HANDS ON! YOUR COMPLETE HANDHELD GAMING GUIDE INSIDE!

CUBE

NO. 41

OFFICIAL GAMECUBE MAGAZINE

WORLD EXCLUSIVE!

RESIDENT EVIL 4

WE GO HANDS-ON WITH THE COMPLETE GAME. NO OTHER COVERAGE COMES CLOSE!

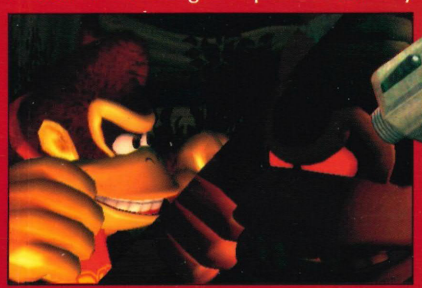
PLUS!

MR DRILLER: DRILL SPIRITS
STREET RACING SYNDICATE
TIMESPLITTERS: FUTURE PERFECT
TAK 2: THE STAFF OF DREAMS
WARIO WARE DS
POKÉMON DASH
RIDGE RACER DS
BATEN KAITOS

FIRST UK REVIEW!

DONKEY KONG JUNGLE BEAT

Play that funky music, monkey boy... Platforms and bongos in perfect harmony!



REVIEWED!

VIEWTIFUL JOE 2

Ladies can be Viewtiful too. Hurt me, baby!



"excite, inform and entertain"

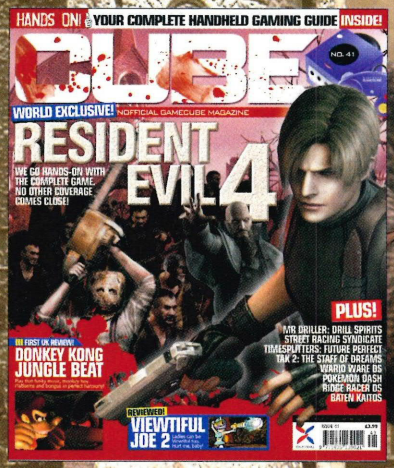
ISSUE 41 £3.99

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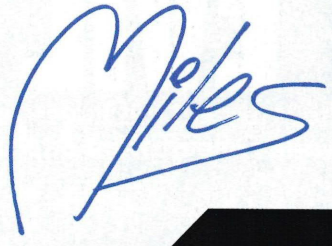


WELCOME



IT'S THE FIRST issue of 2005 and this is going to be a big, big 12 months for Nintendo. In years to come, when games journalists of the future are writing those ever-so wistful look back features, this will be known as the year the Revolution began. We hope. It's crunch time for Nintendo. However much money it has in the bank, and no matter how many GBAs and DSs it's selling, Nintendo cannot afford for the Revolution to flop. Outside Japan Nintendo's profile has dipped massively since it dominated the industry in the early Nineties. After a slow start the Xbox is really starting to establish itself in the mainstream market thanks to a staunch resolve by Microsoft to make it a success. Nintendo needs to show that same sort of resolve. It needs to get its head out of the sand and accept that there are new and better ways of doing things. Nintendo won't disappear. The worry is that if Revolution fails to dent western markets Nintendo will simply concentrate on Japan where it will always have a huge following and significant third party software support. What's the answer? Aggressively sign up western exclusives. Microsoft and Sony are in a constant tug of war to get exclusivity periods on their respective machines because it works. This is about giving people a reason to buy your console, and the reason they will do that is because they can't play the games they want to play on any of the others. That leads us nicely onto the second prong of attack – a new killer IP. Nintendo can no longer rely on its first party portfolio. *Mario*, *Zelda* and even *Metroid* simply don't have the profile or hit the same mass market demographic as *Halo* or *GTA*. Nintendo needs big and exclusive support from high profile western developers or it will slip further into the shadow of Sony and increasingly Microsoft. It ain't rocket science, guys.

Miles Guttery
Editor



AT A GLANCE

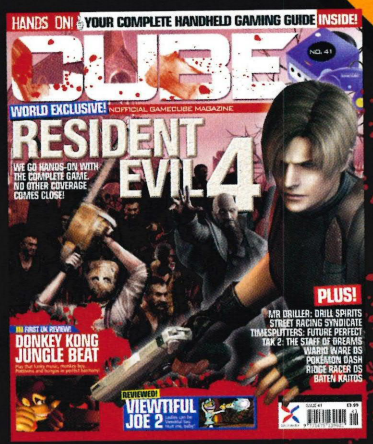
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CUBE

ISSUE FORTY ONE

ON THE DISC
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CUBE: Continually helping you with your real-time gaming



RESIDENT EVIL 4

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UP FRONT

Remember when you were 14 and you were decapitating zombies in *TimeSplitters 2*? Well you're too young to do it now.

TimeSplitters: Future Perfect 08

GCN

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

Hook yourself up right here 10

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Football versus football. West meets middle in a pigskin showdown. Actually it's just previews of American football and normal football games.

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THE ONLY MAGAZINE YOU CAN TRUST





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HANDS ON

This is where it's at these days. These hazy, crazy DS days, they're going to last forever.

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NETWORK CUBE

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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CUBE AWARDS 2004

26 Roll out the carpet, the barrel, Snorlax and Miles in an effeminate game-show costume!





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32 GAMING CLICHÉS

Does exactly what it says on the title – it's a feature about clichés. If you turn the pages faster than lightning you'll get there in no time.



POSSIBLY THE GREATEST FREE GIFT E

ON THE DISC

Your monthly fix of brand new videogame footage for the GameCube's most exciting new games.

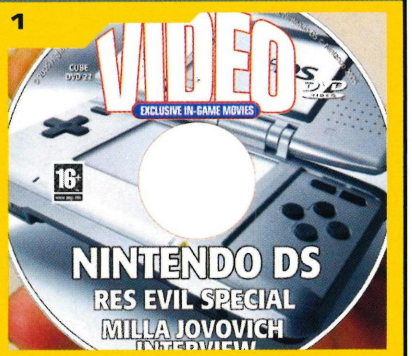


NOTICE ANYTHING DIFFERENT? Yup, that's right: there's a distinct lack of a CHEATS Disc this month, and that's because from now on we'll be concentrating more on filling the DVD with cool stuff. Rest assured we will occasionally swap back to the CHEATS Disc if there's a big release... say for example, *Resident Evil 4*. Anyway, see what you could be playing in the next few months.

USING THE DVD

SLAP IN AND PRESS PLAY

1



It's not GameCube-shaped, and that means it won't play on your GameCube.

2



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

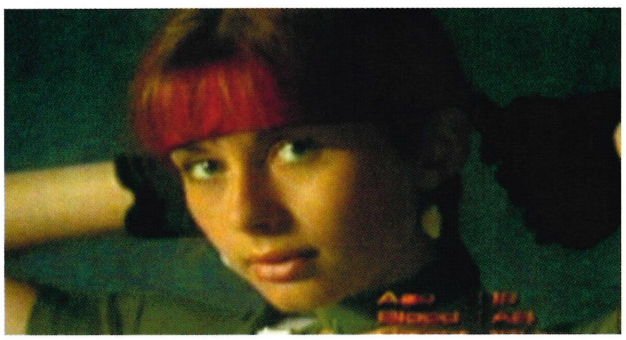
Insert the VIDEO disc into your Region 2 compatible DVD player (it won't work on a GameCube console) and wait for the menu to appear. Then simply use the remote control to select the game of your choice or select the MORE option to go the next page.

TOUCHY, FEELY, ITCHY, SCRATCHY... TASTY.

■ Hopefully that means something to you, but if it doesn't we're just trying to let you know that this month's DVD is full of DS footage and *Resident Evil* extras. Here's the full run-down on what to expect this month...

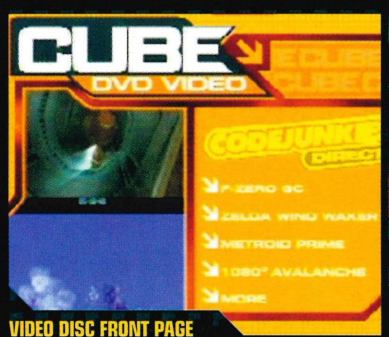
RESIDENT EVIL RETROSPECTIVE

Cor blimey gov'ner, we've only gone and treated you to footage from every *Resident Evil* game in the world ever! Ooops, actually, scratch that. We mean every decent *Resident Evil* game ever. We're not talking about the *Gun Survivor* ones or the 'special' GameCube versions of *2* and *3*. We're talking *RE0*, *RE*, *RE Remake*, *RE2*, *RE3*, *CODE: Veronica* and *RE4*. Admittedly the *RE4* is the same as Issue 39's but we thought we'd put them all together in one place for you. Our favourite has to be the intro for the first game (PSone). Sheer genius.

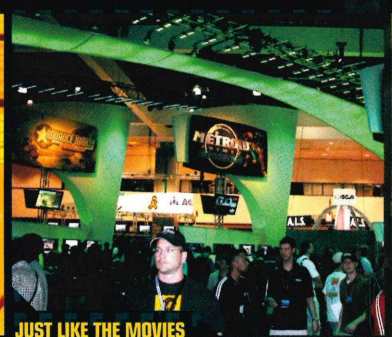


DVD MENU OPTIONS

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
Damned adverts. Grrr...



DISC NOT WORKING?
CHEATS NOT LOADING?
THEN PLEASE CALL CUSTOMER SERVICES ON
01202 200200
TO PUT THE SMACKDOWN ON YOUR WOES

RESIDENT EVIL: APOCALYPSE TRAILER

Sshhhh... we've got a bit of a scoop for you here in the form of a lovely little trailer for the up and coming DVD release of *Resident Evil: Apocalypse*. We're trying to give you the full *RE* experience here so it seems only right. Check out Milla kicking some rotten zombie ass. It's like a dream come true.

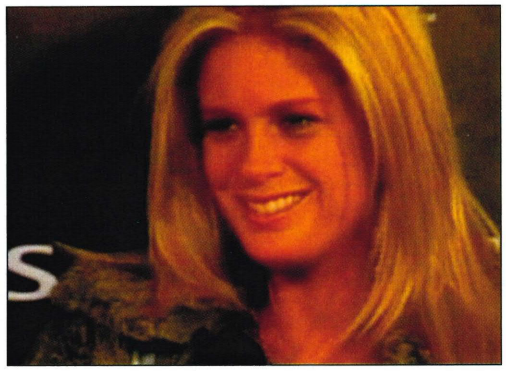


MILLA JOVOVICH RE INTERVIEW

And of course, we simply have to talk to the main gal herself, the lovely Milla Jovovich. We have to admit we prefer her in her combat gear. Why she's chosen to slap on the lippy and a frilly dress is anyone's guess, but we'll forgive her just this once. Milla we love you.

NINTENDO DS US LAUNCH

Could this be the first ever console launch to feature pyrotechnics inside a videogames store? We think it could. Check out the faces on the kids being interviewed: they look scared witless, poor little mites.



NINTENDO DS CELEBRITY PARTY

Watch this and tell us whether you think it's scripted. Of course it isn't! You can tell because the celebs are talking absolute nonsense. There's an absolutely classic quote in there that's so good we've used it on the contents page in case you were wondering.

NINTENDO DS GAME FOOTAGE

It wouldn't be much of a DS special if we didn't show you some in-game footage so we've included a cool promo video from Nintendo Japan as well as a whole load of other games.

BATEN KAITOS

We did give you this about a year ago to tie in with the Japanese release, but with the US version making us very happy and the PAL launch only a few months off, we thought you'd like to see it again.

LEGEND OF ZELDA: FOUR SWORDS ADVENTURES

At one point in time this was supposed to be coming out in November, which is why we've reviewed the PAL version already. Turns out though that it got delayed until January, so here's a little trailer to excite you all over again.



NEXT MONTH

We've got some massive games for you next month. As we said in last issue's Out With A Bang feature, the first quarter of 2005 is Nintendo's best ever and this proves it. Mmmm... new *Star Fox: Assault* footage!

THE GAMES

- STREET RACING SYNDICATE
- STAR FOX: ASSAULT
- LEGEND OF ZELDA
- DONKEY KONG: JUNGLE BEAT
- YOSHI'S TOUCH & GO
- RESIDENT EVIL 4

UP FRONT

CUBE INFORMATION

TIMESPLITTERS: FUTURE PERFECT	
PUBLISHER:	EA
DEVELOPER:	FREE RADICAL DESIGN
ORIGIN:	UK
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

WHAT'S NEW

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

Future's bright: New information all round on characters, gameplay, story.

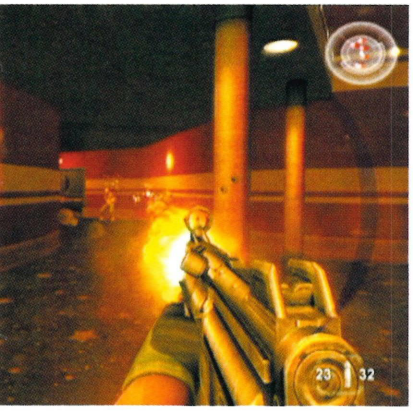
Q1 '05 TBA Q1 '05



Even the story mode looks like fun this time.



TIMESPLITTERS:



Blood + sex + death = 18 rating for the TS *series*

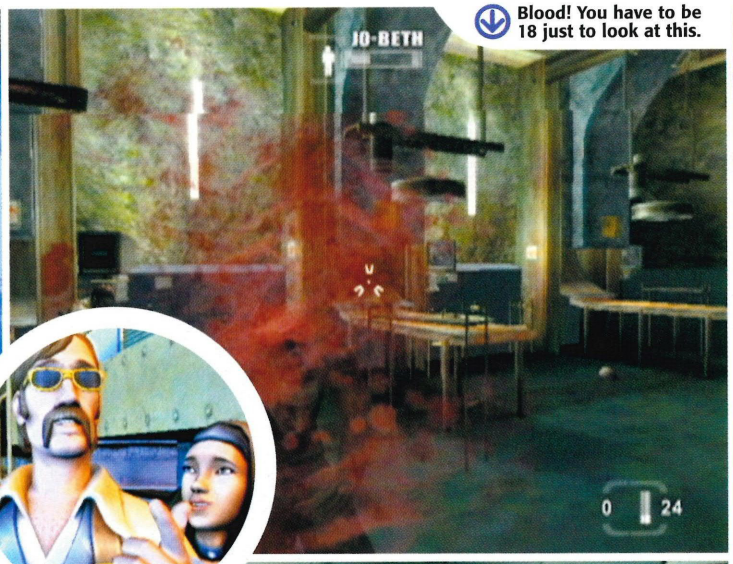
NORMALLY UP-FRONTS OPEN with a meandering analogy before slowly winding back towards the game and noting how everything is shaping up. This isn't the place for that. Instead, here's an electroshock of truth to zap you like a laboratory monkey – *TimeSplitters: Future Perfect* will be rated 18. Those of you who have come of age, continue drinking beer in apathy and head to the second paragraph. If you haven't seen 18 candles on your birthday cake yet, then you'll have no doubt dropped your milk in horror. *TimeSplitters: Future Perfect* is now adults only.

You're probably wondering why but let's welcome back the beer drinkers first. Hello beer drinkers! The 18 certificate is the result of the moral guardians of videogames, PEGI, deciding the series' trademarks of zombie decapitations and inflammable people were too much to bear. Free Radical Design had the option of shaping up or shipping out and judging by the gallons of blood, exploding heads, risqué humour, buxom babes and hanging bodies, the response is obvious. These additions all add something new to the series, as the lashings of blood complete the horror feel of Jo-Beth Casey's haunted house levels, while seeing Harry Tipper and Kitten Celeste in a passionate clinch adds to their cheesy Seventies appeal.

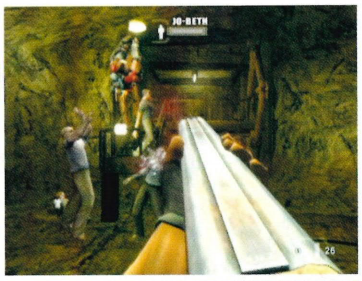
Sergeant Cortez, the thick-skinned, meat-brained Vin Diesel lookalike, is the main hero trying to make sense of what's going on around him. As Cortez zig-zags through time, he's joined by

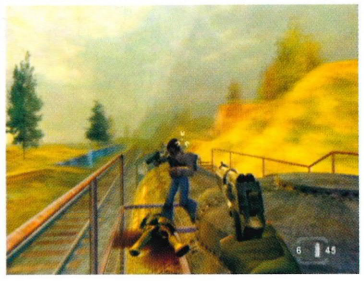
"SET PIECES ARRIVE MORE FREQUENTLY AND HELP BREAK UP THE SHOOTING ACTION"

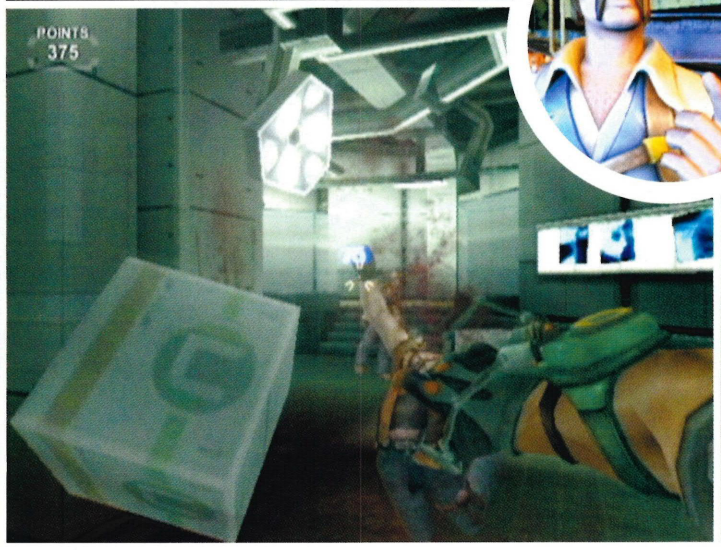




Blood! You have to be 18 just to look at this.



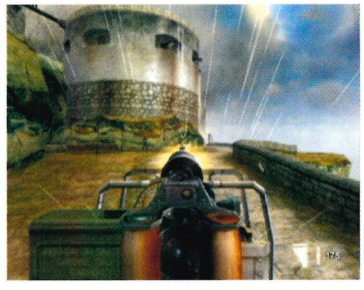






Headshots are easier to pull off here than in *GoldenEye: Rogue Agent*.

By that we mean you can do them when you want, not just very occasionally.



FUTURE PERFECT

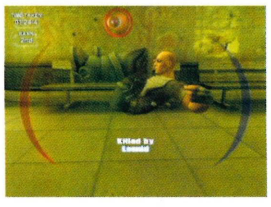
various characters – Harry Tipper, Captain Ash, and other familiar faces. Set pieces also arrive more frequently and help break up the shooting action, such as the moment Jo-Beth Casey gets her feet tangled up in ceiling cables, leaving you to fend off the zombies lurching towards her. What does the cheeky little minx quip during this bleak hour? "If I'd known this was going to happen, I would have worn pants!" Saucy.

Everything in *TimeSplitters* has had a nip and a tuck. The excess flab of the *TimeSplitters 2* roster has been trimmed away, so characters who were the same in all but colour (Sergeant Shock, Wood, Shivers et al) are gone. That's left room for ninja monkeys, carrion carcasses and zombie kids to enter the fray alongside old faces Duckman Drake, Robofish and fez-wearing Bear. Early favourites among the new recruits are busty cop Lieutenant Malone and the Deerhaunter. Meanwhile, arcade leagues and challenges return along with vehicles, letting you jump into trucks and tanks to cause further mayhem. There's even a melee attack if the torturous reloading times leave you too vulnerable. As we said, everything has been overhauled.

Did Free Radical Design make the right choice? Was it really worth putting all hands to the pump with the excess blood and dubious humour? The early verdict is yes but that's what happens when life for over 18s degenerates into a miserable blur of bills, shaving and misguided attempts to win over the opposite sex. Still, *TimeSplitters: Future Perfect* looks good enough to warm elderly souls, and if not then hey, at least you get to make zombies heads explode! Woo!

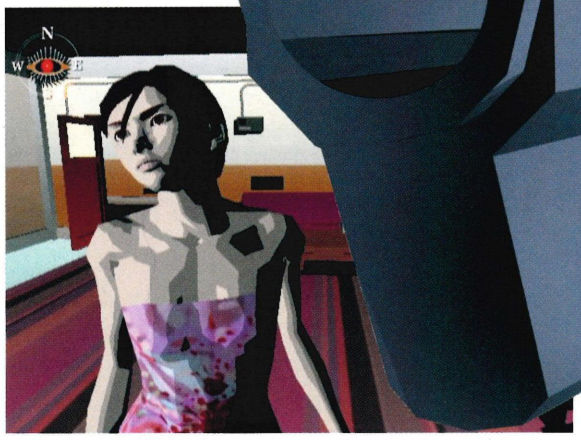
CUBE





GCN GAMECU

The ratings war continues



NEWS CONTENTS

AT A GLANCE

EXCLUSIVE?
The debate over violence in videogames rages on and stores continue to sell to the underage. What's to be done?
PAGES 10-11

NEWS ROUND UP
EA snaps up the NFL licence for the next five years plus we talk *TimeSplitters* with the boys from Free Radical.
PAGES 12-13

GAME NEWS!
Down Under platform bouncing with *Kao The Kangaroo* and EA's *Fight Night* is back for round two.
PAGE 14

VANISHING POINT
Do we really need online gaming or is it a lot of fuss about nothing. Who knows or dares to dream?
PAGE 16

WORLD NEWS
Another trip around the world, picking at the carcass of the news cow that's dead and been lying in the sun for three days.
PAGE 18-19

CHARTS/RELEASES
Almost like *Top Of The Pops* except without any presenters, pop poppets or powderpuff jangly guitars. Recognise.
PAGES 22-23

ADULTS ONLY

VIOLENCE IN VIDEOGAMES has long been a topic of hot debate, with hysterical parents blaming it for everything wrong in the world. Never mind poverty, poor education, bad home-life or general bad-blood – no, according to these narrow-minded people "adult" videogames are the root of all evil and should be banned. This matter came to a head a few months ago when teenager, Stefan Pakeerah, was murdered and the game *Manhunt* was implicated as being the 'inspiration' behind the brutal attack. Newspapers damned *Manhunt* and demanded a ban on violent games, despite the fact there was no evidence to back-up the wild claims. Still, it did raise an important issue about the necessity to improve the game rating system and ensure that parents, children and store-owners were all made aware of the guidelines. Now the government is working on improving the situation. In a recent meeting with the regulatory bodies, including the BBFC, BARD and ELSPA, the government outlined its concerns regarding videogame ratings and it appears the games industry is fully on-board with any steps the government intends to take to enforce the classification system: "This was a very positive meeting," commented Culture Secretary Tessa Jowell. "[The] industry agreed with the Government that we needed to make sure that the 18 classification system is understood and enforced. Adults can make informed choices about what games to play. Children can't and they deserve to be protected."

Currently, retailers who sell 18-rated games to children can face a prison sentence and a £5,000 fine but the lack of enforcement has seen this practise continue throughout the country. It seems that the key would be to educate parents about the ratings system, ensuring that they don't buy games that are unsuitable for their children: "You wouldn't let your child watch the *Texas Chainsaw Massacre*. You wouldn't let them go to a strip club. So you shouldn't let them play an 18-rated game," stated Jowell. No matter what, it is good to see the government taking a sensible stance and not getting caught up in the hysteria, and any step to protect the games industry from further attack is okay by us. CUBE

ILLINOIS-STATE OF PLAY

Illinois gets tough on game ratings

It appears the UK isn't the only place concerned about children being exposed to mature videogames – in the US the state of Illinois is getting in on the action too. Illinois governor, Rod Blagojevich, has proposed new legislation that would make the sale of sexually explicit or violent videogames a "Class A misdemeanour", and could result in the perpetrator receiving a $5,000 fine and a year's prison sentence. "If you're 18 or older and you're a grown-up and an adult, that's your business," said Blagojevich to the Associated Press. "But I don't believe that my eight-year-old daughter has a constitutional right to cut somebody's head off in a game that she plays." However, it is unlikely anything will come of Blagojevich's proposition. Washington and Missouri have proposed similar legislations, both without success. Still, its good to see the videogames industry taking a strong stance on the matter as well, with the Interactive Entertainment Merchants Association (which accounts for 85 per cent of the annual game business in the US) implementing new "carding policies and procedures" which help inhibit the sale of M rated games to minors. The IEMA has also been training store-level staff, ensuring they are all made aware of the ratings system.



ROUND-UP



ANGER MANAGEMENT

Despite the fact the previous Hulk game was less than incredible, Vivendi Universal Games and Radical Games obviously think there's enough interest in the character to make another game based on the not-so-jolly green giant. *The Incredible Hulk*, which is being penned by Eisner-award winning comic-book writer Paul Jenkins and will feature artwork by comic-book artist Bryan Hitch, will feature large, free-roaming and fully destructible environments, the debris of which can be used as weapons. "Our collaboration with Marvel on *The Incredible Hulk* will give gamers the opportunity to play as one of the most powerful and exciting characters to ever exist," commented Michael Pole, EVP, Worldwide Studios, VU Games. "*The Incredible Hulk* will deliver unlimited power and freedom immersed in an authentic world that will engage Hulk fans and core gamers." There's currently no confirmed UK release date, but the game is expected to get a summer release in the US.

DON'T LOOK A GIFTPIA HORSE...

...in the mouth. Oh, we really don't want to if it means the innovative RPG game is finally coming to good ol' Blighty. Although no official release date for *Giftpia* has been announced, retail site Play.com has stated that the game is coming out on the 1 May 2005. We've got our fingers and toes crossed that this turns out to be true, but it doesn't seem likely. We asked Nintendo if it could verify the date and the company responded with "no release date has been confirmed". Boo! Still, maybe Play.com knows something that Nintendo doesn't want us to yet.

HIP TO BE DEAD

Hip Interactive Corp's publishing division, Hip Games, is planning to release a series of games based on George A Romero's cult movie classics, *Dawn Of The Dead* and *Night Of The Living Dead*. "Horror fans have been searching for the ultimate horror experience in gaming and we intend to deliver it to them with the tremendous creative input of legendary director, George A Romero, and Living Dead Productions," stated Arindra Singh, President and Chief Executive Officer of Hip Interactive Corp. Few details have been released other than the fact that the first game in the series will soon be officially announced.

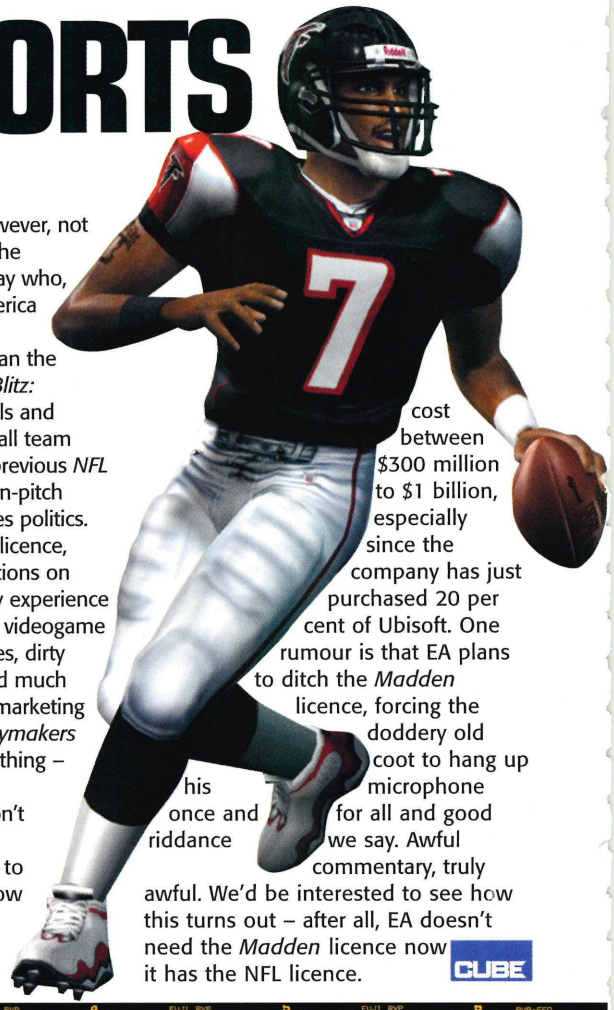
SOUND BYTE

"IT'S NOT THAT EVERY TEEN WHO PLAYS A ULTRA-VIOLENT GAME IS GOING TO GO OUT AND PICK UP AN UZI. THE REAL IMPACT IS MORE SUBTLE."

National Institute on Media and the Family, MediaWise Video Game Report Card
Subtle, or simply non-existent?

EA OWNS SPORTS

EA wins exclusive NFL deal

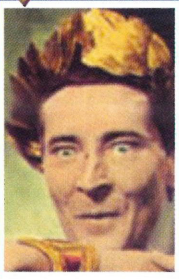


ELECTRONIC ARTS' PLAN for world domination is nearing completion with the news that the company has been exclusively awarded with the NFL licence. Okay, so world domination might be stretching the truth a smidge, but the company certainly dominates the games industry with its chart topping sports series, such as *FIFA* and *Tiger Woods PGA Tour*, so it really wasn't a surprise to hear that EA had won the lucrative contract. "We are excited about the opportunity to further enhance our relationship with the NFL and PLAYERS INC," commented Larry Probst, CEO of EA, "The five-year agreements will usher NFL fans through the console technology transition with new ideas and innovative gameplay." This is all promising talk from the gaming giants, but lets be honest there's only so many ways to throw a ball.

Until that point, we expect GameCube owners to be treated to the same level of NFL goodness as before as the five-year deal means that EA now has sole rights to use the NFL stadiums, teams and players. This might be great news for Electronic Arts but not such great news for the likes of Sega whose *ESPN NFL* series will be in jeopardy. However, not every one will be affected by the exclusive deal including Midway who, is currently developing an America football title based on ESPN's *Playmakers* TV show rather than the NFL licence. Midway's game, *Blitz: Playmakers* will follow the trials and tribulations of a fictional football team and will be a lot grittier than previous *NFL* games, with the inclusion of on-pitch violence and behind-the-scenes politics. "No longer bound by the NFL licence, there will be no league restrictions on content and gamers will finally experience what makes playing a football videogame really fun: off-field controversies, dirty hits, excessive celebrations and much more," stated Midway's chief marketing officer Steve Allison. "*Blitz: Playmakers* buyers will be assured of one thing – our game will include all the gameplay and fun the NFL won't allow." Miaow!

One question does spring to mind though, and that is "how on earth did EA manage to afford the licence?" which has been rumoured to have cost between $300 million to $1 billion, especially since the company has just purchased 20 per cent of Ubisoft. One rumour is that EA plans to ditch the *Madden* licence, forcing the doddery old coot to hang up his microphone once and for all and good riddance we say. Awful commentary, truly awful. We'd be interested to see how this turns out – after all, EA doesn't need the *Madden* licence now it has the NFL licence. CUBE

NEWS FLASH



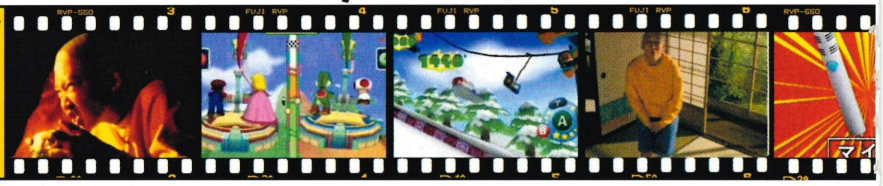
IDES OF MARCH

According to rumours NOA has an announcement to make in March. If this is true, could Nintendo be revealing some new details about the Revolution?

TRAILER OF THE MONTH

MARIO PARTY 6

The Japanese are truly the best nation of people on this planet. Don't believe us? Then just look at this great advert for *Mario Party 6*.



GOOD, BAD AND UGLY

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

GOOD: EA

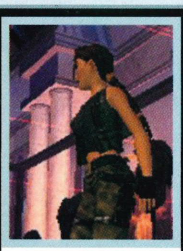
IT LOOKS LIKE EA's new sports title, *NBA Street V3*, will feature none other than Mario, Peach and Luigi in a team called Nintendo All-Stars. The revelation came about when EB games posted a packshot of the GameCube version of the game, which featured Mario and chums in the artwork.

BAD: Edios

ANOTHER MONTH AND another company in crisis. Eidos, the publisher of hit games like *Hitman* and *Tomb Raider*, is being put up for sale. This is no Acclaim situation however, as the company is actively seeking a buyer.

UGLY: Acclaim

WELL, ITS OVER. The doomed company recently put all the contents of its New York headquarters up for sale and like vultures to a rotting carcass people stripped the place clean, snapping up items like office furniture, copper wire and video equipment. Still, that'll teach Acclaim for inflicting Urban Freestyle Soccer on us...



Bye, Lara. If you ever come back can you gets us some fags, cheers love.

(OVER THE) COUNTER CULTURE...

HERE'S A GIFT you never thought you wanted: Sonic's album *Sonic Adventure: Songs With Attitude*. The CD contains songs from *Sonic Adventure*, including Sonic's theme *It Doesn't Matter* and rather bizarrely Miles' theme, called *Believe In Myself*. Aww, why did Miles get a theme-tune and the rest of us didn't? Tails we lose.



LIVE ON TV

Game Stars gets 10-episode deal with ITV

ITV'S GAME STARS is getting a big push next year with a 10-episode series that will cover Game Stars Live, the UK's biggest consumer game show. According to ITV bods the programme will have a "new innovative format", and will include a nationwide search for the UK's "greatest gamer". This move by ITV has indicated a shift in programmers perception about videogames, as they finally understand that its not just a past time for kids: "Gaming has changed so much in recent years," commented ITV's director of licensing, Martin Lowde. "The increasing maturity of gamers has created an appealing demographic and is a programming area we are very keen to develop. As one of the world's favourite entertainment pastimes, it is an area rich in content, ideas, creativity and fun for all kinds of people right across the UK. We want to help give the nation's games fans more access to the latest and greatest games." Aw, cheers. Saves us the bother of having to cover it [only kidding! – Liz].



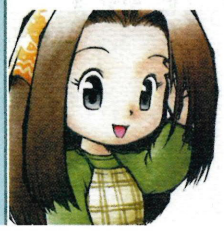


HARVEST MOON: HAPPINESS

Old MacDonald had a farm

AFTER THE BRILLIANT *Harvest Moon: A Wonderful Life*, its little wonder that a sequel is underway. According to reports on IGN, Marvelous Interactive is currently developing a new Harvest Moon title for the GameCube which, get this, allows you to play as a boy or a girl. We think you'll agree that that is clearly a revolutionary step in gaming (ahem). Still, the game looks set to be a winner, following the formula of previous Harvest Moon games where players need to look after a farm, raise animals and catch fish. And fall in love. Awwwww. *Song Of Happiness* is currently scheduled for a 2005 release in Japan.

You fancy her, yes you do.



IN THE CUBE WITH...

KARL HILTON



POSITION: ART DIRECTOR
COMPANY: FREE RADICAL

CUBE: At this point in development, how are you feeling about *TimeSplitters: Future Perfect*?
KH: Pretty good. It's gone very well. We've just passed our first Alpha, which means we've still got a lot of playing to be done, a lot of tweaking and tuning to get the gameplay just how we want it, but we're really happy with it.

CUBE: Is there more pressure on you since *TimeSplitters 2* was so well received? Has it been difficult to live up to its reputation?
KH: Well, I wouldn't want it to be less well received! We're happy with it, but it's a lot to live up to. It [*TimeSplitters 2*] got very good reviews but there was a lot of stuff we still want to do that we didn't get into that game, so we always wanted to make another one. We had a few new ideas we wanted to get in, especially with the online stuff, and telling a better story. We wanted to focus on that this time. I don't think you ever get a perfect game, ever.

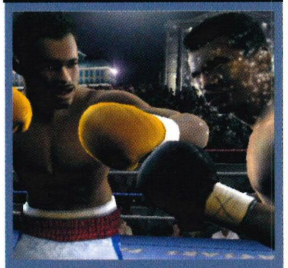
CUBE: In that instance, what are the main things you think you could have done differently in *TimeSplitters 2*, which will be rectified in *Future Perfect*?
KH: Two things we focused most on were the story for the single player. We really wanted to get a good story there. We didn't do it for *TimeSplitters* at all and only a little bit for *TimeSplitters 2*, but for Future Perfect we really wanted to tell a good story so we ensured we had a decent script at the start and spent a lot of time working out the characters and environments so we could tell that story. We didn't want the story to hamstring the gameplay so we had to make sure we still had all the things going on that we wanted. Other things we wanted to change included online. We very nearly got it into *TimeSplitters 2* but it didn't happen in the end due to influences outside of our control. It was important to us and we wanted to go back and do it again.

CUBE: One of *TimeSplitters*' main characteristics is that's a fast, chaotic game – there's always loads going on. Were you concerned that putting more emphasis in the story mode would upset the balance? Will there be less going on or have you managed to create lots of incidental bits to the levels?
KH: No, just because we've got a fast game doesn't mean we can't slow it down. We've built in a lot of stealthy elements into the single player game. There are certain areas where you have to be very quiet, very steady and very careful. But you can always run through *TimeSplitters* if you want, it's that type of game, but you won't experience all you can experience. The important thing to us is that all those levels feel like a real existing world, with lots of stuff going on in it. If you do go and sneak up on someone and listen they will always be having conversations with each other. There's always something going on in the background. So you gain a lot by being stealthy but its still a fast game. We like that flexibility – people can play the game how they want to play it.



If you missed page 8 then turn back there for more of the excellent *Future Perfect*.

ROUND-UP



ROUND 2

Current world middleweight champion, Bernard Hopkins (who? Eh?), has been named as the official spokesman and cover star of EA's new boxing title, *Fight Night Round 2*. "It's great to be immortalised in an EA Sports videogame and even a greater honour to be an EA Sports cover athlete for the most realistic boxing game ever created," enthused Hopkins. "Being a fan of the series, *Fight Night Round 2* really captures the intensity and excitement of the sport, but without the pain." There's nothing like a wad of cash to make someone say the nicest things...

The game features the unique Touch Punch Control, where players use the analogue sticks to direct and control punches instead of using button combinations. With more blood, a new Haymaker power-punch system and added damage effects, *Fight Night Round 2* will almost certainly be a knockout. Currently, the game is scheduled for a March 2005 release in the US. No European date has been confirmed.

SWING, BADA-BADA

Despite the fancy suits and flash cars, the top-bods at Nintendo are just boys at heart. That might explain why the company has raised its stake in US baseball team, the Seattle Mariners, making it the majority shareholder with over 50 per cent of the shares. Nintendo of America spent $67 million to acquire the stakes, which were originally owned by Nintendo's former president, Hiroshi Yamauchi. Yasuhiro Minagawa, the company's spokesman, said Yamauchi-san sold the stakes to Nintendo to ensure the baseball team would stay in Seattle. Boys and their toys, eh?

WAR ON TERROR

Games make people violent? Bah! What nonsense. Well, it would be if the damned Canadian navy hadn't decided to create a videogame designed specifically to teach its sailors how to cope when under attack, and somehow we don't think they'll do this by offering the enemy a cup of tea and a sticky bun. However, the defence researchers at Halifax, Nova Scotia in Canada, believe videogames could be a valuable tool in training sailors to deal with dangerous situations, without any risk of losing a life. Well if you put it that way...

KAO THE KANGAROO: ROUND 2

Tie-me Kangaroo down, sport

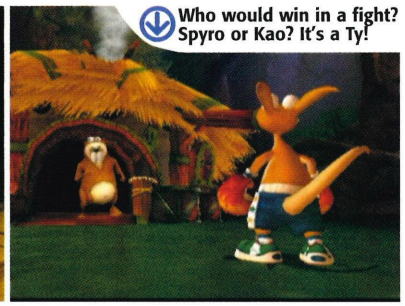
NOT CONTENT WITH Ty or Spyro (well, who would be except Ryan)? Then prepare to have your appetite for cutesy-platform-games-starring-equally-cutesy-animals whetted with the release of *Kao The Kangaroo: Round 2*.

Featuring the "cuddly boxing Joey" (isn't that an oxymoron?), *Kao The Kangaroo* follows the marsupial's trials and tribulations as he attempts to save the "world of animals" from a wicked hunter and his henchmen. The game takes Kao across the globe to five unique worlds, from the glacial lands of the Arctic to the hot desert planes of Oz, which contain a total of 20 challenges for the kanga to complete.

Okay, so we've seen this type of thing a billion times before but you've got to love a game that asks you to "explore the deep dark depths of Beaver Forest". Aw bless. You'll be pleased to learn that Beaver Forest contains actual beavers, which Kao needs to rescue. To do this, players can utilise Kao's seven fighting techniques which include "destructive tail attacks" and boomerang throwing or you can simply run-over the enemy using one of the ten available vehicles found throughout the game. Okay, so you probably won't be able to run things over exactly, but they'll be pretty handy for getting about at least.







Who would win in a fight? Spyro or Kao? It's a Ty!



The Urbz...

Atomic Toys is working in conjunction with EA to release a set of collectable miniature figures based on *The Urbz: Sims In The City*. The pose-able figures are four inches tall and come in packs of two, with two trading cards thrown in for good measure. For more details go to www.atomictoys.com.

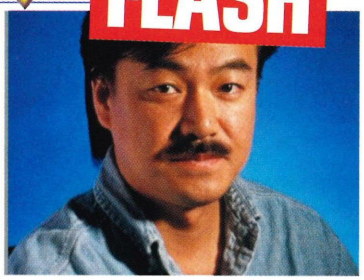
...sims in your pocket

nintendo Gamecube...

527,713 UNITS SOLD

... in Japan in 2004

NEWS FLASH



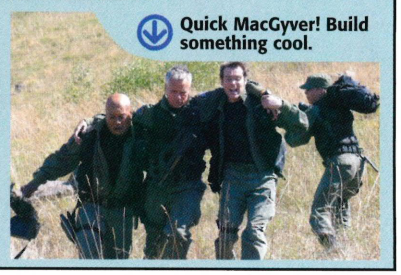
3'S THE MAGIC NUMBER

According to Famitsu magazine, *Final Fantasy* co-creator, Hironobu Sakaguchi, is currently in talks with Nintendo and Microsoft regarding the development of three new RPG games. Sweet!

STARGAZER

Reach for the stars

STARGATE SG-1 MAY not be the greatest sci-fi programme currently on television, but it's a favourite of this particular news editor. It was a happy day in the CUBE offices then when, earlier this year, we learned that the busy beavers at JoWooD were releasing a *Stargate* game (hey, JoWooD probably come from the Beaver Forest, now we come to think of it). Not much information has been released regarding *Stargate SG-1: The Alliance* since it was announced earlier this year, but that hasn't stopped JoWooD from launching a teaser site. However, like the Gypsy Rose Lee of the gaming world, there's little more than an ankle on show, with only a handful of screenshots, a link to JoWooD's website and another link to the *Stargate SG-1* website currently on the site. Still, it's worth a look if you're a fan of the series or simply wondered what happened to MacGyver's mullet. To learn more, check out the site at www.stargate-alliance.com. *Stargate SG-1: The Alliance* is currently scheduled for a late 2005 release.



Quick MacGyver! Build something cool.

光

light and darkness are in all things. master both. kaijudo



out now!

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Hasbro

Wizards of the Coast

coming soon on:

ATARI

GAME BOY ADVANCE

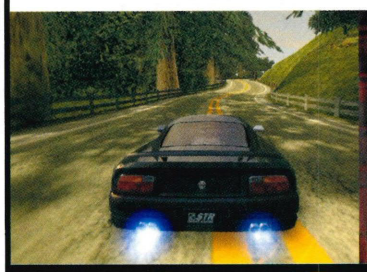
PlayStation 2

Catch the Action On

IN ASSOCIATION WITH Toonami FULL FORCE ANIMATION www.toonami.co.uk

VANISHING POINT

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







GET 'EM OFF-LINE

Is online gaming really what you want?

ONLINE GAMING. IT'S great. Wooey. That's the future, right there, comin' atcha like *Billy Hatcher*. It's like the new virtual reality. That was good, wasn't it? The future of gaming, I seem to recall. It worked like this... um, there were these pods and, er, well I'm kind of making this up as I go along because I have never actually played a virtual reality machine, or Virtuality or whatever that company was called. The thing about being the new whatever is that people have to endorse the fact, and confirm their endorsement by spending money on it. There are maybe six people in the entire world who ever played on a Virtuality machine because a) they were well expensive, b) their were only about four of them, probably, and c) they were crap.

I suppose comparisons between virtual reality and online gaming are a bit unfair since playing online is reasonably popular, although not according to Nintendo. There are 16 million Xboxes in the world and a million users signed up to Xbox Live. Given that *Halo 2* has sold five million copies to date and that it's designed with online modes heavily in mind, that number is bound to go up. Sony is much less forthcoming with figures for its online community. That's because, in Europe at least, the take up has been pretty poor. That's what you get for providing no support whatsoever. Interestingly though, in the States *Madden* alone has more online players than the whole of Xbox Live.

There are around 20 million PS2s in Europe compared to 3 million or so Xboxes. If we assume one sixteenth of those Xbox users are on Live plus a minority of PS2 players we can guestimate the total number of online console players in Europe number around 300 thousand. That's about 1.2 per cent of the total console market. We get a lot of letters here at CUBE from readers moaning about Nintendo's online plans, or lack thereof. 'Why,' they generally commence, 'is Nintendo not arsed with online?' they tend to continue. Typically they go on to blither about how good *Mario Kart* and *Animal Crossing* would be online. But would *Mario Kart* online be better than four players crammed around a TV elbowing and swearing at each other though? I don't think so.

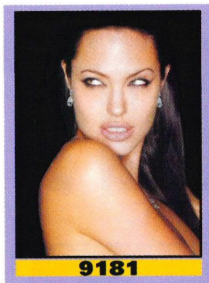
"IN THE STATES MADDEN ALONE HAS MORE ONLINE PLAYERS THAN THE WHOLE OF XBOX LIVE"

In truth though, online play hasn't an awful lot to do with gaming in the traditional sense and to a great degree goes against everything that has made Nintendo great. Online games can be broken down into three basic categories: sports games, co-op games and everyone-for-himself games. Sports games, and I'm including racing in that, are ideal for online play. Sport is, after all, about competition. The satisfaction of beating a human opponent will always outstrip thumping the computer, no matter how convincingly. I know a few people who tell me they no longer play single player games at home because they're boring and don't generate the same excitement. If you'll excuse a brief outburst of emotional language, what piffle! Playing with or against other people has its place in the wide spectrum of gaming experience, but by their nature online games are devoid of certain key elements that make games so compulsive and rewarding. Focused gameplay, narrative, pacing and structured progression are all far more difficult and in some cases impossible to implement with an online scenario in mind. Take the recent *Prince Of Persia* games. Both feature sublime level design that would in no way benefit from multiple players rushing about the place. The levels could be redesigned to accommodate multiple players and add a few co-op puzzles but, well, so what? You simply cannot tell a cohesive story in which parts are played by multiple people. *Resident Evil* is a classic example. The original was a master-class in building tension. Picking your way around that sinister mansion, almost out of bullets, low on health and never quite sure what lurked around the next corner was as disturbing as it was compelling. *Resident Evil Outbreak* on PS2 provides conclusive evidence that multiple players bring nothing to the experience and indeed detract from the sense of isolation.

