Rage
Sims
Sims: Bustin' Out
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Heroes
Sonic Mega Collection
Soul Calibur 2
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell
Splinter Cell 2: Pandora T.
Spy Hunter
SSX 3
Star Wars: Clone Wars
Star Wars: Jedi Knight 2
Star Wars: Rebel Strike
Starfox Adventures
Super Mario Sunshine
Super Monkey Ball 2
Super Smash Bros Melee

T = 2 0
Tarzan Freeride
Teenage Mut. Ninja Turtles
Terminator 3: Redemption
The Haunted Mansion
The Italian Job: L.A. Heist
The L.of Zelda: Majora's M.
The L.of Zelda: Mast. Quest
The L.of Zelda: Oc. of Time
The L.of Zelda: Wind Waker
The Matrix
The Sims
The Sims: Bustin Out
The Suffering
Time Splitters 2
Tom Clancy's Rainbow Six 3
Tony Hawk's Pro Skater 3
Tony Hawk's Pro Skater 4
Tony Hawk's Underground
Tony Hawk's Underground 2
True Crime: Streets of LA
Turok, Evolution
Ty the Tasmanian Tiger

U = 2 1
Underground, N.for Speed
Underground, Tony Hawk's
Universal Studios Adventure
Urban Freestyle Soccer

V = 2 2
Viewtiful Joe

W = 2 3
Wario Ware Inc.: M.P.G.$
Wind Waker
Wolverine's Revenge
Worms 3D
Worms Blast
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Day of Reckoning

X = 2 4
X-Men 2: Wolverine's Rev.
X-Men Legends
X-Men: Next Dimension

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13
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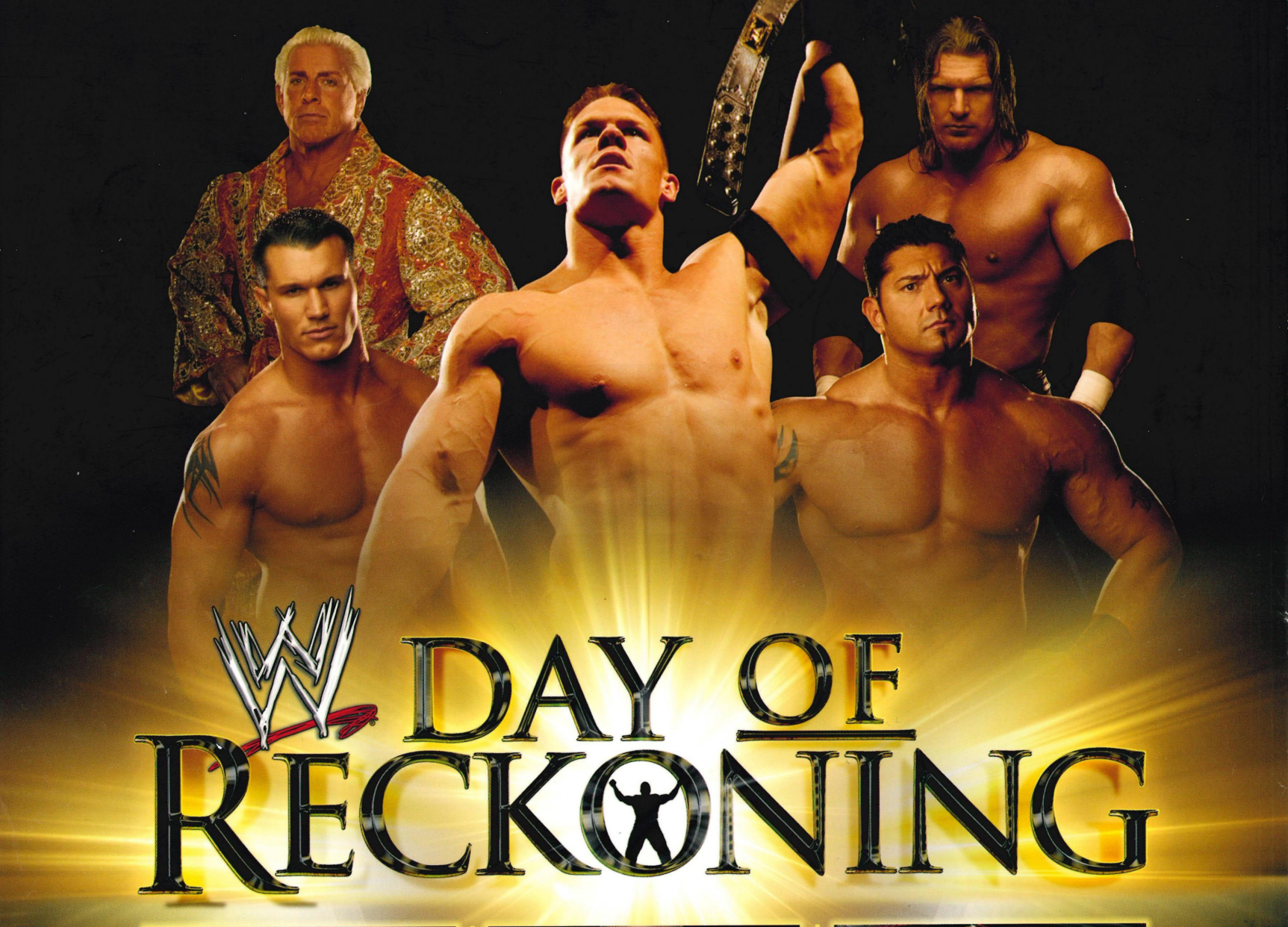


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