What people need to bear in mind is that, to be any good online, games need, for the most part, to be developed from the ground up with this in mind. Other than sports and racing games, just bolting online options on at the end doesn't work. Any competent FPS can be turned into a functional online shooter but you couldn't sell it as a standalone product. Like music, games can be a great ingredient in a social event but, with few exceptions, the ones that hold a place in the heart are those that affect you on a personal level. It's your experience and yours alone, and that's what makes it special. CUBE



***Halo 2* – online revolution or running round in circles bashing fire as quickly as you possibly can?**


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BABES


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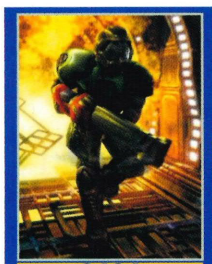

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GAMES


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9204

Top 10 DOWNLOADED RINGTONES

9044 - Hey Ya, Outkast
9045 - Toxic, Britney Spears
9046 - Milkshake, Kelis
9047 - My Band, D12
9048 - I Believe In A Thing Called Love, Darkness
9049 - Christmas Time, The Darkness
9050 - Cha Cha Slide, DJ Casper
9051 - I Dont Want You Back, Eamon
9052 - Bad, Michael Jackson
9053 - Thriller, Michael Jackson

UK TOP 10 RINGTONES

9000 - Millionaire, Kelis And Andre 3000
9001 - Lick My Back My Neck, Khia
9002 - Nothing Hurts Like, Daniel Bedingfield
9003 - Call On Me, Eric Prydz
9004 - Wonderful, Ja Rule Ft Ashanti And R Kelly
9005 - You Wont Forget About Me, Danni Minogue
9006 - Because I Got High, Afroman
9007 - Beautiful Day, U2
9008 - Happy People, R Kelly
9009 - Feed The World, Band Aid

GAME RINGTONES

9147 - Alone In The Dark, Videogame
9148 - Gran Turismo, Videogame
9149 - Darkstalkers 3, Videogame
9150 - Doo, Videogame
9151 - Final Fantasy, Videogame
9152 - Mario 1, Videogame
9153 - Mario, Videogame
9154 - Metal Gear Solid, Videogame
9155 - Resident Evil, Videogame (1st Floor)
9156 - Ace Combat, Videogame
9157 - Die Hard Trilogy, Videogame
9158 - Dragon Ball Z, Videogame
9159 - Golden Eye, Videogame
9160 - Mario 2, Videogame
9161 - Metal Gear 2, Videogame
9162 - Mortal Kombat, Videogame
9163 - Resident Evil 2, Videogame
9164 - Street Fighter, Videogame
9165 - Sim City, Videogame
9166 - Tomb Raider, Videogame

POPULAR RINGTONES

9054 - Earth Song , Michael Jackson
9055 - Radio, Robbie Williams
9056 - Stolen, Jay Sean
9057 - Run, Snow Patrol
9058 - Bohemian Rhapsody, Queen
9059 - In My Place, Coldplay
9060 - Amazing, Aerosmith
9077 - Hey Baby, DJ Otzi
9078 - Hard Knock Life, Jay Z
9079 - Heaven, DJ Sammy
9080 - Hot In Here , Nelly
9081 - Hole In The Head, Sugababes
9082 - Hold On Me, Phixx
9083 - Hey Mama, Black Eyed Peas
9084 - Hey Baby, No Doubt
9085 - Hip To Hip, V
9086 - Harder To Breathe, Maroon 5
9087 - Trouble, Coldplay
9088 - Terminator 2, Tv/Film
9089 - Tetris, Nintendo
9090 - Till I Come - 9pm, Atb
9099 - Whole Again, Atomic Kitten

TV/FILM RINGTONES

9011 - Twenieth Century , Tv/Film
9012 - Airwolf, Tv/Film
9013 - Austin Powers, Tv/Film
9014 - Back To The Future, Tv/Film
9015 - Batman, Tv/Film
9016 - Bob The Builder, Tv/Film
9017 - Flinstones, Tv/Film
9018 - Harry Potter, Tv/Film
9019 - Indianna Jones, Tv/Film
9020 - Inspector Gadget, Tv/Film
9021 - Looney Toons, Tv/Film
9022 - Rugrats, Tv/Film
9023 - Simpsons, Tv/Film
9024 - Superman, Tv/Film
9025 - The X Files, Tv/Film
9026 - Thunderbirds, Tv/Film
9027 - Toy Story, Tv/Film
9028 - Chitty Chitty Bang Bang, Tv/Film
9029 - 90210, Tv/Film
9030 - Airforce One, Tv/Film
9031 - Top Gun, Tv/Film
9032 - Top Gun, Tv/Film
9033 - Big Brother - Theme, Tv/Film
9034 - Big Brother - Theme, Tv/Film
9035 - Itchy And Scratchy, Tv/Film
9036 - Duck Tales, Tv/Film
9037 - Frasier, Tv/Film
9038 - Flintstones, Tv/Film
9039 - Friends, Tv/Film
9040 - Fresh Prince Of Bel Air, Tv/Film
9041 - Fraggle Rock, Tv/Film
9042 - Lord Of The Rings
9043 - ER, Tv/Film

MOVIES


9205



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MOBILE

Tones/Wallpaper

BABES
Wallpaper

GAMES
Wallpaper

MOVIES
Wallpaper

TOP 10
Ringtones

UK TOP 10
Ringtones

GAME
Ringtones

TV/FILM
Ringtones

POPULAR
Ringtones

HOW TO ORDER?

TO ORDER SIMPLY TEXT

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if you wanted to order **Hey Ya** by **Outkast**, you would text **'purchase 9044'** To **'83248'**

TERMS AND CONDITIONS

To receive polyphonic ringtones, wallpapers and games your mobile phone must be WAP enabled and compatiable. Available to UK customers only. Messages to 83248 cost £1.50. Operator charges may apply. Licensed by MCPS and PRS.

WORLD OF NINT

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

Internet rumourmongers name new Zelda (USA)

Now we're not sure we believe this yet, but the rumour going round the internet at the moment is that the new *Zelda* game, with the non-cel shaded graphics, is to be named The *Legend Of Zelda: Ride Of Melancholy* in the US, and therefore presumably in the UK as well.

This revelation was apparently made in an interview with the game's director, Eiji Aonuma. As is often the case with internet rumours we couldn't trace this interview back to any reliable source but it did come with a number of other enticing tid bits.

Apparently the game world will be so big you will have to stop and encamp during your journeys. Plus you'll be able to transform into animals such as an eagle and wolf, which sounds like an awful idea.

The first real details of what's destined to be the game of 2005 or complete bunkum? Only time will tell.

Guide books just for cheaters (USA)

According to new sales figures from the festive period, game guides are now rivalling fiction books for sales. Guides for the biggest games frequently sell over a million copies and the market as a whole is worth a bank-busting £52 million a year.

So successful are the guides becoming that walkthroughs, tips and cheats are fast becoming only one part of their appeal with many including just as much behind the scenes info, production artwork and other "making of" filler.

According to Steve Escalante of publisher BradyGames, "A lot of the guides aren't even used from a strategy perspective. [Gamers] just love to look at them." So there you have it, if you've ever taken a game guide to read on the bog and felt guilty about it afterwards you can now come out of the (water) closet.

Statto sings the blues (USA)

Despite a lot of gloomy talk about software and hardware sales slowing down, the sale of games in the US during November still managed to increase by 11 per cent, according to the latest figures. The best seller in November was *Halo 2* with sales of 3,267,103, followed by *Grand Theft Auto: San Andreas* at 1,536,301.

The best selling GameCube game of the month was *Metroid Prime 2* at number nine in the charts with 334,824 sales. *Paper Mario* was at number fourteen and *Mario Power Tennis* at number nineteen.

In terms of hardware sales the GameCube didn't do too well with only 350,000 consoles sold compared to 694,000 PS2s (down because of the global shortage) and 708,000 Xboxes. However, Nintendo still owned Microsoft and Sony's assess with a staggering 1,100,000 GBA sales – and that in the same month that the DS launched!

Pixar delay hits THQ (USA)

So important are film licences to games companies nowadays that the delay of a new movie can really tip the gravy boat over for some publishers. Take, for example, poor old THQ, whose shares took a nose dive the minute it was announced that Pixar's next film wouldn't be out until the summer of 2006.

THQ sold 6 million copies of *Finding Nemo*, and it'll probably do just as well with *The Incredibles*, so its investors were rubbing their hands in glee at the thought of a new film coming out at the end of 2005. Now though THQ is stomping its feet in anger that Pixar has had the temerity to delay things. Interestingly, although the stated reason for the delay is that Pixar thought CGI movies would do better during the summer, you'd have to say it doesn't seem to have had too much trouble getting bums on seats up until now. More cynical souls have suggested that the delay is because the new movie, named *Cars*, is turning out a bit rubbish and they need more time to fix it.

We don't know about all that but we do know the trailer on before *The Incredibles* didn't look all that great.

THQ tips Revolution for 2006 (USA)

Another interesting THQ revelation has come from the company's president and CEO Brian Farrell. Speaking at the annual Media Week conference in New York he became one of the first third party developers to make any kind of real comment on the Revolution – the home console successor to the GC. He's quoted as saying that: "Our bet is one system next year and then one, maybe two, in the following year. We're starting to hear a little bit more about even Nintendo's next product, Revolution, which, again, our best guess now is '06."

This is the first time any company has both acknowledged that they're talking to Nintendo about the Revolution and the first specific mention, by anyone, of a 2006 release date. That is in line with comments Nintendo itself has made though, where it promised to release the new console at roughly the same time as Sony launch theirs.

ENDO

Disunity Reigns (Wales)

In something of a shock announcement, famed hippy games developer Jeff Minter has revealed that his GameCube-only masterwork *Unity* has been canned. The last of the Eighties Britsoft auteurs still working on his lonesome, Minter had made a deal with Peter Molyneux's Lionhead to co-developer the super-secret game.

The decision to can the game was apparently a joint decision, with Minter himself admitting that even after two years of work the game was nowhere near finished and by the time it was the GameCube would be no more and we'd all be playing on the Revolution and GBA2.

The big, hairy, llama-obsessed eccentric is responsible for classics such as *Attack Of The Mutant Camels*, *Llamatron* and *Tempest 2000* – all inspired by classic Eighties Williams coin-ops. Since no proper screenshots were ever shown of the game this gives the only clue as to what it would've been like.

Although Lionhead and Minter seem to have parted on good terms there seems to be no indication that they'll work together again in the future, to which we say: poo.

China bans football (China)

In a recent press conference Nintendo big wig Satoru Iwata reiterated Nintendo's plans to corner the games market in China, with a new initiative to convert more N64 games to the special iQue console and the first mutterings of a Nintendo DS release in the world's most populated country.

It's probably just as well that Nintendo's games tend to occur in the Mushroom Kingdom, Hyrule or some other made-up locale, because the Chinese government have proved once again how touchy they are about the real world.

To this end PC strategy game *Football Manager 2005* has become the latest game to be banned in the country. Not because it didn't feature Peking FC but because it referred to Tibet as "Chinese Tibet" and lists Taiwan, Hong Kong and Macau as independent countries. The Chinese government weren't too amused by this carry-on and anyone caught selling the game will face a fine of £1,000. At which point Nintendo quickly shelved ideas for new GameCube game *Mario Frees Tibet*.

HomeLand defence not good enough (Japan)

The GameCube is having a good run of Japanese RPGs at the moment, with the likes of *Tales Of Symphonia* and *Baten Kaitos*, but it looks like one role-playing game at least won't be up for a trip to the West. Developer ChunSoft have admitted that unfortunately they've had to can their GameCube RPG *HomeLand* and that all work on it has ceased.

The ambitious game was to have been an online title where you could use your GameCube as a server and invite other people to join your game, or connect to theirs. Which sounds interesting and everything, and the screenshots certainly seem to imply something along the lines of *Animal Crossing*, but anyone that thinks an online-only GameCube game is going to sell, even in Japan, has got to be one experience point short of a levelling up.



GAMECUBE CHARTS

WEEK ENDING 19 NOVEMBER

It might not get us too hot under the collar here in Blighty but as far as the US and Japan are concerned *Mario Party* is "da bomb" or, as the Queen would say, "really jolly good". It may not be obvious from the GameCube chart alone, since it's filled with so many re-entries, but the all formats chart in Japan has only one game in it this week that isn't either by Nintendo or for a Nintendo console. If it weren't for the release of the DS and the preposterously popular *Dragon Quest VIII* both *Mario Party 6* and *Naruto 3* would be lauding it over the PS2 releases this month.

JAPANESE CHART

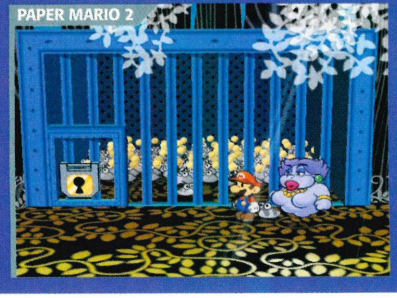
POS	LAST	TITLE	PUBLISHER
1	1	MARIO PARTY 6	NINTENDO
2	NE	NARUTO 3	TOMY
3	2	MARIO POWER TENNIS	TOMY
4	4	PIKMIN 2	NINTENDO
5	RE	POKÉMON COLOSSEUM	NINTENDO
6	5	PAPER MARIO 2	NINTENDO
7	RE	MARIO KART: DD!!	NINTENDO
8	RE	ANIMAL CROSSING	NINTENDO
9	RE	SSBM	NINTENDO
10	NE	KURURIN SQUASH	NINTENDO

US CHART

POS	LAST	TITLE	PUBLISHER
1	NE	MARIO PARTY 6	NINTENDO
2	1	METROID PRIME 2: ECHOES	NINTENDO
3	6	MARIO POWER TENNIS	THQ
4	2	PAPER MARIO 2	NINTENDO
5	3	THE INCREDIBLES	NINTENDO
6	5	ANIMAL CROSSING	NINTENDO
7	RE	HARVEST MOON	NINTENDO
8	NE	LEMONY SNICKET'S ASOUE	NINTENDO
9	8	DONKEY KONGA	NINTENDO
10	4	SUPER MARIO SUNSHINE	NINTENDO



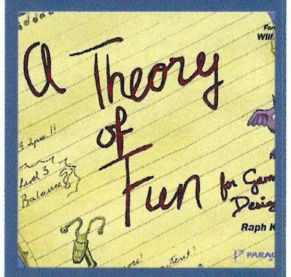




GAMER'S DIGEST

GAMECUBE RUMOURS, GOSSIP AND NEWS

ROUND-UP



THEORY OF GAMES

Interested in videogame design? Then you might want to surf on over to Amazon and pick up a copy of *A Theory Of Fun For Game Design*. The book, authorised by Raph Koster (Chief Creative Officer, *whispers* Sony Online Entertainment), is packed full of illustrations and pointers to help videogame designers make the most of their game. Topics include "why some games are fun and others boring", "why making a game too hard or too easy is a mistake" and "the ethics of entertainment". Glaringly obvious pointers if you ask us, but as the horror of *Conan* proves some designers still have a long way to go. For more information, check out www.theoryoffun.com

GAME OVER?

A recent report by market research company, In-Stat/MDR, (wow, that's a catchy company name) has highlighted a serious plunge in worldwide console sales, dropping from 35 million in 2003 to just 19.3 million at the end of 2004: "At this point, the market is much closer to the saturation point, even with the price cuts," commented Brian O'Rouke from In-Stat/MDR. He also believes take-up of the next-generation of consoles will be slow: "it's going to be a real challenge to try to convince those people [casual gamers] to trade up to the new technology".

I NINJA

Team Ninja (*Ninja Gaiden/Dead Or Alive 3*) could be developing a game for the Revolution, it has been revealed. During an interview with Tomonobu Itagaki, head of Team Ninja, he was asked if the company had any plans to make a game for the Revolution or PS3. Itagaki-san's rather cryptic response "I should be able to talk about that soon. I promise" has sparked rumours that there is indeed a game in the works.

OLD VS NEW

Old consoles still entertaining the masses

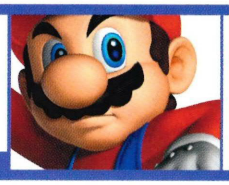
WHEN A NEW console arrives on the scene, many gamers throw out their old systems to make room for their lovely new bit of kit. However this isn't the case for everyone. Phoenix Marketing International has recently discovered that a large portion of gamers would choose their old systems, such as the N64 and SNES, over their GameCubes, PS2s or Xboxes. The report also discovered that 17 per cent of people asked would be purchasing an older system during the holiday season, so get ready for more retro craziness. Hey, maybe we can all go and live as part of a hippy wholefood collective and not do any work. Yeah working's for squares. Er, um, sorry. CUBE



Mario Party 6...

49,646

...units sold during one week in Japan



Mario Power Tennis...

185,701 UNITS SOLD...

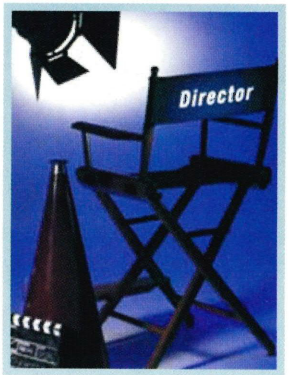
...first week in Japan

MOVIE MADNESS

Investors give green light to film

If you cast your minds back a few months to Issue 39, you might remember that Nintendo's former president, Hiroshi Yamauchi, was hoping to make a movie with the gaming giants and it seems Yamauchi-san may get his wish. Nintendo's investors seem very keen for Nintendo to produce its own animated picture and the company is seriously considering the idea, according to reports in Japanese paper Nikkei Journal. The report also suggested that Nintendo will be making a film based on one of its popular franchises (*Legend Of Zelda*, please! – Liz) and will set up its own in-house production team to deal with it. This is a slight change to the proposed idea by Yamauchi-san, who wanted to make a film about a Japanese poet.

However, no details have been confirmed yet so Yamauchi-san's movie might still be underway. This is an important step for Nintendo who, until this point, has licensed its products out to other film companies. However, with Nintendo controlling all aspects of the film and game, gamers are in for a real treat, especially if Iwata-san's idea for DS Wi-Fi transmissions during the next *Pokémon* movie come to fruition. CUBE



EA PAY?

Publisher to change its ways

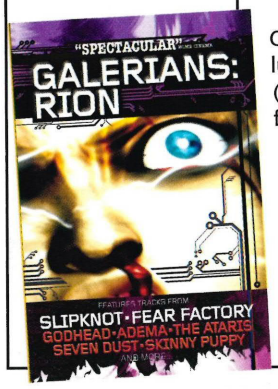
The world's leading third-party publisher, EA, has been under the spotlight recently when it was discovered that the company was allegedly not paying its staff overtime (see report in Issue 40). With all the bad press and the added pressure of an impending lawsuit it seems EA has caved in, if a leaked memo from EA's senior vice president of human resources, Rusty Reuff, can be believed.

"As much as I don't like what's been said about our company and our industry, I recognize that at the heart of the matter is a core truth," started Reuff in the memo. "The work is getting harder, the tasks are more complex and the hours needed to accomplish them have become a burden." The memo went on to outline the changes the company is currently undertaking to improve the situation, including a reclassification of overtime eligibility: "We have resisted this in the past, not because we don't want to pay overtime, but because we believe that the wage and hour laws have not kept pace with the kind of work done at technology companies, the kind of employees those companies attract and the kind of compensation packages their employees prefer." The memo ended with "With some smart thinking and specific actions we will fix these issues and become stronger as a company." Wow, and all it took was a bit of bad press and the threat of a lawsuit... CUBE

GALERIANS: RION DVD

The future's bright...

THE DEADLINE FOR THIS COMPO IS 9 FEB 2005



...THE FUTURE'S ALSO a little violent if *Galerians: Rion* is anything to go by. Based on the PlayStation game, *Galerians*, the story begins when a super computer enslaves the human race and systematically starts to slaughter them using her servants, the Galerians. Only a viral programme designed by the computer's creator can stop it from completing its genocidal mission, however a Galerian holds the key to the code. Our hero, Rion, is sent to find his friend Lilia, the daughter of Dorothy's creator. But all is not as it seems, as Rion quickly learns...

Fancy getting your hands on a copy of Galerians: Rion on DVD? Then you're in luck as Revolver Group (www.revolvergroup.com) is giving away five copies of the anime movie, due out in stores on the 24 January with a RRP of £15.99. To win a copy of Galerians: Rion, simply answer this question:

WIN!

WHAT IS THE NAME OF THE COMPUTER IN GALERIANS? IS IT:

A. DOROTHY

B. MARGARET

C. SALLY

* If you are under 15, please get your parents/guardians to enter the competition on your behalf.

CUBE

Call 0905 168 0690

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

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WHEELY-GREAT PRIZES

Drive your mates nuts

THE DEADLINE FOR THIS COMPO IS 9 FEB 2005



DO YOU LOVE racing games but feel that the experience could be made more authentic with a steering wheel? Then you're in luck as **CUBE** and Logitech has joined forces to give four readers a Logitech Force Feedback Racing Wheel, worth £34.99 each.

"This powerful force feedback wheel gives Nintendo GameCube racing game fans a true-to-life driving experience, as they negotiate tight turns and master tough tracks with realism and accuracy," enthuses Logitech. To be in for a chance to win a Logitech Force Feedback Racing Wheel, answer this question:

WIN!

WHICH BRITISH GLAMOUR MODEL AND ACTRESS STARS IN NFSU 2? IS IT:

A. KELLY LE BROCK

B. KELLY BROOK

C. R KELLY

CUBE

Call 0905 168 0691

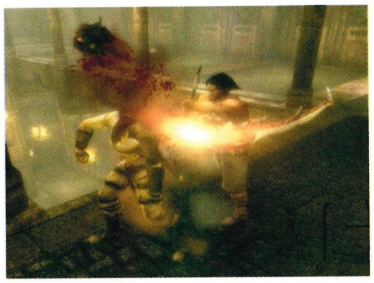
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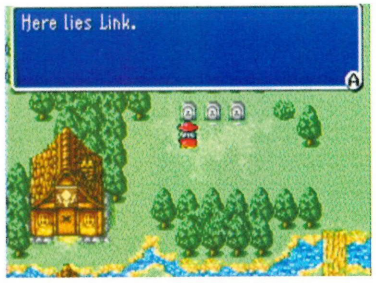
CUBE MOST PLAYED

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



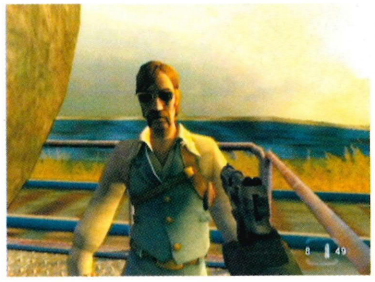
POP: WARRIOR WITHIN

Miles has been flipping out all the time with the Prince. That's it. That's all we have to say about it. We could say that Miles is really good at it and runs into the office every day to tell us about his encounter with Dahaka. But he hasn't. So that would be lying.



FINAL FANTASY I & II

Tim has been levelling up and buying Mythril weapons in both games at the same time! He sits on the bus playing one on a DS and the other on an SP, most people look confused, but one kid keeps asking for a go. He gets slapped every day. Poor child.



TIMESPLITTERS: FP

"Tim, don't pick the Deerhaunter."
"Why not? Look at it. It's huge!"
"Exactly! So don't pick it! Pick that monkey, he looks pretty funny."
"I don't like monkeys!"
Imagine working with these two all day.

ROBOTS

AYE, ROBOTS



Not had your fill of CGI-animated movies, à la The *Polar Express* and *The Incredibles*? Then you're in luck as *Robots* is on the horizon. Play as the lead robot Rodney as he attempts to bring down the city's tyrant and rescue his hero, Bigweld.

ANTICIPATION ★★

UK RELEASE LIST

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

Donkey Kong: Jungle Beat	Platform	Nintendo	4 February	****
Medal Of Honor: Dogs Of War	FPS	EA	8 February	****
Neighbours From Hell	Strategy	JoWooD	11 February	**
Mario Power Tennis	Sports	Nintendo	25 February	*****
TimeSplitters: Future Perfect	FPS	EA	11 March	*****
Mario Party 6	Party/Puzzler	Nintendo	18 March	****
Dragon Ball Z: Budokai 2	Beat-'em-up	Atari	18 March	***
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	***
Winnie The Pooh Rumbly Tumbly Adventure	Adventure	Ubisoft	Q1 2005	*
Dragon Ball Z Sagas	Beat-'em-up	Atari	Q1 2005	***
Teenage Mutant Ninja Turtles 2: Battle Nexus	Beat-'em-up	Konami	Q1 2005	**
Killer 7	Shooter	Capcom	Q1 2005	*****
Tom Clancy's Ghost Recon 2	Action	Ubisoft	Q1 2005	***
Geist	Action/Adventure	Nintendo	Q2 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	*****

TEENAGE MUTANT NINJA TURTLES 2: BATTLE NEXUS

TURDLE POWER



Well, heroes in a half-shell, the Ninja Turtles are back in an all-new adventure. Play as Donatello, Raphael, Michelangelo or Leonardo as they karate-kick their way through the five "game worlds". Turtle-power!

ANTICIPATION ★★

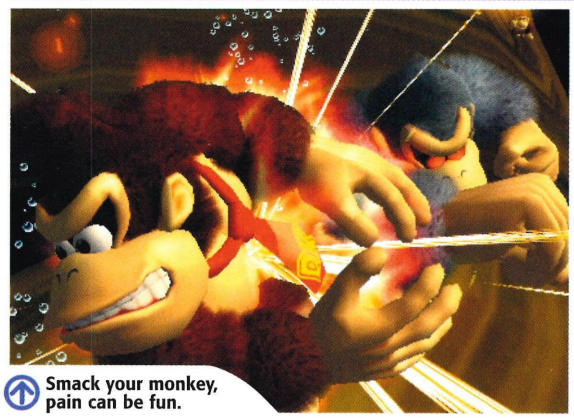
DRAGON BALL Z: BUDOKAI 2

BALLS TO IT



Balls! Dragon Balls, that is. *Budokai* returns with 29 fighters from the cartoon series. Fight the mighty Buu in the eight destructible arenas as you attempt to capture the seven Dragon Balls.

ANTICIPATION ★★



Smack your monkey, pain can be fun.



Oi! Stop it! Fox hunting has been banned.

BATMAN BEGINS

CATWOMAN BEATER



Bat-fans rejoice, as the caped avenger is back. The game follows the story of the *Batman Begins* movie, starring Christian Bale, which charts the origins of the Dark Knight.

ANTICIPATION ★★★

SOUND BYTE

"I'VE JUST REALISED WHAT MARIO IS BACKWARDS: OI! RAM!"

Chandra's startling discovery into Mario's favourite pastimes.

SLIP-O-METER

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

RAYMAN DS

Has slipped off the radar until he gathers up his limbs and tries in vain to reattach them to his puny body. Just wait, it'll be out in March.



SLIPPED!

UNITY

The dream of Jeff Minter and Peter Molyneux has collapsed in a swirly colourful implosion and the GameCube loses yet another exclusive.



BINNED!

HOMELAND

Delayed indefinitely, this *Animal Crossing* inspired thingy, was meant to be an online game, 'cept the GC don't go online, monkeys.



SLIPPED!

IMPORTANT DATES...

Mwhahahahaha! The US and Japan are getting some of our sloppy seconds with *Judge Dredd: Dredd Vs Death* and *WWE Day Of Reckoning*. Oh joy! Now they know how it feels.

JAP RELEASE DATES

WWE DAY OF RECKONING	THQ	13 JANUARY
FIRE EMBLEM: PATH OF THE BLUE FLAME	NINTENDO	20 JANUARY
BIOHAZARD 4 (WITH MAKING OF BONUS DVD)	CAPCOM	27 JANUARY

US RELEASE DATES

TIMESPLITTERS: FUTURE PERFECT	EA	1 FEBRUARY
NBA STREET V3	EA SPORTS	8 FEBRUARY
JUDGE DREDD: DREDD VS DEATH	EVOLVED GAMES	8 FEBRUARY



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

It may be floundering in the all-system software charts, but *Metroid Prime 2: Echoes* is number one on the only chart that counts, beating EA's *Need For Speed Underground 2* to the finishing post. Less impressive is EA's newest release, *GoldenEye: Rogue Agent*, languishing in 7th place although that's quite unexpected. The game's pants, yet y'all got suckered by the advertising.

UK CHART

ChartTrack

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

1	NEW	METROID PRIME 2	Nintendo	9.7	That damn Spider Ball guardian, what a git!
2	NEW	NFSU 2	EA GAMES	7.1	*SRS* gives you bling and proper women. Woo.
3	NEW	PAPER MARIO: TTYD	Nintendo	9.0	Worth more than the paper he's printed on.
4	▼	DONKEY KONGA	Nintendo	9.0	All the... small things, true care... bonnngoo!
5	NEW	TALES OF SYMPHONIA	namco	8.0	"But Kratos, it can't be..." *presses ✕* "...true."
6	▼	FIFA 2005	EA GAMES	7.0	But Henry's playing *PES 4* so it must be better.
7	NEW	GOLDENEYE: RA	EA GAMES	5.9	Actually it's a big pile of gaming rubbishness.
8	NEW	THE INCREDIBLES	THQ	6.0	Will someone please stop letting mums buy games.
9	▼	THUG 2	ACTIVISION	9.3	It really was designed for the PS2 controller.
10	NEW	THE URBZ: SITC	EA GAMES	8.3	The Urbz are so wacky, and they t...k backy.

ON A SHOE-STRING

Budget GameCube games still making the rounds

1	SONIC ADVENTURE 2: BATTLE
2	SONIC HEROES
3	THE SIMPSONS: HIT & RUN
4	SONIC MEGA COLLECTION
5	THE LEGEND OF ZELDA: WIND WAKER
6	MARIO PARTY 5
7	SUPER MARIO SUNSHINE
8	SONIC ADVENTURE DX: DIRECTOR'S CUT
9	SPIDER-MAN THE MOVIE
10	SUPER MONKEY BALL



GCN GAMECUBE NEWS

FINAL THOUGHT

WITCH-HUNT

Throughout history people have always pointed the finger of blame at obvious targets to explain society's problems, especially that of violence between children. In the middle-ages it was "witches", in the Fifties it was rock 'n' roll that was supposedly causing kids to go off the rails. Then there was the video-nasties of the Eighties, rap music in the Nineties and now videogames are the root of all evil. Sadly, this was only to be expected as more and more games have been designed with adults in mind, but gaming itself is still regarded by many as "something for the kids", and the industry is partly to blame for letting things get so out of control. Although games are rated, these ratings are ignored by many including store-workers who happily sell mature games to under-age customers. Maybe it's because the system hasn't been regulated properly, maybe its because people honestly don't believe that videogames can be that disturbing or maybe its because some people just want to make a fast buck. No matter what the reason, these games are still getting into the wrong hands, and whilst children are clearly capable of determining the difference between right and wrong, it still doesn't mean they should be subjected to violent and sexually explicit material that is shocking even to adults. Thankfully, the industry is seriously cracking down on this problem and about time too. With the help of the government, who for once seem supportive and reasonable. The UK is going to see an improvement in how the ratings system is viewed by the industry, its customers and parents. Then, hopefully we won't be seeing any more headlines demanding that we "ban these games!". But what will they blame next? CUBE

CUBE COMPETITION GREAT GIVE-AWAYS!

COMPETITION TIME

THE REPUBLIC OF BONGO

Um bongos, they make you go all wrongo!

THIS IS WHERE we use exclamation marks, hyperbole and general excitement to convey the brilliance of our competition. But it's not necessary here. Just look at all the stuff you can win. Consoles! Games! Peripherals! All for the cost of a phone call! Or you could spend that money on sweets instead. Enjoy a temporary sugar rush that leads to a Pepsi to quench your thirst caused by the sugar that leads to a trip to the dentist who cures your sugary teeth that leads to an eating binge because you're depressed at how much the dentist cost that leads to less friends because you're now fat that leads to more depression and eating. Frankly, if you do that instead of winning bongos, you're an idiot.

Here's what you can win:

A brand new GameCube console PLUS a brand new copy of *Donkey Kong: Jungle Beat* PLUS some brand new bongos. Brand new gaming thrills all round! Three not-so-good-but-still-impressive winners will get *Donkey Kong: Jungle Beat* and bongos. What have you got to lose? Here's the question:

WHICH ONE OF THESE IS DONKEY KONG'S CHEEKY LITTLE CHUM?

A: WIDDLY KONG

B: FIFTY KONG

C: DIDDY KONG

WIN!

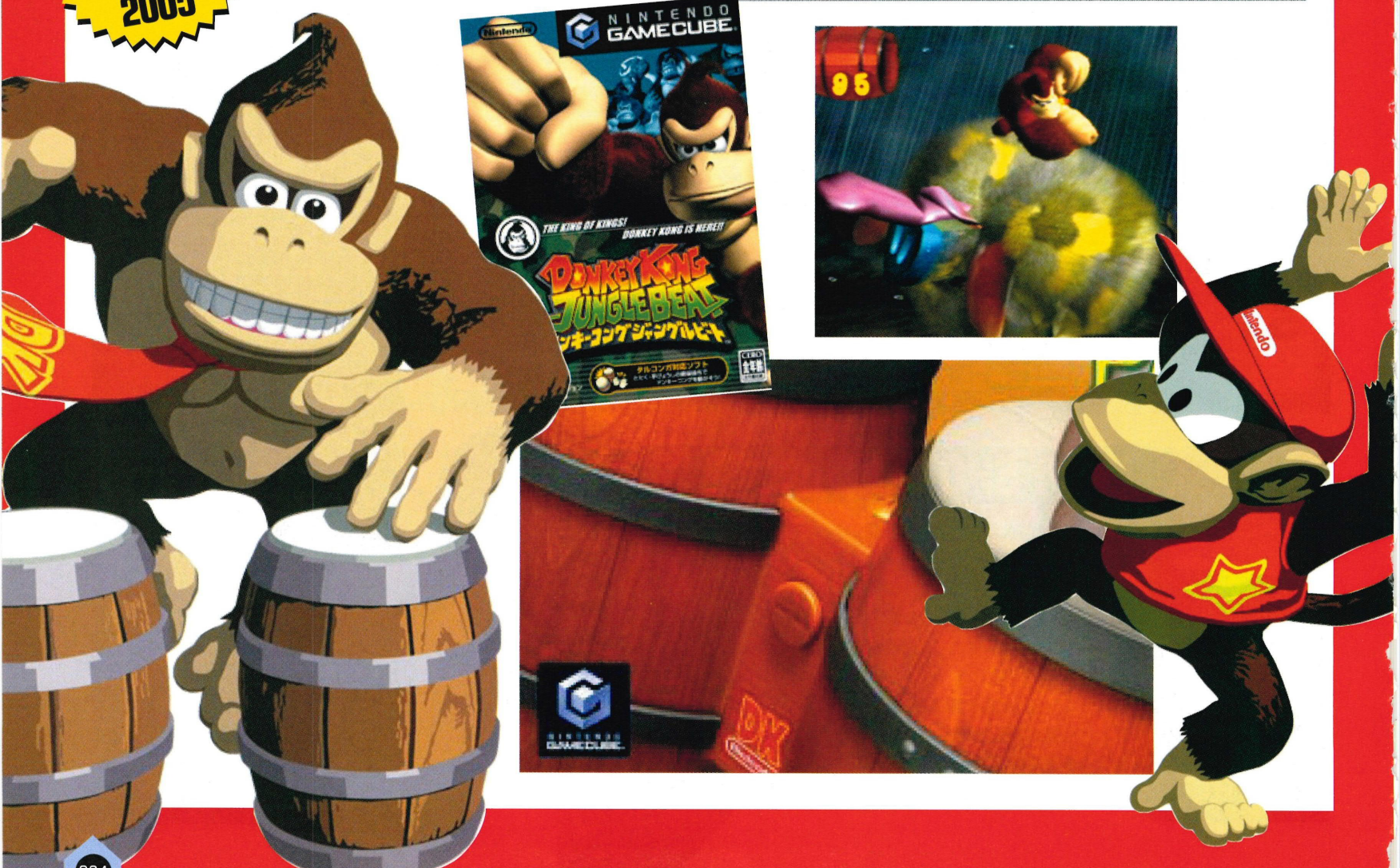
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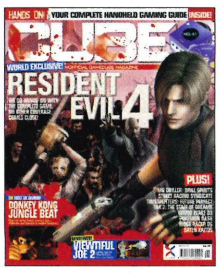
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CUBE awards 2004



Put on your best tux as we hand out the only dust collecters that count

AT LAST, IT'S the moment you've all been waiting for. The red carpet has been rolled out, the canapés are prepared, the grapes have been peeled and the nation's power supply has been re-routed to deal with all the lights needed. Look there's a limousine! Which A-list celebrity is in it? It's... IT'S... it's driving straight past. Oh. Ahh well.

There's still a massive crowd here, some having travelled from as far as Eastbourne simply to be here tonight, on this most prestigious of nights (or morning, whenever you're reading this). Ladies and Gentleman, as voted for by you, The CUBE Awards 2004! Let us bask in the reflected glory of the winners and point and laugh cruelly at the losers. Yay!

Best Game

THERE WASN'T TOO much doubt over this one. *Metroid Prime 2: Echoes* earned itself a superb 9.7, the highest ever score in CUBE's history with the next highest being, funnily enough, *Metroid Prime* at 9.6. You could say it's a series that deserves its reputation for quality. *Paper Mario: The Thousand Year Door* clinches second just ahead of *Beyond Good & Evil*, which still lingers in people's mind despite being released almost a year ago. It's good to see Ubisoft's gem getting the recognition that it rightfully deserves.



RESULTS:

Metroid Prime 2: Echoes	**39%**
Paper Mario: The Thousand Year Door	**22%**
Beyond Good & Evil	**20%**

Best Publisher

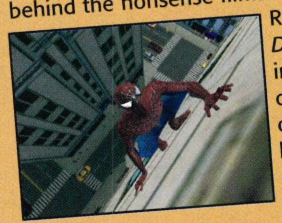
NINTENDO FINISHED FIRST. With *Metroid Prime 2* and *Paper Mario* leading the way in the best games category, this was hardly shocking news. Ubisoft bagged second place with Capcom settling for third – there's no telling how much damage *Resident Evil 4*'s non-exclusivity revelations did to Capcom's popularity. The surprise here was in the lower regions of the polling, as EA and THQ didn't receive a single vote between them. *WWE Day Of Reckoning* anyone? *Tiger Woods*? No? Suit yourselves then.

RESULTS:

Nintendo	**50%**
Ubisoft	**29%**
Capcom	**18%**

Best Licence

SPIDER-MAN 2 WAS A real treat, proving that genuinely good film licences are possible and you can feel every bit as cool and confident as the film's hero by swinging around a sprawling metropolis. *Lord Of The Rings: The Third Age* deserves runner-up, leaving behind the nonsense films to expand into a fantastic RPG with its own identity. *Def Jam: Fight For NY* slots into third, as the warm front of Flava Flav and cold front of Xzibit meet, causing a lyrical whirlwind of battle raps and verbal darts.



RESULTS:

Spider-Man 2	**36%**
Lord Of The Rings: The Third Age	**23%**
Def Jam: Fight For NY	**15%**

Samus gets the best ending with a hefty 9.7.

Best Multiplayer

AND THE WINNER is... a-him, Wario! Wario puffs and pants his way up to the stage, tripping on the third step and waving to the crowd in embarrassment, before making a rude gesture at Doshin for laughing at him. "It's a-me, Wario!" he says, gracefully accepting the CUBE award and explaining how emotionally drained he is following his tough battle against Donkey Kong. "It's a-him, Donkey Kong," he pants, before returning to his seat with rapturous applause ringing in his fat ears. Xzibit and Flava Flav are too busy spitting lyrical bullets to notice *Def Jam* secure third place again.

RESULTS:

Wario Ware	**45%**
Donkey Konga	**43%**
Def Jam: Fight For NY	**06%**

Best Innovation

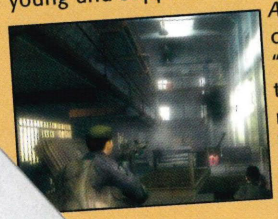
IT'S ALL OVER in Round 1 as the DS comfortably sees off all competitors with a stylus jab to the eye followed up by dual screen slamming shut on opponents' nuts. The winner was inevitable with the remaining contestants grabbing for any crumbs left on the table – *Donkey Konga* Bongos secured the most. Meanwhile GBA connectivity and the *Mario Party* microphone were tied in third with a measly 1% of the nation's vote. The judges rule in favour of GBA connectivity, simply because it hasn't ever been done before whereas the microphone has on rival consoles.

RESULTS:

Nintendo DS	
Donkey Konga Bongos	**89%**
GBA Connectivity	**07%**
	01%

Best Shooter

NOT A GREAT year for shooters but the quality of Ubisoft's *Rainbox Six 3* saw it emerge top of the pile, standing on *007 Everything Or Nothing*'s neck with a Doc Marten boot. *Everything Or Nothing* was pleased just to be in the running, let alone seeing off its young and supposedly better rival *GoldenEye: Rogue Agent*. *Rogue Agent*, coincidentally, finished last. "Good!" we say, punching the air and singing songs of merriment. *Serious Sam*'s brainless shooting found enough fans amongst you to wriggle into third place.



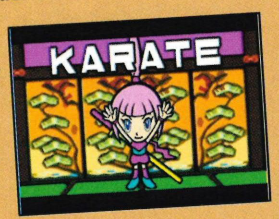
RESULTS:

Rainbox Six 3	**32%**
007 Everything Or Nothing	**29%**
Serious Sam: Next Encounter	**22%**

Innovation of the year or just a malleable Game & Watch?

Best Puzzle/Party

THE CLOSEST OF all the polls, *Wario Ware* just about manages to eke out a narrow 2% lead over *Donkey Konga* for its second gong of the night. "Mamma mia, I'm a-not getting outta my seat again," he moans between sweaty mouthfuls of burger. Even with the heavy promotion and innovation of the bongos keeping *Donkey Konga*'s profile high, CUBErs just can't forget the hyper lunacy of *Wario Ware*. *Pikmin 2* holds off a weak challenge from *Puyo Pop Fever* to bag third place.



RESULTS:

Wario Ware	**34%**
Donkey Konga	**32%**
Pikmin 2	**28%**

Best Fighting

WHAT? WHO? WHY? Eh? *Custom Robo: Battle Revolution* claims the major scalps of *Def Jam: Fight For NY* and *WWE Day Of Reckoning*, in the biggest shock of the awards. *Def Jam* and *WWE* both scored in the nines and are much fresher in gamer's minds, so how *Custom Robo* managed to out-jostle them both is anyone's guess. Maybe robots are cooler than wrestlers and rappers, explaining how *Def Jam* finished second (features rappers) and *WWE* finished third (features a wrestler pretending to be a rapper).

RESULTS:

Custom Robo: Battle Revolution	**43%**
Def Jam: Fight For NY	**30%**
WWE Day Of Reckoning	**23%**

Best Racing

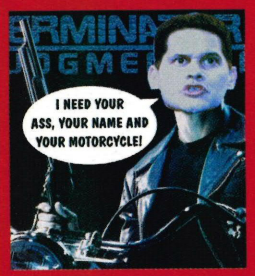
YES, THERE WERE only two racing games on GameCube this year, with *R: Racing* scoring the victory. Seeing the slender competition to beat, it's a surprise more developers didn't pull their fingers out and try something, anything. Even *Vexx Karting: Pole Position* or whatever. The right game won in the end although it was closer than anyone could have predicted and closer than it probably should have been, given *Need For Speed Underground 2* is certainly not all that. The dire handling and big city combination wasn't as popular as *R: Racing*'s arcade/simulation hybrid, so we should be thankful for that at least. That and the non-appearance of *Vexx Karting*.



RESULTS:

R: Racing	**54%**
Need For Speed Underground 2	**45%**

BEST REGGIE QUOTE



Reggie Fils-Aime. The Reggie-nator. Reggie The Beef. The Reggie-lution. Call him what you want (don't call him baby), Nintendo's vice president of sales and marketing has found a place in every gamer's heart. Reggie's first ever words remain the people's favourite, as he stormed onto the scene by threatening to kick ass, take names and make games. It was like watching a superhero smash through the GameCube window on a rope, luminous Nintendo pants worn on the outside, dazzling all and cape flowing behind him like gamer's blood. If that wasn't enough, he then compared Mario to a postman and took a cheeky swipe at the PSP. Ker-pow!

"I'm about kickin' ass, takin' names and we're about makin' games" 43%
"Mario is like the postman, he always delivers" 33%
"Those little woman with PSP units had to recharge the batteries every two hours" 19%



Look at him, all dark and brooding... watch out, ladies!

Best Platformer

WITH WARRIOR WITHIN missing The CUBE Awards deadline, *Sands Of Time* is wheeled out of retirement to collect the *Prince Of Persia* award instead. It secures a staggering 84% of the vote, although given its quality and 9.4 score, it's not a shocking result. What does shock, given the angry protests CUBE receives on a daily basis from fanboys, is *Sonic Heroes* can only scrape together 7% of the vote. Ha! *Ty The Tasmanian Tiger 2* runs it close for second place but is forced to settle for third. Poor old *Sphinx And The Cursed Mummy* doesn't get a single vote. Bad people, you're very bad people!

RESULTS:

Prince Of Persia: Sands Of Time	**84%**
Sonic Heroes	**07%**
Ty The Tasmanian Tiger 2: Bush Rescue	**05%**

Best Action/Adventure

HAVING BLOWN HER speech on the first award, Samus resorts to blubbing on the podium instead. Jade can only watch and tap her foot angrily at being pipped to yet another award although again, it's good to see *Beyond Good & Evil* recognised for being stuffed with top-quality gaming. *Metal Gear Solid: Twin Snakes* and *Splinter Cell: Pandora Tomorrow* both receive 11% of the vote but *Twin Snakes* gets the nod for being designed with the GameCube in mind. And being the better game.



RESULTS:

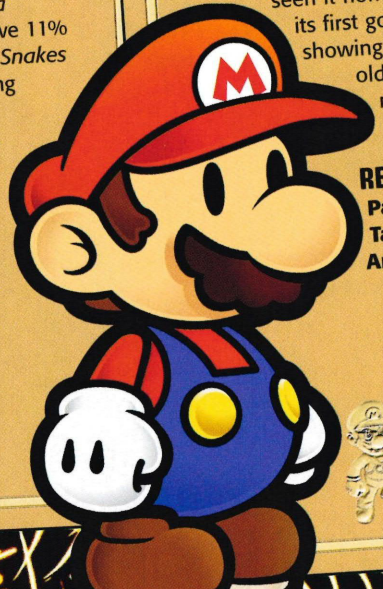
Metroid Prime 2: Echoes	**42%**
Beyond Good & Evil	**28%**
Metal Gear Solid: Twin Snakes	**11%**

Best RPG

PAPER MARIO, HAVING missed out on the coveted Best Game award, consoles itself with the Best RPG prize. It was always going to be a straight up battle between this and *Tales Of Symphonia*. *Symphonia* didn't quite have go that extra mile that would have seen it home safely, so *Paper Mario* picks up its first gong of the night. It's a good showing for *Animal Crossing*, despite being old and having hairs coming out of its nose.

RESULTS:

Paper Mario: TTYD	**40%**
Tales Of Symphonia	**31%**
Animal Crossing	**10%**



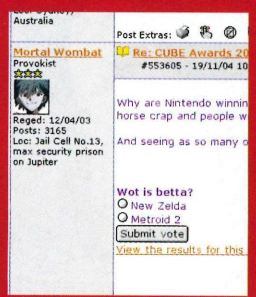
READER STRIKES BACK!

Forum regular Mortal Wombat, posting from Jail Cell 13 on Jupiter (his words, not ours), couldn't accept how the polls were turning out. "Why are Nintendo winning so many again?" he rants like a younger John Kerry, upsetting the other prisoners with his loud typing. He then posted a cutting counter-poll, complete with intentional misspelling to demonstrate his Nintendo rage. Genius! So here are the results of that poll too.

Wot is betta?

New Zelda	80%
Metroid	20%

New *Zelda* wins! Hurray! Our thanks again to Mortal Wombat for making our jobs that little bit easier. Remembe,r Wombat, the file's hidden inside the cake.



Best Sports

CONTROVERSIAL TOP THREE here. Is *Mario Golf* technically speaking a sports game? Should *THUG2* really be in this category? You can argue all you want for realism but none of the top three really fit that bill, adding their own dash of fantasy to traditional sports such as golf and pool. The likes of *Madden NFL*, *NBA Live* and *NHL* barely registered a blip on the voting radar, while *FIFA 2005* also struggled to get any recognition, even without the presence *Pro Evolution Soccer 4* to contend with. So Mario walks away with the honours while Tony and Archer settle for respectable second and third positions.

RESULTS:

Mario Golf: Toadstool Tour	**47%**
THUG2	**23%**
Pool Paradise	**11%**



Tony Hawk getting all gnarly on your ass.

Best GBA Ga… …Biggest Disappointment

WITH SO MANY games to choose from, the Game Boy Advance battle should have been much closer than it was. *Pokémon LeafGreen* bit an ear-sized chunk out of *FireRed*'s votes so the remaining heavyweight, *Minish Cap*, was left to clean up and secure almost half the total votes. Even when added together, *Pokémon Red/Green* would only have scored 16%. And surprise! *Sonic Advance 3* sneaks into second.



RESULTS:

Legend Of Zelda: Minish Cap	**42%**
Sonic Advance 3	**14%**
Pokémon FireRed	**12%**



THE BIGGEST DISAPPOINTMENT was EA's 180-degree handbrake turn on *Burnout 3*, deciding to cancel the GameCube version if it couldn't have online options implemented. Yet even the thought of not being able to play this eye-peeling racer was only just ahead of the crushing blow when Gary Adams packed his CUBE bags and headed university-wards. Even *Resident Evil 4* and its PlayStation2 revelation didn't tug at the heart-strings quite like Gary's departure did. "Why didn't Steph leaving get more votes?" cries Miles, cuddling a cherished photo. "How am I supposed to fill Gary's shoes?" cries Ryan, cuddling Tim.



RESULTS:

Burnout 3 cancelled	**23%**
Gary leaving CUBE	**22%**
Resident Evil 4 not exclusive	**19%**



THE ALTERNATIVE AWARDS

Not all games can reach the lofty heights of *Metroid Prime 2* greatness. Some happily sit a few branches below, peeling bananas with their feet and scratching their heads, wondering why they couldn't have squeezed out that little bit more goodness to become top chimp.

The Bridget Jones "More Of The Same Old Drivel" Award
Spyro: A Hero's Tail
Replace Bridget's tittering singleton humour ("oh no! I've just been caught wearing my BIG PANTS") with a purple dragon who has ATTITUDE and you have the same thing – a lame idea that will happily recycle itself until the apocalypse kills us all.

The Richard Blackwood "Thinks It's Better Than It Is" Award
GoldenEye: Rogue Agent
"Okay, so his eye is made of gold, you with me? Because he's, you know, GoldenEye. Anyway, listen! His eye can deflect bullets and rockets and bodies disappear before they hit the floor. What do you think about than then eh? Eh? Erm… guys?"

The Britney Spears "Gone Off The Rails A Bit" Award
Sega
Sega was alright before it stopped with the GameCube exclusives à la *Super Monkey Ball* and took *Outrun2*, *Panzer Dragoon Orta* and *Virtua Fighter 4* elsewhere. Luckily GameCube owners still got *Sonic Heroes* though. Yeah, nice one Sega.

The Noel Edmunds "Hall Of Fame" Award
Elf: The Movie
Elf is so woefully inept, it's already become legendary. The dreadful music, terrible design, hideous collision detection and the masterpiece "3, 2, 1, New York!" level – Elf brings tears of laughter to all who see it, which makes it the most festive game ever. Brilliant.

The Steven Seagal "You've Made Me Really Angry" Award
Splinter Cell: Pandora Tomorrow
It wasn't the delay so much as the lack of online options that made you wonder where those extra months went. They certainly didn't go into the connectivity options or the lighting effects, lacking the graphical punch we expected. Overall, great game but… grrr.

The George Lucas "Starts Well, Ends Badly" Award
Four Swords Adventures
Off you start on another of little Link's adventures, there's four of you, each armed with a sword. "This is going to rock!" you shout, just before you realise it's all down to having the right key to open each metaphorical door. And backtracking. And no *Tetra's Trackers*. Which makes for a unexpectedly dull and very expensive playing experience.



How to make a game in 13 easy clichés

FED UP WITH the same old clichés clogging up your favourite game? Ever wondered where everyone suddenly got the idea that stealth was cool? We do to, and since we don't know the answer we're just going to have a bit of a rant instead.

Have you ever caught yourself wondering "Why can't I do that" in a game? Usually when it's stopped you doing something blindingly obvious like step across a stream or jump over a wall? There are some things that are just taken too much for granted in the videogames world and we've about reached our limit. We're not gonna take it anymore!

So join us on a teeth-gnashing voyage of discovery with our special guest feature writer, TV's Victor Medlrew – as he rails against some of gaming's laziest clichés and unwritten, and sadly un-erasable, rules.

LADIES

The idea of trying to educate the world's youth through the medium of videogames is not such a new idea. For decades now impressionable young boys have been learning all they need to know about the opposite sex from games. As such they've been able to divine the following facts:

75 per cent of a girl's body mass is made up of either her boobies or her legs. Fat and/or ugly girls are a figment of the world's collective imagination.

The preferred clothing for any women is a bikini, even if they live in an Arctic wilderness. Their footwear of choice is high-heeled shoes and the never have any trouble running in them or indeed climbing mountains or performing martial arts in them.

Despite male fantasy characters requiring a full suit of armour to protect them from the ravages of sword wielding orcs, women receive the same protection from a couple of saucepan lids tied to their bosom.

Women are always faster than men but never as strong. If a female beat-'em-up character was created that was slow, fat and powerful the whole of reality would instantly collapse in on itself.



Chun-Li she's pretty fast, but not that strong...

All women speak in a high-pitched American accent irrespective of whether they come from the planet Dargon VI, the embattled land of Fa'rg'ht'ei-ra or Slough.

WATER

If there's one universal kryptonite for any games character it's got to be H20. Up until very recently no videogames character could ever usually swim and even now a quick dip in the wet stuff often ends up being more dangerous than a thousand enemy bullets.

Since the very earliest days of videogaming water has been the first obstacle of choice for hemming in a player's exploration of a game's world. It didn't matter if it was an entire ocean or the tiniest of streams, fighting off a stream of mutant zombies was nothing compared to getting your toes wet.

The Last Ninja on the C64 was particularly notable for its hydrophobia, with your hard as nails ninja instantly dying if he so much as got the sole of his sandals damp. Oddly Mario has always enjoyed a quick dip, thereby confirming once again that he is the world's greatest videogames character.



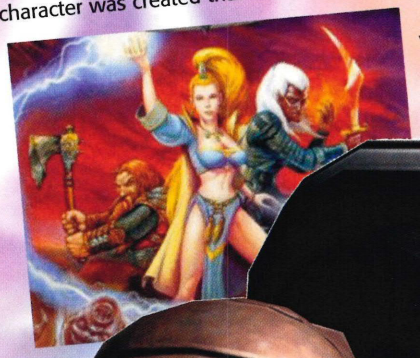
Billy Hatcher, he liked eggs, but not water.

ICE

Water has one more deadly trick up its sleeve, one that even Italy's finest has occasionally succumbed to: ice. Ice is like water but turned up to eleven and it's been the cause of more game overs appearing on TV screens across the world than a million dog's arses.

The primary identifying property of ice is of course that it's slippery. Being the students of science that they are, game developers have realised this and implemented it into their games as a means of making people angry.

Slippy slidey ice worlds are without doubt the most infuriating and unoriginal concept in games history and yet still they're included in platform game after faceless platform game – usually towards the end just when you're already getting bored of it.



LAVA

Fire levels aren't nearly as annoying as ice levels, but they are just as mind-numbingly unoriginal. Although the rot set in with platform games you can see the same themes in just about every game nowadays: a slippy slidey ice world, a fiery lava level (ideally inside a volcano), a forest level, possibly a swamp and definitely a city.

At least there's a little bit of variety possible with concepts like a forest and a city (will it be modern day, futuristic or medieval – decisions, decisions!) but lava levels are always the bloody same. They always have little platforms moving about on lava, little platforms being squirted up into the air by lava and some sort of dragon based end-of-level baddie. Fiery bats are another big favourite too.

Funnily enough although these levels might be sticklers for tradition, they don't have the same enthusiasm for scientific accuracy. So you absolutely never drop dead of sulphur fumes the minute you enter the level. Instead it's the fumes of déjà vu that are more likely to knock you off your feet.



WALLS

When the forces of evil are preparing their defences against whatever lone defender of freedom sets themselves against them, it's not a division of tanks or impenetrable force shields they reach for, but knee high walls.

Clearly aiming squarely for the hero's Achilles Heel, these rather modest looking structures are adept at getting under a game character's radar – being too small to climb over and yet too tall to step over.

Except obviously they aren't. In real life they wouldn't stop a midget burglar so quite why they so routinely manage to impede colossal bazooka wielding hulks is a mystery, and yet another example of developers' inept attempts to coral players into the exact little tiny bit of the game world they want them to play in. Take Sam Fisher from *Splinter Cell*, for example: one minute he's the world's most agile super ninja and the next he can't even climb into a ground floor window.

Of course it's not as bad as invisible walls. Incredibly this most inelegant of impediments is as popular as ever in games like *Burnout* and *X-Men Legends*. Here you're stopped by an invisible wall simply because the game doesn't want you to go that way and couldn't think of any more clever way to stop you. Which is just rubbish really.

STEALTH

Good heavens what did the world do to deserve stealth gameplay!? It was quite novel when it was used (surprisingly sparingly if you think back to it) in *GoldenEye* and *Metal Gear Solid* but now every sodding game under the sun has got to have a sitting-around-doing-nothing level.

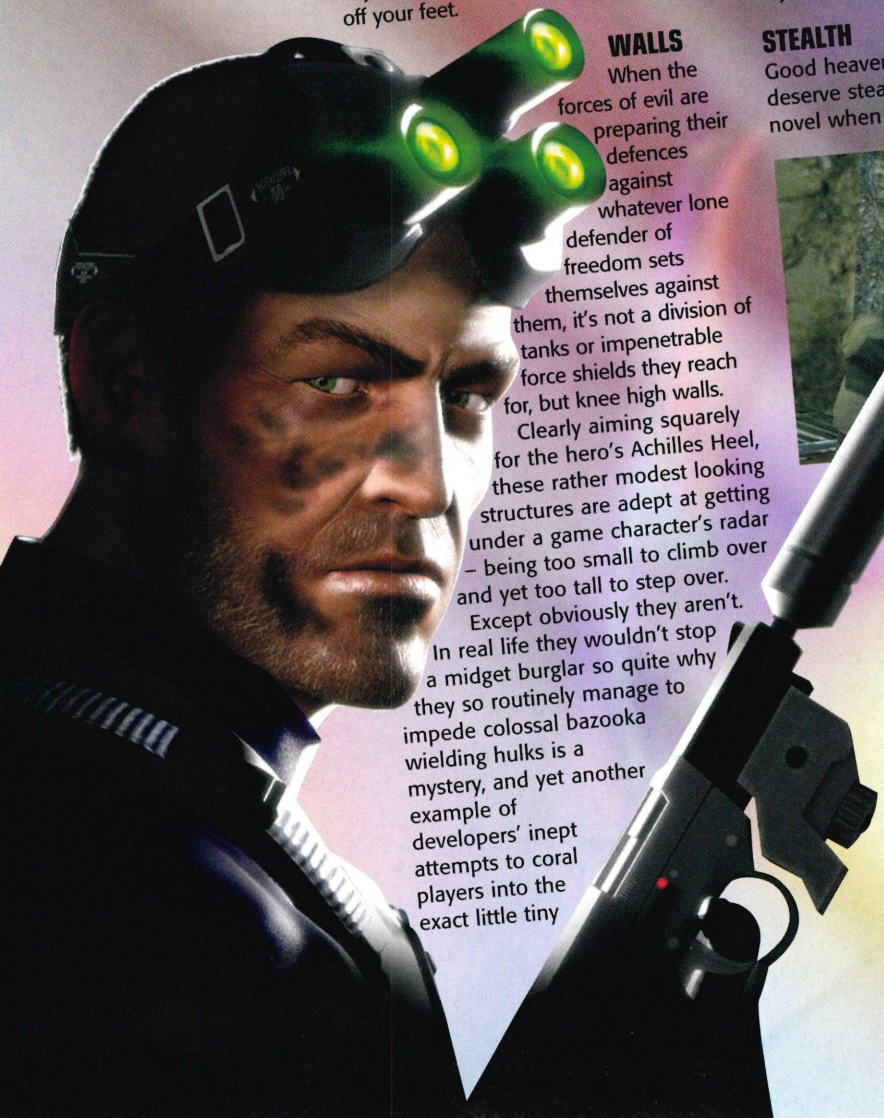
That's essentially what stealth comes down to. Stealth is sitting patiently in a cupboard waiting for scary people to go away. It's like some sort of perverse school bullying simulator. Games used to be about killing people you didn't like in amusingly violent ways, now instead everyone's decided it's much more fun to skulk about under the stairs waiting until they've gone. It wouldn't be so bad except of course all the hanging around means that you're essentially doing nothing for long minutes of the game. How does that go at the development meeting exactly?

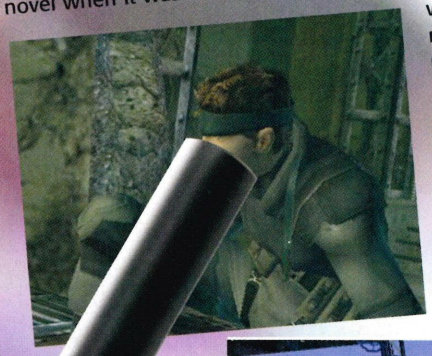
Idiot Developer 1: "What I think the players would really enjoy at this moment is a break from all the non-stop action and excitement and the chance to do nothing for long periods of time, as you suddenly become scared of some poxy guard who's identical to those you were slaughtering by the dozen just minutes ago."

Idiot Developer 2: "To make it even better we should make the controls really fiddly so you're continually getting stuck to walls when you don't mean to and are never able to properly see round corners until it's too late."

Idiot Developer 1: "Yeah, and what would really add to it is if all the guards were deaf and had a three second memory. So even if they catch you in their top secret laboratory, where they out-number you 50 to 1, they give up looking for your immediately and assume you just got bored and gone home."

Idiot Developer 2: "That's awesome."







STORIES

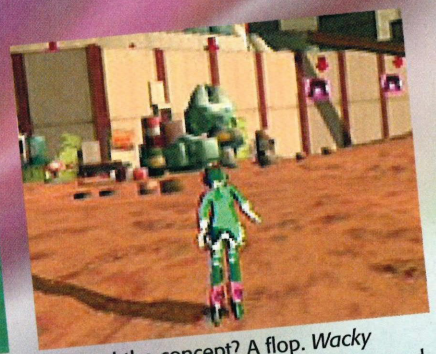
Games do not need plots. Games are interactive. When you're listening to a bad voiceover droning on about some z-grade fantasy plot that the programmer made up in the bath one day that's precious minutes you could be spending playing the game rather than watching it.

Adding stories and extra long cut-scenes to a game are one of those classic ideas that have suddenly become really popular despite no-one in the known world expressing any like for them whatsoever. A bit of backstory is all well and good, provided you can skip it if you're not interested, but today's fascination with 20 minute long cut-scenes is bonkers.

It's not as if it works the other way around – you don't suddenly stop *Lord Of The Rings* half way through to play some stupid mini-game, so why do games have to consistently stop being games all the time? It wouldn't be so bad but they're always really rubbish stories with terrible dialogue, but then Hollywood's finest script writers are hardly queuing up to work on *Intensely Dull Fantasy XIII*.

Oh, and another thing why is it you have to wait so long before actually starting to play a game nowadays? Not only do you get the inevitable



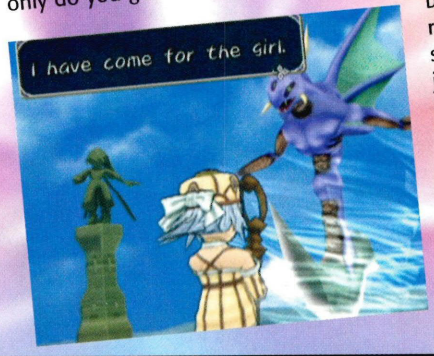


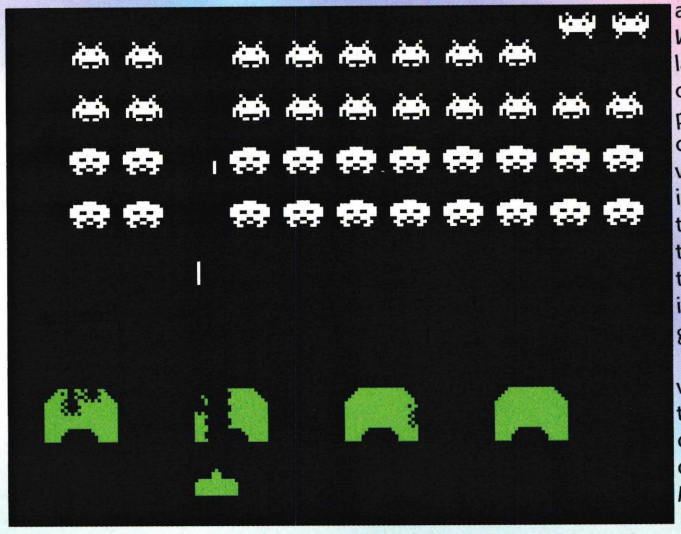
patronising tutorial level but you also have to sit through some interminable credit sequence, a CGI intro, a game engine intro and then finally you might possibly be able to play the game.

Seriously, credit sequences!? Why do games have a credit sequence? Movies only have them because the American movie trade union makes them. Most film-makers hate them anyway – ever wondered why *Star Wars* doesn't have them? It's because George Lucas chose to pay a fine rather than have the details of Ben Kenobi's hairdresser thrown up on screen, ruining the atmosphere.

Super Mario 64's story was disseminated via a single screen scrawled note from Princess Peach, yet by the time *Super Mario Sunshine* came round even that had a CGI intro and a storyline. Why? Who cares why Mario is jumping around on people's heads as long as it's fun!

There are only two plots that games ever need: 1) The princess/president/staff of Kraveng'th has been stolen. 2) Aliens/zombies/Frenchmen exist, ergo you must kill them.



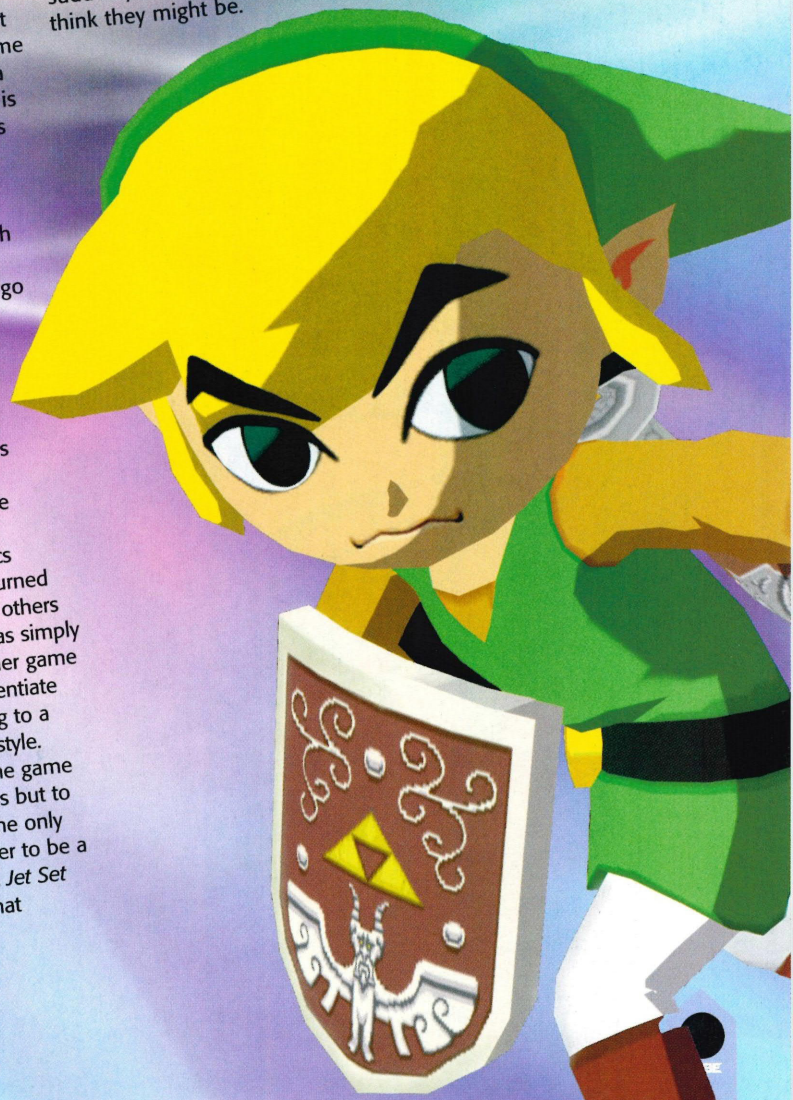


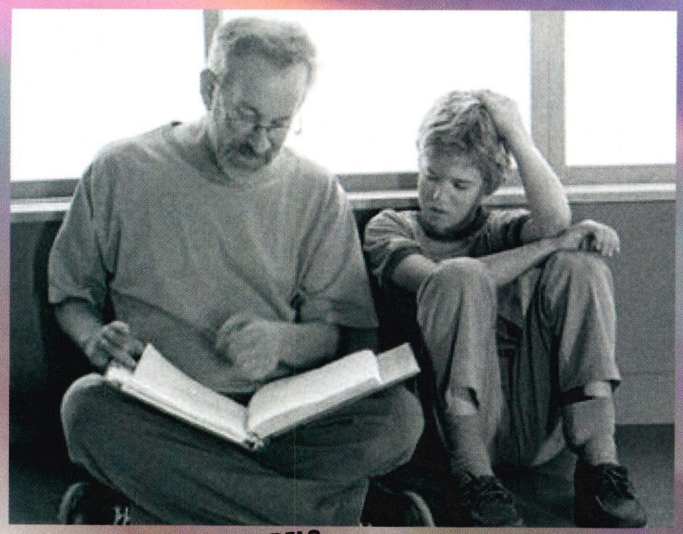
CEL-SHADING

For many, the furore around *The Wind Waker*'s graphics was largely built around concerns that anyone playing a game with cartoon style graphics would instantly be turned into Julian Clary. For others though the worry was simply that it was yet another game that sought to differentiate itself solely according to a gimmicky graphical style.

As it turned out the game was mostly a success but to this day it remains the only cel-shaded game ever to be a commercial success. *Jet Set Radio* – the game that invented the concept? A flop. *Wacky Races*, *Cel Damage*, *XIII*, *Viewtiful Joe* and every other game that's ever used the benighted technology? Flops, the lot of them – completely irregardless of whether the underlying game is any good or not.

And yet like so many of the overused clichés we've been banging on about the fact that nobody likes them seems to be all the encouragement developers need to do it even more. Are they all socio-paths? Are they in the employ of Beelzebub himself, sucking up the waves of bad mojo from every gamer that snorts in disgust at yet another cartoon licence that thinks putting a black line around all it's characters will suddenly turn it into a blockbuster? We think they might be.





BARRELS

The explosive barrel is to videogames as the exploding car is to z-grade action movies. Just as Steven Seagal is able to turn any car into a ball of flames just by firing a single bullet vaguely in its direction, in videogames the entire world is overrun with barrels filled with the world's most volatile liquid.

Where do they come from? Who puts them there? Granted the environment and toxic waste seldom seems to be at the forefront of most game baddies' minds but do they realise that their underlings are regularly using the world's most explosive containers as cover? If Donkey Kong was back in the barrel-throwing business nowadays he'd be able to level that skyscraper in seconds and send Mario back to the hell that spawned him.

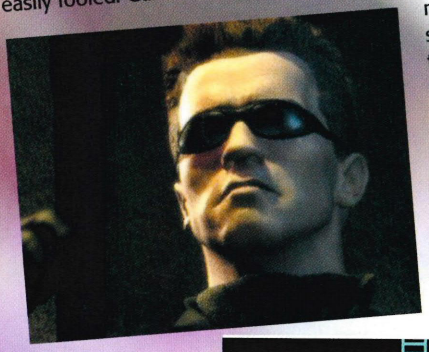
Perhaps if they'd ordered the words Acme and TNT to be written all over them people might get the idea. But no, thanks to the shocking break down in computer game health and safety regulations a hero's life is made that much easier.

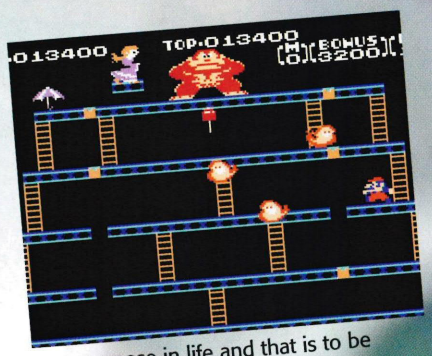


A.I.

Named after Steven Spielberg's worst film ever (um, *The Terminal*, *ET*... – Ed), artificial intelligence has improved to such a degree that today any video games character can be imbued with the same degree of cunning and intellect as a lobotomised ant with a nervous tick.

This doesn't, of course, stop games from pretending that they've got SkyNET running the show, but gamers are not so easily fooled. Game baddies have only

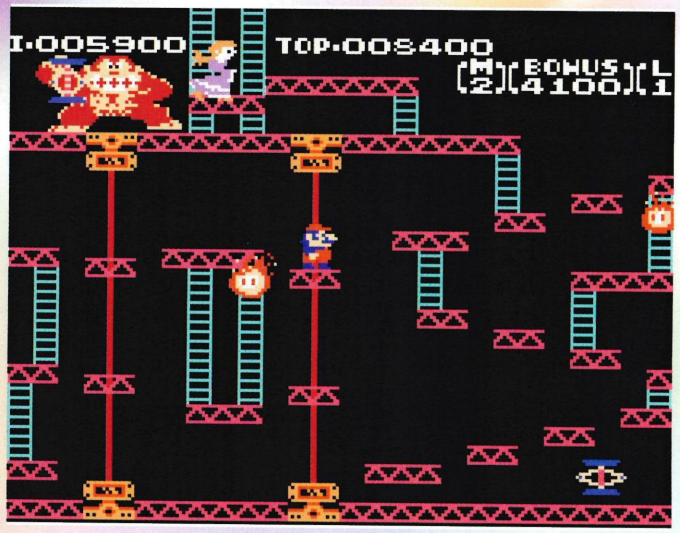




one purpose in life and that is to be kicked off their mortal coil by you. You can tell this because all their advanced AI usually amounts to is running in a straight line towards you and, if they're really clever, backing away slowly when they're about to die.

But controlling the bad guys isn't where the problems lie, it's with those sad misguided fools the computer sends out to help you. If there's one reason why online gaming is likely to catch on it's so people don't ever have to nanny around a group of highly trained combat marines who despite being able to take down a legion of troops on their own don't understand how corners work.

Continually getting in your way, refusing to follow you and generally not being much help if they do, the squad-based shooter is a concept born well before its time. It gets worse with characters who wilfully refuse to defend themselves in escort missions. Usually showing an absolute ambivalence towards their own life as well as yours, it's bad enough when you have to deal with them in ordinary games but when they turn up in squad-based shooters, thereby combining the AI headache, it's almost always preferable to just let the bad guys catch up with them and send them to the afterlife.



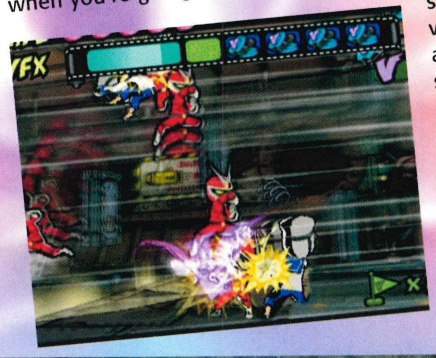
SLOWMO

If it wasn't for *The Matrix* Keanu Reeves wouldn't be famous anymore. Quite frankly we don't know how the Whatever-they're-called Brothers can look themselves in them mirror knowing that. Compared to that appalling crime against cinema the fact that they are also responsible for convincing every videogame developer since 1999 that bullet time would be a cool, original idea to add to their game is a relatively minor infraction.

It's still blooming annoying though and must have won the award for most insidious cliché ever, such is the speed at which it's permeated the gaming world. Admittedly it is rather cool when used imaginatively, as in *Viewtiful Joe*, but it's a sad irony that *Enter The Matrix* and *Max Payne* – the two game's most famous for utilising the effect – use it in such a naff, unsporting manner.

In these and other games it's a sort of manually performed smart bomb where you get to attack the baddies without them ever knowing you're there. Except it's actually never entirely clear how accurately they perceive your actions while in bullet time and exactly when you're going to come out of it.





All of which ends up making it a bit random. Still at least it can be fun, unlike stealth levels.

RAGDOLL

Here's another gaming fashion that's been shoehorned into every game going, whether it needs it or not. Realistic physics are all well and good and in the best games, like *Metroid Prime* and *Half-Life 2* they add an amazing sense of realism to proceedings.

In crap games though every object in the game world that isn't tied down suddenly acts like it's on the moon and dead bodies flail around like *Thunderbirds* puppets with their strings cut off. Boxes and crates used to be a salt of the earth background player in videogames but now the fact that you're able to push a box on the floor is supposed to be the highlight of your gaming experience.

So are cardboard boxes really the new rock 'n' roll? Are they heck, especially since developers almost always get the physics wrong and they all seem to have zero weight, as you consistently knock them over by mistake. Which would be fine if the comedy pratfall-'em-up was a proper genre of game, but it isn't.

Thank Miyamoto.

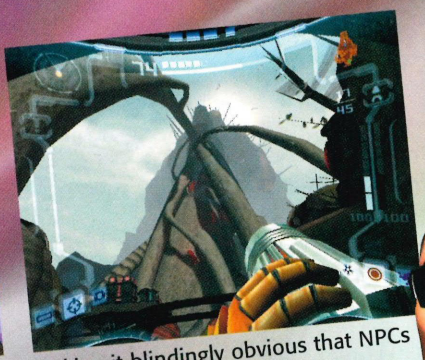


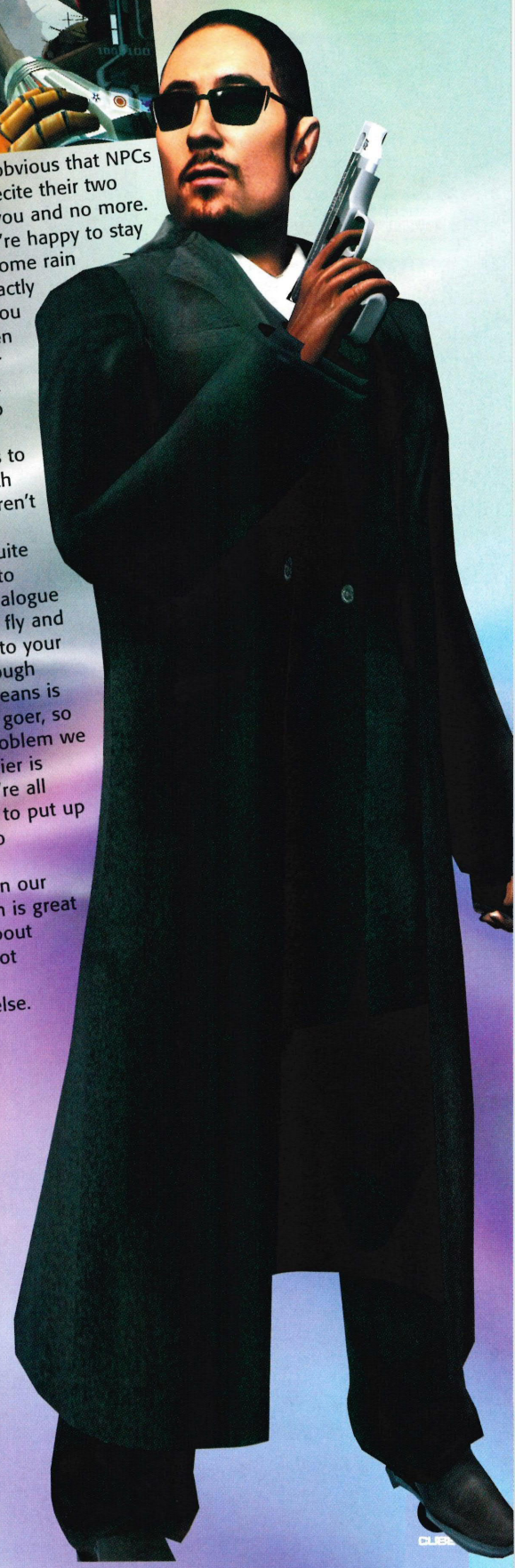
NPC

NPC stands for non-player character which is an old role-playing term for characters whose only purpose in life is to serve you, the player, with game hints. There have been some notable attempts to give NPCs the appearance of a real life but frankly having the postie in *Zelda* walk around in a circle really isn't getting the job done properly.

In fact the *Zelda* series is one of the worst culprits at making it blindingly obvious that NPCs are purely there to recite their two lines of dialogue at you and no more. Other than that they're happy to stay rooted to the spot come rain or shine and say exactly the same thing to you time after time. Even in things like *Paper Mario*, where what they have to say to you is usually jolly amusing, it begins to grate – but in truth the alternatives aren't that clear.

Employing a suite of script writers to make up new dialogue for them on the fly and then pump it into your GameCube through otherworldly means is probably not a goer, so until that AI problem we alluded to earlier is sorted out we're all going to have to put up with talking to emotionless automatons in our games, which is great for games about robots but not so great for everything else.





CUBE
INFORMATION

NFL STREET 2	
PUBLISHER:	EA SPORTS BIG
DEVELOPER:	EA TIBURON
ORIGIN:	US
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE
00 25 50 75 100

TBA TBA OUT NOW

A BIT OF PREVIOUS

NFL STREET
GAMECUBE

MADDEN NFL 2005
GAMECUBE

NBA STREET
GAMECUBE



Ninja football?







NFL STREET 2



It's second down with ten yards to go...

FIVE MINUTES INTO *NFL Street 2* and it excitedly tells us that it's time to learn to run with the rock (note: rock is American slang for ball). After successfully doing so, Xzibit shouts "Now they gone remember your name!" (note: 'they gone' is American slang for 'they are going to'). If double page previews could be written in 10 words, *NFL Street*'s Americanisms would tempt a verbal shrug, something along the lines of "just like before 'cept with new wall moves".

Sadly, the red word count tells us that 500 words are needed, so here's the low down on the new wall moves, improved Gamebreaker and hopefully, there will be time to mock Xzibit too. There should always be time to mock Xzibit. Wall

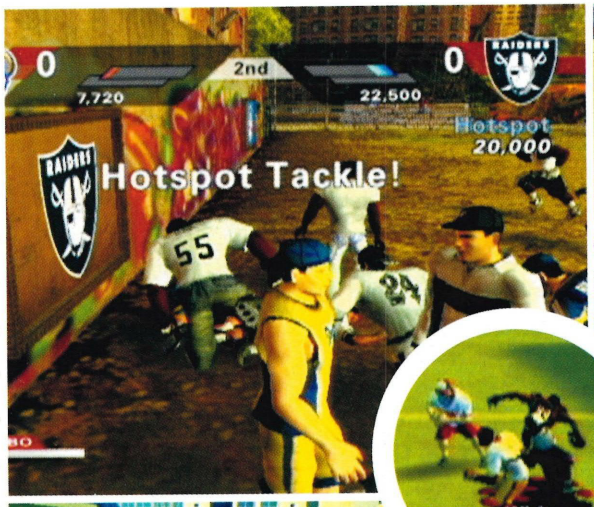
THE COMPANY LINE

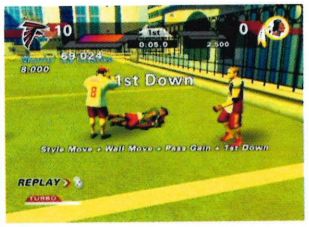
"PLAYERS WILL DESCEND ON BAY CITY'S 10 NEW ENVIRONMENTS"

EA PRESS RELEASE

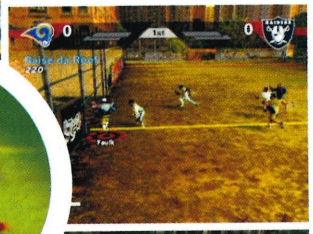
CUBE BACKATCHA

Players will descend? How, exactly? Arrive by helicopter?





Always be first to go down, no room here for sloppy seconds.







To catch Andre Johnson would be quite an achievement, cause he's fast.

XZIBIT WATCH

FAMOUS RAPPER IN A VIDEOGAME? SAY IT AIN'T SO!

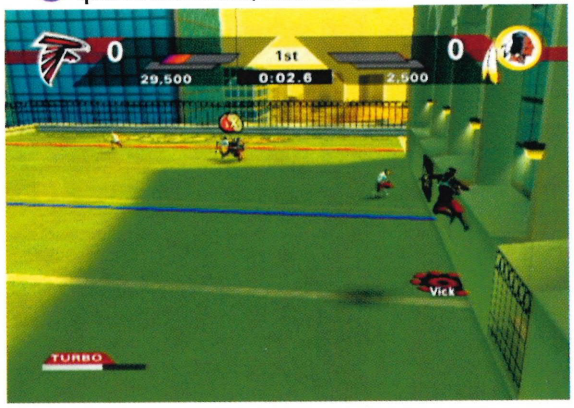
Is there anything Xzibit won't do for money these days? Cabaret? Children's parties? Duets with Geri Halliwell? It's hard to keep track of his multiple videogame appearances and he's snuck into another GameCube title. Now we love Xzibit as much as anyone else but as soon as we saw the grammatically challenged rapper barking orders in tutorial mode, it was hard not to sigh. Not a sigh of loving adoration, but a sigh of deep, dissatisfied boredom. Okay Xzibit, you win, we'll buy one of your albums now. Here's some free publicity. Now go away. Please!



moves first. As this brand of 'street' American football is played in closed environments, it means you can't run the ball out of play. In *NFL Street*, that meant scraping your team colours on the bricks as you tried to squeeze past opposing players. In *NFL Street 2*, it means leaping off walls and over other players or bouncing off the bricks to take the sting out of tackles. This improved athleticism is even shown by fat players, whose typical gymnastic abilities are sinking into grass when standing still for too long. The end result is the American football found here looks more like ninja football.

Improved Gamebreaker next. Normal Gamebreakers have been toned down, improving but not guaranteeing your chances of a touchdown – the equivalent of champagne on a first date. New is the second Gamebreaker bar, which takes away the challenge and gives you a definite chance of scoring – the equivalent of Rohypnol on a first date. To continue this morally dubious analogy without the challenge is no fun so hopefully EA will tweak the balance before release. Apart from those two features, there appears to be a lack of Annual New Stuff™ here. Look beyond the surface, however, and there's now a hefty collection of mini-games backing up the career mode. Crush The Carrier is by far the best, with each of the six players fighting each other to hold onto the ball the longest, while arcade purists will want to head to the slimmed down 4-on-4 mode. Whether this proves enough to extend the short lifespan of the previous *NFL Street* or even make enough of a difference to separate the two remains to be seen. After all, no-one will continue buying the same thing over and over again if it doesn't change – Xzibit's had that problem with his albums for years. Ho ho! There is always time for an Xzibit joke after all.

CUBE





CUBE EXPECTATIONS

NFL STREET EXCEPT WITH WALL MOVES



- ⊕ New wall moves are just too cool
- ⊕ Brilliant new mini-games
- ⊖ Basic gameplay remains the same
- ⊖ EVERYONE IS BORED OF XZIBIT

■ Players now leap 10 feet (like salmon) to snatch footballs out the air, crush defenders and spin their way to the end zone (not like salmon). It does make a difference but even so, *NFL Street 2* is shaping up as a tame evolution rather than game revolution. Time for another Xzibit joke: Knock knock. Who's there? Xzibit. Xzibit who? Exactly.



CHILDREN'S TELEVISION CHANNEL, NICKELODEON, IS ALSO INVOLVED WITH THIS PROJECT

CUBE

INFORMATION

TAK 2: THE STAFF OF DREAMS	
PUBLISHER:	THQ
DEVELOPER:	AVALANCHE
ORIGIN:	US
GENRE:	PLATFORM
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

MAR '05 | TBA | OUT NOW

A BIT OF PREVIOUS

TAK AND THE POWER OF JUJU
GAMECUBE

THE INCREDIBLES
GAMECUBE



He talks to animals



"WITH THE TIDY SUM OF MINI-GAMES, IT ALL ADDS UP TO A WELL PUT TOGETHER PACKAGE"

FIRST REACTION

Why that stupid feather in Tak's hair? Who's Jibolbo? What's going on? Oh look! A bear! Awwww!





TAK 2: THE STAFF O

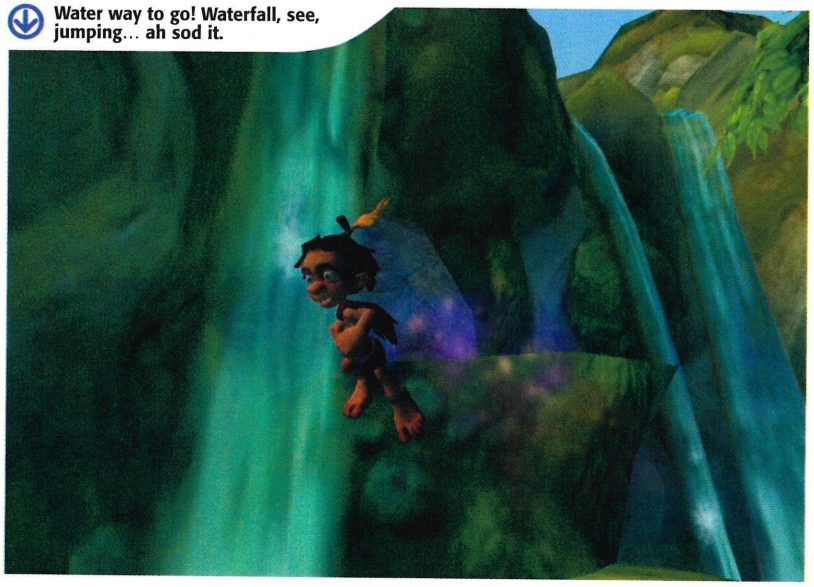
THE COMPANY LINE

"THIS INNOVATIVE SEQUEL WILL ALSO FEATURE NINE INTERACTIVELY DESIGNED LINEAR ENVIRONMENTS"

THQ PRESS RELEASE

CUBE BACKATCHA

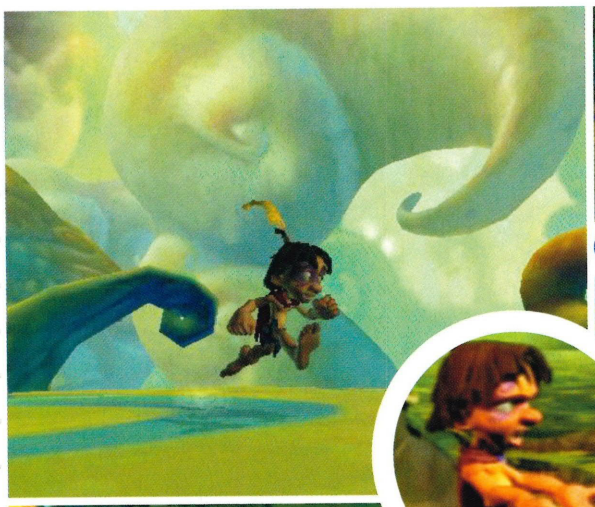
Press Releases For Beginners rule No 52: Never use the word 'linear'



Water way to go! Waterfall, see, jumping... ah sod it.

Tak swaps The Power Of Juju for The Staff Of Dreams

TAK IS MASSIVE in the US, where sweaty American children adore the pug-ugly hero. Glance at the stat box and you'll notice *Staff Of Dreams* is already available over there. British kids haven't had a chance to see Tak in action yet, as children's TV is stuffed with nonsense like *Balamory* and failed TV presenters having chirpy conversations with giant pink bears called Ding Dong or something. "I know Ding Dong, let's paint a picture!" No, let's not. Let's play *Tak 2* instead! Except you can't. Not yet anyway, as no Tak on television leads to a lower profile in Europe, which leads to a later PAL release for the *Staff Of Dreams*. It's no wonder British society is going further downhill.

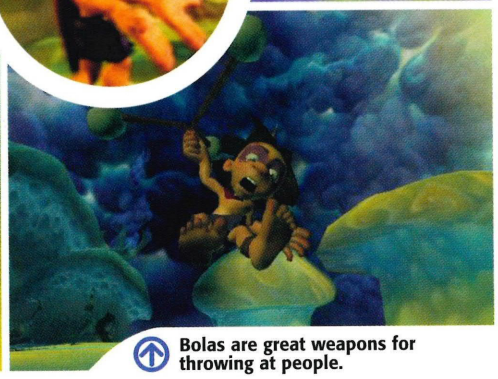




Tak loves bears, big hairy, manly bears.







Bolas are great weapons for throwing at people.

F DREAMS

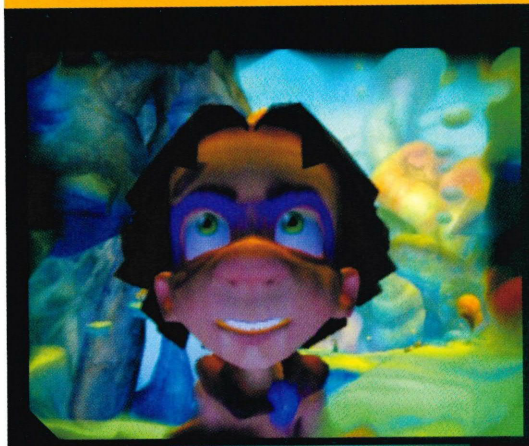
It's a welcome relief that *Staff Of Dreams* can rely on its gameplay as well as its licence, given very few people here know who Tak actually is. *The Power Of Juju* was better than expected, proving platform games and fun don't have to be mutually exclusive. Once again, it's the furry creatures surrounding Tak that are needed to solve the puzzles. For example, you need to find the skunk so you smell bad enough to chase away the squirrel, who is blocking the path towards the bees, who attract the bear, who's needed to throw you across the ravine. Deep breath… and relax. You can transform into other spirit animals too, including a wild boar, bear and jaguar. No donkeys though. Tak's sidekick, Jibolba, has now morphed into a flea. Again, this comes into play with various puzzles thanks to his ability to bite into animals or send them to sleep. Watching Jibolba sink his teeth into animals is most fun and usually gets the best rewards. Squirrels usually respond by throwing nuts at the nearest Woodies out of anger while a beaver might burrow into its dam and kick up logs to help you cross troublesome rivers.

At this point, you're wondering what the *Staff Of Dreams* has to do with any of this. Okay, you're not but let's pretend you are – during one of his dreams, Tak's roped into defeating an evil shaman and saving the princess. Tak is about to walk away from this challenge when he's told he has to do so otherwise he'll never wake up again. So off the disturbingly ugly hero trots, finding the Juju gods to help him and fighting nine Nightmare Creatures. Add some extra diversions and the tidy sum of mini-games, and it all adds up to a great package. Cynicism be damned, this could well turn out to be the perfect supporting cast to Mario and Prince Of Persia's double act. It's better than *Balamory: The Videogame* can ever hope to be anyway. CUBE

POWER OF JUJU?

THE BIGGEST TAK FANBOY IN THE WORLD

Over on sister mag P2 (£3.99 from all good newsagents), news editor Kendall Lacey looks like Tak, talks like Tak and probably double jumps on his way home from work. Who better to ask what the power of juju actually was? "Juju is the magical force that controls everything in the world," he explains, waving his arms in a slightly camp manner. And how does *Staff Of Dreams* compare to the original? "Ooh, that's a big question, bigger than life itself. Essentially it's the same as the first one but he's a bit thinner. He's got attitude now as well." So there.



Ladies and gentlemen may we present Mr Kendall Lacey, off P2, he likes news and stuff.

And his lookalike Mr Tak off The Power Of JuJu and American telly.



CUBE EXPECTATIONS

MORE ANIMALS AND SLICKER GAMEPLAY



- ⊕ Great puzzles using animal abilities
- ⊕ Lots of character and personality
- ⊖ Could be too similar to first
- ⊖ Might not appeal to non-fans

■ It doesn't matter how many Weetabix you eat or how many rulers you snap every day, or what watch you wear – even the hardest, toughest hearts should have a soft spot for this. Tak's world is welcoming and charming and if infused with the right mix of puzzles and platforming, it will turn heads. Big, deformed heads.

CUBE INFORMATION

UEFA CHAMPIONS LEAGUE 2004-05	
PUBLISHER:	EA
DEVELOPER:	EA CANADA
ORIGIN:	CANADA
GENRE:	SPORT
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

FEB '05 TBA FEB '05

A BIT OF PREVIOUS

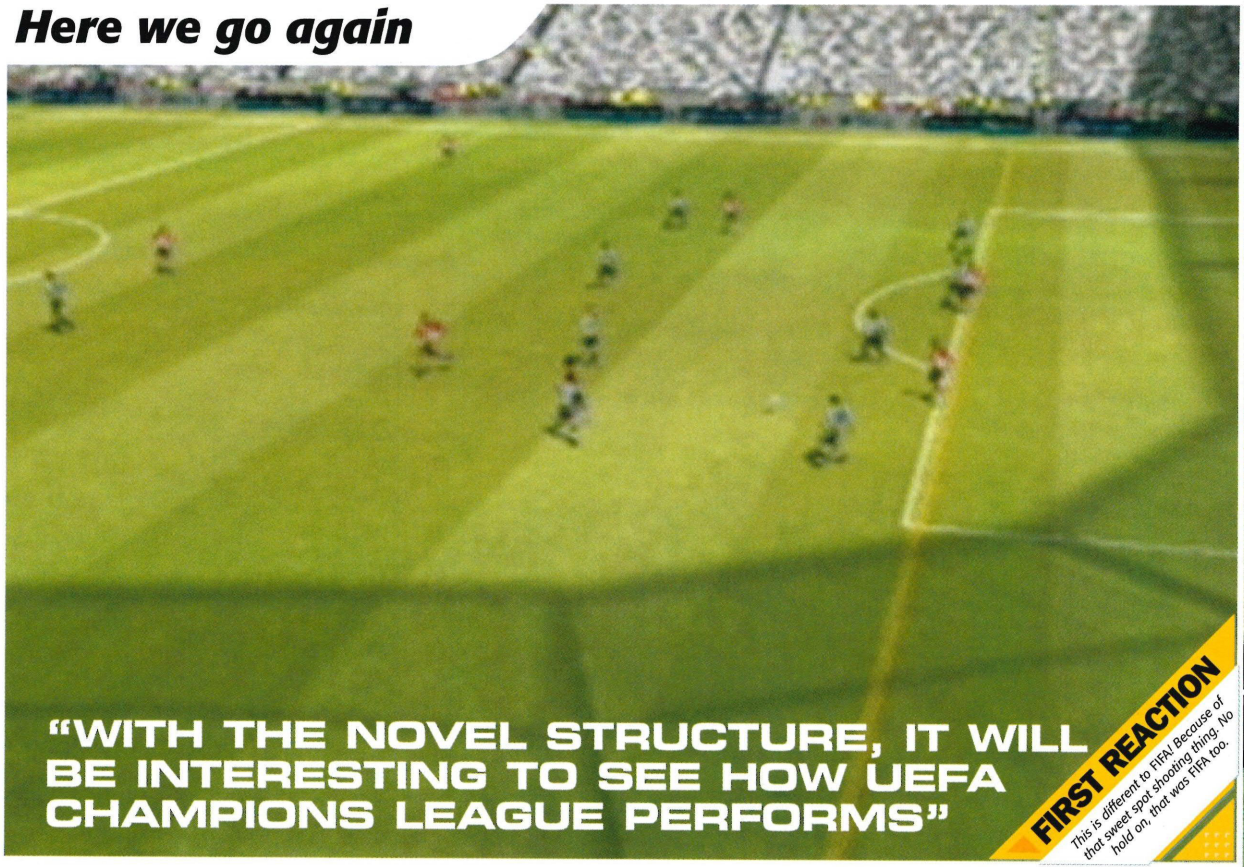


FIFA SOCCER 2005
GAMECUBE

UEFA EURO 2004
PS2

FIFA SOCCER 2004
GAMECUBE

Here we go again



"WITH THE NOVEL STRUCTURE, IT WILL BE INTERESTING TO SEE HOW UEFA CHAMPIONS LEAGUE PERFORMS"

FIRST REACTION
This is different to FIFA! Because of that sweet spot shooting thing. No hold on, that was FIFA too.



UEFA CHAMPIONS LEAGUE 2004-05

THE COMPANY LINE

"THIS IS AN EXCITING EXTENSION TO OUR FOOTBALL GAMES PORTFOLIO"

EA PRESS RELEASE

CUBE BACHATCHA

Cold chips are exciting compared to *FIFA 2005*

EA tries once more to crack football's winning 11

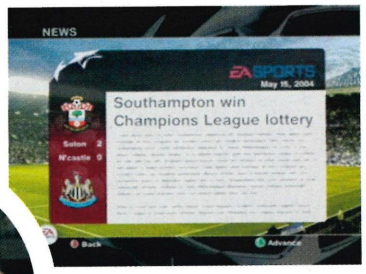
YOU KNOW THE story by now. We're sick of telling it and you're sick of hearing it. If anyone had the insight to patent the phrase 'EA's last football game sucked but this one should be much better', they'd be on a Mexican beach drinking mimosas and laughing at the dreary British weather. Upsetting thought eh? Let's skip the depressing intro and get straight to the business at hand.

This is *FIFA 2005* draped in Champions League clothing and as *FIFA 2005* received a lukewarm 7.0 back in Issue 38, you know things need to change before we give the green light for you to go and part with your money. And they have! Set-pieces are the most obvious enhancement, with EA striking the double blow of making them both user friendly and more in-depth. The season mode, aptly named The Season (good work guys!), is where the licence is brought to life. After selecting any team from the Premiership, La Liga, Serie A, French Division 1 or Bundesliga, you need to win your last season game to qualify. Fail and it's game over, after just one game.

Winners get to see the club bought out by a rich businessman (sound familiar?), who then wafts money under your nose promising the world's best players if you keep winning matches and the axe if you doesn't. Sound familiar now? Yes, that's right! It's the story of Chelsea! Minus the drug-snorting players and bitter ex-chairman who looks a bit like Father Christmas. The new owner insists on sending you memos telling you to get rid of under-performing players, use certain formations and make sure new faces are on the field.



It's Nilsson taking a corner. Sorry. We can't make it any more exciting.





It's just like real life! Hang on... no it's not. Sorry.





METAL GEAR SOCCER

WHAT'S NEXT... STEALTH MODE?

Story Mode – what's that all about!? This is a football game, right? Well what about a racing scenario where you have to button bash *Track & Field* style to beat your marker to the ball? No? Okay, maybe we could have a rhythm action section every time the ref blows up you're asked to press buttons in time with the beat in order to argue the toss. Of course, even if you get every beat absolutely spot on he still won't change his mind. Alright, how about this for a scenario – the opposition have a free kick within shooting range and their dead ball specialist is standing over the ball. However he hasn't spotted you yet and you've got to use stealth to sneak past him and bap the ball into the safety of row Z. 'Ave it.

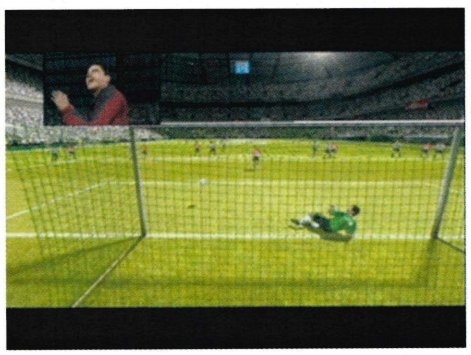


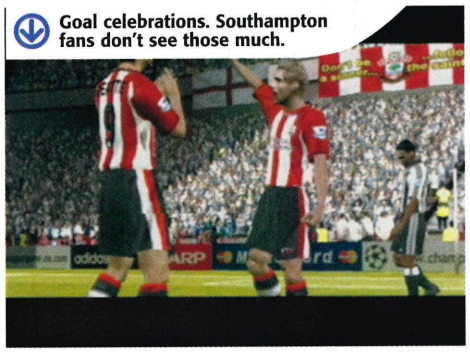


This picture is harder to caption that you realise. So we won't.

Look at the goalie flail around the floor like a dying fish. Ha!

Football can be a very affectionate sport at times.





Goal celebrations. Southampton fans don't see those much.

Come crunch time when you face off against the likes of AC Milan, Real Madrid and Maccabi Tel-Aviv, this new owner will have had some say in forming the team. The on-pitch view is now letter-boxed for a more cinematic feel and the game is even split into chapters. At times, The Season feels like it's trying desperately hard to tell A Story. While this is quite unique for sports games, as any goth will tell you, being different doesn't always mean being better.

One area where *UEFA Champions League 2004-05* will definitely impress is the sound department. Radio banter breaks the silence in The Season's menu screens, as radio callers phone in to moan about the latest results. The commentating from Clive Tyledsley and Andy Gray is spot-on and among the best you'll hear in any sports game, with Tyledsley seeming to have an opinion on just about everything from dubious penalties to glaring open goal misses. With the novel structure and excellent presentation in place, it will interesting to see how *UEFA Champions League 2004-05* performs when it goes under the review microscope. *FIFA* is still struggling to live up to its billing. Consider this a second chance. CUBE

CUBE EXPECTATIONS

NEW ELEMENTS ARE GOOD BUT WILL THEY WORK?



- Improved set-pieces
- Fantastic commentary
- Gameplay still a shade too sluggish
- Season mode feels mechanical

With the improved set-pieces, excellent commentary and new Season mode, *UEFA Champions League 2004-05* is solid along the middle of the pitch. It's just that lumbering old Emile Heskey up front, with his painfully slow gameplay that has potential to balls up the midfield's hard work. Come on you reds!



Don't you open that trapdoor... cos there's something down there

WORLD EXCLUSIVE SCREENS

RESIDENT EVIL 4

THIS ARTICLE HAS been a complete nightmare to write. Every time we started it we had to somehow hold ourselves back from screaming and running round the room like little kids. All the while we were looking over our shoulder just to check that the big boss wasn't ripping off his shirt and tearing a tree out of the ground... or that there wasn't a giant worm in our coffee... or that when Tim took his jacket off he didn't have an entire armoury in his pocket. In case you hadn't already guessed, we've been playing *Resident Evil 4*. Or rather, it's been playing us. It taunts us, it scares the living daylights out of us, it coaxes us back in, it pokes us in the eye, then it strokes us. This game owned us for an entire day, and we have survived to tell the tale. In the coming months others will tread the bloodied path of CUBE, but for now we are the only magazine to have witnessed the full horror. We feel honoured but somewhat lonely. We need to tell someone our story. You lot will do.

Be afraid, be very afraid. You cannot prepare yourself for this game. We tried. We've stripped the playable demo bare and we've watched the numerous trailers umpteen times already. Yet still, after our little session we were left shaking. We were physically and mentally exhausted, such is this game's power. Or maybe it was the fact that Capcom's hit squad was breathing down our necks to ensure that we didn't tell a soul of our experience until the 13th day of 2005. Even with that restriction we aren't actually allowed to tell you about the really cool stuff... the stuff that takes the game from good to astounding. Wherever we have been censored (grrrr!) we'll let you know by way of a '[make up some very scary/cool stuff here]' message. Sorry folks, it's completely out of our control.

Still, at least we were allowed to play it, and even without the many cool bits this game is still phenomenal. We thought we knew everything there was to know about it, but we were so wrong. What follows is a little diary that we put together and it covers a day in the life of Leon.

CUBE INFORMATION

RESIDENT EVIL 4	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
ORIGIN:	JAPAN
GENRE:	SURVIVAL HORROR
PLAYERS:	1

PERCENTAGE COMPLETE

00 25 50 75 100

18 MAR '05 | 27 JAN '05 | OUT NOW

PREVIOUS

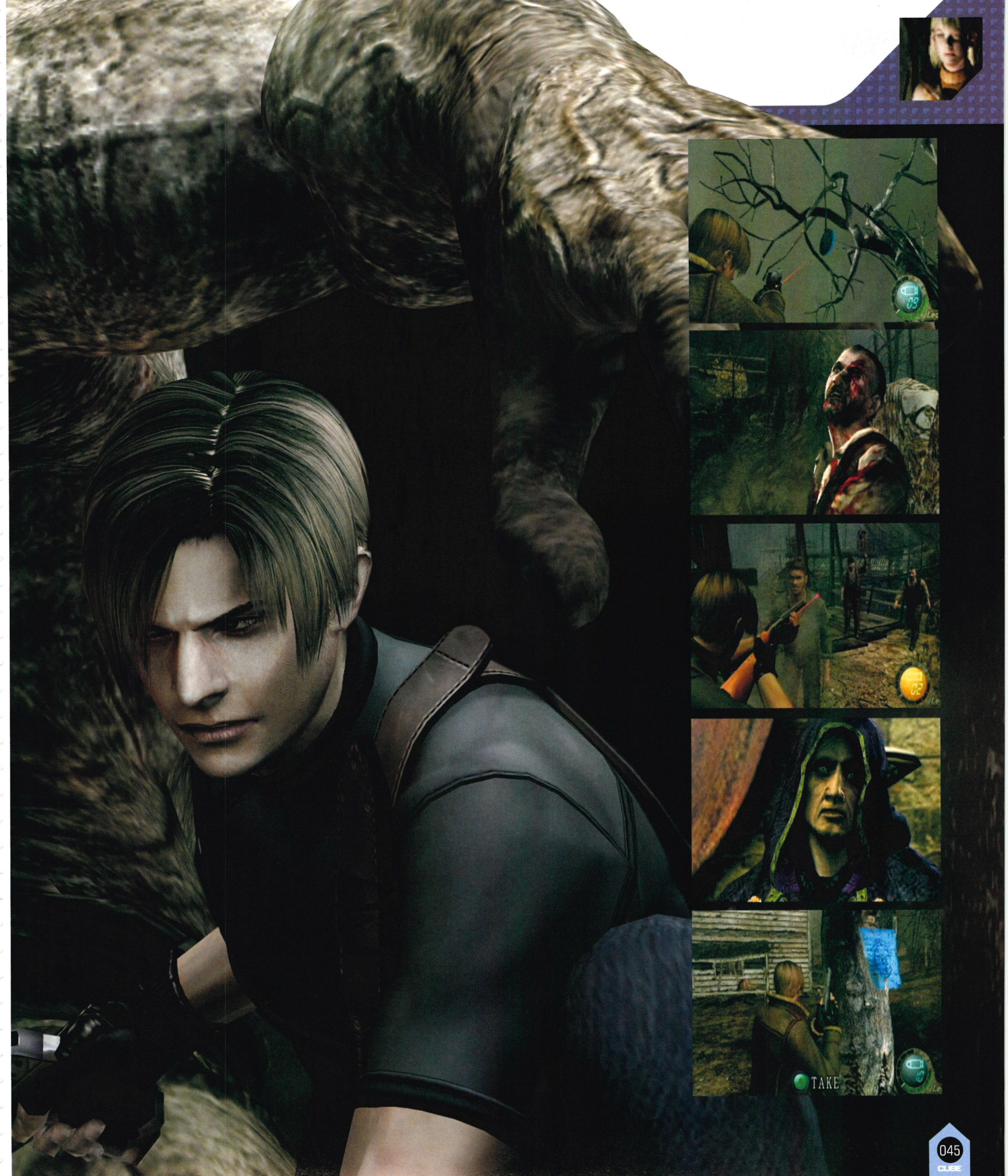
FROM THE MAKERS OF...

RESIDENT EVIL ZERO



■ Gorgeous addition to the *RE* series that ties up many of the series' loose ends.

TOTALGAMES.NET RATING: 90


TAKE



BOSS EYED

TUGGING ON YOUR MAGGOT

The first boss that we came across was this mutant salamander. If we're going to be specific (and to please the biologists amongst our readers), we'd say that judging by the mouth, the external gills and the proportions of the head to the tail, that this is actually a mutant waterdog. Anyway…

This thing is big. It's about 10 times the length of Leon's little boat, and it's mouth could swallow a fire engine whole. At first it merely nudges you, but even that's enough to dislodge the anchor and get it stuck on the creature… which then takes off at high speed taking you with it. Your only option now is to aim the harpoons and throw as many as you can while avoiding the logs and other debris in the water. If you do hit something you'll more than likely flip over, meaning you have to bash the A button to swim back to the boat.

Every time you get hit you lose a bit of energy and the speed of your over-arm will decrease. If you manage to get back to the boat you'll find the anchor has freed itself, and you're in full control. Now you have to sit tight and wait. After about 10 seconds the creature appears a few hundred metres away and comes towards you on a collision course. The last things you'll see are the [make up some very scary/cool stuff here].

Eventually you'll hurt the creature enough to scare it off but before it leaves it'll grab the anchor in its mouth and drag you downwards. In the commotion the rope gets caught around Leon's foot, and you have to frantically bash the A button to cut the rope.



CUBE'S RESIDENT EVIL 4 DIARY

Day 1 – 09:40

This first section is the part that we've seen and played through so many times before, but the finished code has so many new additions to it. At the start we're treated to the game's proper intro sequence. Leon briefly tells us what he's been up to over the past six years and how he's now been charged with rescuing the president's daughter. The sequence with the Policia has now been extended as well. As you drive through the woods they have a chat to you and at one point one of the officers gets out of the car to relieve himself at the side of the road. The camera switches to the woods as though someone is watching him and for a second you think that he's going to be attacked, but he gets back in the car, and off you go.

Day 1 – 10:05

We're in the woods outside the village now. After a few minutes of messing around we're already aware of so many changes. You can now reload whatever weapon you happen to be carrying by holding down R and tapping B. Magic. No more waiting until you run out of ammo or having to go to the inventory screen after every encounter. Another major change is the addition of the knife button. Simply hold down L to get the knife out and press A to slash. This makes the action so much more fluid – with the older version we were getting the knife out to break open boxes, then re-equipping our weapon before we moved on.

All the villagers now have multiple new phrases, and they actually sound different from each other as well. They're also a damned sight more intelligent than they were before, and that's saying something as they were quite clever even in the old version. Now they tend to dodge and duck just as you shoot at them. The wolf is still here, stuck in the bear trap. We free him as we always have done, except this time we're hoping that it might actually benefit us somewhere further down the line.

Within the first few minutes we're introduced to a new character: Hannigan. She's part of the team assigned to rescue Ashley, and is on the other end of the radio whenever Leon needs her. Every now and then Leon checks in to receive updates on his assignment.

Day 1 – 10:20

We're now in the village itself. The improved AI kicks in immediately. No longer can we skirt around the edges of the village without being seen. One of the men clocks us straight away. We know this section like the back of our hands though so we're relatively un-phased at this point. Run to the far gate, chuck a few grenades at Baghead, pop him in the head while he's down, clear out the shotgun house, jump out the window, combine the three herbs to increase our maximum health gauge size, group the villagers and Baghead together, then unleash our fury. There are a few differences though: the Golden Tonic only increased our health gauge by 20 per







HARD CASH

DODGY GEEZER

■ Weapons can be bought, sold and upgraded thanks to a shady merchant who turns up every now and then. You can get money by picking it up or by selling treasure that you find.

TAKE IT ALL IN

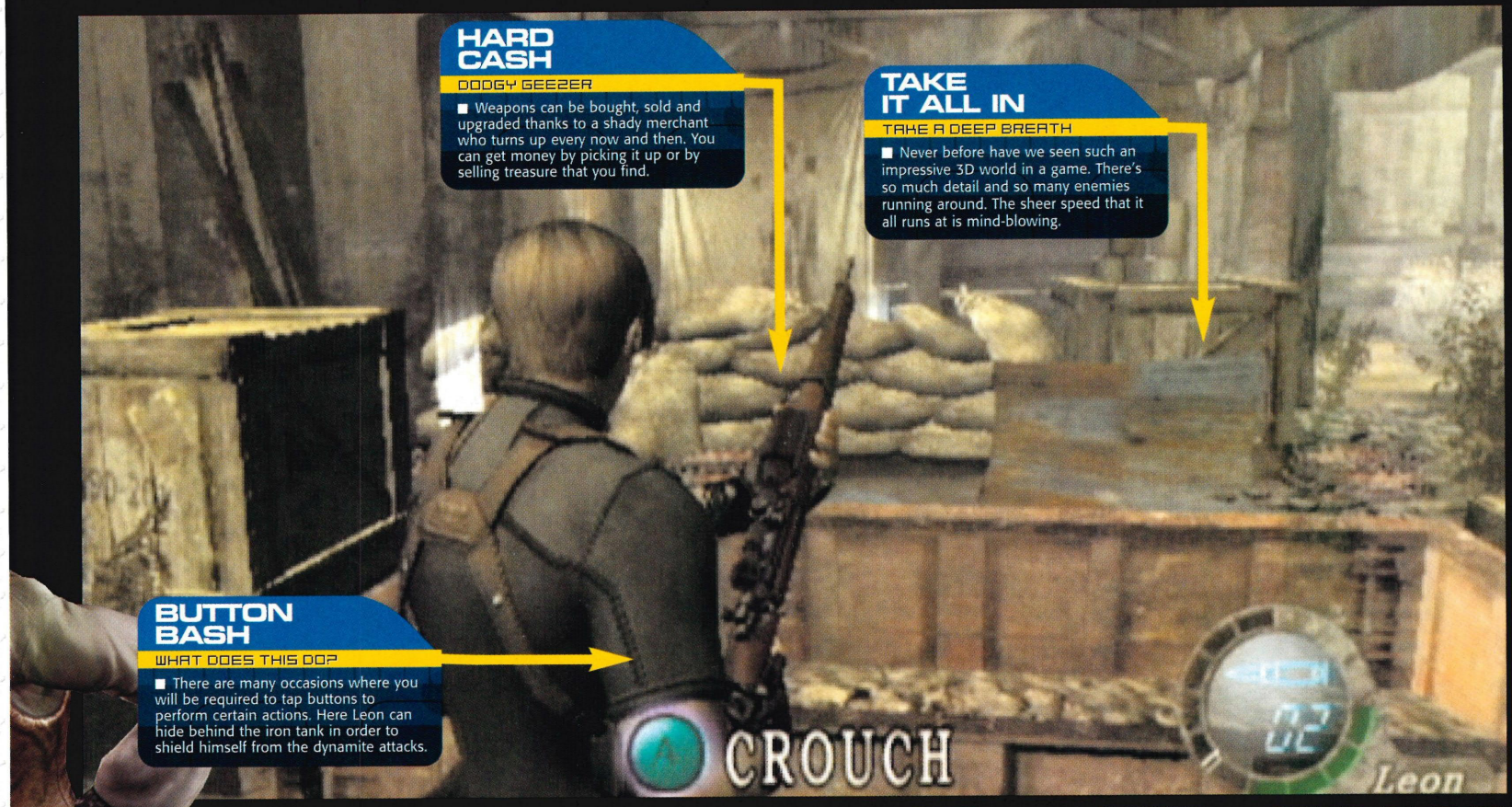
TAKE A DEEP BREATH

■ Never before have we seen such an impressive 3D world in a game. There's so much detail and so many enemies running around. The sheer speed that it all runs at is mind-blowing.

BUTTON BASH

WHAT DOES THIS DO?

■ There are many occasions where you will be required to tap buttons to perform certain actions. Here Leon can hide behind the iron tank in order to shield himself from the dynamite attacks.



cent as opposed to the 50 per cent it did back in the day. Also, as well as money we've been picking up gems such as Rubies and Spinels. At the moment we have no idea what these are for.

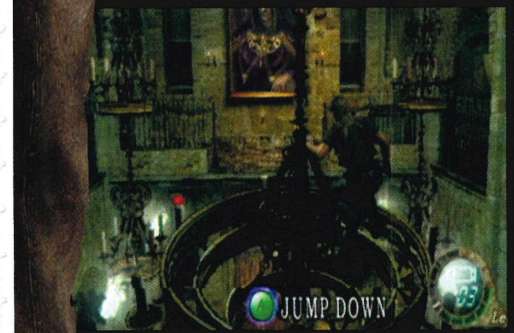
The bell tolls and the villagers disappear, mumbling something that sounds like 'Lord Sadler'. From hereon in, everything will be new to us, and for that reason alone we're bricking it.

Day 1 – 10:45

Hannigan tells us to exit via the gate at the far end, and we find



The church is eerily quiet when you first arrive.





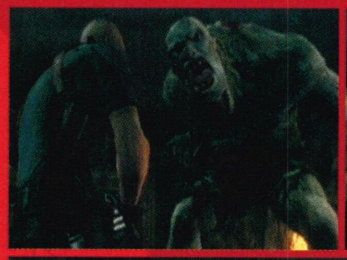
BOSS EYED (PART 2)

SEPARATING THE BOYS FROM MEN

The second boss from our diary is the T-Rex tickling El Giganté. Seriously, this thing could knock over a T-Rex with a flick of the finger. Naturally Leon will be able to beat him though… cos he's hard.

The villagers keep the giant troll locked up inside a cave, and when he comes out he's pretty angry. He isn't too fast on his feet, but his fists can put a hole in steel so it doesn't really matter.

To start with we just pummelled him with shotgun shells to the face… well, we tried to. His strides are so long that we literally had time for two shots before he was over us, as which point we'd have to run between his legs. All of a sudden though our little wolf friend appeared and decided to help out. He did this by drawing the Gigan's attention away long enough for us to get some shots in. That's just what was needed to aggravate the [make up some very scary/cool stuff here]. It's very intense stuff.











CONTINUED ourselves in another part of the village. There are a few villagers here who haven't been called away but this area is more about exploration really. A blue notice is pinned up on a tree. It tells us about the blue medallions that are hanging in the trees and from rafters. Apparently we need to shoot these in order to receive a bonus. The first one is above our heads so we shoot it down. We get the feeling that other medallions won't be this easy to find though.

As we turn the corner we suddenly realise why all the villagers hate us so much. There's a notice on a wall written by the village chief, telling the villagers to look out for a dangerous American agent.

Day 1 – 10:55

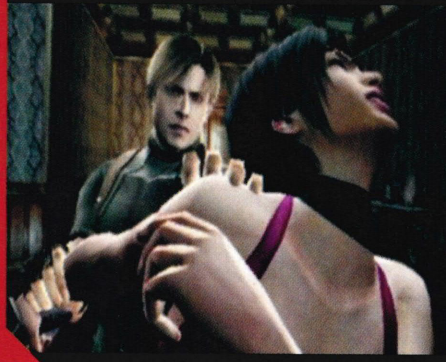
The next area consists of a few old houses and a huge barn. The villagers have already been alerted to our presence and they're armed with dynamite… which they then proceed to lob at our heads! A shot to head confuses them long enough for the dynamite to wipe the smile off their faces though. One house has six of these crazed dyna-men inside, and a shot through the window finishes them all in one satisfying blast. A woodland path takes us down a hill, and half way down some villagers push a boulder off a cliff top. We have to sprint like crazy to get away from it, and then dive out of the way at the last second.

The path leads down into a more derelict village area. The one big house looks like it hasn't been lived in for decades. The textures are stunning, and there's even a little tarantula running around. We were genuinely excited to find it. Is this a hint at what's to come? Please, please let the giant spiders return. There are more important things to think about right now though, like the slow, repetitive thud that we can hear. It's coming from somewhere in this house, and we can feel ourselves physically peering around every corner as if it's going make a difference. We finally discover that the source of the noise is in fact a character called Luis, who has been captured, bound and bundled in a cupboard.

Our little killing spree hasn't gone un-noticed, and releasing Luis is the final straw. We turn around to be faced with a giant of a man. At 10-feet tall and with fists like bowling balls, there really is no contest. The Village Chief brushes us aside like flies.

Day 1 – 13:25

A short cut-scene confirms the rumours that have been circulating for the past year. [make up some very scary/cool stuff here]. Does anyone





"IT MUST ONLY BE A MATTER OF TIME BEFORE EVERYONE AROUND YOU IS [MAKE UP SOME VERY SCARY/COOL STUFF HERE]"







"Grrr! I'm a tiger!" Erm, no mate, you're just some freak with an Edward Scissorhands job. Tut, freaks these days...

remember the original storyline for this game? Remember what was wrong with Leon? Grab one of the old **CUBE** Video Discs and watch the first trailer. Sorry, that's really all we can say (hint, hint, nudge – do it!). Suffice it to say that Umbrella, or whoever is behind all this has obviously made some huge advancements.

We awaken to find Leon and Luis tied up, back to back, in a different house. At first Luis tries to make out that he's just an innocent bystander but it's obvious that he knows a lot more than he's letting on. He mumbles to himself about seeing something in one of the labs when he was there, and that gives the game away. There's no time for chatting though: one of the villagers has been sent to kill you. He drags himself towards you with a battle-axe and both characters dodge. The axe cuts through the bindings and releases you both. No sooner are you free than Luis is off.

As you leave the house a hooded character passes you in the shadows and beckons you to follow. At the back of the house you come across a merchant. He's a bit of a 'dodgy geezer' and his cloak is full of wares. Now we know what we're supposed to do with all this money. We've gone into more detail on this guy elsewhere on these pages, but for now all you need to know is that we've bought a Village Treasure Map and a Rifle and Sights. The map highlights secret treasures such as gems, pendants and Blue Medallions. The Merchant tells us that if we collect 10 of these medallions he'll give us something special. Fair enough.



Day 1 – 14:00

It's lucky we bought the rifle as it looks like we're going to need it. The house overlooks a gaping ravine. The villagers have built wooden walkways across it and we have to get to the other side. As soon as the alarm goes off the villagers swarm all over us. Initially we find the best tactic is to snipe them from a distance. One shot and they fall into the ravine. There are also barrels that can be blown up, and there's always the option of killing the dyna-men for a satisfying blast. After a few minutes though it becomes obvious that the waves of villagers won't come to an end. The gate at the far end is locked. We need a hexagonal medallion to open it, the two halves of which can be found in chests scattered across the walkways.

Day 1 – 14:00

The path leads away from the ravine, and a cut-scene introduces the first villager we come across. The old man's head [make up some very scary/cool stuff here]!?. Blimey, we certainly weren't expecting that. Thankfully he's

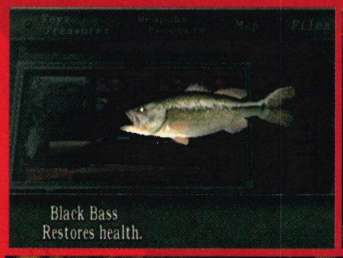


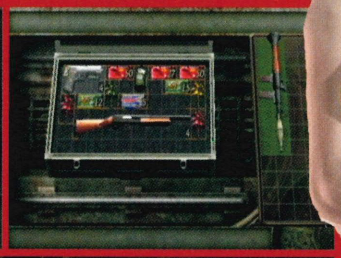
DODGY WARES

TELL YOU WHAT, I'LL DO A SPECIAL DEAL

Weapons, ammo and health-related items can still be found in the game, but the really good stuff has to be bought from the Merchant. He hides in specific areas, which show up on your map as an 'M'.

Throughout the game you'll pick up gems such as Spinels and Rubies. Spinels are quite common and will earn you 2,000 Ptas, whereas Rubies only come after defeating sub-bosses such as Baghead, and you'll earn 10,000 Ptas for those. You can also sell things like Flash Grenades as they're pretty useless. Probably the best way of making money is to go fishing. We came across a few places where you can shoot bass and then put them in your Attaché (your case). They take up a lot of room in your inventory but you can buy a bigger Attaché from the Merchant for 30,000 Ptas. The Merchant is the only way to get your hands on weapons such as the Rifle and Sights, the Rocket Launcher and the Sub-machinegun. He also has a good supply of First Aid Sprays, which no adventurer should be without.









All we care about is the water. We're so shallow.

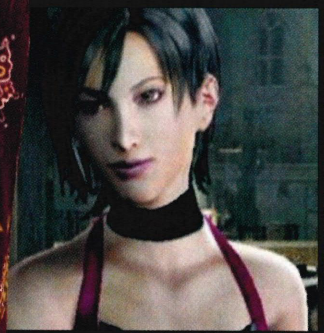
CONTINUED

only a little tougher than a standard enemy. Could this be what Leon has been [make up some very scary/cool stuff here]!? Too many questions, not enough answers.

Dozens of fights later we come to a big house. This house is like nothing we've seen before and the rooms inside are like something out of a stately home. There are pictures of a man in a robe (he must be this Lord Sadler character) and the village chief but nothing particularly revealing. Once again the village chief suddenly appears behind us (for such a large man he's extremely light on his feet) and grabs Leon by the neck. It's only now that you notice the colour of Leon's eyes. They've gone a strange shade of red, as if something is behind them. As soon as the chief sees Leon's eyes he drops him and says something about [make up some very scary/cool stuff here]. Just at that point a mysterious woman appears outside and fires two shots at the chief. He dives out of the window after her giving you a chance to get away. It's quite obvious that this woman is Ada Wong from *RE2*.

The chief's reaction raises more questions though. He didn't know that you had [make up some very scary/cool stuff here], and it must only be a matter of time before everyone







"THE WATER IS UNBELIEVABLE. THE ENTIRE LAKE IS FILLED WITH THE BEST WATER WE'VE EVER SEEN IN A VIDEOGAME"







around you is a [make up some very scary/cool stuff here].

Day 1 – 14:35

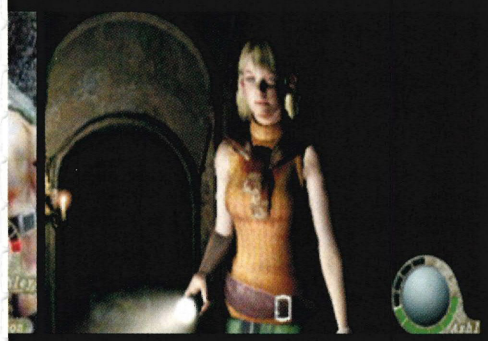
Further exploration takes us to the graveyard just around the corner. At the top of the hill is a church. According to Hannigan this is where Ashley is being held, but the door is sealed shut. Without a special key there's no way we're getting in, so Hannigan recommends exploring the lake area.

The path leads away from the graveyard, and eventually we come to a cliff edge that overlooks a lake. Two villagers are dumping the body of an officer in the lake. Why would they be doing that? There's a path leading down to the lake so we follow it. The water is unbelievable. The entire lake is filled with the best water we've ever seen. Originally Rare led the way with *StarFox Adventures*, then Capcom bettered it with *RE Zero*, but now Capcom has raised the bar yet again. Anyway, that's not really important. There's a small boat down by the lake that we can use to retrieve the body, so in we jump and off we go. The boat is controlled with the analogue stick: up and down move it forwards and backwards, and the steer is reversed so that pushing left turns you right and vice versa. As we get to the centre of the lake we sudden become aware of something in the water. The camera pans out to reveal a ridiculously huge creature underneath the boat. Seriously, it's the size of a P&O ferry! As it swims underneath you the anchor gets caught in it's mouth your boat gets dragged along behind. We've gone into more detail on this creature elsewhere in the feature.

With the creature defeated Leon rides to the other side of the lake and only just manages to drag himself into a cabin before he collapses and [make up some very scary/cool stuff here].

Day 1 – 21:05

Leon comes too six hours later to the sound of Hannigan on the radio. Time is running out for Ashley, and if Leon doesn't get to her soon she may be lost forever. Outside the sun has gone down and it's pitch black. Leon's only source of light is the occasional lightening strike, the moon and the torches that the villagers are holding. It's not too long before we find ourselves forced into a small arena, the gates for which slam shut as soon as we walk inside. The villagers open a giant doorway and introduce us to their pet: El Giganté. He smells a bit and could do with trimming his nails,

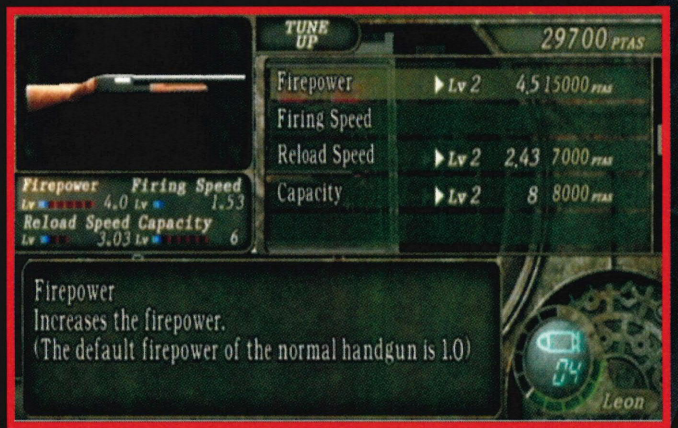


FASTER, HARDER...

GUNS DON'T KILL PEOPLE, MERCHANTS DO

Another brand new addition to the game is the ability to upgrade your weapons. You can only do this by visiting the Merchant with a whole load of money. Upgrade options include Firing Power, Firing Speed, Reload Speed and Ammo Capacity. A little table on the menu screen shows you what your current specs are, and how far the gun can be pushed if you have the money.

In theory if you had the money you could equip yourself with enough firepower to slaughter an entire army of crazed villagers. Just like real life then.





SAVING FACE

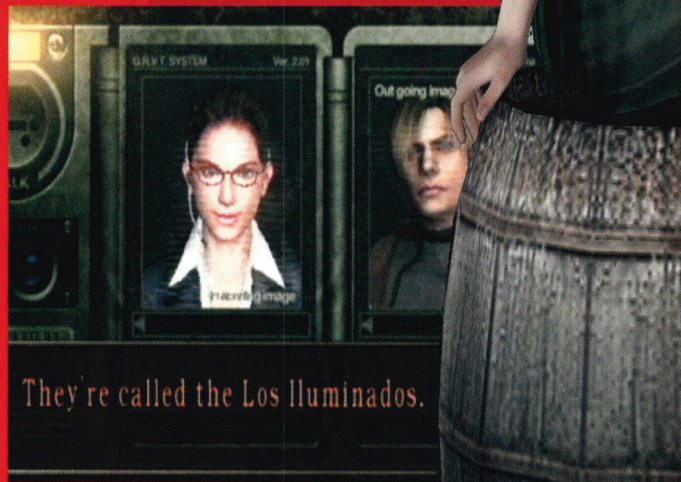
THIS AIN'T NO MONSTERS INK

If there's one thing that every *Resident Evil* fan the world over would agree on, it's that those damned Ink Ribbons were pointless. If you think they were great you're simply wrong. They just didn't fit in a horror game. Mutant lizards, flesh-eating zombies, global corporation conspiracies, and, erm... ink ribbons. Yes sir, we think that was a bad move on Capcom's part.

Thank the heavens then, for Capcom has removed them once and for all. The typewriters are still in the game, and we can live with that, but the ink tends to last quite a long time, ie for the whole game. Therefore you can save as many times as you want, as long as you can find a typewriter. The team has put them where they're most needed, so if you see one you can be sure that it's there for a reason. In other words, don't be a hero because when the big moster bites your head off you'll have to start from way back.







CONTINUED

but aside from that he's a nice bloke. You can read more about him elsewhere in the feature.

The gate out of here leads down a winding path (yet another boulder chase: when will these guys give up!?) to a wooden door, which in turn leads to a trapdoor and a ladder. The ladder is the way down into the caverns. The textures and scenery down here are fantastic. Stalactites and stalagmites decorate the ceiling and floor, water drips from the ceiling and an underground stream flows into the darkness. There are bats down here that fly around your head. You can knife them but sadly you can't stick them in your Attaché and save them for a kebab supper. The gorgeous flaming torches can be shot down for a satisfying little graphical effect, but you'll pay the price by being thrown into complete darkness.

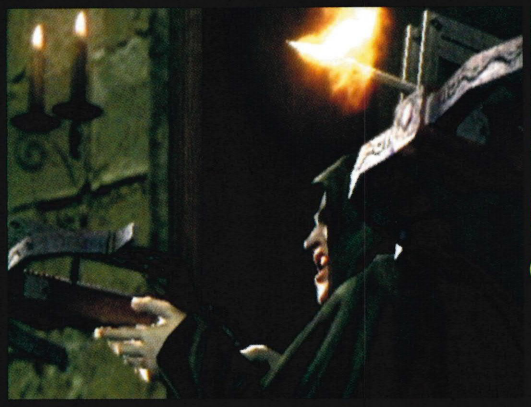
There's also a boat with which to navigate the stream. The boat allows you to get to another area that holds the key to the church and the merchant's hideout. This is his stockroom, and we suspect that the crates around him are rammed with goodies. Any self-respecting adventurer would whack the merchant over the head and nick all his gear, but Capcom hasn't included this option. Ah, that's because this is a family game. Erm, hang on a sec... anyway, the most important thing is that there's a treasure chest down here that contains none other than the key to the church. Sweet.

Day 1 – 22:45

At long last you can get back to the church and open the door. Obviously it won't be quite as easy as just strolling in though. There are two dogs guarding the church gates, and after firing a few shots at them they [make up some very scary/cool stuff here]. Damned devil dogs. Are we allowed to say that? Hmmm... just about.

Inside the church everything is surprising normal but unsettlingly quiet. A ladder leads up to the first floor, and Leon can jump across the swinging chandeliers by tapping A. No difficult jumping here: it's automated, just press A. On the other side is a small puzzle that you'll have to solve to open the door to Ashley's room. We've talked about this puzzle a little in the Brain Teaser section just over there *points to the right*.

"IT TURNS OUT THAT ASHLEY HAS [MAKE UP SOME VERY SCARY/COOL STUFF HERE]"





The monks aren't best pleased when you nab Ashley. What do they want with her?

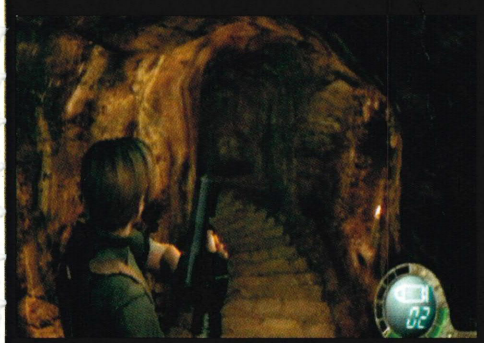
Chests always hold essential items such as keys, and they are always well guarded.

With Ashley in safe hands Hannigan arranges for a chopper to pick them up just outside the village. Suddenly Lord Sadler appears behind the alter and fills you in on his sinister plan. It turns out that Ashley has [make up some very scary/cool stuff here]. Damn. That's going to ruin her birthday for her... and the rest of the world probably. Oh well, we've come to expect this sort of thing.

This is the part where Leon has to escort Ashley to safety. You can tap ↓ to make her hide, or tap ↓ again to make her follow you. If you aim at her she'll automatically duck, allowing you to shoot at enemies behind her. If you climb down a ladder you have to catch her. If Ashley dies or gets taken away it's game over sonny. This is where the action steps up a notch, and the pair make their way to the castle (watch the bit on the DVD where they're avoiding aerial attacks in the castle grounds) and it's where we're going to have to leave the young adventurers. We're out of playing time and out of space! CUBE



"Jump! Don't worry I'll catch you, no really I will. No, it won't be like the last time."



BRAIN TEASERS

The puzzles make a return

In previous versions of the code there weren't any puzzles and we'd assumed that Capcom had removed this aspect of the game. Thankfully though they are still in there. We came across three during the day:

3D Puzzle:
In order to open the door to the Village Chief's house you need to solve this puzzle by getting the Los Illuminados' (the cult in question) logo the right way up. Apparently this can be done in two moves but it took us quite a few attempts. Yes, okay, so we're rubbish.

Graveyard Puzzle:
There are a bunch of logos on a pedestal, and you have to match the logos up by doing a bit of research in the graveyard. You need to use the clues to find the right graves and then remember the logos that are displayed on the gravestones.

RGB Puzzle:
In order to save Ashley you have to place these three screens at the right angle in order to match the logo in the church. It's a simple case of spinning the logos and then putting them together.



CUBE SAYS...

FIRST IMPRESSION

■ Wow. This game is incredible. We went in thinking we knew everything and came out a quivering wreck. Everyone needs to pay attention to this game. It doesn't matter if you hated the control system from the old games, because Capcom has completely reinvented it. Graphically this is the best the GameCube has to offer. Take *Resident Evil Zero* and then imagine it in full 3D, looking just as, if not more gorgeous. We're in shock folks. Yes! CUBE

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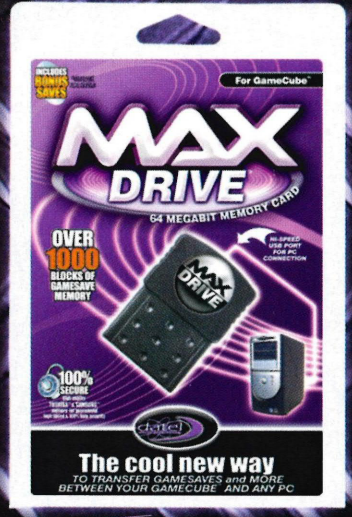
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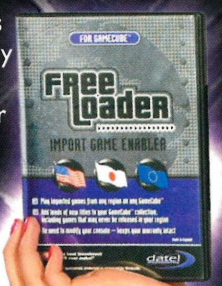
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SATURDAY 9am - 3pm

CUBE REVIEWS

ISSUE FORTY ONE

ILLEGAL ALIENS

IT'S A BIT of a weird one this month. A quick glance over the games to the right will show you that we have only two PAL reviews compared to the five import reviews, and that's because, well, there's nothing out. Saying that, we are missing one of the first releases of 2005 in the form of *Legend Of Zelda: Four Swords Adventures*. We've reviewed that twice already though (Jap and US versions) and we figured a third review would just be silly.

This month's biggies come in the form of the rather lovely *Donkey Kong: Jungle Beat* (PAL), the highly addictive *Viewtiful Joe 2* (US) and the simply gorgeous *Baten Kaitos* (US). *Alien Hominid* (US) surprised us as well by being actually very good. The PAL scene may look a bit bare right now, there's no denying that *Four Swords Adventures* and *Jungle Beat* provide a solid start to the year. Next month is when the real big hitters arrive in town though: *Resident Evil 4* and *TimeSplitters: Future Perfect* lead the way, along with *Tak 2* and *Mario Power Tennis* not too far behind. Bring 'em on.

Chandra Nair





Everyone who bought *Donkey Konga* can now rejoice: you have another game to use with the bongos! Silly though the concept may sound, Nintendo's latest sprinkling of innovation works a treat. If only it was just a little bit longer we'd have a classic on our hands.

58

CUBISTS

It has to be the classic question for the New Year issue. New Year's resolutions anyone?

MILES GUTTERY



EDITOR, CUBE

I looked back at last year's resolutions issue and apparently I resolved not to make stupid promises and silly resolutions. It's worked well. I might just do that again, oh and perhaps eat more sweets. Mmmm, pick 'n' mix.

CHANDRA NAIR



DEPUTY EDITOR, CUBE

To stop eating so many biscuits. I never used to eat biscuits and now Miles has got me into the habit of having two with every cup of tea... and we drink an awful lot of tea. Damn you Guttery! *shakes fist*

RYAN KING



STAFF WRITER, CUBE

Oh I don't know. Play for Barnet FC. Become a millionaire. Eat less Minstrels. End Cliff Richard's career. At least one of those is achievable and probably not the one you think. Maybe I'll just lie down and Snnorrrlax!

TIM EMPEY



SUB EDITOR, CUBE

Well last year's resolutions still stand, I never bought any of the things I said I would last year and so I never got to experience material happiness. This year? Buy new shoes, these ones are three years old.

LIZ MORRIS



NEWS EDITOR CUBE

New Year's resolutions are for weak-willed mugs! I can deny myself treats all year round, if I so choose. Thankfully, as a non-drinker and non-smoker there's not much I need to give up. Hahaha. Tim on the other-hand...

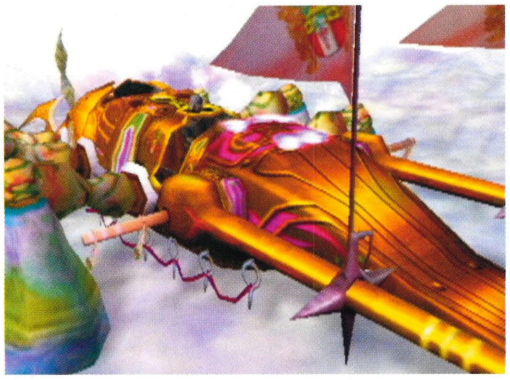
LEWIS SOMERSCALES

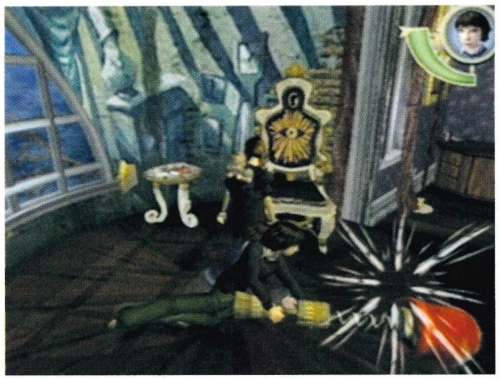


DESIGNER, CUBE

To say one nice thing to Miles everyday. Okay, every week, just because he sits next to me and, well, the guilt of destroying him everyday is too much... no really it is. Aww sod it it's far too hard to be nice to Miles.

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







VIEWTIFUL JOE 2

62 Those Clover boys, they done good. Okay, so the series isn't exclusive any more but when the game is this good we're willing to forgive and forget. Fans of the original listen up: you're going to be in heaven.

ALIEN HOMINID

66 Stuffed full of old-school gameplay and cheap as chips to boot, The Behemoth's first attempt is a goodun and no mistake. Fingers crossed for a PAL release.

LEMONY SNICKET

68 What were we saying last month about naff games based on film licences? Well, now we've got another one for you. You lucky, lucky people.

BATEN KAITOS

70 It's just been confirmed for a UK release in April, but for now we take a look at the US version of this card-battle masterpiece.

GUNDAM VS ZGUNDAM

74 This is a big licence in Japan. Nintendo even released a special edition Gundam GameCube. That doesn't have an effect on how good the game is though, as you'll soon see.

STREET RACING SYNDICATE

78 It's better than *NFS Underground 2*, but then what isn't (erm, *Wreckless*? – Ed)? Oh yeah, anyway, it's like EA's boy-racing sim only a tiny bit better.

WHAT DOES IT ALL MEAN?

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

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

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



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

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

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

THE BREAKDOWN

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

RATING 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.

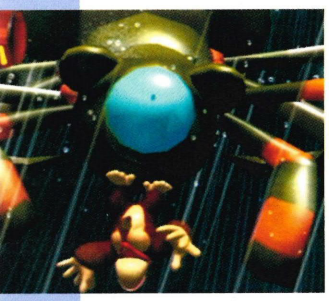
RATING 0.0 — **0.0 > 2.4**
It's a sad fact that we have to review games this far down the scale but it's for your own good. Otherwise, you might actually go out and buy one of them. Shame on you!



I'M-BOSSED

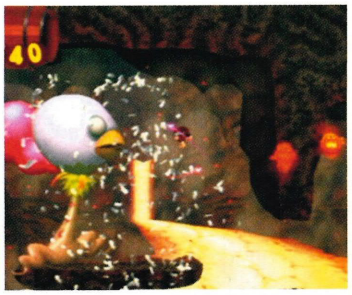
After two sub-levels a boss will appear to taunt you... before getting its arse kicked.













CUBE

INFORMATION

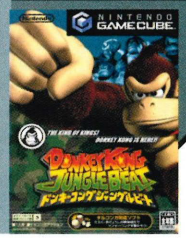
DONKEY KONG: JUNGLE BEAT

PUBLISHER:	NINTENDO
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	6 BLOCKS

STATS

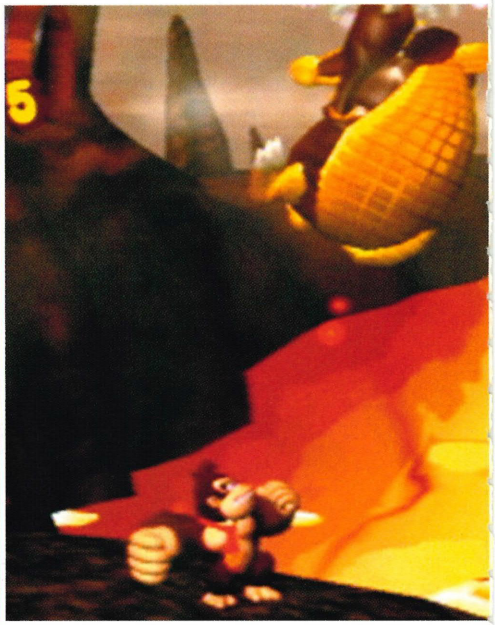
- BONGO BASED PLATFORMER
- BASED ON SNES DKC
- SILKY-SMOOTH GAMEPLAY
- 18 DIFFERENT LEVELS

4 FEB '05	OUT NOW	OUT NOW



Da jungle VIP





DONKEY KONG:

Dust off your bongos: DK is back in town!

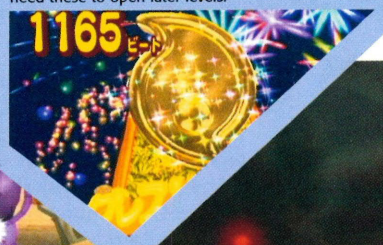
THERE'S SOMETHING about the SNES *Donkey Kong Country* that makes us feel nice and snug. Okay, so the later games became quite tedious, but that first game was magic. The N64 version completely ripped the heart out of the series (easily Rare's worst N64 title), and everyone turned their heads to the GameCube version, which turned out to be *Donkey Konga*.

Now though, Nintendo has finally decided to return to 16-bit form with *Donkey Kong: Jungle Beat*, a side-scrolling platformer in which you control Donkey Kong with the bongo peripheral. Erm, hang on, did we say the bongos? Yup, that's right: the bongos.

We know what you're thinking: how on earth can you play something as precise as a platformer with something as unwieldy as a pair of bongos? Well, trust us on this one: you can. We knew this already though, we brought you our hands-on impressions a few months ago, but now that we've had the finished game we're even more convinced. First things first then... before we tell you all about the game we'll fill you in on how this whole crazy notion works. In standard platforming mode you simply tap left to walk left and right to walk right. The faster you tap, the faster DK moves. To jump you simply tap both bongos. The height and distance of the jump all depends on how fast you're travelling at the time (as with any platformer). Clapping makes DK grab or slap, depending on the situation, and pressing both bongos while you're in the air sees him perform a bottom bounce. It really is that simple, and that's the reason why it works so well. Right, onto the story then. It appears that Nintendo still hasn't grown tired of the old 'oh no, DK's bananas have been stolen' line, but at least this time there are some new elements thrown in.

It turns out that some evil zombie gorilla has taken control of the world's magic fruits (they're special apparently... kind of like Mana Trees or the ozone layer, or Miles' cowboy boots). He's also gone and nicked all the bananas, the cheeky monkey. It's your job to collect all the bananas and free the fruits from their dark guardians before eventually making your way to the big dark one himself. The game takes on a very simple structure. Any given level consists of three sub-levels: two standard ones where you have to find the fruit and one boss encounter. At the end of the boss encounter all the bananas you've collected get thrown into a great big tree trunk. 200

SHINY GOODNESS: Get the right amount of bananas and you'll be awarded with a bronze, silver or gold medal. You need these to open later levels.





TONGUE

TIED
Every enemy needs to be defeated in a slightly different way. This spinning horny toad has to be stunned before you can balance on his lips and yank his tongue out. What a nice fella Donkey Kong is.

Special monkey dances are the order of the day.

This is the only grabbing of birds that DK will ever enjoy.

Crunchy on the ouside, smooth on the inside... Armadillo! Ta be sure.

GETTING AROUND

Jump on a skunk

In classic *Donkey Kong Country* style you can use animals to travel over the varying terrain. The ones that are here are good but there simply aren't enough of them. *DKC* had loads: why doesn't this?

Horny Beast: grab onto his horns and hold on tight! This guy can smash through icicles and jump high into the air.

Killer Whale: use this big fish to break through underwater barriers and jump out of the water to reach bananas in the sky.

Flying Squirrel: hold onto his legs and float across gaping chasms. His trajectory can be affected by fans.

Birds: grab onto their feet and take off into the wild blue yonder. You can even take part in a bird race later on in the game.

Transport Dragons: these creatures swallow you and transport you to another part of the level.



JUNGLE BEAT

get you a bronze medal, 400 get you a silver and 800 get you gold . Every level has a number in it, and you can only open up later levels once you've earned enough medals.

Initially this doesn't cause too much of a problem, but towards the end of the game you'll come across levels that require you to go back and get all the medals on every level. You soon discover that there's much more to the game than simply collecting bananas. There are plenty of hidden areas and an entire combo system to master. Every time you jump off a surface without touching the floor you add to your combo. For example, you might perform a wall jump, use a monkey cannon (a little monkey that, quite literally, fires you into the air), land in a spitting flower (which will shoot you into the air), perform a load of wall jumps in order to get up a chimney, then grab onto a bird before finally landing at the very top. Every stage in that sequence adds to your combo. Every banana you grab on the way will be multiplied depending on how big your combo is. This is the only way to nab over 800 bananas on each of the 18 levels. The best thing about it is that the bongos and the control system have been so finely tuned that pulling off something as complicated as what we described is actually a breeze as long as your reactions are quick enough.

The game takes on a slightly different control system for the boss battles. Some are just standard platform battles, but there are also a load of one-on-one gorilla match-ups. As the game goes on these get increasingly difficult, but they basically require you to dodge your opponent's punches and kicks before countering and then pummelling them into submission.

On the audio-visual front the game is lush. Half the time the camera is zoomed out quite far, and it needs to be in order for the game to work properly, but every time you



GO APE!

GIMME MY FRUIT YOU MUTHA!

There are four types of boss in the game that will come back for revenge as the game goes on: the eagles, the warthogs, the elephants and the apes. Here's a brief description of each of them:

Eagles: you need to use the monkey cannons to shoot yourself up to the boss and slap him silly. Then you need to get back up there and attack the ball that it's clinging onto (its source of energy). It will eventually crack and explode.

Warthogs: repel his balls back into his face to knock him unconscious, then jump on his back and pummel him. He has various energy charge attacks, which can really hurt. He also tends to jump about a lot, despite his flab.

Elephants: throw the exploding pineapples into their trunks to expose the heart then lob exploding pineapples at it to do the real damage. Watch out for the trunk laser though.

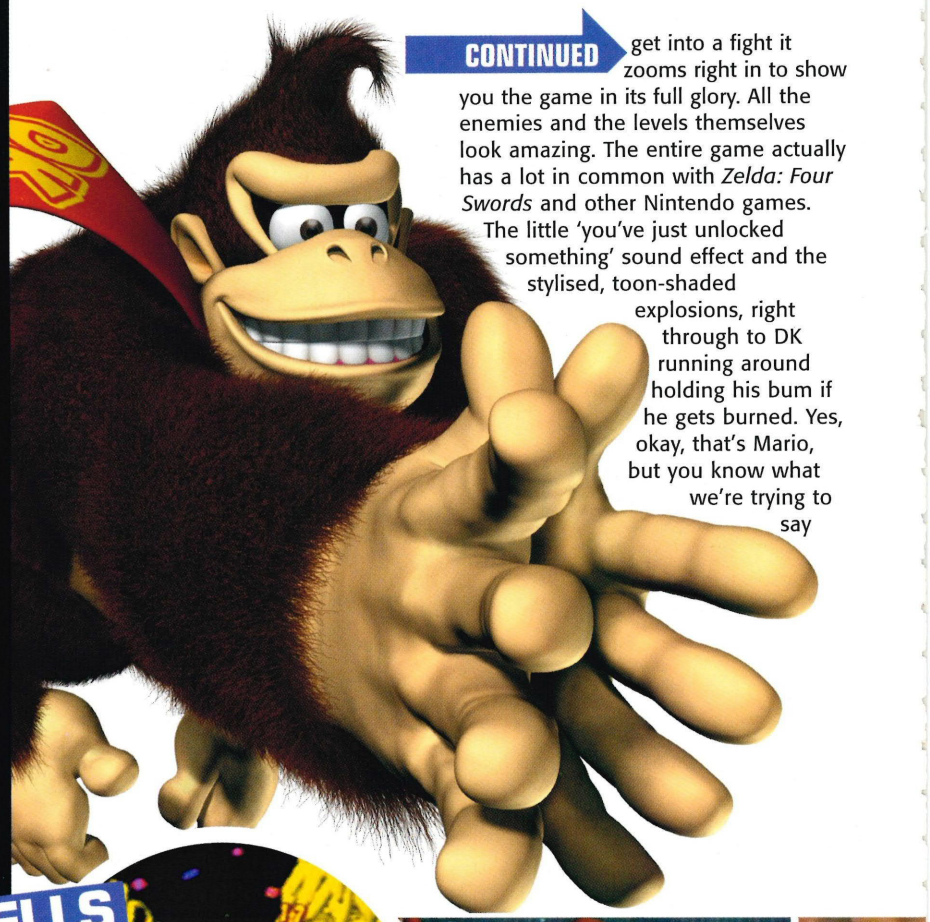
Apes: these are the best. Basically you have to dodge their attacks before getting in your own punches but it becomes very hard later on in the game.









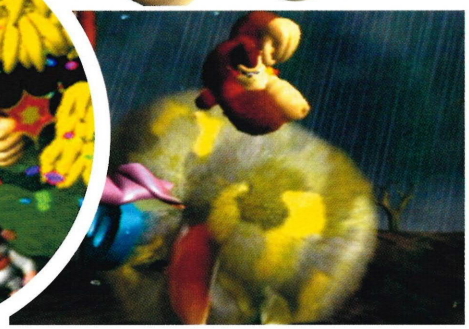


CONTINUED get into a fight it zooms right in to show you the game in its full glory. All the enemies and the levels themselves look amazing. The entire game actually has a lot in common with *Zelda: Four Swords* and other Nintendo games. The little 'you've just unlocked something' sound effect and the stylised, toon-shaded explosions, right through to DK running around holding his bum if he gets burned. Yes, okay, that's Mario, but you know what we're trying to say

SMELLS FRUITY

DK's health comes from the bananas he eats. Get a smack to the chops and you'll lose bananas, so getting a high score isn't just down to picking up bananas. It's also down to not taking any damage.









WOAH NELLY YOU FAT ELEPHANT: There's something about evil elephants that really disturbs us. Give us Dumbo any day...



here. The little similarities to other Nintendo games make everything feel familiar, and familiarity is always a very good thing.

So, it sounds like it's all good. Can we assume that *Mario Tennis* was just a hiccup? Well, nearly. Though it may seem like we're in love with DK's latest outing there is one problem that had us in tears when we found it: *Jungle Beat* is way too short! Remember *Donkey Kong Country*? Remember how many levels that game had? For those of you that don't, it had loads. Dozens upon dozens. Take that, divide it by 10 and that's how long *Jungle Beat* is. Seriously. While it lasts *Jungle Beat* is fantastic, but with only 18 levels to unlock, a decent player will get through it in a few days. It will last your average gamer a bit longer but we want more from a *Donkey Kong* game. Admittedly acquiring all the medals is a bit of a challenge but with that done there really is no reason to go back for more. Nintendo obviously spent a lot of time on enemy and level design so would it really have hurt to delay the game for a few months and stick some more levels in? We're not asking for much: even if the game was twice as long as it is now we would have been happy, and would almost certainly have awarded it a Star Game. It really is that good.

If you have the money to spare and already have a set of bongos, *Donkey Kong: Jungle Beat* will provide you with a barrel load of fun, albeit for a limited time. Still, what are you going to do? Anyway, they say it's better to live one hour as a monkey than a whole lifetime as a sea cucumber, or something. Whatever. Rent it, borrow it or beg for the money, but get it somehow. You just have to play it. Budum-tish!

CHANDRA

2ND THOUGHTS

MONKEY MAGIC

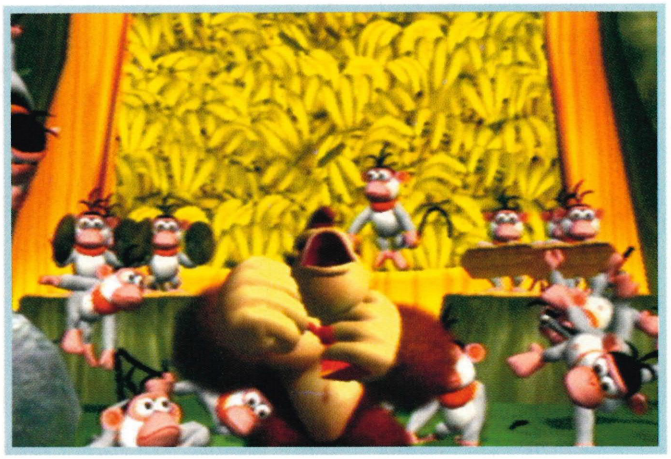
■ I've used a lot of ridiculous controllers in my time but never did I think I'd find myself making an ape jump with a drum. It's just silly. Somehow, it does actually work. Sometimes though things can get a touch confusing but nonetheless, it's a hell of a lot of fun. Gimme some skin!

LUKE

SWINGER ZONE

It's all about the monkeys

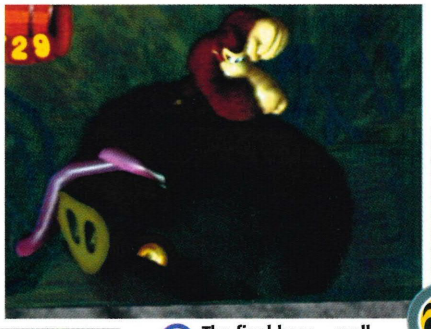
Donkey Kong is in possibly the greatest position of all, in that he commands respect from every single monkey in the jungle. The problem the little furry animals have is that they don't have the strength or the intelligence to be able to defeat 20-foot tall warthogs. What they can do however is provide you with a helping hand or two. Wherever necessary the monkeys appear to give you clues (they clap to the music when they think bananas are nearby), propel you into the air (monkey cannons) or just provide moral support (they stand on the sidelines with drums and maracas). It's really quite endearing.





You crazy big black pig! You call that a tongue? That's a worm!

You can jump into bubbles and float freely around the jungle levels.



The final boss... well, the final boss' ride.



"IT'S BETTER TO LIVE ONE HOUR AS A MONKEY THAN A WHOLE LIFETIME AS A SEA CUCUMBER"

CUBE VERDICT

DK: JUNGLE BEAT

INNOVATIVE RYTHEM-PLATFORM ACTION

VISUALS
Crisp and colourful. Gorgeous when the camera zooms in.

AUDIO
Typical *Donkey Kong Country* tunes. Some great sound effects as well.

GAMEPLAY
Once you get used to it the controls work so well it hurts.

LIFESPAN
It's short and there's little reason to go back once you're done.

ORIGINALITY
What other games can you think of that do this? Erm, none.

CONCLUSION

WE PLAYED THIS all the way through to the end and enjoyed every single moment. It has that old-school feeling of perfect jump lengths and perfect level design. Every little section works so well and it all looks and sounds so nice... all of which makes the length of the game even more disappointing. We wanted to carry on: where's the rest of the game?

ALTERNATIVE

Platforms and colourful graphics make it vaguely similar, sort of Well maybe not.



SUPER MARIO SUNSHINE

Reviewed: 11 CUBE Rating: 9.4

FINAL SCORE

8.0

POWER UP

As before, if Joe or Silvia run out of VFX it's back to normality and double the damage.



How slow can you go?

VIEWTIFUL JOE 2

CUBE

INFORMATION

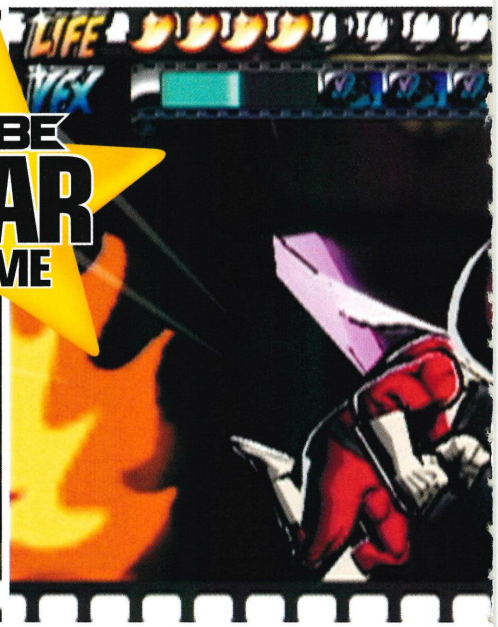
VIEWTIFUL JOE 2	
PUBLISHER:	CAPCOM
DEVELOPER:	CLOVER STUDIOS
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	17 BLOCKS

STATS

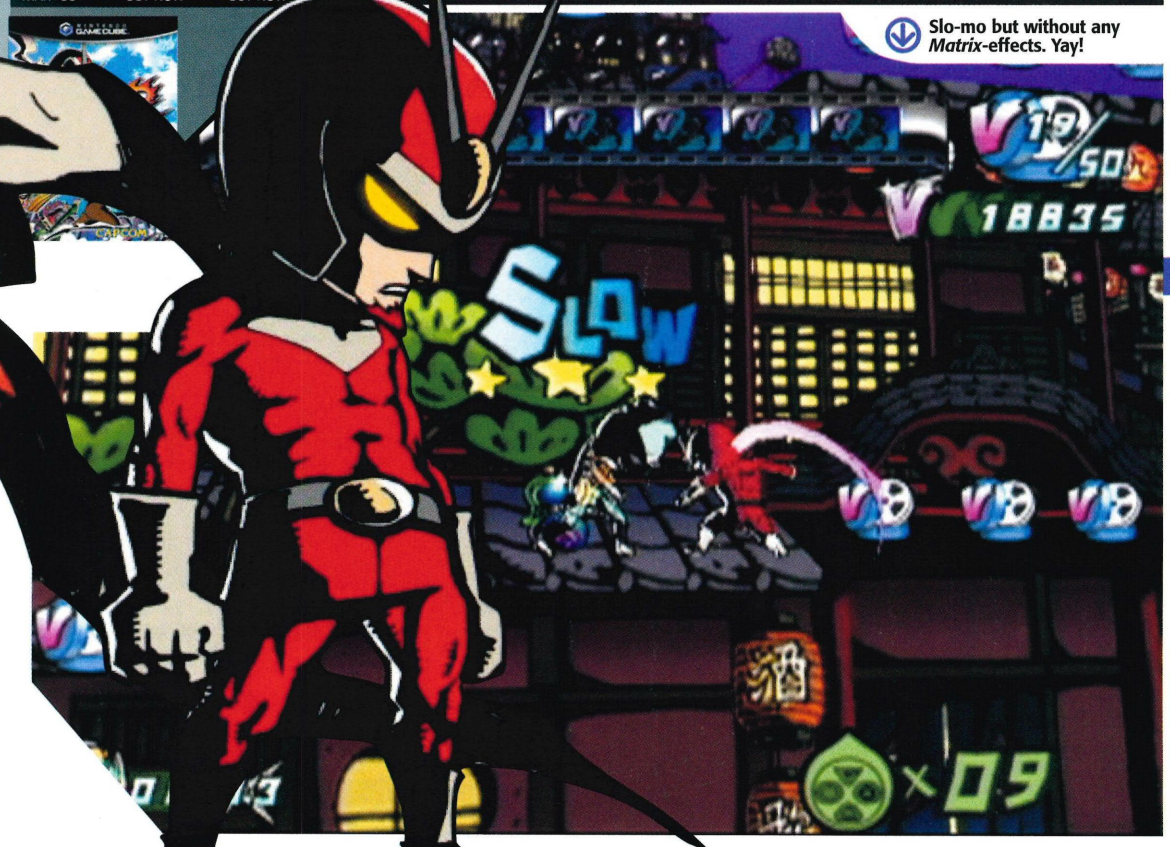
- 7 VIEWTIFUL LEVEL
- OVER 40 NEW ENEMIES
- 3 ALL-NEW VEHICLES MODES
- TAG-TEAM STYLE GAMEPLAY

MAR '05	OUT NOW	OUT NOW





CUBE STAR GAME

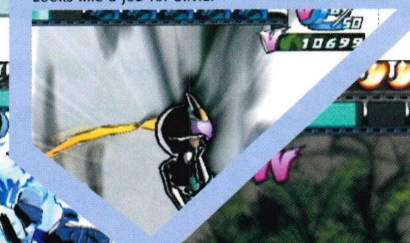


Slo-mo but without any *Matrix*-effects. Yay!

Can the sequel prove to be more than your average Joe?

IT'S A WELL- known fact that sequels to hugely celebrated movies are generally absolute rubbish. There are a few exceptions, but usually the better the film is in the first place, the more likely it is that we'll all be disgusted and appalled by the shameless cash-in that appears in our cinemas a year later. Although nowhere near as frequent, this sad routine is also the case in the gaming world. After a classic title is launched and praised by all, inferior follow-up games will slowly appear, apparently with the sole purpose of removing any memories of the love we felt for the first in the series – it's a tradition that plagues both movie-goers and humble gamers alike.

Of course, being the ponderous guys (and girls) that we are, we want to look past what's already known and throw



LADY'S MAN: Try to head into the ladies toilets as Joe and you'll be removed forcefully by the gals inside. Looks like a job for Silvia.

Target enemies and raise your combo meter.

GOT MAD SKILLS?

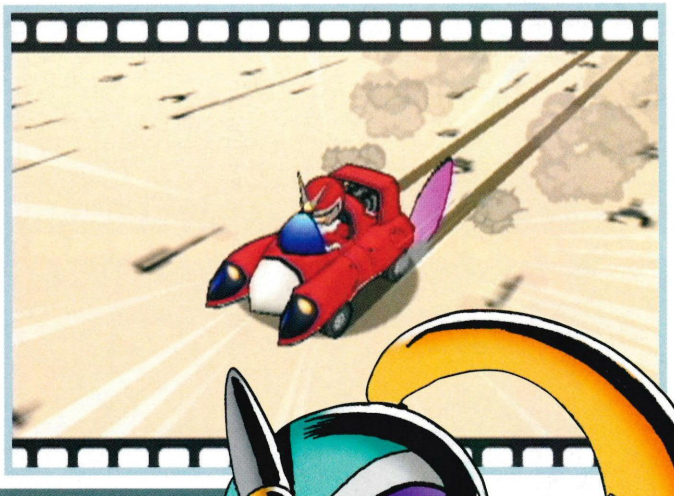
DOUBLE TROUBLE

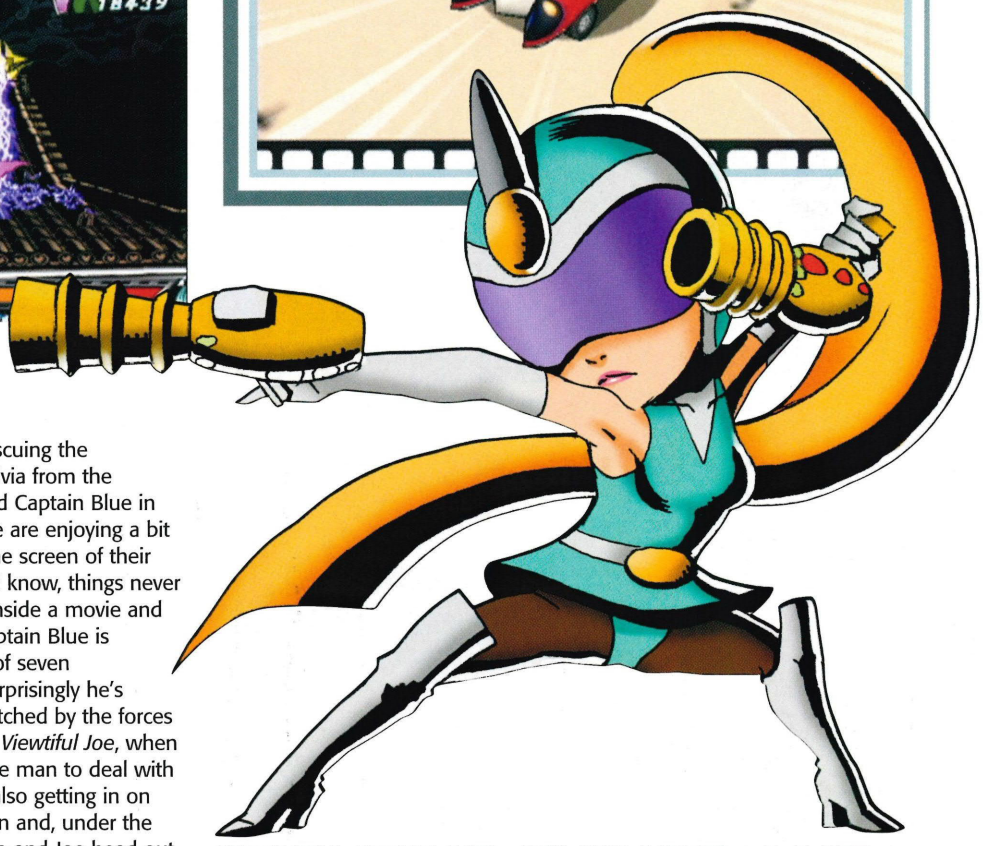
Saving up your V Points will pay off in the long run. With a whole extra character, you'll be spending out big time to get all the moves available.

RIDE WITH ME

Six Machine – for the ride of your life

One of the most important things about being a hero is making sure that you get around with maximum style. Sure, Joe's Six Machine was pretty swish last time around with the ability to transform into a giant robot, jet or car to suit the level at hand, but know it has even more modes and abilities for you to play with. These include an underwater sub, a hulking great bazooka and a mole-like drilling machine that can help our lovely couple escape when things get a little hectic in the underwater areas.





some thought in the direction of uncertainty. What happens when these two worlds collide? What if the sequel to a videogame that's actually based inside a movie is released? Would this title be as arm-gnawingly difficult as its forerunner? For the answer to these questions and more, we turn to *Viewtiful Joe 2*.

When Capcom's first *Joe* title hit the GameCube in 2003 it was well-received by all of those who had the talent and thumb dexterity necessary to play it with any success. Quirky cel-shaded visuals set the title up with an instant style advantage over many others in the beat-'em-up genre and the old-school gameplay came complete with an old-school difficulty level that had even the best of us weeping in a heap of frustration while we built up the energy to have the legendary 'one last go' at whichever goddamn boss was currently kicking the faeces out of us. It was nothing short of amazing.

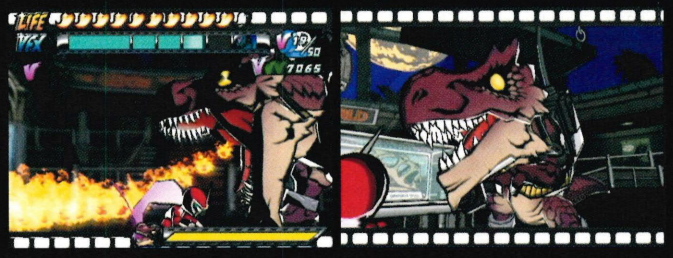
With these memories still firmly embedded in our brains, it will come as no surprise that we've been looking forward to this sequel for a long time, and now – after much play time – we can thankfully reveal that *Viewtiful Joe 2* doesn't disappoint.

After successfully rescuing the worryingly attractive Silvia from the clutches of a possessed Captain Blue in the first game, all three are enjoying a bit of down time inside the screen of their local cinema. As we all know, things never stay tranquil for long inside a movie and it's not long before Captain Blue is transformed into one of seven coloured Oscars (unsurprisingly he's the blue one) and snatched by the forces of evil. As we learnt in *Viewtiful Joe*, when trouble's afoot Joe's the man to deal with it, but Silvia herself is also getting in on the Pawn-kicking action and, under the guise of Sexy Silvia, she and Joe head out to save the day by battling through several movie themed levels. The levels themselves are supplied by Silvia's uncle who remains in the cinema changing the rolls of film when you complete a level, undoubtedly selling ridiculously overpriced popcorn and nachos.

Yeah, it's not the most inspired story ever. Fighting things and collecting various bits of tat has been a way of life for most

"FIGHTING THINGS AND COLLECTING VARIOUS BITS OF TAT HAS BEEN A WAY OF LIFE FOR MOST OF US, BUT WE'VE RARELY SEEN IT DONE SO WELL"



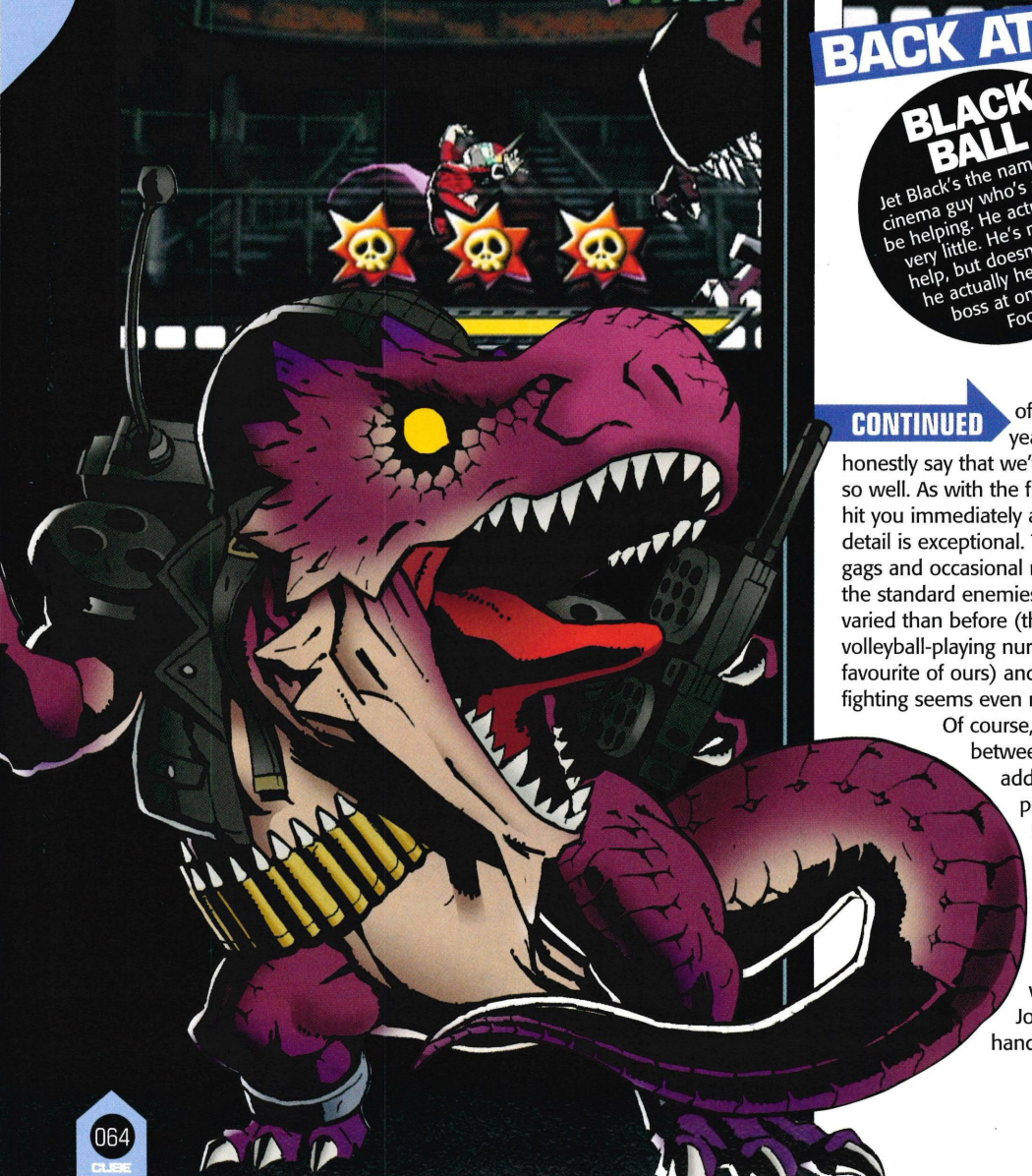


WHO'S THE BOSS?

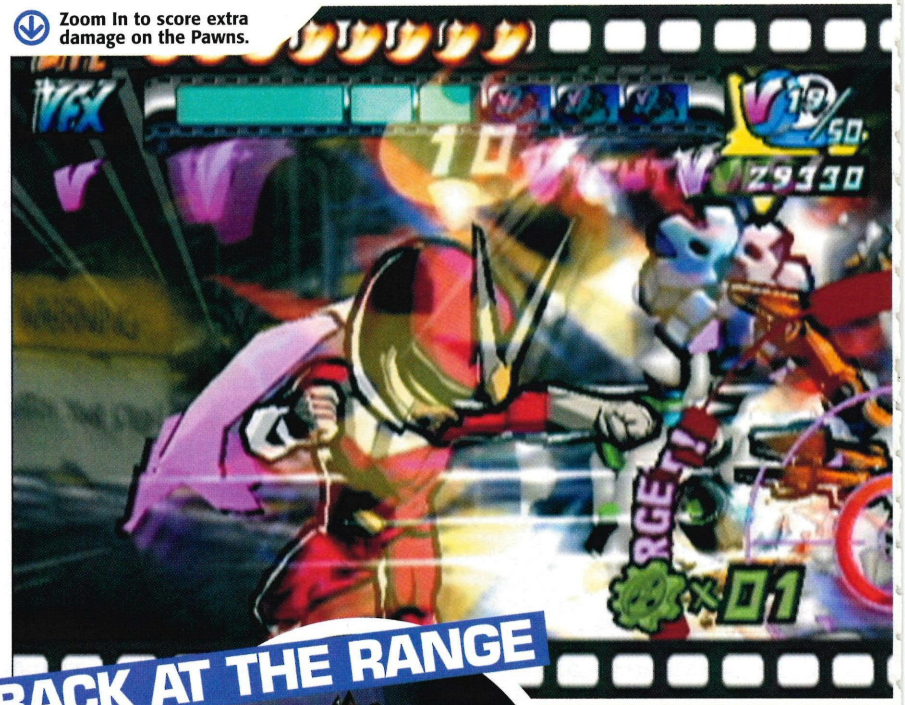
HIM UP THERE, WITH THE BIG TEETH

The first boss you'll come up against is a classic example of things to come. This prehistoric drill sergeant is fought in the exact same way as Hulk Davidson was in the first *Viewtiful Joe* – his attacks are almost identical. It's a simple case of dodging his opening moves, chipping off whatever energy you can then using your skills to avoid whatever he throws at you until you get the chance to repeat the routine over again. We suppose this is quite annoying, but there really is only so much you can do with a 2D beat-'em-up.





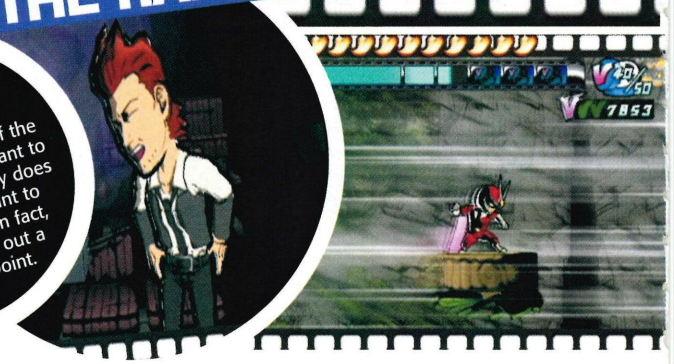
Zoom In to score extra damage on the Pawns.



BACK AT THE RANGE

BLACK BALL

Jet Black's the name of the cinema guy who's meant to be helping. He actually does very little. He's meant to help, but doesn't. In fact, he actually helps out a boss at one point. Fool.



CONTINUED

of us over the last 10 years, but we can honestly say that we've rarely seen it done so well. As with the first game the visuals hit you immediately and the attention to detail is exceptional. The scenery contains gags and occasional nods to the first title, the standard enemies are even more varied than before (the adorable volleyball-playing nurses being a firm favourite of ours) and the movement and fighting seems even more fluid.

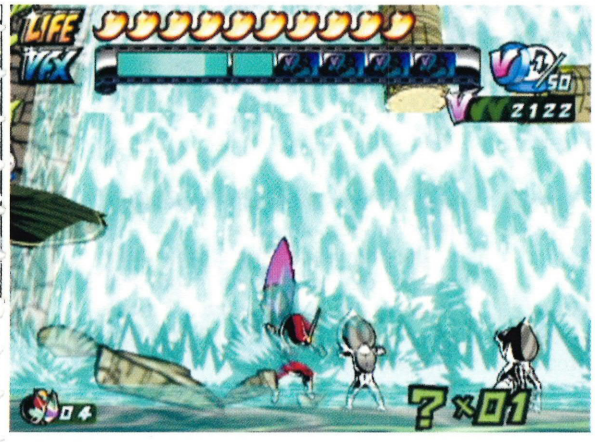
Of course, the key difference between the two titles is the addition of the pom-pom wielding Silvia. You now have the ability to switch Joe for his lady at any point during play and although she may be a little weaker than our man Joe, she has her own handy attributes that you won't be getting far without. While Joe is at his best when getting up close and personal with Pawn foes, Silvia can do hefty damage from a distance thanks to her heart-launching laser pistols. These pistols play a large part in some of the puzzles that you come across and there are sections of the game where only Silvia is able to successfully complete the tasks at hand. Silvia's advantage and the main difference between her and Joe is her Replay skill. This replaces Joe's Mach Speed ability while you're controlling Silvia (we're guessing extreme speeds would mess up her hair or something) and will allow you replay certain moves multiple times to inflict maximum damage upon your enemies. While this is very handy, the move is actually used more when solving puzzles than killing Pawns as it only works effectively on very few enemies.

We do have our complaints though. With the first game being so damn fine, we played it to death. All those bosses



WATER WAY TO GO: The water levels are amazingly tough. Make sure you bring all your skills or you'll be sleeping with the fishes.

Silvia pumps them with her Love Gun, saucy.



that we wept blood over to begin with were eventually mastered. While playing through *VJ2* you can't help noticing more than a few similarities between the new boss battles and the encounters of old. Each boss you come across seems to be defeated in a similar way to one in the previous game. Sure, they look different enough, but by gazing through the swanky new threads you can clearly spot a way to thwart them, thus making the majority of them very unsatisfying to defeat. New-comers will struggle as we did the first time round, but it seems as though doesn't reckon many people will have already conquered *Viewtiful Joe* and even on the Adults difficulty level, a few of the supposedly big, bad bosses won't take veterans of the previous game more than a couple of lives to defeat.

However, the mildly unimpressive boss battles are somewhat made up for by the challenge of the rest of the game. The levels themselves are now crammed with more varied enemies and hideously tough mini-bosses than you ever saw before, and the inclusion of extra abilities and the new character mean the puzzles are much more varied than in the first offering.

On the whole, this is a title that really has to be played to be believed and if you want to get the most out of it, see everything and take advantage of the unlockables you'll be playing and believing for a long, long while. Sure, it's similar to its predecessor, but why would you want to change a winning formula like that?

RICK

2ND THOUGHTS

THE SILVIA LINING

■ Capcom has returned in style. *Viewtiful Joe 2* improves on the original in so many ways and provides a thoroughly enjoyable, old-school experience to get your teeth into.

The tag-team approach could have worked slightly differently... maybe the other team member could have come in with an attack rather than just jumping in. Still, it's a great game and it does exactly what a sequel should.

CHANDRA

TWO'S COMPANY

Everyone knows that two heads are better than one

There are plenty of opportunities to combine the characters' abilities dotted throughout the game, and sometimes it's essential to continue. Setting Joe alight using Mach Speed can protect you from fire, but if you want to give Silvia the same fighting chance in some of the hotter levels then you need to swap them over at the last minute. This way you'll be able to solve puzzles that require Silvia without her feeling the heat. Touches like this make *VJ2* even better than the first game despite looking so similar.



"OLD SCHOOL GAMEPLAY THAT COMES COMPLETE WITH AN OLD SCHOOL DIFFICULTY LEVEL"

CUBE VERDICT

VIEWTIFUL JOE 2

IT'S THE VIEWTIFUL GAME

VISUALS
A treat to watch – unless you hate cartoons.

AUDIO
Amusing sound effects and pumping tunes all the way.

GAMEPLAY
Same butt-kicking action as before. Thank God.

LIFESPAN
Even harder than Tim's dad.

ORIGINALITY
Similar to the last game but that's about it.

ALTERNATIVE

Same good looks, same mad action and just a few more aliens.



ALIEN HOMINID
Reviewed: 41 CUBE Rating: 8.9

CONCLUSION

VIEWTIFUL JOE 2 is everything the first game was and a little bit more. If you liked that, you'll love this – it's that simple. We can see some people getting frustrated with it due to its challenging difficulty level, but that's what the 'Kids' mode is there for, right? Look, just go out and buy it already before we... [cut cut cut – Ed]

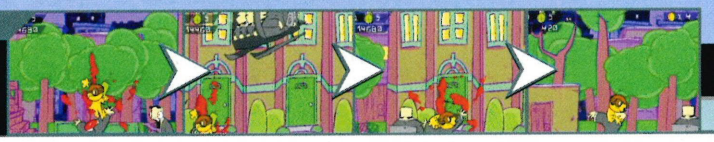
FINAL SCORE

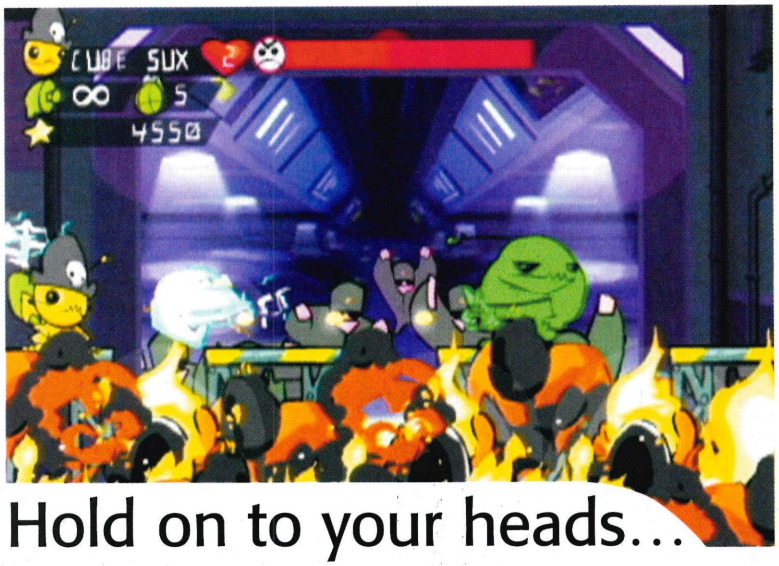
9.1



CHOMP CHOMP!

Woe betide the poor fool that lets one of the Hominids jump on his back...





That little bear is the best thing you'll ever see.



Hold on to your heads...

ALIEN HOMINID

I'm ascending to outer space to find another race

A LITTLE ambition really can go along way. Just look at The Behemoth – after an *Alien Hominid* Flash game on the web proved remarkably popular, the fledgling developer was formed on little more than the funding of its few members to polish the idea up and turn it into a true commercial product. And it doesn't take more than a glance at the game's box sat alongside the likes of *Super Mario Sunshine* and *The Wind Waker* in the CUBE cupboard to realise that this goal has been very much achieved. Of course, said cupboard also sees Mario and Link surrounded by unsavoury characters such as Vexx and Godzilla – is *Alien Hominid* likely to join these reprobates in the dingiest corner of the bottom shelf or cavort with respected plumbers and heroes? Despite an obvious shoestring budget and no history as such, The Behemoth has given us one of the best underdog titles on the GameCube.

The premise is simple. Your UFO crashes on Earth and your sole task is to escape the FBI and make it home over 16 levels of all-out blasting. The only allies you'll have on this quest will be your gun and Fat Kid, a recurring chunky child who usually has some kind of revoltingly powerful weapon for you. And in concept, it really is as simple as that. In reality,

CUBE

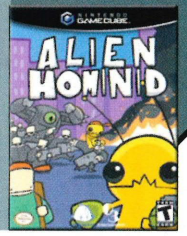
INFORMATION

ALIEN HOMINID	
PUBLISHER:	03 ENTERTAINMENT
DEVELOPER:	THE BEHEMOTH
PRICE:	£19.99 IMPORT
ORIGIN:	US
PLAYERS:	1-2
MEMORY:	6 BLOCKS

STATS

- OLD SCHOOL SHOOTING ACTION
- 16 LEVELS PLUS MINI-GAMES
- RIDE VEHICLES, ANIMALS, ENEMIES
- GORGEOUS HAND-DRAWN VISUALS

Q2 '05	TBA	OUT NOW



DON'T STOP SHOOTING

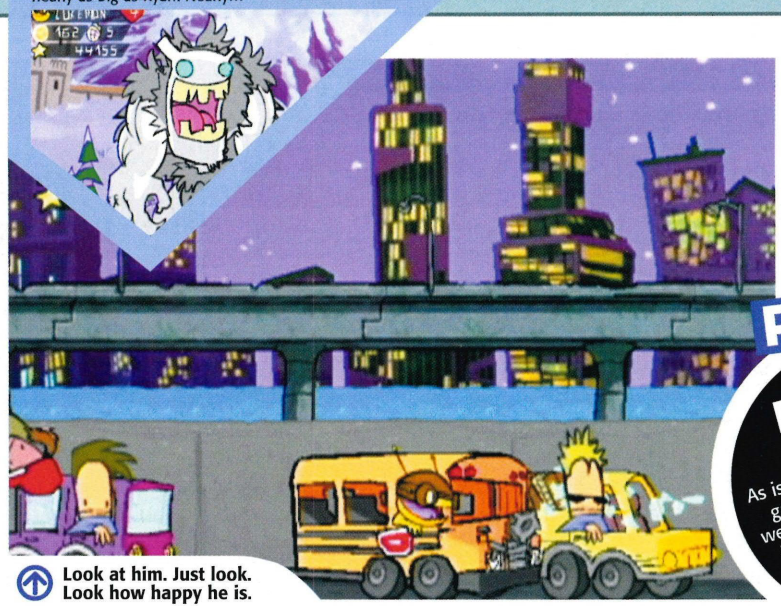
If you want to stay alive, that is...

The Hominids certainly don't have it easy escaping from the FBI – the yellow spacemen are outnumbered to the point of there being an almost infinite number of enemy agents! Luckily, that's why Nintendo put a B button on the GC controller and if ever a game was likely to wear it out, it's *Alien Hominid*. As the game progresses, you'll have more and more foes thrown at you and you'll need to watch from every angle if you don't want to be riding a stray bullet to Alien Heaven every seven seconds.





HE'S HUGE! Free the Yeti in the early parts of level 2-2 and he'll let you ride him for some major carnage. He's nearly as big as Ryan! Nearly...







POW

POWER UP!

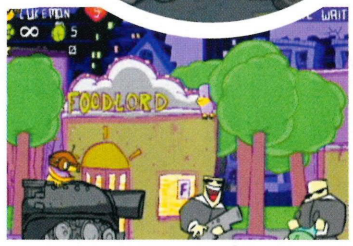
As is customary in this kind of game, you'll get plenty of weapon upgrades, from acid blasts to freeze rays. That fat kid really is too good to you...

Look at him. Just look. Look how happy he is.

2ND THOUGHTS

ZAP

■ Now there's a unique artistic style. *AH* might steal every cue from the *Metal Slug* series, but that doesn't make it any less enjoyable, particularly when the lead character is just so damn cute, even if he does tear anything he touches to pieces. It's the kind of game that lures you in, then won't let go. **MARTIN**





though, one colourful extra-terrestrial taking on an entire governmental organisation is anything but easy.

Playing *Alien Hominid* is so simple that within seconds of picking up the pad, anyone can be having fun. Basic controls such as move, jump and shoot will just about get you through most of the game but for the more adventurous Hominid, there are plenty of more advanced ways to despatch your FBI enemies. Leaping on their backs allows you to either toss them at other hostiles or chomp their stupid heads clean off to scare the bejeezus out of all other enemies on the screen. Tunnelling underground is a great way to avoid bullets or the larger attacks of some bosses and anyone foolish enough to stray above can be dragged under for an instant kill. Each level ends with a style bonus for how well these (and other) techniques are used so if you want to set a high score, quit mashing the shoot button and do something awesome.

Even when you've beaten all 16 levels, you're far from finished. New hats for the Hominids can be unlocked by achieving various tasks hidden throughout the game and with three separate mini-games and the PDA game to keep you going too, it'll be weeks before you can truly claim to have mastered *Hominid*. Admittedly, the mini-games are little more than throwaway fun but despite the incredibly simple visuals of the PDA game, there are 200 screens of action and puzzles to get through if you've got the skills. You're also able to jump straight into any level from the main game that you've reached and since you're bound to have a favourite – be it the highway chase, the crazy UFO assembly or the now-legendary Yeti ride – you'll have plenty to go back to, especially with a friend playing as your little yellow sidekick.

While it'd be fairly easy to look at the screenshots that adorn these two awesome pages and write them off as overly simplistic, anyone that does so is going to Hell on basic principle. In motion, *Alien Hominid* is like nothing else – there's always so much going on and the smooth characters and animations out most modern 2D titles to shame. The hand-drawn explosions, for instance, rival even those seen in *The Wind Waker* for sheer beauty and some of the increasingly ridiculous bosses are really impressive.

But sure enough, The Behemoth's first title can't quite go untainted by the odd flaw. Some backdrops can make enemy projectiles very tricky to see and many of the later stages and bosses are almost impossible to take on unless you've learned patterns and strategies, something that almost always requires getting to that point, dying and getting through on a second pass. But when you're having as much fun as *Alien Hominid* offers at its best, you simply won't care about the odd life going missing here and there. You're driving cars, chowing down on brains, hammering on the fire button like there's no tomorrow and generally having the time of your life. See that stupid smile on Hominid's face when he drives a vehicle? The same thing happens to you while playing *Alien Hominid*. No, really.

LUKE

"ONE COLOURFUL EXTRA-TERRESTRIAL TAKING ON AN ENTIRE ORGANISATION IS ANYTHING BUT EASY"

CUBE VERDICT

ALIEN HOMINID

WHO NEEDS METAL SLUG ANYWAY?

VISUALS
Simplistic but stylised – some of the best 2D animation on the GC.

AUDIO
Again, simple as can be but the tunes and effects work fine.

GAMEPLAY
Proper frantic arcade action and hella tough to boot.

LIFESPAN
Will you ever tire of the Yeti-riding level?

ORIGINALITY
Far from original but there aren't many true shooters these days.

CONCLUSION

DUST OFF YOUR skills, you're totally going to need them. *Alien Hominid* is a ridiculously tough game to get through but persevere and there's a whole world of awesome waiting to be explored. If that's not enough to convince you that *Hominid* deserves a place in your collection then you fully deserve to be locked in a cupboard with no cakes. And an angry horse. Yeah.

ALTERNATIVE

Want more proof that 2D isn't dead? Capcom have provided two great examples.



VIEWTIFUL JOE

Reviewed: 25 **CUBE Rating:** 8.6

FINAL SCORE

8.9

IT'S THE BABY BIT!

Metal-eating baby Sunny plays the 2D sections. Not as fun as it sounds. Not that it does actually sound fun.







A stealth section? In games? No, surely you jest!

Certainly is unfortunate

LEMONY SNICKET'S A SERIES OF UNFORTUNATE EVENTS

Hilariously referred to as Lemony Snigger. Oh, the fierce wit!

CUBE

INFORMATION

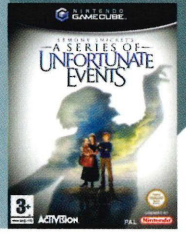
LEMONY SNICKET'S A SERIES OF...

PUBLISHER:	ACTION
DEVELOPER:	AMAZE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	17 BLOCKS

STATS

- PLAY AS ALL THREE CHARACTERS
- JIM CARREY VOICES COUNT OLAF
- DIFFERENT STYLES OF PLAY
- OBLIGATORY STEALTH SECTION

OUT NOW | TBA | OUT NOW

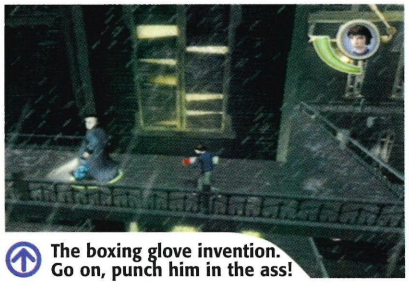


THE VIDEO game you are about to read about is extremely unpleasant. Not our words but the opening line of *Lemony Snicket's A Series Of Unfortunate Events*. Okay, so it says 'play' rather than 'read about' but even so, it's either got balls or is extremely stupid to give you live ammunition like that and then dance around taunting you with its fussiness.

Let's take a look at Golden Rule Of Gaming 137, the one between 'all crates must be smashable' and 'there must be a stealth section'. It states 'never make the gamer backtrack more than absolutely necessary' and if there's one rule *Lemony Snicket* breaks time and time again, it's this one. You create inventions to progress and doing so means exploring Count Olaf's house collecting various parts. The catch is you can only collect exactly what you need, so if you find a rope or tripod needed for a later invention, you'll hear the infuriating words "this might be useful later on". The item is then ignored until you move the game along to the appropriate cut-scene and you're given permission to go back and retrieve it. Most objects are frustratingly off-limits in this way, despite the fact they've been made to glitter and shine so they stand out from the scenery and attract the magpie in you. Instead, you have to go through the item collecting process exactly as the game dictates and this lack of shortcuts means you're forced to backtrack too often and for far too long. It's not like the endless brown corridors are fun to look at and the linear levels don't lend themselves to any enjoyment in going back. Just what is the purpose in this soul destroying item collecting? A crude and easy way of extending the meagre lifespan, that's what. Item collecting should be made as painless as possible but here it becomes a tedious memory test as you try to remember where you saw everything, gaming's equivalent of that tiresome question 'where did you lose it?' (Now think carefully... where was the last place you saw it?)

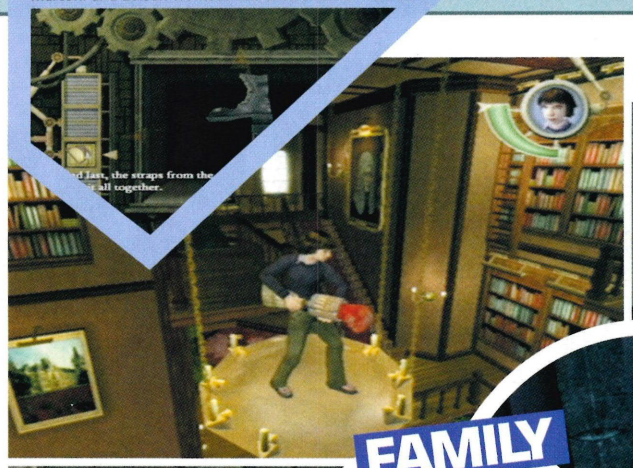
Item collecting makes up the bulk of *Lemony Snicket* but there are various sections – stealth, rhythm action and combat – to break up the routine, with varying success. The stealth sections are, for once, a tidy diversion thanks to the leniency nipping any potential frustration in the bud. Likewise, it's pretty tough to get rhythm action

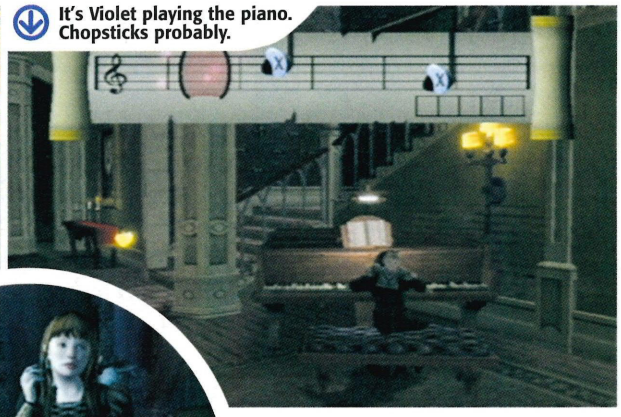




The boxing glove invention. Go on, punch him in the ass!

INVENT TORY: You create inventions by rotating parts until they fit together. Is this how great inventors like Marconi and Edison worked? The answer is no. It's not.





It's Violet playing the piano. Chopsticks probably.



FAMILY FORTUNES

Is Emily Browning a future star now she's found fame in a family flick? Possibly. Look at Kirsten Dunst. No real relevance, you should just look at her more often.

"THE GOTHIC YET WARM ATMOSPHERE HELPS THIS GAME FEEL UNIQUE IN A SEA OF ME-TOO FILM LICENCES"

wrong and it's pleasant enough here, providing a welcome break without overstaying its welcome. It's just the combat that fluffs its lines spectacularly, descending into button bashing with Klaus (not fun) and button bashing with occasional aiming with Violet (even less fun). Even bosses are patronisingly easy, with the old dodge attack, strike back trick enough to see you through. Similarly, the puzzles are disappointing. Calling them puzzles is a bit of a misnomer – calling them Slightly Challenging Platformy Bits That You Don't Have To Think About is far more accurate, if not quite as catchy. For example, putting books away in the library is just a case of finding out what goes where within the time-limit. Not exactly stern challenges that'll massage the grey matter then, but another sign that *Lemony Snicket* was created with a younger, nose-picking audience in mind.

It's not all bad news and there are positives to be found. While the environments do look bland, the characters themselves look gorgeous. The trio of Violet, Klaus and Sunny Baudelaire are delicately animated and the voice acting is superb. For what has to be the first time ever since the term 'child actors' was coined, you'll find kids who aren't patronisingly twee or full of pretentious attitude. Even with basic gameplay errors undermining *Lemony Snicket* at every step, you'll feel compelled to find out what happens to the trio. It's debatable whether this owes more to film than the game but even so, credit is due for having lead characters that you don't want to throttle with seconds of them opening their mouths.

Considering most film licences tend to be jump from A to B affairs while unlocking artwork, it's nice to see *Lemony Snicket* try something new and set itself apart from the crowd. The gothic yet warm atmosphere helps this game feel unique in a sea of me-too film licences. Yet even this can't stop it sinking rather than swimming, thanks to gameplay that challenges your patience rather than your skills and mutes the well-crafted atmosphere. The closing comments of the tutorial sum this game up best: "Once you feel you have spent enough time in this dreadful place, you may leave through the door." It doesn't even need a punchline.

RYAN

2ND THOUGHTS

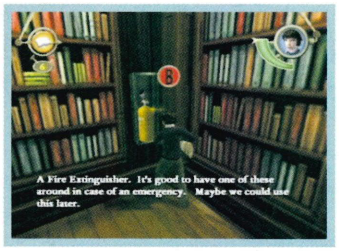
LEMONY DROPS

■ When I'm not fighting words for a living I play games, and reviewed this for our sister mag XBM. I gave it six. That's 0.4 more than Ryan has. It's a small number and it doesn't really mean anything, but *Lemony Snicket* is brilliant if you're a child. Which I'm not, so I imagine a kid would be like: "Woah, okay! I'll pick it up later," when they can't use an item, all the while marvelling at the gothic atmosphere and the guy with hooks for hands. Either that or they'd be like: "Wanted '*credibles*, s'not fair". In which case they'd be wrong. Very wrong. Like Ryan.

TIM

CHRIST WE'RE BORED

And even he can't save us now. Keep trying, Jesus!



A Fire Extinguisher. It's good to have one of these around in case of an emergency. Maybe we could use this later.

There's nothing of real significance to talk about in *Lemony Snicket* so we're going to use this screenshot to highlight the main problem with it (apart from the boredom and the patronising simplicity and the item collecting, of course). Yes, it's the fussiness! "Maybe we could use this later," is a phrase you'll love to hate, as it gets repeated on 99 per cent of the objects you find. You can't pick up this fire extinguisher until you put away the books. If you need it later, why not take it now and save time? It's how *Lemony Snicket* pads out its short life, by making you rake over old ground and hammer Ⓑ while running alongside scenery in case there's an object you've missed.

CUBE VERDICT

LEMONY SNICKET'S

LEMONY SNICKET'S UNFORTUNATE GAMEPLAY

VISUALS
Nice characters and animation with disappointing, samey levels.

AUDIO
Good voice acting from the characters and creepy music.

GAMEPLAY
The weak link thanks to backtracking and general fussiness.

LIFESPAN
It's short and easy, padded out by the tedious item scouring.

ORIGINALITY
Different take on film licence games. No platforming! Sort of.

CONCLUSION

FAR BE IT from us to make easy gags poking fun at a game's title but it really is a Series Of Unfortunate Errors that sink this film licence. *Lemony Snicket* takes all the right cues from the movie including the bittersweet plot and great acting and then throws it all away by making you traipse back and forth collecting pointless objects for silly inventions.

ALTERNATIVE



It wasn't incredible but it was a passable platform romp. It's for kids!

THE INCREDIBLES

Reviewed: 40 CUBE Rating: 6.0

FINAL SCORE

5.6



FEEL MY PAIN

The high quality GC intro shows you all the characters and their reasons for joining.



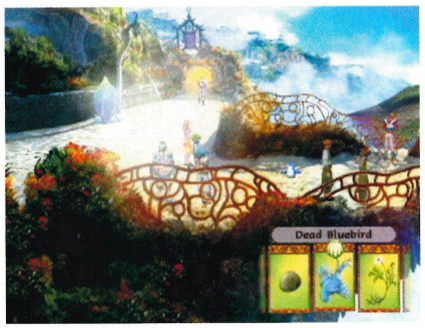
BATEN KAITOS: ETERNAL WINGS AND THE LOST OCEAN

Come fly with me











Boss battles come thick and fast.

CUBE

INFORMATION

BATEN KAITOS: EWATLO	
PUBLISHER:	NAMCO
DEVELOPER:	MONOLITH SOFTWARE
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	8 BLOCKS

STATS

- UNIQUE CARD-BATTLE SYSTEM
- SUMPTUOUS PRE-RENDERED WORLDS
- PLENTY OF SIDE QUESTS
- TOP-NOTCH FMV CUT-SCENES

APR '04	OUT NOW	OUT NOW



Namco takes to the skies, exclusively of course

IT SEEMS like an eternity since we reviewed the Japanese version of Namco's magnum opus of an RPG, and in all fairness it has been an entire year. Over the past 12 months we've seen the rise and fall of entire nations, door mice have had yet another ice age, aliens blew up some planet somewhere and Chandra released a Christmas single. All the while though, something far more important was going on: *Baten Kaitos* was being translated into the common man's language (what, Welsh? – Ryan).

Back in Issue 28 we awarded *Baten Kaitos* 8.6. It managed to shine through despite the language barrier, but it begged for an English translation, and after all this time we're finally being treated to what we deserve. It's amazing how much we managed to figure out about the Japanese game, but with conversations now taking place in English we've managed to open up every little intricate detail... and the result is a bit of a mixed bag. On the plus side we've discovered that the battle system is even better than we thought, however, the American voiceovers negate any improvements the English translation may have offered. Oops, we've just summed up the game before we've told you anything about it. Damn. Okay, ignore that last sentence and let's start again...

Baten Kaitos is an epic RPG with a storyline that will be all-too familiar to old-school Final Fantasy fans. A power-hungry Empire is hell-bent on harnessing the power of an ancient God in order to rule the world. Yawn, been there before mate. The Emperor gets knocked off by his megalomaniac General, who then fuses with the evil God and goes mental. That's when we come in with our Level 99 warriors and save the day by destroying an 80-metre high creature capable of crushing entire universes with the flick of a wrist. Despite the cliché *Baten Kaitos* feels surprisingly fresh, and that's down to two things: the battle system and the setting.

Thousands of years ago an evil God wreaked havoc on terra firma, forcing the inhabitants to seek refuge in the skies. 12 generations down the line everyone lives on floating islands, and the world below is but a myth. The people of the skies have wings – they can't fly very far though, and for long-distance travel they rely on giant flying fish-mollusc creatures (hey, we don't write 'em, we just play 'em). It all makes for a very pleasing fantasy setting, a feeling that's enhanced no end by the stunning graphics. The scenes consist of pre-rendered 2D backgrounds mixed with polygon characters. Every single scene, be it a village, a forest clearing or an



FATSO: This fat blob of a creature somehow manages to fit inside Shella's coat. It's just silly really. But that's how things go in the world of *Baten Kaitos*.

FISHY... AND SLIMEY

Transport between islands comes courtesy of these strange hybrids of molluscs and fish. Oh, they can float too, and they don't even have wings.





There are six islands to visit before you finally make your way down to the mythical ocean.

The finishing moves aren't quite as epic as other games, but they do the job well enough.



enormous city, is brimming with character and attention to detail. Distortion effects such as fog and water bring the graphics to life, as do the countless animations lavished upon even the most insignificant of items. 'Tasty' is probably the best word for it.

In this strange and beautiful world people live their lives by way of Magnus Essence. Everything in this world, be it a living creature or an inanimate object, has an essence that can be extracted and captured in a Magnus Card. When it's needed this essence can be recalled and used. In this way someone can carry around dozens of items in their pocket at any one time (geez, if only real life could work like that... we could totally carry around a crate of lager 24:7). Items still age while they're in card form, and the team has used this factor to great effect. If you're carrying a perishable item such as a banana, you'll see the fruit change over time from being green (no good to anyone), to being yellow (ripe and tasty), to being rotten (damaging). In a similar fashion milk will turn into yoghurt and then into cheese. This adds puzzle elements to the game, as some characters will ask you for certain items that may take some time to acquire.

The Magnus system provides the basis for the game's battle system. Cards can be won in battle, bought, found or received as payment for errands. Your stash of cards is limited to 1,000 but you can only have a percentage of these at your beck and call in battle. This 'Deck Capacity' increases as you progress through the game. The actual battling part is a mixture of turn-based commands and real-time interaction. When attacking you choose the cards you want to attack with for that round, and you can choose any of the four cards that are in your hand at that time. As you select one card, the next one in the deck becomes visible. Card combos

PAPER MACHÉ

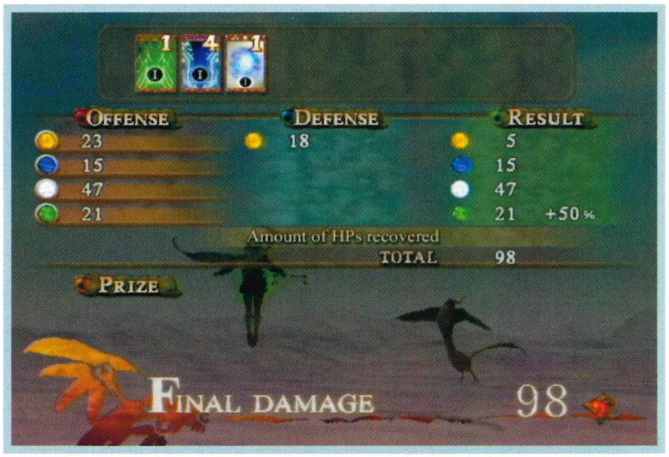
Beaten to a pulp

Although *Baten Kaitos*' battle system starts off quite basic, it gradually becomes more and more technical as the game goes on. At its most basic the game sees you selecting cards to attack and selecting cards to defend. Then you learn to use the elements to your advantage (Ice Shields, Flaming Swords and the like). You also learn that using a fire attack followed by an ice attack is pointless as the two will cancel each other out. However, certain combinations work very well, ie wind, fire and a dark flare perfectly compliment each other. Some combinations transform cards into more powerful attacks. So, put two compatible cards together and the next finishing card may turn into a powerful final attack. It's just a matter of experimenting and seeing what works best.

A few hours into the game you'll notice that all the cards have values on the corner. Put a good hand in (straights, flushes, three of a kind) and you will cause even more damage. Once you get your head round this aspect, choosing which cards you pick up becomes more of an art than anything else.











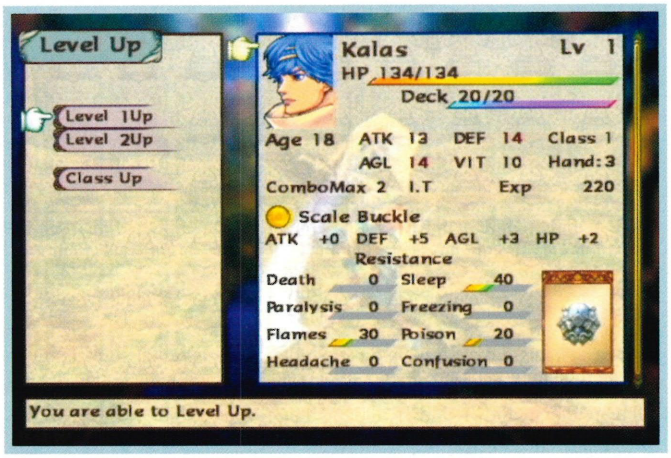


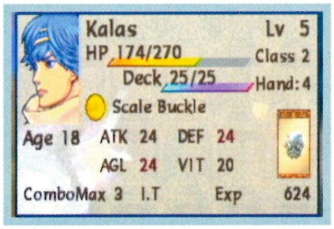
SOUL SEARCHER

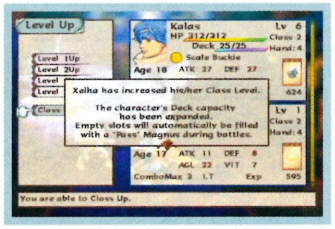
Religion equals Power, apparently

It's not just the graphics and the battle system that set the game apart from others of its kind. Levelling up and earning money is also handled in a different way. Every character can 'Level Up' and 'Class Up.' Levelling up is achieved by gaining life experience (in battle), but you have to visit the church and pray in order to cleanse your soul and raise your spirits. This raises your Health Points and your stats in general. Raising your class can only be achieved by picking up a special card, and then visiting the church. This increases your maximum deck capacity and your combo size.

The only way to earn money in the game is by taking photos of monsters and waiting for them to develop. You can then sell them at the shop for big bucks.









"EVERY SINGLE SCENE IS BRIMMING WITH CHARACTER AND ATTENTION TO DETAIL"



and the game's elemental system mean that you'll be selecting on the fly. When an enemy attacks you have the chance to defend yourself, again by selecting the right cards as the enemy is selecting his. Now that we understand the game a little more we're even more impressed with it. Sadly though it loses all that it has just gained thanks to the age-old problem of the annoying American voiceover. All the main conversations are voiced, but whereas the Japanese voiceovers were full of emotion and expression, the US versions are flat and uninspiring. We'd much rather have subtitles, or even no voiceover at all than have to listen to Namco US' terrible offering. Yes, you guessed it: we've got a bee in our bonnet about this problem, and it's annoying because RPGs always seem to suffer from it.

Still, annoying though it is, it won't stop you enjoying the game immensely. As it stands though the voiceover problem is enough to stop the game from scoring any higher than it did the first time around. Grating Americans aside, *Baten Kaitos* is an epic RPG that oozes quality, style and high production values. It starts quite slowly, but once you get going there's a gem of a game to be found. Grab your diaries and book 40 hours right now, because the chances are the GameCube won't get another traditional Japanese RPG of this quality. Ever.

CHANDRA

2ND THOUGHTS
EN-CARDE!

■ *Baten Kaitos* loses out on its conversion to PAL because the voiceovers aren't quite what you might expect, losing the fiery passion of the Japanese version. Don't get me wrong, I still love the game and think the card system is really good but it's a missed opportunity when *Baten Kaitos* needed that little extra polish to really make it shine. Still, if it's a proper, hardcore Japanese RPG done as only the Japanese can that you're after, look no further than this. Top stuff despite some moans.

DARRAN

CUBE VERDICT
BATEN KAITOS
GORGEOUS AND ENJOYABLE CARD-BASED RPG

VISUALS Glorious pre-rendered scenes with detailed polygon characters.

AUDIO Damn annoying voiceovers but lovely compositions.

GAMEPLAY Shock! Horror! A card-based battle system that's actually really good.

LIFESPAN A decent-sized RPG filled complete with plenty of side-quests.

ORIGINALITY Other RPGs will be stealing ideas from the battle system.

ALTERNATIVE

A decent game but the PAL version suffers from a bad translation.



TALES OF SYMPHONIA
Reviewed: 8.0 CUBE Rating: 37

CONCLUSION

I'M A BIG I'm a big fan of traditional Japanese RPGs like *Final Fantasy*, *Chrono Trigger* and the like, and I really enjoyed this. The whole game is finished off with such a great audio-visual sheen. I reckon I can safely say that it's the best game of it's kind that I've played in a long time.

FINAL SCORE
8.6

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BATTLE SCRAP

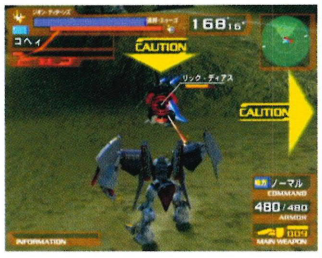
Explosions and colours and bits of metal and robots and rockets and fire and lasers and stuff.



MOBILE SUIT GUNDAM: GUNDAM VS ZGUNDAM

Three piece suite











CUBE

INFORMATION

MOBILE SUIT GUNDAM	
PUBLISHER:	BANDAI
DEVELOPER:	CAPCOM
PRICE:	£59.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	7 BLOCKS

STATS

- 4 PLAYER MODE
- MOUNTAINS OF MECH
- BEAT-'EM-UP AND RPG ELEMENTS
- INVOLVED STORY MODE

TBA | OUT NOW | TBA



Take three factions onto the battlefield? Oh yes

THERE ARE only two things in this world better than giant robots and that's sliced bread and women who can provide and appreciate both. That's in theory anyway, in practice the Japanese have got the market cornered on enormous automatons and apart from the westernised *Transformers* we don't care for *Gundam*, *Macross*, *Evangelion* or any of the other histrionic anime DVDs that litter the comic book shops of the land.

As a result, much of the appeal of *Gundam Vs ZGundam* is lost on us. If we understand things correctly though the game's main claim to fame is that it brings together all the robots from two fairly distinct *Gundam* TV shows, with four separate factions (A.E.U.G., Federation, Zeon and Titans) and a roster of different mechs that's second to none. Well, none that we know or care about anyway.

For those that know nothing of such things, and are happy in their ignorance, the game's other big selling point is a four-player split screen multiplayer mode. Although the real raison d'être of the game, gameplay wise, is that the PlayStation2 version has an online mode – which of course the GC version doesn't. Except for the multiplayer and the extra Metal Mickeys though, the game is distressingly similar to *Pilot's Locus*, which if you'll recall we didn't think was very ace at all.

The game is basically a third person shoot-'em-up with a few relatively minor knobs on. It bears obvious comparisons with *Virtua On* and, particularly, *Zone Of The Enders*, but very few of the robos actually do anything particularly robotic, except for the odd transformation. We're not asking them to learn why humans cry or compute differential equations during cut-scenes, but squint your eyes a bit and you could easily convince yourself that you're just controlling a normal human character.

Control is very simple with your plastic pal moving about in a manner that again seems strangely inconsistent with being a gigantic 50-foot-tall metal monster. There's a boost jump on the A button, your main weapon is fired by a simple press of the B button, your sub-weapon via the R shoulder button and a quick stab of your sword instigated by a tap of the C button. Each robot also has its own subtly different set of ancillary controls for things like transforming, shooting out little helper satellites and using alternative melee weapons.

Apart from all these standard controls you also get a beat-'em-up style combo system, which in turn powers a super destructive special move. With the large number of cannon fodder enemies littering most levels this



TALK TALK: This man struggles to keep his mouth shut. Listen as he screams Japanese during missions! Laugh at your own confused reactions to the nonsense he shouts!

"MUCH OF THE APPEAL OF GUNDAM VS ZGUNDAM IS LOST ON US"



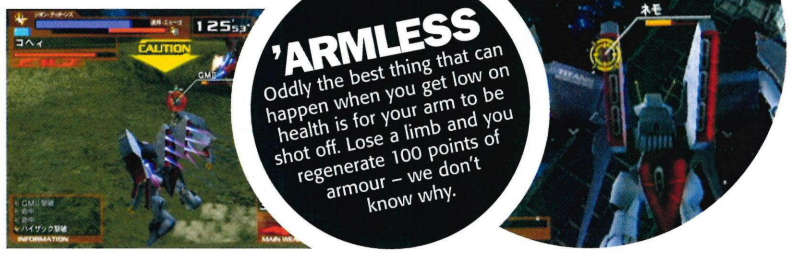


The select screen may be pink but the robots are seriously pumped and ready to totally rock out.

Robots fighting each other! It's like that dream we had, minus the naked members of Girls Aloud.



Caution! You have picked a rubbish robot. Please try again.



HE'S 'ARMLESS

Oddly the best thing that can happen when you get low on health is for your arm to be shot off. Lose a limb and you regenerate 100 points of armour – we don't know why.

is fairly easy to set off and one of the few hints at Capcom's involvement as the developer. It's also possible to blow off individual limbs but this seems to happen to you a lot more than it happens to the enemy. It also has surprisingly little effect on your mobility, although it can stop you from using two-handed weapons if you become a one-armed bandit.

In almost all the story mode missions you'll be accompanied by one or more wingmen but their help is exceedingly limited, especially when you can lose a mission simply because they buy the farm – and not through any fault of your own. The story mode comes in three parts and allows you to play either as the A.E.U.G. (goodies), Titans (baddies) or Axis (baddies, we think – at least they cackle evilly like baddies). Missions are selected from a timeline that takes in the whole of the Universal Century (if that means anything to you) and allows you to take part in "famous" engagements through the years.

At first you don't have any choice of pilot or robot but as you complete missions you not only get to choose better mechs, but you also open up alternative missions as other characters. Furthermore there's a simple role-playing experience point system where you can upgrade your mechanoid of choice as the story goes on. The game seems more interested in awarding points for unlocking a series of art and music galleries though, but again these are only going to be of interest to that special kind of fan for whom the importance of personal hygiene is a distant second to unlocking every single image of a sword-wielding robot that the game contains (which is a lot).

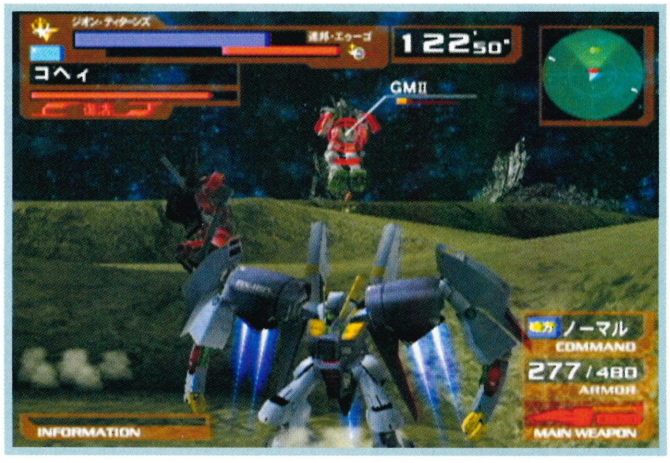
Despite all this the story mode is not the main focus of the game, presumably because it's all largely been seen and done before. Instead it's the arcade and multiplayer modes that seem to have had the most attention lavished on them, with options galore

MORE THAN MEETS THE EYE

Robots in disguise

As far as any red-blooded westerner is concerned the best giant robots by far are *Transformers*. Most of their games are crap as well though, save the recent rather good one on the PS2, but many of the 'bots in *Gundam* can also participate in a bit of shape shifting.

What should have been one of the highlights of the game though is very awkwardly done and involves you boosting into the air waggling the D-pad left and right and then controlling your spaceship (all the transforming Gundams seem to change into spaceships) with said digital device. We couldn't find any way to stay transformed beyond the five seconds or so that your boost lasts, but since the areas are so small there's little point in changing anyway.









The best robot is that robot butler in *Rocky IV*. It's rubbish in a fight but serves drinks. Yes!

as you take either a CPU or actual flesh and blood friend into battle with you. The single player arcade mode is simply a selection of apparently unconnected missions, so it's pretty pointless but the split screen multiplayer is definitely the most enjoyable way to pretend you take a size 60 metal loafer.

The problem with all this talk of endless options and three-piece robot suits is that the core gameplay just isn't all that and no amount of bells 'n' whistles is going to hide it. Not that the game's bells 'n' whistles are particularly melodious because the graphics are, quite frankly, rubbish. The robots themselves are okay, but the background graphics are pretty grotty with some very amateurish looking textures, that ends up with the game looking like a PSone title half the time, never mind the PS2 port it so obviously is. The explosions are particularly lily-livered and there's just no sense of scale to the whole thing. Stomping around in a gigantic robot should be inherently fun on its own but you just don't get the feeling of either height, weight or power, with rarely anything to judge your size against and a very weedy range of laser guns.

We ache for a proper giant robot game but this just isn't it. The multiplayer and extra options make it a better game than *Pilot's Locus* but except for hardcore *Gundam* fans (for whom this is going to seem like heavy metal porn) there's little here to interest ordinary gamers and certainly nothing worth importing. **DAVID**



2ND THOUGHTS

GUN IT!

■ "Mechs. Same as the last one. In fact, call it Goddamn Vs Goddamn. You can lose limbs. And story mode has three different angles on it, whether you're the goodies, the baddies or the other baddies. Er... did you get the losing limbs bit? With the limbs blown off? And... it's just not any good. It's got nothing to offer." This second opinion was dictated to Ryan by Tim Empey, sub editor of CUBE.

RYAN

ARTIFICIAL IDIOCY

Just go away and stop helping

As mentioned the artificial intelligence of your so-called allies is rubbish. Even when they're exactly the same robot as you they still take half an hour killing enemies which you can dispatch with a single shot, which wouldn't be so bad except if they die you automatically lose the mission.

You do seem to be able to control your incompetent robo-buddy's tactics though, by cycling through a list of five options using the left shoulder button. We don't read Japanese, so we don't know what they mean, but we do know that none of them seem to make much difference. It's just a pity one of them isn't "go home and stop getting in the way" because that's all you really want to say to the useless eejits.



CUBE VERDICT

MOBILE SUIT GUNDAM

OPTION HEAVY GIANT CARTOON ROBOT SIM

VISUALS
Very PS2, and sometimes almost PSone quality.

AUDIO
All very authentic we're sure, but the sound effects are crap.

GAMEPLAY
Shallow, repetitive but mildy amusing.

LIFESPAN
If you like Gundam there's lots to see and do.

ORIGINALITY
Exactly the same as previous Gundam games.

CONCLUSION

INOFFENSIVE BUT still far from the definitive giant robot game. Without the weight and physics that you would expect from huge robots, there is nothing really to differentiate this from most other mech games, including *Gotcha Force*. Don't get us wrong, if you like the *Gundam* series then you might, quite literally, like this.

ALTERNATIVE

It's far from perfect, but as far as giant robot games on the GC go it's the best.



CUSTOM ROBO

Reviewed: 31 CUBE Rating: 8.5

FINAL SCORE

6.6

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1722	Jo Jo	*Leave*	6603	Anastacia	*Left Outside Alone*
7775	The Streets	*Dry Your Eyes*	5872	Scooter	*The Logical Song*
9469	Natasha Bedingfield	*These...*	7165	50 Cent	*In Da Club*
9596	Usher	*Burn*	3981	Eminem	*Just Lose It*
4435	Usher	*Yeah*	7687	Avril Lavigne	*My Happy Ending*
2954	Robbie Williams	*Radio*	3394	Khia	*My Neck, My Back*
5533	Maroon 5	*This Love*	0397	Michael Jackson	*Billie Jean*
2302	Girls Aloud	*Love Machine*	8587	P.I.M.P.	*50 Cent*
6663	Eamon	*Don't Want You Back*	9119	Britney Spears	*Toxic*
1627	Nelly	*My Place*	2726	Usher	*Confessions Part II*
1178	Maroon 5	*She Will Be Loved*	2956	Danzel	*Pump It Up*
8400	Ultrabeat	*Pretty Green Eyes*	4253	McFly	*Obviously*
6718	D12	*My Band*	9603	O Zone	*Dragosted Din Tei*
8098	XTM	*Fly on the Wings of Love*	3300	Britney Spears	*My Prerogative*
9109	D-12	*How Come*	2317	Green Day	*American Idiot*
9006	DJ Casper	*Cha Cha Slide*	2977	The Streets	*Blinded By The..*
8809	Busted	*Thunderbirds Are Go*	3979	Usher and Alicia Keys	*My Boo*

CHART HITS + PRE RELEASES

4617	2 Play	*Careless Whisper*	5816	Jamie Scott	*Searching*
3563	Eminem	*Like Toy Soldiers*	3984	Kanye West	*Workout Plan*
3297	Blue	*Curtain Fall*	3755	Kelis & Andre 3000	*Millionaire*
5805	Blue	*Get Down On It*	4001	Kylie	*I Believe In You*
2125	Bo Selecta	*I Got U Babe*	3144	Lil Jon & the Eastside Boys	*Wh..*
1959	Brian McFadden	*Real to Me*	5808	Lucie Silvas	*Breathe In*
4620	Brian McFadden	*Irish Son*	9563	Mario Winans	*I Don't Wanna..*
6789	Britney Spears	*Everytime*	2039	Maroon 5	*Sunday Morning*
3137	Britney Spears	*Megamix*	4041	Marques Houston	*Because Of..*
5201	Busted	*She Wants to Be Me*	4021	McFly	*Room on the Third Floor*
4364	Cassidy Ft R Kelly	*Hotel*	4619	Mousse T	*Right About Now*
3139	Cheeky Girls	*Girls & Boys*	5208	Nadia	*A Little Bit Action*
6454	Christina Aguilera	*Dirrty*	4724	Natasha Bedingfield	*Unwritten*
3140	Ciara	*Goodies*	3131	Nelly	*Na NaNa Na*
3327	D-12	*Git Up*	4022	Nelly & Christina	*Tilt Ya Head B..*
3634	Dana Rayne	*Object of My Des..*	6379	Outkast	*Hey Ya*
5381	Destiny's Child	*Lose my Breath*	5209	Outkast	*Ghetto Musick*
2301	Dizzee Rascal	*Stand Up Tall*	3147	Paul Holt	*50 Grand for Xmas*
3978	Dizzee Rascal	*Dream*	9408	Peter Andre	*Mysterious Girl*
5811	Dizzee Rascal	*Graftin'*	5226	Pop	*Serious*
6481	Eminem	*Lose Yourself*	5809	Rachel McFarlane	*Lover*
3636	Eminem	*MOSH*	2656	Rachel Stevens	*More More M..*
4443	Frankee	*F*U*R*B*	4725	Robbie Williams	*Misunderstood*
5806	Freefaller	*Do This Do That*	3133	Ronan Keating & Y.I.	*Father &..*
4603	Girls Aloud	*I'll Stand By You*	3653	The Killers	*Somebody Told Me*
4033	Gwen Stefani	*What You Waitin..*	5217	The Streets	*Could Well Be In*
3641	Hot Pantz	*Give You One Christ..*	3135	Westlife	*Smile*
8711	Jamelia	*Superstar*	4728	Westlife	*Fly Me to the Moon*

HIP HOP + RNB

7137	50 Cent	*21 Questions*	2974	Armand Van Helden	*My My My*
9121	Black Eyed Peas	*Anxiety*	1962	Darren Hayes	*Popular*
7878	Dr Dre	*Still Dre*	1243	Dj Otzi	*Hey Baby*
7877	Dr Dre	*Next Episode*	0619	Dj Quicksilver	*Belissima*
0175	Eminem	*Marshall Mathers*	7874	Dj Sammy	*Heaven*
5633	Eminem	*Without Me*	0621	Faithless	*I Want More*
4250	J Kwon	*Tipsy*	7012	Faithless	*Mass Destruction*
8140	Ja Rule	*Clap Back*	0339	Fragma	*Tocas Miracle*
6465	Jennifer Lopez	*Jenny from the..*	1998	Prodigy	*Girls*
1433	Joe ft GUnit	*Ride Wit U*	0208	Robert Miles	*Children*
7764	Justin Timberlake	*Rock Your..*	5872	Scooter	*The Logical Song*
7947	R Kelly	*Ignition Remix*	2733	Stonebridge	*Put Em High*

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3739	Liverpool FC	*Never Walk Alone*	0899	We Are the Champions	
3740	Manchester City FC	*Blue Moon*	3812	Le Marseillaise	
3741	Man Utd	*Glory Glory Man Utd*	6243	Flower Of Scotland	
3743	SunderlandFC	*Daydream B...*	0883	Marching On Together	
3744	Various	*When The Saints Go*	2893	Fog On The Tyne	
8322	Tv	*UEFA Champions League*	1281	Molly Malone	

CLASSICS

8800	AC/DC	*You Shook Me*	0819	TV & Film	Matrix
8791	Beastie Boys	*You Gotta Fight*	0029	TV & Film	Beverly Hills Cop
8807	Blur	*Song 2*	5150	TV & Film	Phoenix Nights
8716	Bruce Springsteen	*Born To Run*	8559	TV & Film	Kill Bill
8789	Def Leopard	*Pour Some Sugar..*	8561	TV & Film	Lord Of The Rings
7181	Electric Six	*Gay Bar*	1486	TV & Film	Knight Rider
1275	Guns N' Roses	*Sweet Child..*	8488	TV & Film	Starksy and Hutch
8432	Happy Mondays	*24 Hour Party..*	0076	TV & Film	The Muppets
0098	Bob Marley	*Get Up Stand Up*	1483	TV & Film	James Bond
0598	Aerosmith & Run Dmc	*Walk This..*	0091	TV & Film	The Simpsons

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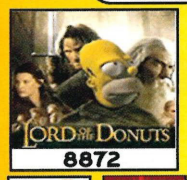
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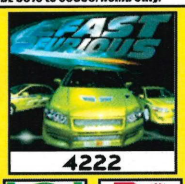
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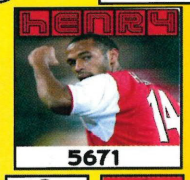
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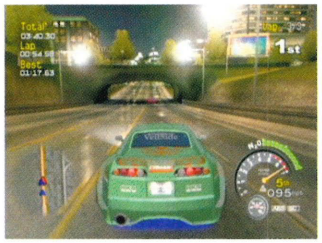


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INFORMATION

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PUBLISHER:	NAMCO
DEVELOPER:	EUTECHNYX
PRICE:	£49.99
ORIGIN:	USA
PLAYERS:	1-2
MEMORY:	11 BLOCKS

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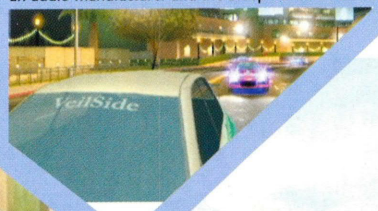


Dust off the nitrous injection system and get back in the driving seat

DRIVING games are extremely popular around the globe and this genre of games attracts more developers to join the race every year. There are just so many quality titles to choose from and each tweaks the performance in a slightly different way to try to gain an advantage over the competition. Following the recent release of *Need For Speed Underground 2* another hot street racer is about to join the party and add another neon glowlight to the underside of GC racers. Of course you all know the score when it comes to street racing and once again highly tuned performance street cars painted in wild neon colours are about to scream over the horizon and onto the shelves. Of course the blockbuster movie *The Fast And The Furious* has a lot to do with the appeal of this sort of game and whilst *NFSU2* offered a great slice of the action, it does fall short in a few vital areas. The development team at Eutechnyx who were also responsible for *Big Mother Truckers* and several PS2 racing games have obviously taken these into account when putting together *SRS* and there are a number of additions to the street racing party.

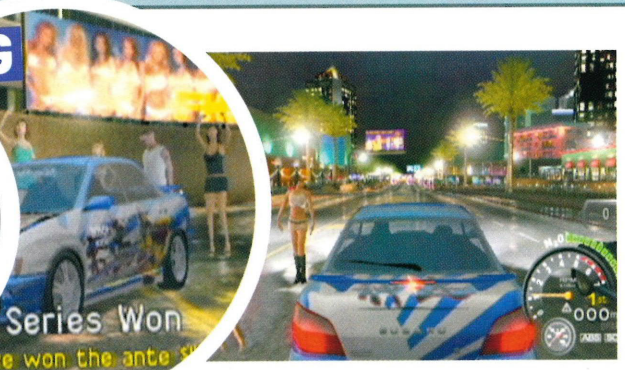
The game begins with a friend who is desperate to recruit a driver for a one-off race and gives you an opportunity to see if you have the skills to become a street racer. Of course your share of the winnings is enough to purchase yourself a new car and you are then able to enter races held around the city to win more cash and also earn respect. To improve the speed of your car there are just loads of branded performance products: electronics chips, turbos and of course the nitrous injection systems can be added to your ride to gain an advantage over the other racers. There are several different

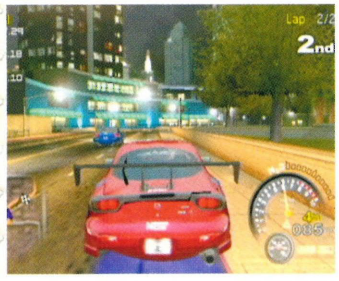
SRS: SRS is an abbreviation used for *Street Racing Syndicate* and also a number of things including hotels, an audio manufacturer and the Sleep Research Society.



BLING IT ON!

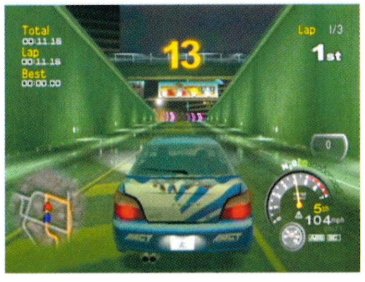
There are just so many ways to customise your car including sponsors logos and groovy paint jobs. There is surely a style to suit everyone except the Burberry design that most people would love.





Like, what better frickin' way is there to spend a Wednesday night, like, down the car park like.

Cause then like, Mandy and Tracy, like might ride in the car, innit, like, sure they smell of chips but y'would.



kinds of races to compete in from drag-style speed contests to night-time street racing with oncoming traffic. Now, this is all sounding rather familiar as *NFSU2* also had these concepts and to be honest you will find both games amazingly similar in almost every area. The graphics are both well polished and give a good feeling of speed even when boosting using an overload of nitrous oxide. The sounds are also equal with a good, loud engine noise and a soundtrack with modern artists to listen to as you tear up the tarmac. In fact the two titles are almost identical, but *SRS* has included a few new ideas to offer a more fulfilling experience. Whilst driving around the three huge cities in *SRS* you'll find police squads on patrol looking for stupid reckless drivers, which is a feature that appeared in previous *NFS* games but was removed for both recent *Underground* titles. This ensures that care must be taken when driving from one event to another and the fact that you can now damage your ride as you drive around also makes you think twice before hammering it through the busy streets. Of course this may become annoying after a while so Eutechnyx has also had the insight to include the option to just jump across town instantly to your chosen destination, saving you time. Another major bonus is the fact that all the parts and upgrades are available in one place, which saves time driving back and forth across town just to fit a new spoiler or set of rims to your vehicle. This takes a large portion of the repetition out of the game and helps it to flow along at a faster rate, but does mean you may miss some one on one racing opportunities.

Another major addition and the one you boys have probably been waiting for, is the inclusion of real racing models. There are 18 beautiful girls in the game and each has a series of tough challenges waiting for you in order to gain their attention. By meeting their needs and showing off your racing skills you can then approach them at the warehouse and ask them to become your date. Now

UNDER THE HOOD!

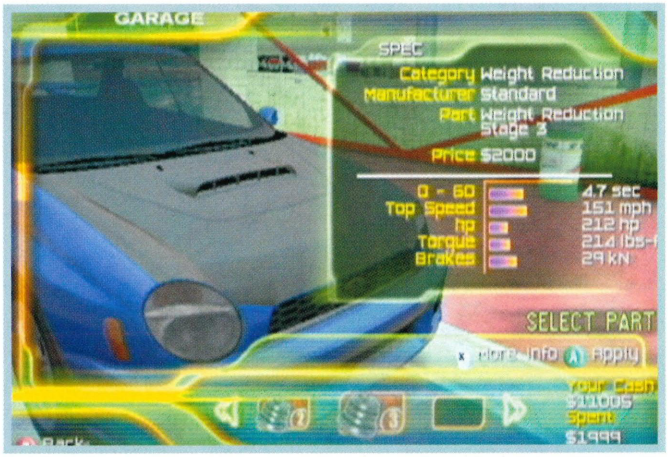
Upgrades are available for everything!

The average car is designed to be sturdy and reliable as well as having a little performance in some categories. Of course when racing your car needs a number of new items in order to make it go faster and win those all-important races.

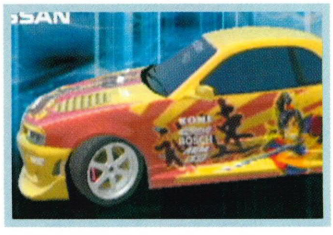
In *SRS* you can change nearly every vital component including the engine, suspension, brakes, turbos, weight reduction and nitrous oxide. These parts are all branded for anyone who has any knowledge of the underground racing scene, but for everyone else they all make your ride quicker and easier to drive at speed.











GIRL POWER

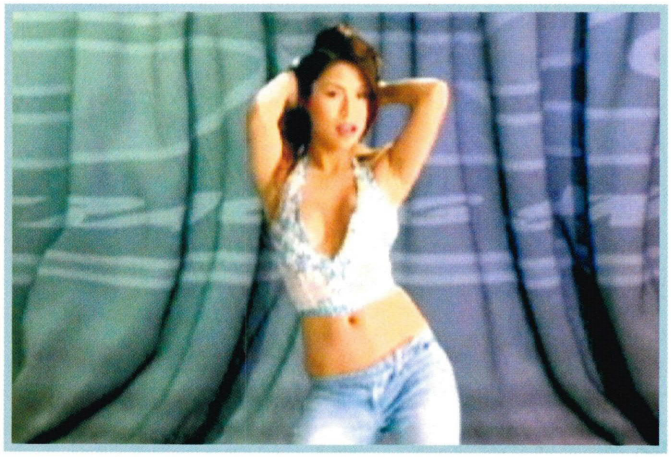
Beautiful women to make you roar!

One of the main attributes that helps *SRS* stand out from the crowd is the inclusion of the racing babes. There are 18 gorgeous women in the game and each is equally demanding. Once you have found them you must fulfil their desires by showing your skills on the street. If you pass the test, you can then view them in action at the warehouse and also choose them as a date to become your very own race starter. There is nothing dirty about this game, but the dance moves are saucy and will certainly make most men a little weak at the knees. Or feel slightly repulsed at the direction gaming has taken and its views on women. They're like currency in this and surely they're not an accurate depiction of the type of girl you might end up marrying.

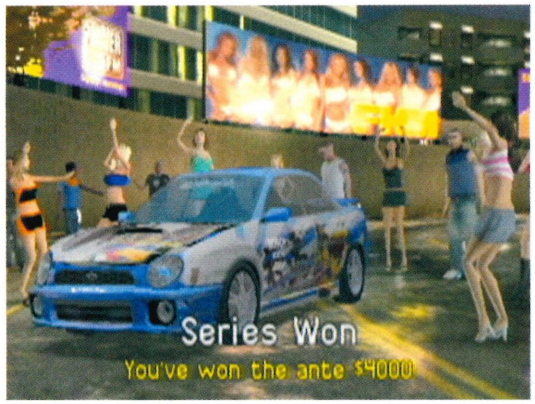








"BEAUTIFUL GIRLS ARE A WELCOME ADDITION IN ANY GAME AS FAR AS SOME ARE CONCERNED"



2ND THOUGHTS

SEXY RACING SYNDICATE

■ It's like *Need For Speed Underground 2*. Except better! Remember, this has girls in, the other's got Snoop Dogg. Girls are better because you can draw lazy circles around their belly button while they're sleepy in the morning and that makes them giggle. If you did that with Snoop Dogg, he'd get grouchy and start rapping.

RYAN

there is no need for a box of Kleenex, as these dates are all racing events and your lady is usually left on the start line choking from the high octane gases emitted as the cars roar away around the circuit. However by letting these stunning models act as your own personal starter you get to watch videos of the lovely ladies dancing around in different trendy outfits. There is nothing perverse and certainly no nudity, but beautiful girls are always a welcome addition in any game as far as we're concerned.

With so many cool features and the added bling/chav appeal *SRS* is sure to do well in the stores and is definitely an equal to *NFSU2*. The additions are well placed and fit perfectly with the game, plus some of the faults found in *NSFU2* have been corrected making it less mundane to play. The overall control is nice and responsive and by tinkering with the set-up you can find a good mix between speed and drift around the bends. The only main advantage *NFSU2* has over this game is the soundtrack, but then you could always whack a CD in your stereo and listen to your own tunes instead. As with all racing games the tracks are fairly similar after a while and going round and round becomes more of a chore than fun. The car control is good and the cars are similar no matter how much war paint you spray on the outside. If you need a fast fix of racing action, then *SRS* delivers it simply and with style. The game is not too big and can be finished extremely quickly but there is always the option of racing again in a new car or just watching the models strut their stuff.

RUSS

CUBE VERDICT

SRS

HIGHLY TUNED STREET RACER

VISUALS
Crisp and colourful with a good sense of speed throughout.

AUDIO
Engines roar and there are lots of tunes to keep you entertained.

GAMEPLAY
SRS is packed with features to increase the enjoyment.

LIFESPAN
Lots of entertaining races but circuits do become repetitive.

ORIGINALITY
Another of the crowd trying to bring more bling to racing games.

ALTERNATIVE

Better than the last *NFS* game, but still not brilliant, but it's chavtastic.



NEED FOR SPEED UNDERGROUND 2

Reviewed: 39 CUBE Rating: 7.1

CONCLUSION

ON THE WHOLE SRS is a good all round performer with several quirky extras to make it stand out from the crowd. It's got the same big city/find races structure as *Need For Speed Underground 2* but it's got more girls in. The handling here is a shade more responsive and a bit less dull than *NSFU2*. One to bring out the boy racer in all of us.

FINAL SCORE

7.3

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Ringtone Charts

	polyphonic	monophonic
1) Destiny's Child - Lose My Breath	Hit2410	Hit2420
2) Eric Prydz - Call On Me	Hit2411	Hit2421
3) Eye Opener - Hungry Eyes	Hit2412	Hit2422
4) Green Day - B. Of Broken	Hit2413	Hit2423
5) Eminem - Just Lose It	Hit2414	Hit2424
6) Snoop D. & Pharrel - Drop It	Hit2415	Hit2425
7) JoJo Ft. Bow Wow - Baby It's	Hit2416	Hit2426
8) Green Day - B. Of Broken	Hit2417	Hit2427
9) Ice Cube - You Can Do It	Hit2418	Hit2428
10) Khia - My Neck, My Back	Hit2419	Hit2429

Ringtones

	poly	mono
3 Of A Kind - Baby Cakes	Hit2430	Hit2480
50 Cent - P.I.M.P.	Hit2431	Hit2481
Anastacia - Left Outside Alone	Hit2432	Hit2482
B. Eyed P. - Where Is The Love	Hit2433	Hit2483
B. Spears - My Prerogative	Hit2434	Hit2484
Batman	Hit2435	Hit2485
Benny Hill	Hit2436	Hit2486
Celine Dion - I Drove All Night	Hit2437	Hit2487
Christina Aguilera - Beautiful	Hit2438	Hit2488
D12 - How Come	Hit2439	Hit2489
Danzel - Pump It Up	Hit2440	Hit2490
Dirty Dancing	Hit2441	Hit2491
Dizzee Rascal - Dream	Hit2442	Hit2492
Elton John - Your Song	Hit2443	Hit2493
Eminem - Lose Yourself	Hit2444	Hit2494
Eye Of The Tiger	Hit2445	Hit2495
Faithless - Insomnia	Hit2446	Hit2496
Fraggle Rock	Hit2447	Hit2497
Friends	Hit2448	Hit2498
Ghostbusters	Hit2449	Hit2499

Crazy Frog

Get the most annoying sound!

Logos



Pic1885



Pic1886

Picture Message



Pic1887

Ringtone	polyphonic	monophonic	realtone
Crazy Frog	Hit2530	Hit2531	Real5880

Videoringtone		keyword
Crazy Frog	+ Sound	Video156

Animated Screensaver

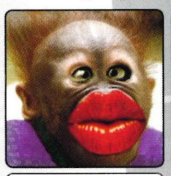

Move1625

Wallpaper


Pic1888

Sound Effects	keyword
Crazy Frog Original	Fun7170
Crazy Frog Nuts	Fun7171
Crazy Frog Motor	Fun7172
Crazy Frog Stuttering	Fun7173
Formular-1 Racing Car	Fun7174
Frog New Years Waltz	Fun7175
Frog Is High	Fun7176
Frog And Friends	Fun7177
Frog Is F++++++	Fun7178
Frog And Its Girlfriend	Fun7179
Frog Is J++++++	Fun7180
Frog Is Puking	Fun7181

Wallpapers


Pic1889


Pic1890


Pic1891


Pic1892


Pic1893



Pic1894



Pic1895


Pic1896


Pic1897


Pic1898


Pic1899



Pic1900


Pic1901



Pic1902


Pic1903


Pic1904


Pic1905


Pic1906


Pic1907


Pic1908


Pic1909


Pic1910


Pic1911


Pic1912


Pic1913


Pic1914


Pic1915


Pic1916



Pic1917


Pic1918



Pic1919


Pic1920


Pic1921


Pic1922

Pic1923

Pic1924

Pic1925

Pic1926

Pic1927

Pic1928

Realtone Charts

1) Eric Prydz - Call On Me	Real5860
2) Groove Armada - I See You	Real5861
3) Jay-Z/Linkin Park - Encore	Real5862
4) Faithless - Insomnia	Real5863
5) K. Minogue - I Believe In You	Real5864
6) Kelis Ft. A. 3000 - Millionaire	Real5865
7) R. Williams – Misunderstood	Real5866
8) Deep Dish - Flashdance	Real5867
9) Usher - Confessions Part II	Real5868
10) Robert Miles - Children	Real5869

Sound Effects

Ali G**	Fun7150
Barking Baby Dog	Fun7151
Bert and Ernie**	Fun7152
Chicken	Fun7153
Countdown Explosion	Fun7154
Del Boy**	Fun7155
Teletubbies	Fun7156

**Celeb sound effects are performed by voice artists.

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Animated Screensavers

Move1626

Move1627

Move1628

Move1629

Top Games

Game116

Aliens are invading your mobile phone - who ya gonna call: Duke Nukem!

Game117

No lost cards. No shuffling. Your favourite game is now on your mobile phone!

Game118

Help EuroMan to collect enough Christmas presents! EuroSanta is a Jump'N'Run game.

Game119

Complete deadly missions together with your platoon-comrades! The First Casualty Of War Is Innocence.

Game120

Experience the thrills of extreme racing at the wheel of the ultimate sports cars!

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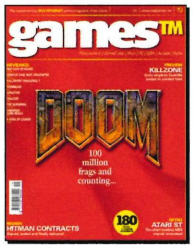
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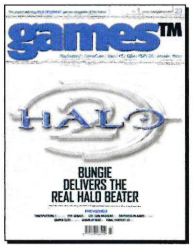
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HANDS ON

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REVIEWS

POKÉMON DASH
ASPHALT URBAN GT
MR DRILLER: DRILL SPIRITS

S NEWS: LEGO STAR WARS • SUPER ARMY WAR • ATARI RETRO CLASSICS

CONTENTS



HOWDY! WELL, ANOTHER year is over and what a year it was. But who cares as 2005 is where it's at, with the DS launching in the UK in a few months! Woo hoo. And to get your appetites whetted we've reviewed six DS games, from the brilliant *Wario Ware Touched!* to the disappointing *Pokémon Dash*, which successfully makes rubbing a screen even more boring than it sounds.

Liz Morris
News Editor

AT A GLANCE...

HOW DO YOU LIKE IT?
Nerr to the nay-sayers as the DS flies off the shelves in Japan and America.
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UNSIGHTLY!
We present one of the most horrific images ever in "It's not a game..."
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WARIO WARE TOUCHED!
All the new games use the DS' touchscreen!
Page 088

URBZ: SIMS IN PITY
Those poor Sims, thinking they'd got another new DS game, it's just a GBA update.
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GBA REVIEWS
Not to be forgotten in the DS hype, here's some GBA!
Page 096

MORE, MORE, MORE

Nintendo increases DS shipments

WITH DS PRE-ORDERS out-numbering the number of units available on the market, it really wasn't a surprise when Nintendo announced that it would be boosting its DS shipments in an attempt to keep up with demand. Since its launch on the 21 November in the US, then on the 2 December in Japan, the DS has been flying off the shelves faster than Jordan can unhook her bra. Within the first two weeks of sale, Nintendo managed to sell over 700,000 units in the US alone with Japan following on shortly behind with a whopping 500,000 units sold in just four days, and yet demand is still as strong as ever.

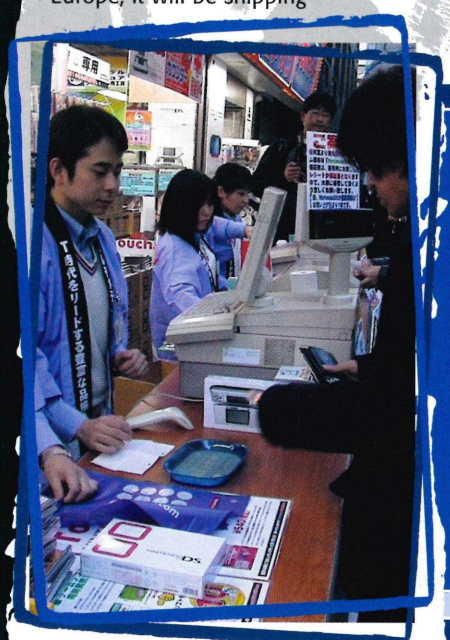
Nintendo decided to up it's shipment by 40 per cent, bringing the total number of DSs available in the US and Japan to a staggering 2.8 million at the end of 2004. The company has also stated that, after the DS is launched in Europe, it will be shipping between1.5 million to 2 million DSs a month, depending on the time of year.

With such a marked success, it's little wonder that Nintendo doesn't see Sony's PSP as much of a threat – not that it ever really did. Speaking to journalists in Japan just before the PSP's launch on the 12 December, NCL president Satoru Iwata stated that the PSP wouldn't appeal to newcomers to gaming and praised the DS' ability to attract women (woah now there's a turn-up for the boys) and older gamers – two groups that traditionally steer away from games, usually because they're rubbish at them. Iwata-san also reiterated the old line that customers are feeling alienated as games continue to become more complex and focused on technology and graphics rather than simple gameplay: "PSP has been created with the assumption that the golden success formula is still working," Iwata-san told reporters at the Foreign Correspondents' Club. "We don't believe that. We're making every effort so that people will say we were right."

The real test will be over the next few months when Sony ups its shipments of the PSP (according to reports the company expects to have shipped around 5-6 million units in Japan and the US by March 2005). However, it does have a lot of ground to catch up on. On its launch day the PSP only had 200,000 units available in Japan, although the speed at which they were snapped up suggests Nintendo may have some competition after all. ■



The DS a serious competiton to the PSP, who'd of thunk it?



WE SAY... Way to go, Nintendo! It's good to see that you haven't lost that Nintendo Magic with the tremendous success of the DS.

HELLO LADIES

Nintendo DS attracts women

IN RECENT MONTHS Nintendo has been attempting to attract more female gamers to its products, after ELSPA's White Paper report highlighted the importance of tapping into this potential market. Although its current attempts at attracting women have been slightly misguided (oh look! The GBA SP is pink! Women just love pink, right?) it appears that the DS could be exactly what Nintendo was looking for. According to a report on Bloomberg, Nintendo saw female membership of Club Nintendo rise by seven per cent in just one week of the DS' launch in Japan. "Our efforts to appeal to non-gamers is bearing fruit," commented Satoru Iwata. "Shattering the belief that 'games are not for me' was a big hurdle." It is likely, although not proven, that the DS' range of games, such as *The Urbz: Sims In The City*, *Pokémon*

WE SAY... Looks like Nintedo's plan to attract new gamers is working a treat, but it's still got a long way to go to win over the all-important mass-market.

PIXEL PROBLEMS

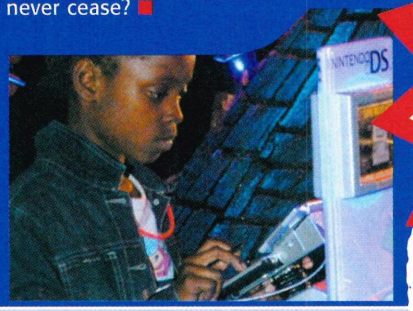
Nintendo promises to fix dead pixels

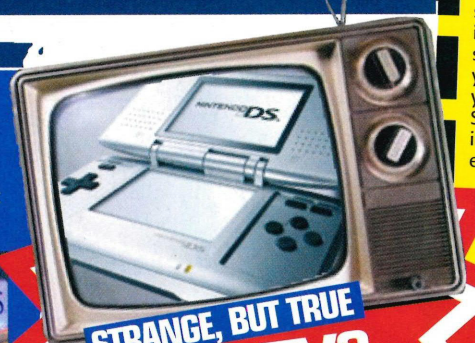
OH BLIMEY. THE DS has only been out for a short while and already customers are complaining about "dead pixels" on the LCD screen and after forking out $149.99 for the pleasure who can blame them? Dead pixels, which have always been a hazard of LCD screens, are faulty pixels that remain one colour at all times and can be very distracting. Even the CUBE team's DS has suffered from this problem (boo!). However, Nintendo has recognised the problem and released a statement telling customers not to worry: "It's important to understand that this issue will remain limited to the pixels you have already noticed. The problem will not get any worse and you should not expect to see the problem in any other areas of the screen." The company further went on to say that it would be more than willing to inspect and fix any DSs suffering from dead pixels, at no extra cost to the customer as long as they return the device within its year warranty period. Way-hey! ■



That one wee pixel is ruining our gaming!

Dash and the forthcoming *Puppy Times*, as well as the inbuilt *PictoChat* are largely responsible in drawing in the female demographic. And look – it isn't even pink. Will wonders never cease? ■





STRANGE, BUT TRUE

DS TV?

Rumour has it that some televisions can pick up a faint signal from the DS.

HANDS ON Accessories

DECAL GIRL DS SKINS

The DS might be a slick piece of machinery but you've got to admit that the silver casing is a bit boring, and certainly doesn't suit everyone's tastes. Rumour has it that Nintendo is currently working on a black DS which, if this turns out to be true, will be released in time for the European launch. However, in the meantime you can decorate your drab DS with some colourful skins from Decal Girl. There are 48 patterns available which include matt colours such as lime, cherry and apricot (Mmmm, sounds tasty), to more unusual designs, like "Blue Giant", "Apocalypse", "Quantum Waves" and "Cow print". You can even get a custom made skin should you so choose. The skins come in five parts to ensure maximum coverage, are easy to apply/remove and won't void your warranty. The skins cost $4.99 each and can be found at www.decalgirl.com

MP3/MPEG4 PLAYER

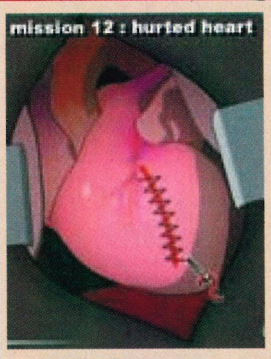
Nintendo might be playing it cool when talking about Sony's PSP, but the company's Japanese division is obviously a little concerned as it is releasing a MP3/MPEG4 player for the GBA SP. Currently titled the Play-Yan, the small device plugs into the GBA cartridge slot and lets you play MP3/MPEG4 files by using SD cards, which you insert into the player. The player will also have an inbuilt headphone socket and will be released in Japan in February. If you happen to read Japanese, then head on over to www.nintendo.co.jp for more details.

XPLODER ADVANCE SP

Are you stuck on a GBA game? Can't get past a level or simply want to unlock all the goodies right away? Then CUBE recommends the Xploder Advance SP from Blaze. It's a lightweight attachment (roughly the size of two GBA carts), which plugs into your GBA SP's cartridge port. Just slot in the game you want and voila, you've got all the cheats you need at your finger-tips. The Xploder Advance SP is pre-loaded with 1,000s of cheats, including infinite ammo, lives and energy although you can always download more cheats.



TID BITZ



GAME BOY BETTER THAN DRUGS

A study, conducted by Dr Anu Patel from University Hospital in Newark, has discovered that playing videogames in the operating room before surgery is better at relaxing children than tranquillisers. The study, which was conducted on children between the ages of 4-12, discovered that kids who played Game Boy games before surgery did not experience any heightened levels of anxiety, whilst the group of children given tranquillisers saw their anxiety levels leap by 7.5 points on average. "We find that children are just so happy with the Game Boy that they actually do forget where they are," commented Patel. Dr Patel's research has impressed the medical community who are considering undertaking a wider study to see if the results match. If so, playing Game Boys before surgery might become common practise in hospitals. It's almost worth having your appendix burst.

GBA'S STILL GOT IT

Whilst the gaming world has been focused on the DS, Nintendo's other handheld system is still going strong. Although the DS clocked up an impressive 1.3million sales in its first two weeks (a combined total of US and Japanese sales), the Game Boy Advance managed to shift an impressive 800,000 units in just seven days. It seems the GBA SP's price drop is still drawing in the crowds! These impressive figures, combined with DS sales, managed to set a new one-week sales record for hand-held devices. In your face, PSP!



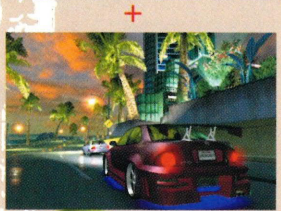
IT'S NOT A GAME BUT IT SHOULD BE!

MARIO KART UNDERGROUND 2

In the back alleys of Mushroom Kingdom lurks a secret syndicate of street racers whose only goal in life is to drive fast, throw red shells at each other and mod their cars to attract the laydeez. Change partners during the race for added fire-power, whilst collecting as many coins as possible to buy upgrades for your pimp-mobile.



+

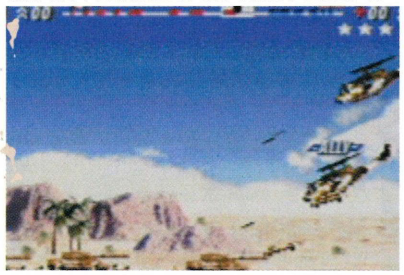


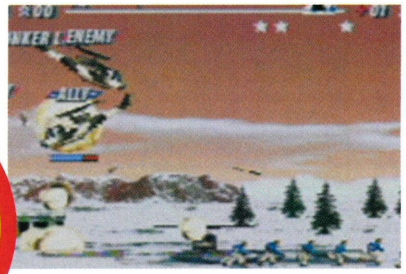


SUPER ARMY WAR

Super-size me

"IT WAS A time of war. A time of heroes. A time of heroes and war." Well that's what the gravelly-voiced trailer guy would say. Atlus USA Inc is releasing a new military combat game for the GBA that's not just good but super, according to Atlus anyway. A war has broken out and the President of the United States of Armenia, sorry, America has issued a counter-strike. Atlus hasn't confirmed who the 'enemy' is yet, although we suspect they're terrorists who are plotting to take down the free world with their stash of nuclear weapons. But that's just a guess. Anyhoo, the President is looking for an ace fighter pilot to fly over enemy lines and attack their base, whilst simultaneously defending the US ground troops from attack. "*Super Army War* delivers tight, old-school arcade gameplay and mixes it up with some great tactical elements" enthuses Akibo Shieh, project commander at Atlus. "It's like an ICBM waiting to explode in your pants". Awww, geez. Now that's just nasty. The game features 16 missions in total, based in a variety of environments including beachheads and frozen wastelands. Players get to pilot two vehicles, a chopper and a fighter plane as they launch "secret attacks", rescue civilians from the war zone (that makes a change to dropping bombs on them), and perform "high speed bombing runs". *Super Army War* is due out in the US in February.





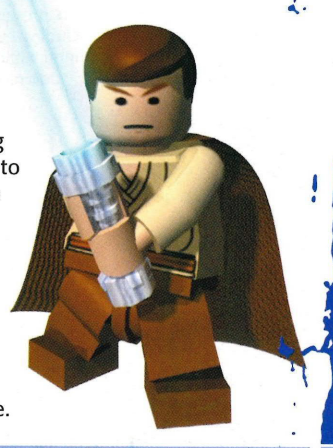


LEGO STAR WARS

Feel the force

YES, IT REALLY is a game about *Star Wars* featuring Lego characters. Whilst they don't make the most likely of partners, *Lego Star Wars* looks very promising. Based on events from the recent *Star Wars* films, *The Phantom Menance*, *Attack Of The Clones* and the forthcoming *Revenge Of The Sith*, players get to relive the action such as the pod racing on Mos Espa, Obi-Wan Kenobi and Qui-Gon's fight with Darth Maul and repelling the clone armies. With such a mixed range of set-pieces in the game, players get to control over 30 characters from the movies including the adorable tin-can R2-D2, "play game, you will" Yoda, Anakin Skywalker and Obi-Wan Kenobi.

The likes of Count Dooku and Jango Fett will also make appearances as end-of-level bosses. During the game players will have to switch between characters to use their unique abilities, such as The Force, to solve puzzles. If you're stuck then you can also rope in a mate to help you, thanks to the game's "drop in, drop out" mode. *Lego Star Wars* is scheduled for an April release.

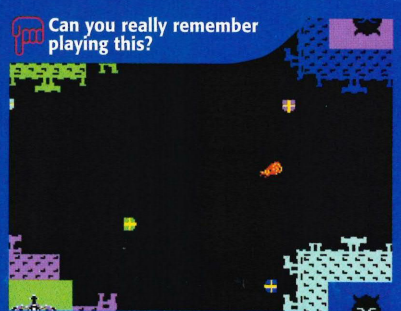


RETRO CLASSICS

Atari goes back to basics

NINTENDO IS not the only company rummaging around its back-catalogue for inspiration, with the likes of the Classic NES series on the GBA and *Super Mario 64 DS* being prime examples. Atari is also bringing some classic gaming fodder to the DS in the form of *Atari Retro Classics*, which features 10 games from Atari's golden era but with a modern twist. We prefer ours with a lemon twist, but never mind. This 'twist' comes in the form of graphics provided by renowned graffiti artists, including REAS, Obey Giant and Delta. The featured games include *Pong*, *Missile Command*, *Lunar Lander*, *Asteroids* and *Warlords* and thankfully all the games can be played in their original form as well as their graffitied-up versions. ■


Hope the touched-up version looks better.


Can you really remember playing this?

NAMCO

GBA TREATS

Namco goes GBA crazy in 2005

ALTHOUGH NAMCO'S ATTENTION has been focused on the DS of late, GBA owners need not fret as the company is releasing three sparkly new games this year. The first game on the agenda is *Ace Combat Advance*, based on the popular Ace Combat franchise on the PS2. In this game players take control of a greenhorn pilot in the United Air Defence as they battle an "evil worldwide economic superpower" (Aha! Now we know who the 'enemy' is in *Super Army War*!). The game features 10 planes and has 12 action-packed missions. *Ace Combat Advance* is scheduled for release in February. Also in February is *Klonoa 2: Dream Champ Tournament*, starring the cute floppy eared fluff-ball. The side-scrolling adventure takes place over five worlds that, according to Namco, combine "platform, puzzle and adventure elements", where Klonoa needs to gather as many star, moon and sun fragments as possible to become the Dream Champion. Last but by no mean least is *Pac-Man Pinball*! Actually, we take that back. Last and least is *Pac-Man Pinball*, starring the yellow Edam, who needs to rescue the likes of Ms Pac-Man from Inky, Blinky, Pinky and Clyde. *Pac-Man Pinball* hasn't been given a specific release date yet, but Namco has it pencilled in for 2005.



HANDS ON Rumours

THREE TRIBES DEVELOPED FOR THE GBA AND DS. THREE TRIBES IS AN ACTION/PUZZLE GAME THAT PUTS PLAYERS IN THE ROLE OF A VILLAGE SHAMAN WHO HAS TO HELP THE NATIVES AS THE SHAMAN PLAYERS CAN WALK, JUMP, FLOAT AND FLY WHEREVER THEY WANT IN THE OPEN ENVIRONMENTS.



TANTALUS INTERACTIVE IS CURRENTLY WORKING ON SEVERAL UNTITLED DS GAMES. IT'S PREVIOUSLY WORKED ON THE POLAR EXPRESS, SO ITS POSSIBLE THAT THE GAMES WILL BE BASED ON POPULAR LICENCES OR MAYBE NOT.

ACCORDING TO JAPANESE NEWSPAPER SANKEI SHIMBUN, NINTENDO IS WORKING ON SOME NEW SOFTWARE FOR THE DS WHICH WILL ESSENTIALLY BE A DICTIONARY ALTHOUGH IT WILL ALSO HAVE A TOUCHSCREEN TRANSLATOR AND SOME MINI GAMES AS WELL.



JAPANESE CARTOON BLEACH IS CURRENTLY HOT PROPERTY. SO MUCH SO IN FACT THAT SEGA IS REPORTEDLY RELEASING A GAME BASED ON IT FOR THE GBA. NO FURTHER DETAILS HAVE BEEN ANNOUNCED APART FROM THE FACT THAT IT IS ONLY SCHEDULED FOR A JAPANESE RELEASE.

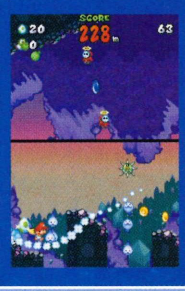
HANDS ON Updates

Catch up on all the latest news...

"Touch Yoshi? I don't want to touch Yoshi. Tickle his ass, sure, but not that."

CATCH! TOUCH! YOSHI! Clearly Nintendo of Japan didn't think anyone would buy a game without the use of loud and obnoxious exclamation marks!!! So to make sure every one buys the game they've changed the name of the game (from *Yoshi's Touch & Go*) and included three!!! That's a lot of exclaiming!!!





SHIZZLE

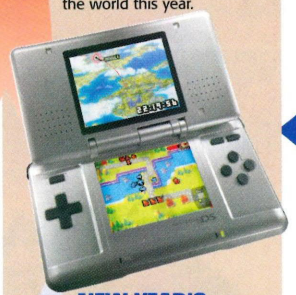
NEW YEAR

An all-new year with all new games to play! Plus there are only three months to wait (hopefully!) before UK gamers get the DS. Finally, we can be like the rest of the cool kids.



DS DEMAND

Nur-nur, Nintendo critics! The DS rules. Everybody whose anybody wants to get their hands on this dual-screened gem, so much so that Nintendo will be shipping millions of the things across the world this year.



NEW YEAR'S HANGOVERS

Oooooohhh, our poor little brains. 20 cups of eggnog and a DS is not a good combination. Two screens we can handle, but four? Bleurgh, double vision isn't fun...

GAMES SLIPPING

The curse of the games industry and boy do we hate it when that happens. Not only does it break our hearts when a game is delayed, but it also means poor Miles has to change the flatplan, causing Lewis to go into a manic frenzy.



NIZZLE

WARIO WAR

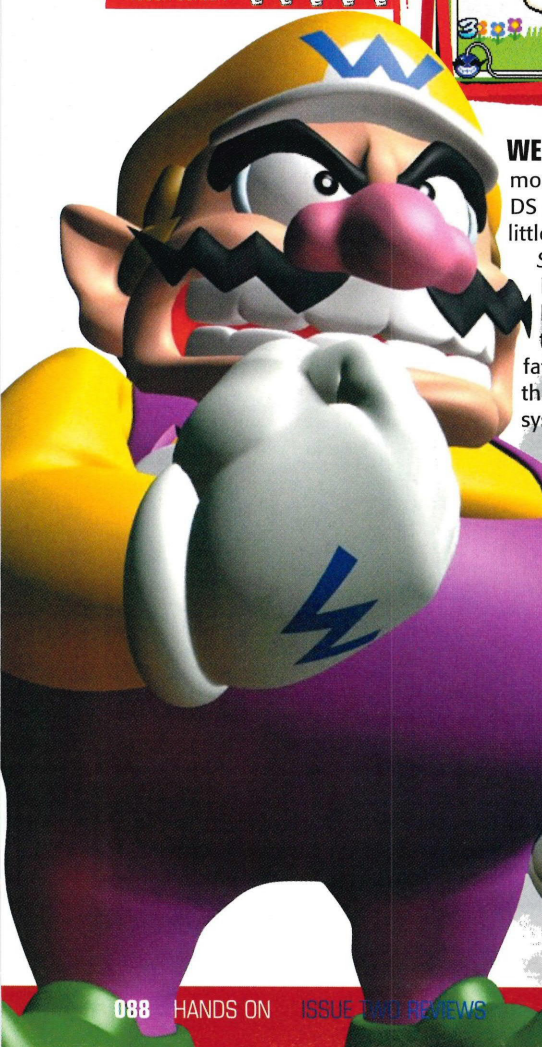
More micro game mania than you can shake a fist at



HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
PLAYERS: 1-2

DUAL SCREEN	
MICROPHONE	
WI-FI	N/A
TOUCH SCREEN	

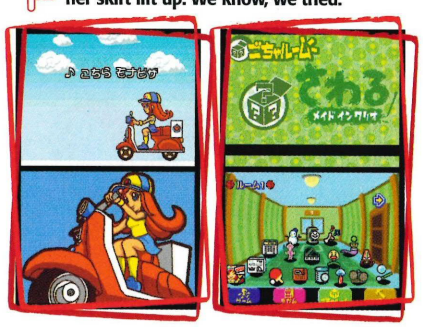


WE MUST ADMIT that after months of waiting, the first few DS games from the US were a little disappointing. Okay, so *Super Mario 64 DS* was brilliant, that was a given, but the other titles were less than impressive. Was the DS fated to be stuck with games that didn't maximise the system's unique abilities to their fullest, we wondered? Well, we shouldn't have worried as just one month later we're treated to the wonders of *Wario Ware Touched!* If you've already got *Wario Ware* on your GBA or GameCube then you'll have a fair idea what's on offer. The game centres around a series of microgames that must be successfully completed within the allotted time frame lest you lose a life. Lose all your lives (usually four, although in some games you only have one) and it's game over meaning you need to start the round again. On average, each round has 10-15 all new mini-games (over 180 games are available in total) and a boss level that you need to beat in order to unlock the next set of games. Once you've unlocked all the different rounds (such as Wario, Mona, Jimmy, Spitz the spiffy cat, office fav Cryger and so on), you can play the games as often as you like and rack up the best score possible.

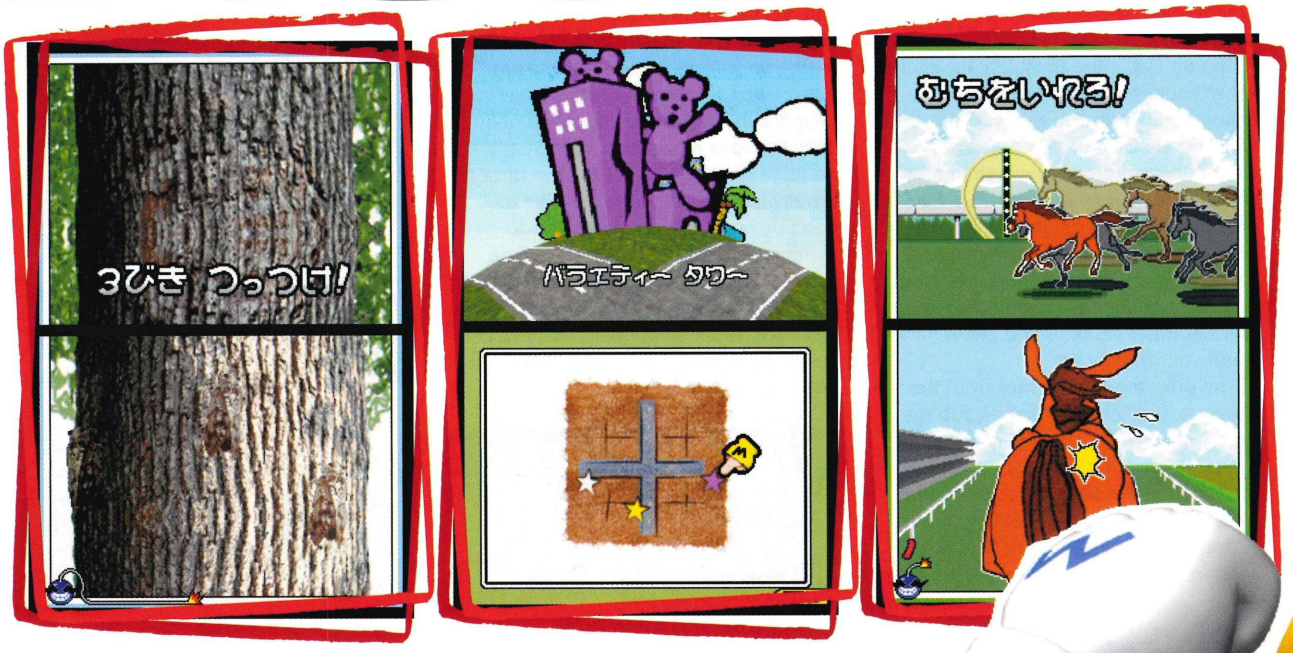


Where *Wario Ware Touched!* really succeeds is in the way it utilises the touchscreen, it's definitely the best example we've seen to date. The games have been slightly modified so they lend themselves to the touchscreen mechanics. For instance, some mini-games require you to join-the-dots to create a picture, draw a beard/moustache on a man's face or paint a woman's nails. Whilst the touchscreen isn't always as responsive as you'd like it to be, this system works incredibly well and adds a whole new layer to an already fun game.

No amount of screen rubbing will make her skirt lift up. We know, we tried.



E TOUCHED!





Another highlight has to be Mike Robot's karaoke stage, where you have to use the microphone in all the mini-games. We were concerned that, being a Japanese import, we wouldn't be able to play this round. Thankfully, all you need to do is blow over the microphone to create a sound. The games include blowing into someone's ear, blowing a giant bubble and steering a flying seedpod over an ocean. Cool. However, you do look a bit stupid huffing and puffing into your DS and it's difficult to see what's going on when you've got your head bent over the microphone, but the games are certainly innovative and fresh, which is a major bonus to the series. As well as this, you can unlock some multiplayer games, like ping-pong. This game is particularly ingenious as the "table" spreads out over both screens, then one player uses the R shoulder button to control their bat and the other person uses the L shoulder button to control theirs. It's a lot of fun and another great use of the DS' unique functions.

The only real flaws are the stupidly long cut-scenes between each round in the main game (thankfully, once you have completed the rounds you can skip through the cut scenes the next time you play. Phew!) and the difficulty level, in as much as there doesn't seem to be one. It's very easy to complete the games and unlock all the goodies, which might be good in the short-term, but doesn't offer much in the way of long-term gratification.

Wario Ware Touched! is another superb outing for the *Wario Ware* franchise and, despite its limitations, should be an essential part of your embryonic DS collection. Now where did Tim fling that stylus?



HANDS ON **Verdict**

GRAPHICS
Simplistic and stylised, this is *Wario Ware* in all its glory.

AUDIO
Repetitive music and sound effects that really grate after a while.

FINAL SCORE

8.9

POKÉMON DASH

Notice how Dash rhymes with trash?

IMPORT REVIEW!

INFO

PUBLISHER: NINTENDO
DEVELOPER: AMBRELLA
PLAYERS: 1-6

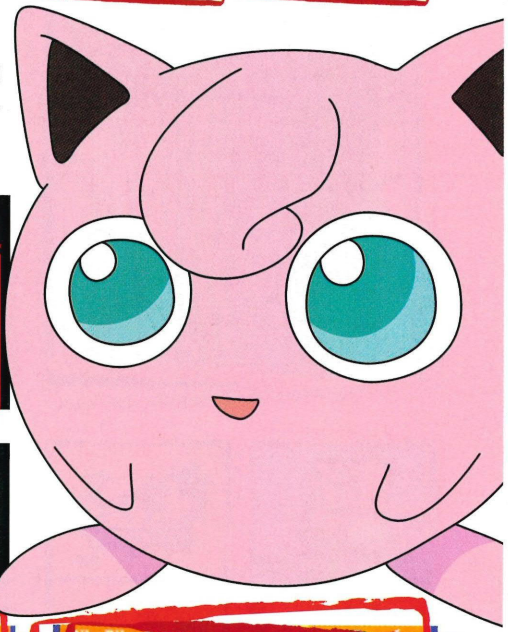
DUAL SCREEN	
MICROPHONE	N/A
WI-FI	
TOUCH SCREEN	

THE FASTER YOU rub Pikachu, the faster Pikachu runs. This isn't a perverse dream about the yellow fur-ball but the actual gameplay mechanic behind *Pokémon Dash*, the most blatant attempt yet to squeeze money out of the *Pokémon* licence. You rub, you run, you win, you cry as your arm sags with pain and your head droops with shame. All you do is rub. Rub, rub, rub. Rub Pikachu past the other Pokémon and past the obstacles and past the Pokéballs and past the finish line. It's a never-ending cycle of rubbing, self-hatred and lustful looks at other DS titles you could have spent your money on.

The only diversion comes from the balloons. Collect the balloons, rub the side of the screen and Pikachu flies into the air to cross water, swamps and so on. You pop the balloons to bring him back down to earth by stabbing them with the stylus and… that's it. The masterstroke here is the map disappears, so you're not actually sure where to go once you take to the skies. Unless, of course, you slow down so another Pokémon can overtake you and lead the way. Kind of goes against the *Dash* part of the title though.

And that's all folks. The entire game is spent rubbing the touchscreen as fast as you can until either Pikachu wins the race (which always happens in the earlier levels) or until you get hopelessly lost when using a balloon (which always happens in the later levels). At no point does this idea ever sound like fun and at no point does it ever feel like fun once the novelty fades away. It's impossible to describe how soul destroying it is to complete what is essentially the same race over and over again yet here we are, trying to describe it. Still, it's *Pokémon*, it'll sell loads and kids will get a kick out of it. For everyone else, it's a kick in the teeth and a dead arm.





HANDS ON Verdict

GRAPHICA
The nicest thing you could say about them is that they're functional. The truth is they're [censored].

AUDIO
Pika! Pika! Pikaaa… PIKA! Pika pika pika! This goes on for the entire game.

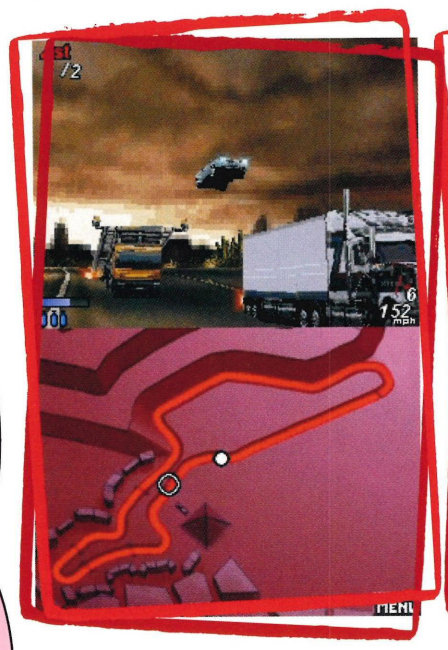
FINAL SCORE
4.0

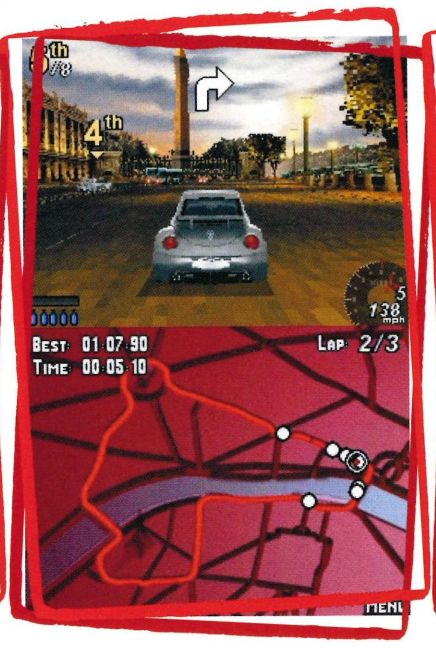


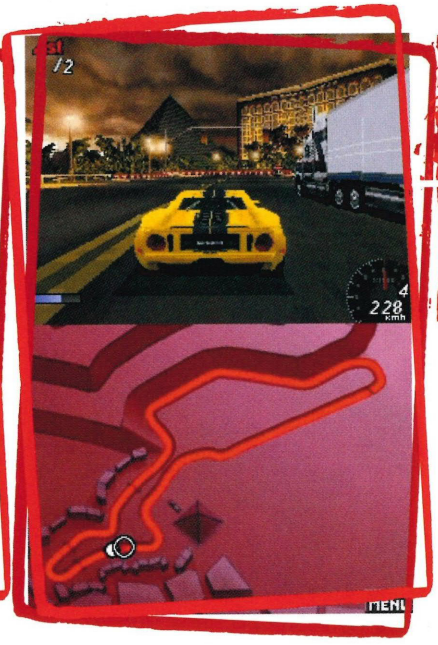


ASPHALT URBAN GT

It's racing evolved – without the speed!





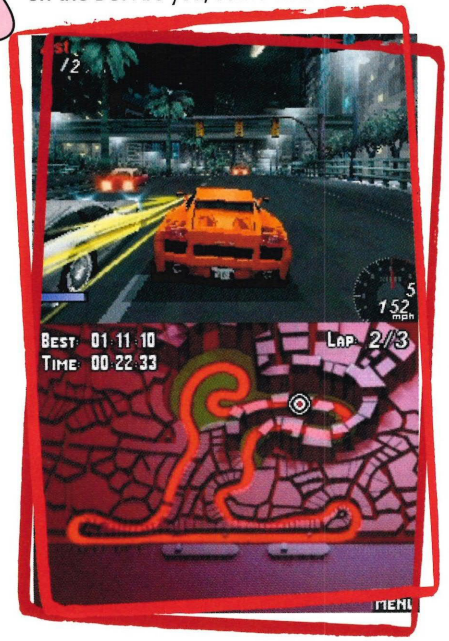


HANDS ON INFO

PUBLISHER: GAMELOFT
DEVELOPER: GAMELOFT
PLAYERS: 1-4

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

LISTEN CAREFULLY AND you'll pick up the joyous sounds of tapping from DS owners. What you won't hear is the sad silence of the lonely soul playing *Asphalt Urban GT*. No tapping there, being the only game thus far that shuns the touchscreen. Imagine! Tap the screen like an inquisitive animal and the reply is 'Press any button' flashing at you in angry red. How dare you use the touchscreen on the DS! Are you, some kind of idiot?



If only the depression ended there. The chance to get behind the steering wheel of Ford's finest or a pristine Lamborghini is a tantalising prospect dampened when, just one race into the championship, you're forced into the unbearably slow Hummer H2 (great game design guys!). The Hummer handles exactly the same as normal vehicles, the only difference being it has the speed of an iceberg on account of it being a portly American uber-tank. You soon realise all vehicles handle the same – lethargic and slow, with the *Burnout*-style boost totally wasted on such a sluggish game. Collisions with other cars are also tame, being more bumper cars than bone-shattering crunches. The crashes aren't even proper crashes, with cars spinning 360 degrees as the view cuts to an awkward camera angle.

Even the tracks are clichéd, with lorries carrying jump ramps and cardboard boxes littering the roadside. Watch *Bullitt* on DVD and you'll see Steve McQueen drive through cardboard boxes and that was way back in the Sixties. Still, at least McQueen didn't get stopped by traffic that glitches through the road, or maybe it's in the deleted scenes. No matter how many cars *Asphalt Urban GT* packs into the tiny cartridge, it doesn't hide the fact that this is a blatant attempt to clamber onboard the DS bandwagon as it rolls into town. Hold fire and wait for *Ridge Racer DS* instead.



HANDS ON Verdict

GRAPHICS
Nice, fast and fluid – shame about the glitching though.

AUDIO
Songs with titles like 'Rock Da Beat' and 'Electro Tiger'? Next.

FINAL SCORE

4.1

THE URBZ: SIMS IN THE CITY

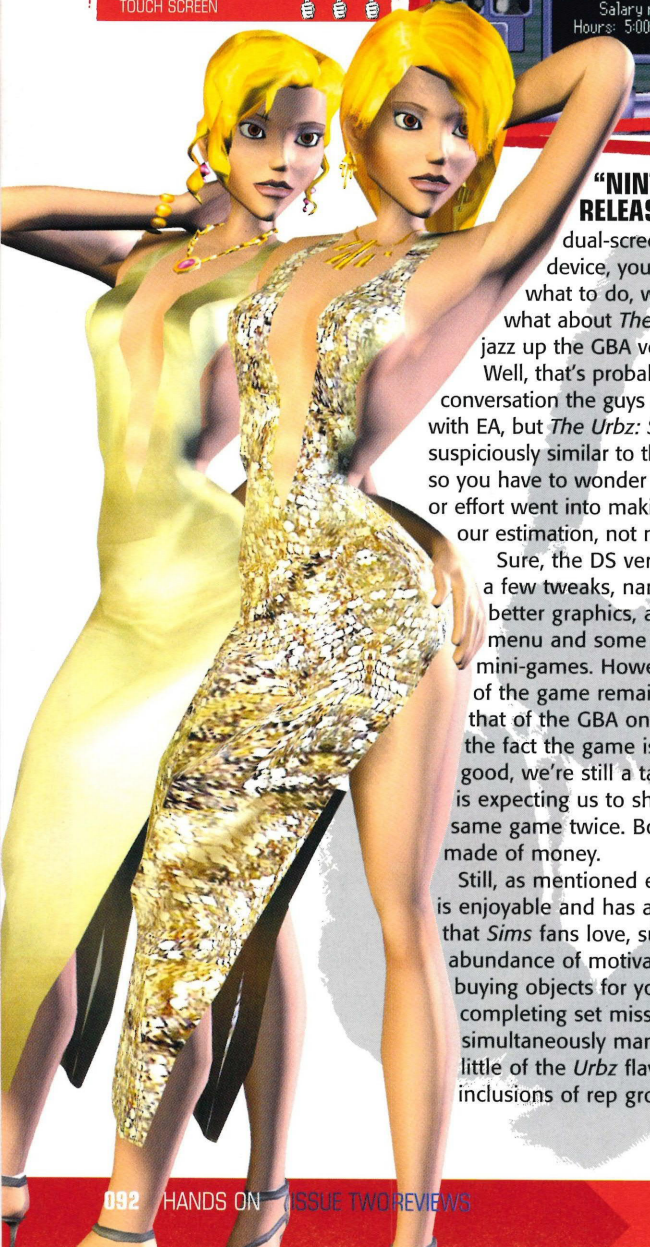
Seeing double?
Having déjà vu?
So what is it?



HANDS ON INFO

PUBLISHER: EA
DEVELOPER: GRIPTONITE
PLAYERS: 1

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



"NINTENDO'S RELEASING A dual-screen handheld device, you say? Ah… okay, what to do, what to do. Erm, what about *The Urbz*? We can jazz up the GBA version if you like?"

Well, that's probably not the exact conversation the guys at Griptonite had with EA, but *The Urbz: Sims In The City* is suspiciously similar to the GBA version, so you have to wonder what real thought or effort went into making the game. In our estimation, not much.

Sure, the DS version has received a few tweaks, namely slightly better graphics, a touchscreen menu and some DS-exclusive mini-games. However, the essence of the game remains the same as that of the GBA one and, despite the fact the game is actually rather good, we're still a tad miffed that EA is expecting us to shell out for the same game twice. Boo! Like we're made of money.

Still, as mentioned earlier, the game is enjoyable and has all the elements that *Sims* fans love, such as the abundance of motivation meters, buying objects for your house and completing set missions, whilst simultaneously managing to inject a little of the *Urbz* flava with the inclusions of rep groups, job challenges and the ability to create pets. The game, however, differs greatly from the GameCube version in terms of storyline, characters and motivation, plus there's a lot less emphasis on your style although the game does have enough similarities to warrant "the Urbz" moniker.

The Urbz is divided into five missions and whilst this might not seem like a lot, the sheer number of objectives on each level ensures there's plenty to do. For instance, you'll be expected to raise money, buy objects for certain people, go to auctions, get a promotion at work, learn new skills, run errands… the list goes on. In fact, in terms of longevity, *The Urbz* is one of the better titles we've played on the DS. As you don't have to complete the missions in a set time-frame, you can spend your time roaming the streets in search of company (oo-er, not like that!), dancing in the night-clubs, playing the mini-games or simply enjoying your Sims' everyday lives. Joyous and quite frankly the real reason why people play *Sims* games… oh okay, the real reason we play these games is so we can force the Sims to make-out with each other. Hey, it's probably the most action the CUBE team will see this month…

Anyway, back to the game. If you find dealing with the motivation meters a complete chore then avoid this title at all costs as the DS version has much more emphasis on mood-bars then its console counterpart. This said, if you haven't got the GBA version and prefer your *Sims* games straight-up, this makes a nice addition to the series.



HANDS ON Verdict

GRAPHICS
Crisp, vivid graphics in the traditional *Sims* style, although not a big improvement over the GBA.

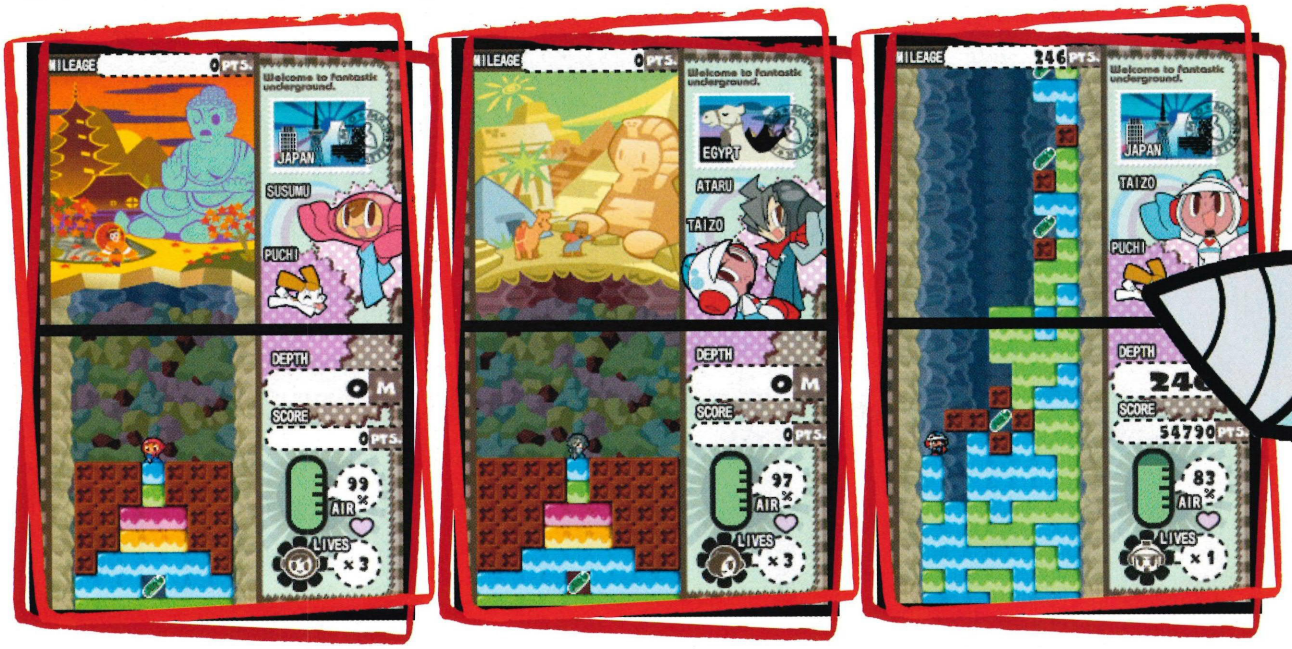
AUDIO
You'll either love or hate Simolean speak. Otherwise, nice sound effects and okay music.

FINAL SCORE

7.5

MR DRILLER: DRILL SPIRITS

Drill, drill, then drill again







HANDS ON Verdict

GRAPHICS
Not outstanding, but they do the job. The job being putting stuff on the screens.

AUDIO
Nauseatingly cute tunes, which are too catchy for their own good.

FINAL SCORE

8.1

HANDS ON INFO

PUBLISHER: NAMCO
DEVELOPER: IN-HOUSE
PLAYERS: 1

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

AAARRGHHH! DRILL SPIRITS is without a doubt one of the trickiest DS games we've had to review. Is it a language problem? No – it's easy to understand and despite everything being in Japanese it's incredibly straightforward to find your way around. Is it the visuals then? Not at all – sure, they're rather basic to look at, but everything is very well detailed and it's easy to make out what and where everything is. It must be the game then? Don't be stupid – *Drill Spirits* is a wonderful addition to the *Mr Driller* cannon and it's bound to have fans of the series weeping into their pneumatic drills with pure joy. "So what the hell is the problem then?" you ask. Simple, it's a DS game that doesn't feel like it's a DS game.

If that's confusing you then allow us to explain in a little more detail.

The DS is all about innovation and in this respect *Drill Spirits* is one of the weakest titles to highlight the machine's unique abilities. Whilst the top screen is handy for pointing out air capsules you may have missed, controlling Mr Driller via the stylus is slow, fiddly and just doesn't work. Fortunately, the standard D-pad is as good as ever and you'll soon be drilling away like a seasoned pro.

So surely, you're better off sticking with the current GBA game? Well, actually, no. *Mr Driller* remains a superb puzzle game in whatever form it takes and *Drill Spirits* includes plenty of extras to ensure that it never leaves your DS. The arcade and time Attack modes are as enjoyable as ever (and include plenty of characters to unlock) while the new Pressure Mode (destroy a huge drill before it kills you) and Dori Stone games ensure massive amounts of longevity. Last but by no means least is the fantastic multiplayer game. Whilst four players can play off one cartridge, it's not recommended because only the host machine has any sound. If you're looking for an original title that makes full use of the DS's unique capabilities, then *Drill Spirits* will be a bitter disappointment. If you just want to play a great game though, then we recommend you purchase it as quickly as possible.

CASTLEVANIA

Kick ass, take names, great game

HANDS ON INFO

PUBLISHER: NINTENDO
DEVELOPER: IN-HOUSE
PLAYERS: 1

WITH THE FIRST wave of Classic NES Series games having the likes of *Legend Of Zelda* and *Super Mario* riding its crest, the second wave has now arrived, slightly smaller and not quite as awesome. Leading the charge is *Metroid* followed by the predictable choice of *Zelda II: The Adventure Of Link* while *Dr Mario* is struggling to stay afloat alongside the jetsam. Surprisingly enough, it's *Castlevania* that proves to be the most enjoyable after all these years. What? *Castlevania*?

Think about it and maybe it's not such a surprise. Look at the story, for example. Simon Belmont charges into a castle to kick undead ass and take vampire names. That's it! And that's all you need when backed up by a game that sees you destroying anything that moves, most things that don't and going mano-a-mano with huge, angry bosses such as Medusa and Frankenstein. Simon can power-up his whip and bring alternative weapons with him into battle, found by wrecking scenery. Axes, holy water, stop-watches and daggers are a few of the items that can help you at the expense of hearts. Sure, it's not perfect. The platforming is made trickier than it should be by the clunky jumping while the difficulty curve is more like a seismograph readout, especially once you reach the battle against Death. Once again, as is becoming increasingly common with the Classic NES Series, the save system is horribly unwieldy and spits on the words 'user friendly'. Yet there's an immense pleasure in tackling such a doggedly old-school game head on and it's one of the few titles, of any Classic NES Series release, that remains just as enjoyable now as it did when it first appeared all those years ago, covered in 8-bit glory.



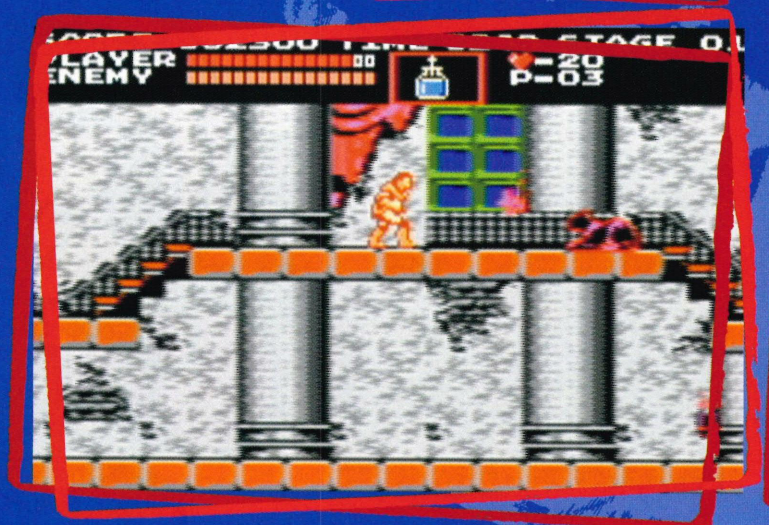
That one with Simon Belmont being a wuss...

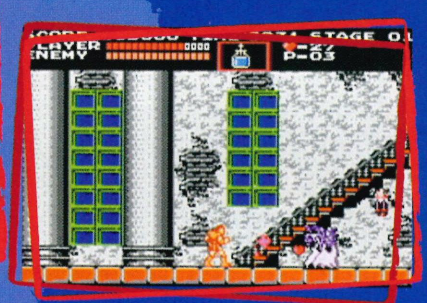
...and being able to pull things out of his backpack?





Is Tim the only one who remembers the Capt N series?





HANDS ON Verdict

GRAPHICS
The animation shows its age but the style holds up well after all this time.

AUDIO
Bleep, blip, blop and sometimes blap. The audio is old. Just like the game! How ironic!

FINAL SCORE

8.0

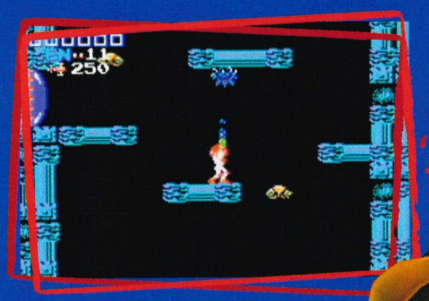
METROID

It's-a-mus. That didn't really work did it…

WITH METROID PRIME *2: Echoes* receiving a whopping 9.7 and *Metroid Prime: Hunters* looking to be the Nintendo DS title of choice, it seems Samus can't put a foot wrong. Or can she? This re-release of 1988's *Metroid* allows a look at her roots but in going so far back, it only reminds you how far things have pushed forward. It's like going from DVD back to VHS and discovering that while the film is still very good, it looks slightly worse than you remember, you're suddenly aware of response times when trying to get the tape to do what you want and you have to rewind it when you're done (*Metroid* uses a password save system, welcome to the last decade Samus!). It's the *Metroid* series stripped bare of the bells and whistles that made Samus' later adventures the milestones in gaming they became and while *Castlevania*'s old-school stubbornness adds to its appeal, here, it detracts from the *Metroid* experience. While the series trademark of action mixed with a dash of exploration sees *Metroid* scrape through the test of time intact, it's become more interesting curio than must-have title.







HANDS ON **INFO**

PUBLISHER: NINTENDO
DEVELOPER: NINTENDO
PLAYERS: 1



HANDS ON **Verdict**

GRAPHICS
Nostalgia made us think this game looked better than it does.

AUDIO
Blip, blop, blap, blonk. Oh wait, this joke's been done. Erm… yeah. Can we talk about *Elf* now?

FINAL SCORE

7·0

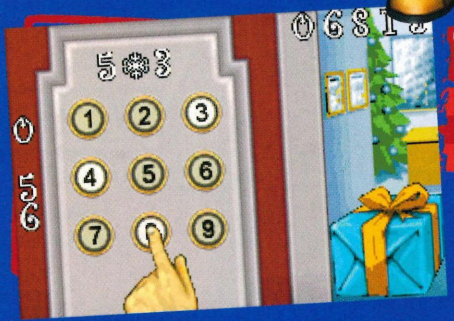
ELF: THE MOVIE

It's, like, totally Elf

ELF: THE MOVIE is, in many ways, the greatest game ever. Nothing will cause so many tears of joy to stream down laughing cheeks as *Elf* does. It's a non-stop comedy of errors throughout, with comedy being the keyword. Despite not cracking a single deliberate joke, *Elf* has lashings of unintentional humour. The stuttering animation. The horrible collision detection. Delivering presents to floor 86,732. The guard who chases you for two seconds. The sliding horse. There are so many hilarious low-lights, covering them all is impossible. *Elf* has already become the stuff of legend. It's the new adjective to describe something so hideously wrong, it actually comes out the other side and somehow ends up being entertaining again. Normally, games this bad get the "don't wish this on your worst enemy" anecdote trotted out. Rubbish. Wish this on your worst enemy, become friends with him again and enjoy the most accidentally entertaining game we've played all year. Just don't pay money for it. It's far too *Elf* for that.







HANDS ON **INFO**

PUBLISHER: CRAVE
DEVELOPER: HUMANSOFT
PLAYERS: 1

HANDS ON **Verdict**

GRAPHICS
So bad, it's hilarious. A bit like that *No Way, No Way* record by Vanilla. Remember that? Jesus!

AUDIO
So bad, it's hilarious. Again. Funnier than Peter Kay's jokes and just as grating as his accent.

FINAL SCORE

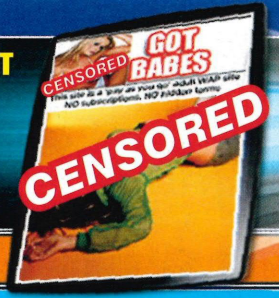
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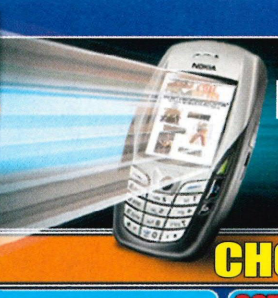
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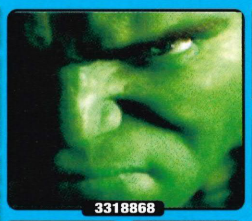
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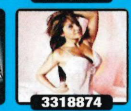

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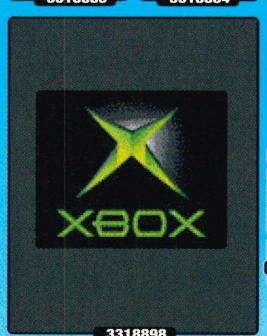
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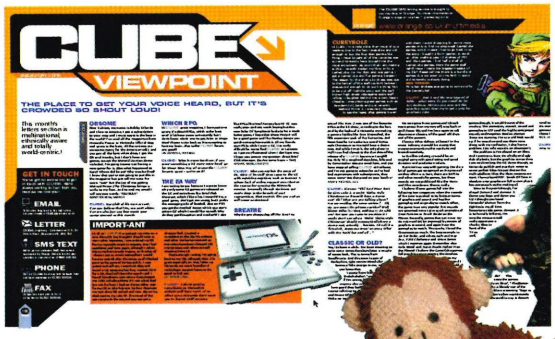
ISSUE FORTY ONE

Shush you lot, we're all still hung-over, give us a couple of weeks and a mountain of painkillers

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CUBE VIEWPOINT

ISSUE FORTY ONE

THE PLACE TO GET YOUR VOICE HEARD, BUT IT'S CROWDED SO SHOUT LOUD!

This month's letters section is multinational, ethnically aware and totally world-centric.!

RANT ON!

ORSOME

Dear Cubists, my name is Bobby Orlando and I live in America. I got a subscription to your mag and I must say it is the best in the world! I've read all the magazines from Nintendo Power to Nintendo Official Mag and yours is the best. All the reviews are awesome (sorry for the American talk) and you got all the best video discs. I got the DS and it rocks, but I don't have any games except the *Metroid Hunters* demo included. I'm going insane not having a new game for it. Also what happened to Gary? Where did he go? Why was he fired? I know that you're not going to put this in the magazine but just tell me wear he went. *sob* But the joy of me getting *Metroid Prime 2* for Christmas brings a smile to my face. And to end my email I will say two words: YOU RULE!

BOBBY ORLANDO, AMERICA

CUBE: ***Gary left of his own accord. Can you believe that? No, we can't either. Can we also just say how much your name amused us this month.***

WHICH RPG

Hi CUBE great magazine, I have just one query, it's about RPGs, which is the best one? A lot have come out recently but I don't know which one to get, *Tales* or *Mega Man*? Please write back as this is starting to hurt my brain. Also is the CUBE forum any good?

IAN CAPEWELL, VIA EMAIL

CUBE: **Tales** ***is more hardcore. If you want something a bit more entry level, go for Mega Man. Um, of course the*** **CUBE** ***forum's good – we're on it!***

THE EA WAY

I am writing to you because I want to know why only some EA games are released on the GC and not others like *Total Club Manager*, which I like a lot. I mean *FIFA* is a good game, don't get me wrong, but I prefer the managing side of football. Also on PS2 you get the *Football Fusion* which you don't get on GC which I would like as well. Why do they get this option and we don't? I also like RPGs like *Final Fantasy* but *FF: CC* was really poor and not worth buying but this new *Tales Of Symphonia* looks to be a much better game. I hope that *Mario Party 6* will be a good game and like *Donkey Konga* you get the microphone with it. All my friends own PS2s while I own a GC, it is really difficult for me to find CUBE in Leicester so I get very frustrated when I don't get one. I hope you answer my question about *Total Club Manager*. [You've some hope – Tim]

MICHAEL MOON, LEICESTER

CUBE: ***Who can explain the ways of EA. Most of its stuff does come to the GC with notable exceptions such as*** **Burnout 3** ***where lack of online support was cited as the reason for canning the Nintendo version. Generally though decisions get made deep in the bowels of vast corporations, that mortals like you and us will never understand.***

BREATHE

Why do you always slag off *The Sims*? Its

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IMPORT-ANT

Hi all at CUBE! I've just got my mitts on a nice shiny DS, but thought I should write to warn other importers, I pre-ordered my DS from a reputable import company one I had used time and time again, although I admit this is my first console import, on the day of release I got an email stating that I would have to wait till after Christmas as all DSs had gone to the general Yankee public. I was gutted and still am, I searched eBay and found a UK company but they wanted £250 for a DS, shocked I kept the search until I found SonicBionic.com where they charged me £195 including *Mario DS*, not a bad deal but not the best. I had no choice either wait for my DS or take this one. So four days later my nice shiny DS arrived and now sits on my desk next to my GBA SP. The moral of the story is search the net and you can get a cheaper deal, I posted a complaint on the Big N's website and other stories have turned up importers have been charged £40 import taxes and others are still awaiting there DS

That's enough ranting, I'm going back to my DS, although *Halo 2* is great especially on Live, listen up Nintendo we want broadband multiplayer support because it's good to kick ass!

LEE, BIRMINGHAM

CUBE: ***I doubt posting complaints on Nintendo's website will have much of an effect since Nintendo don't want you to import stuff anyway.***



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CUBEYHOLE

Hi CUBE, I'm a little older than most of your readers, due to the fact I was alive and old enough to buy the first Atari games like *Pong*. I have bought all of the consoles ever out and Nintendo have brought me the most enjoyment. My point that I am making is this. I recently traded my Xbox in for a GameCube. For my Xbox and one game, I got a GameCube and five games, bargain! The reason for the shop's kindness was due to the fact all of the staff couldn't believe I was stupid enough to do such a thing. Not to be put off I left the shop and the well-known high street videogame store staff rolling in laughter behind me, a very happy chappie. I was playing great games such as *Resident Evil*, *Zelda* and just recently *Metroid Prime 2*. I was very impressed to say the least. After getting bored with them I went shopping for some more games only to find no shops sell GameCube games, which meant I had to go back in to the shop I bought it from (Game) to stock-up. After walking past 10 shelves of PS2 and Xbox games, I find half a shelf of GameCube games. Were the game staff right? Have I made the biggest mistake of my life? Please tell me there is a bundle of games due out soon coz my faith in good old Nintendo is slowly dying.

MARK HORSBURGH

PS Is *San Andreas* ever going to come out for the GameCube?

CUBE: Resi 4 *and the new* Legend Of Zelda – *what more do you need? As for* San Andreas. *NO! No-one ever ask this question again. Ever. Try to get a grip for goodness sake.*



sequel *The Sims 2* was one of the favourite RPGs at the E3 show, according to the box. And by the looks of it Nintendo are making a game a lot like *The Sims Unleashed,* the fifth expansion pack of the first series. And Neon East for Liz's sake is a weird Sixties style Chinatown so it would have a dance mat. And while I'm at it, the only place in Hull I can find closest to the due date of the release of a CUBE issue is in Longhill Est. Only 'til a couple of days later, followed by Gamestation about a week later, and you have stopped selling CUBE at Kwiksave, and I'm not going to subscribe as I've had bad experiences with subscriptions, they never come! Bet that peed on your bonfire!

STEVEN THETFORD, HULL

CUBE: *Liz says: "Eh? 'And Neon East for Liz's sake is a weird Sixties style Chinatown so it would have a dance mat'. Eh? What are you talking about? Are we reading the same review?... Oh, do you mean the picture caption? Well, blame Miles for that, nothing to do with me! But now you come to mention it I really don't see why a 'Weird Sixties style Chinatown' should automatically have a dance mat, actually... besides, I'd call it a 'futuristic, Japanese town' anyway. What with the Sushi bar and all..."*

CLASSIC OR OLD?

Yes, it's been a while. I've been meaning to write since James Crowley's letter a couple of issues back. This is James from Swadlincote. And this town is part of Derbyshire, right next to Woodville! Seems a little strange to me, so I guess you knew that.

I quote from his letter entitled Bwhahahaha!: "and correct me if I'm wrong, but I don't recall anyone else writing in and saying how good they both are." Here, he is of course referring to *Beyond Good & Evil* and *Prince Of Persia: The Sands Of Time*. Wake up James!

No one gave these games and Ubisoft more praise than my very self, way back in April (Issue 30) and I'm here again to talk about more classics, of the good old days and of the present.

Classics. What defines a Classic? In the music industry, it would be a song that everyone remembers the words to and loves the melody.

In the film industry, it would be an original story with good acting and good direction and production values.

But it isn't so easy with gaming. Nor do a lot of games get recognised as the piece of art they often are. Sure, there are BAFTAs and other awards for games, but these awards are not publicised like the Music and Film awards are. Shame really.

I believe Classic games fall into the following two categories: when the console of the time is pushed to its limits in terms of graphics and sound and has the gameplay and originality to match. Often, the game is so very popular that sequels are spawned. Here I give quick examples of *Gran Turismo* or *Tomb Raider* on the PSone. Secondly, games that can never (or do not need to) be improved by means of graphics or sound, and again have the gameplay to match. This is why I loved the Dreamcast so much. The best example is *Jet Set Radio*, and others such as *Crazy Taxi*, *F355 Challenge* and *Virtua Tennis* which I mention again. Remember also *Kula World* and *Super Puzzle Fighter II* on the PSone? I believe the GameCube games fall into this same category, the timeless Classics. *The Twin Snakes*, much to my expectations, has reached this status and I still wish the original *Tomb Raider* would. (I hope you guys over at Core in Derby are reading this!). *Pikmin 1* and *2*, *Rogue Leader II*, *Viewtiful Joe*, *1080° Avalanche*, *Beach Spikers*, *Metroid Prime* are just a few of the GameCube games in this genre and I wouldn't dream of getting rid of them.

But, I must confess I do own a PS2 also, no matter how much I dislike Sony sometimes. If it weren't for two or three games though, it would be out of the window. The animation, artwork, sound and gameplay in *ICO* (and the highly anticipated sequel) and *Forgotten Realms-Demon Stone* are stunning. I'm sure old Walt would cry if he was alive and saw them now. Along with my confession, I also have a problem. (My wife says it's an obsession!)

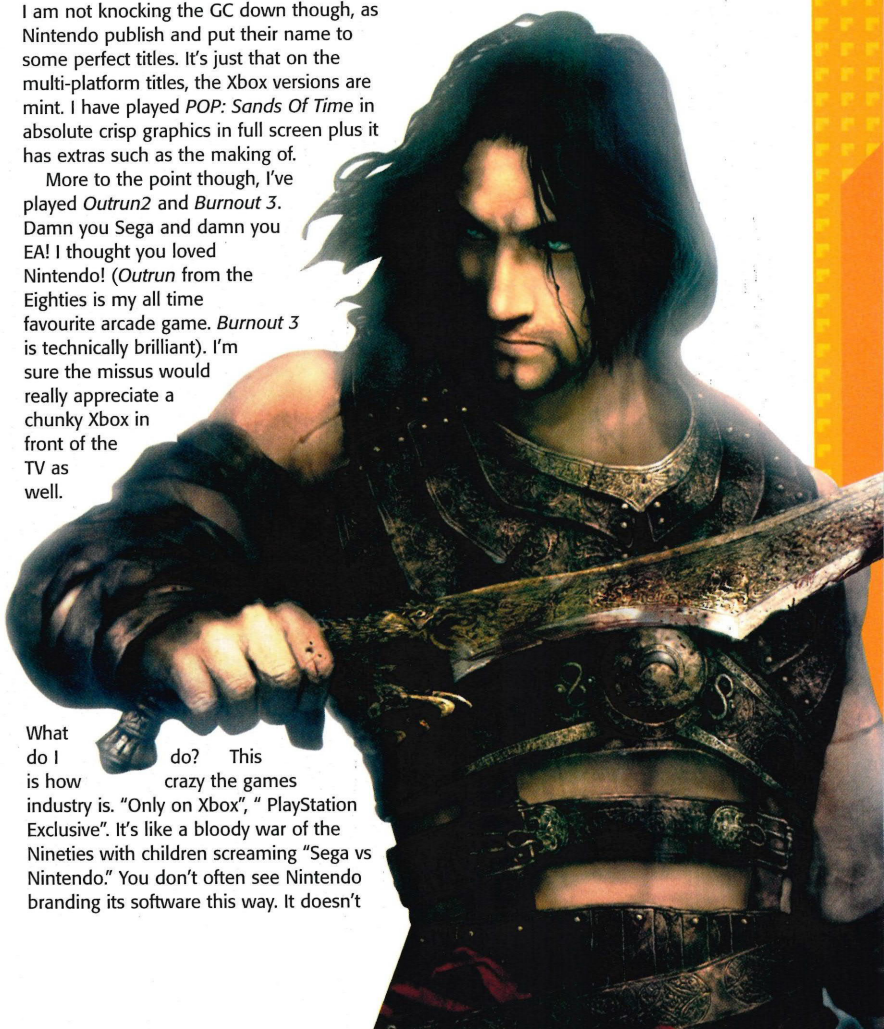
The problem is I've played on an Xbox. And I want one. Sure, it's a hefty and ugly slab of plastic, but the graphics are so clear. I am not knocking the GC down though, as Nintendo publish and put their name to some perfect titles. It's just that on the multi-platform titles, the Xbox versions are mint. I have played *POP: Sands Of Time* in absolute crisp graphics in full screen plus it has extras such as the making of.

More to the point though, I've played *Outrun2* and *Burnout 3*. Damn you Sega and damn you EA! I thought you loved Nintendo! (*Outrun* from the Eighties is my all time favourite arcade game. *Burnout 3* is technically brilliant). I'm sure the missus would really appreciate a chunky Xbox in front of the TV as well.

What do I do? This is how crazy the games industry is. "Only on Xbox", " PlayStation Exclusive". It's like a bloody war of the Nineties with children screaming "Sega vs Nintendo." You don't often see Nintendo branding its software this way. It doesn't need to. The GameCube is in a class of it's own. The GameCube and all the games I own on it, will always be a classic in my heart. Timeless.

NICK, DERBYSHIRE

CUBE: *We're getting all dewy eyed now, sniff.*



RESIDENT EVIL BORE

Hi my name is Howard Philpott and this is my first time emailing you. I love your mag, it's brill and the best on the market! I want to ask you a really big favour because my mum won't let me get *Resident Evil 4* when it comes out because she thinks it's too violent. It's not fair because my mates are teasing me and I asked my hair dresser if he thought I should get it and he thinks I should. But guess what? I'm still not allowed it! It's not fair dude so please give my mum a lecture on how good *Resident Evil 4* is! Please? Pretty please? With a lump of tomato sauce on top? I'm trusting you guys now so please help me get this great game! My great amazing people of the CUBE magazine I will worship you if you print this! Love you!

HOWARD PHILPOTT, 11, DROITWICH SPA

CUBE: ***You're too young to play* Resi 4*, fella. However, get your mum to have a butcher's at this month's In-Depth. She'll be so excited she'll probably go out and buy it for herself, then you can sneakily peek over her shoulder while she plays. Clever, eh!***

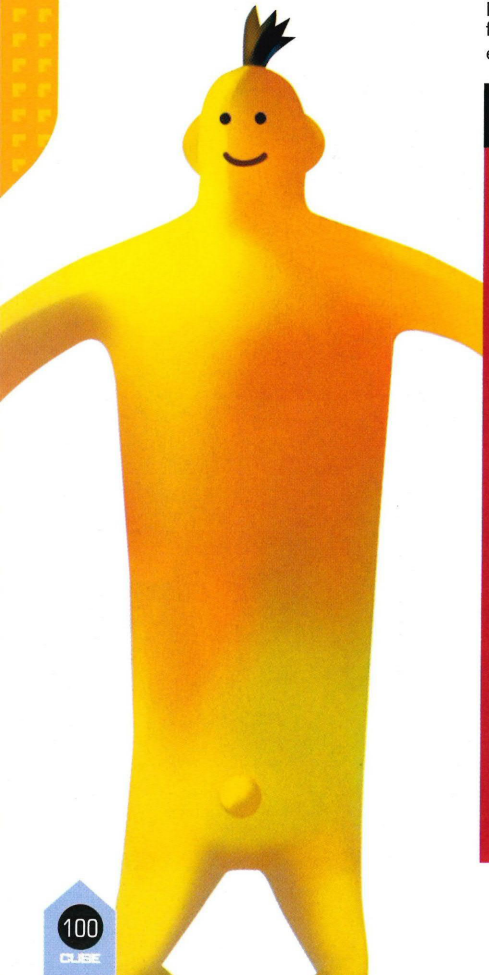
KID MOCK

I am writing in response to Simon Alis' letter in Issue 39. How can anyone buy any *Zelda* game just for the mini-games. I don't think Shigeuru Miyamoto designed any of his games (apart from *Mario Party*) just for the mini-games. His games are for the gameplay and hours of fun you can have from his games. If you want anything besides fantastic gaming then you better get yourself a PS2.

LEON BART, VIA EMAIL

PS A huge big up from cubekid to anyone from totalgames.net

CUBE: ***Mini-games do seem to be the new black though. Pesky things are everywhere!***





DOWN UNDER THE WEATHER

To dear CUBE, I'm writing to you from Australia. Why is the gaming world so unfair? I know you complain all the time about how bad things are over there but look at us! You get game tours and everything, while we get SQUAT! For example I have seen two Nintendo ads in the last four months and about fifteen PS2 ones. Your magazine is the best (and only) GC mag I can get my hands on and we get editions from about two months prior. (I don't mean that offensively.) We find out about games AGES after everyone else and if we want more info on anything we spend about 2-3 hours on the net! I know you more than likely can't do anything about it but when you complain just think about us first!

EMILY CULLEN, 13, BLUE MOUNTAINS, AUSTRALIA

CUBE: ***Well look on the bright-side – at least you don't get rained on every day like us.***

BACK STREET SYMPHONIA

Okay, I know I'm pushing my luck sending you another letter, seeing as you printed the last one (THANK YOU! Putting the *Baten Kaitos* trailer on the DVD for me and everything!) but I really have to say this. Uh-oh – incoming rant. Tim, if you want to live, run now, and run fast.

I imported *Tales Of Symphonia* on the basis of your review. That is, your Japanese one. And I love it. I was all set to send you a letter along the lines of "lets all bow down to the might of CUBE, for they are the ultimate judge of games"... when I read the American review. Oh dear.

You know how in your latest issue (that's no. 39) Chandra wrote about how you are better than other magazines, because you don't just play the first, say, two hours? It would have been fine if your *TOS* review wasn't full of pictures of... yup, the first two hours. I know you got further than that (because of the huge spoiler you put in block capitals, shame on you), but still, it doesn't give out a very good message. And then, you lot go on about how it's missing side-quests? Exactly how far did you get? Did you collect the Devil's arms? Defeat the Sword Dancer at his full power? Get all the secret costumes/titles/weapons? Expand Luin?

I know I'm ranting here, but it really annoys me. The differences between the reviews were amazing, and most of them had nothing to do with language. Example: backgrounds no longer "have a wistful oil-painted feel to them" but are "washed out pastels, lifeless scenery..." Yeah, I know the game has some problems. I know that the World Map looks like it's from a Dreamcast port, I know it's sometimes linear (but only until you get the Rheiards, that's where your side-quests come in), I know some of the characters are so annoying you want to throttle them (I'm looking at YOU, Colette!) but it makes up for it. Tim, maybe you didn't care about the characters, but I found myself getting very involved with the story, far more than *FFX*, which you compare it to. This coming from a massive *FF* fangirl, so you can see how much I've come to love this game.

Alright, enough with tearing you to

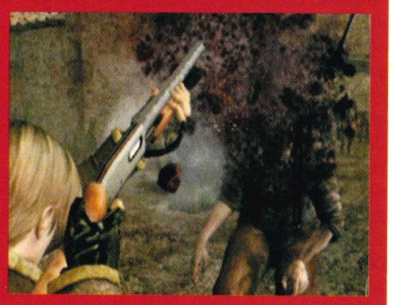
EX-CLUSIVES

Hi CUBE I think your magazine is well cool. Anyway, straight to the point(s). I am fed up of companies (such as Capcom) making games that are exclusive, to Gamecube and then six months later they realize that the game will be popular as hell and bring it out on another console. For example *Resident Evil 4* (a supposed Gamecube exclusive) which is now coming out for bloody PS2. What is the need? PS2 already has an exclusive *Resident Evil* game (*Resident Evil Outbreak*). PS2 already has loads of exclusive games. Why does it need to have Gamecube games.

Also I am fed up with the way shops such as Woolworths have an absolutely massive game section for Xbox and PS2 and have a tiny section with about ten games for Gamecube in. Why can't they just have the same size sections for each console? Would it do them any harm to treat Gamecube like an Xbox or Gamecube.

NICK BEVINS, VIA EMAIL

CUBE: ***Nintendo need to start signing up multiple exclusives. Not just the odd one. Losing* Resi 4*was a blow but it'll still be a long time before it hits the PlayStation. However it will take more than one game to convince PS2 and Xbox owners that it's worth investing in the GameCube. Over the last few months encouraging noises have come out of Nintendo regarding their willingness to work with third parties on such deals, but as yet precious little has come of it.***



Anyway* Resident Evil Outbreak *was pretty lame. We've already given it a kicking in Vanishing Point simply for existing and annoying us. Also, shouldn't we be looking forward to* Resident Evil 4 *with baited breath? Yes. We should. And so should you Nick! Together, we should.

The CUBE SMS texting service is brought to you courtesy of Orange. For more information on Orange's range of wirefree™ games log on to…

orange™ www.orange.co.uk/multimedia

QUICK FIX

Firstly I'm 27. I still love videogames. However, when you have a full-time job the type of games you want to play are those that you can just "pick up and play". You don't have time for anything in-depth. (No time for *Animal Crossing*.) It's much easier to have a five-minute game of *FIFA*. I have many games for the GameCube and although I can appreciate a lot of them, I only play a handful. Why?

I dedicated a weekend to *Super Mario Sunshine* when I first purchased it and got quite far and loved every minute. But when I returned to it months later I found the later stages too tricky to just get back into and found I needed to practice (a lot) to be able to even compete. Is this game too hard? No. But only if you can devote a lot of your time on it. Let me give you another example. *Luigi's Mansion* is fairly short and, if you stick at it, is one game we can say that most people can complete. But just try going back to the game cold six months from now and tackle the end of game boss – bloody hard! I would love to get further on *Rebel Strike* but I just cannot devote enough consistent time to get better at it.

Retro games are so big at the moment because they provide short escapism for those of us that grew up with them and they aren't as complex as modern games. They bring great nostalgia and a five minute fix. Sadly a game like *Metroid Prime* can only be described as a whole week fix!

The ageing process is a sad tale. You can finally afford all the great games you've only read about before, but you'll never be able to REALLY play them!

STEVE, DERBYSHIRE

PS Your Cheating Monkeys are the coolest. I love the way you use them in your magazine. Where did you get them (and can I have one)?

CUBE: ***You have to make time for your games. Show some commitment. We play games all day then we go hame and play ALL NIGHT. Yeah!***



pieces. I don't want to end this letter on bad terms, because I really do enjoy reading CUBE, and rely on your reviews, apart from this one time. So I'll just say thanks for introducing me to a series I'd previously never heard of, which is now up there with *FFIX* and *Wind Waker* as one of my favourite games of all time. I wouldn't know it existed if it weren't for you guys! Suddenly, I'm not mad anymore.

Oh, and to anyone who says Ninty's advertising sucks – the *Donkey Konga* advert is the single most fabulous advert in the world EVER. I want one of those monkey suits! No hard feelings, eh?

LIZZIE HALL, VIA EMAIL

CUBE: ***Tim says: "Okay, about the screenshots: how long does it take to complete* Tales*? Ooo, around 60 hours. You really think a company is going to employ someone to play a game for over 60 hours? Course not, so I took it home and completed it. Now the thing is – it's an import so I had to play it using a Freeloader, which means that (I'm sure you know this already) I couldn't use my save from home without it corrupting and needing formatted when I brought it in to work. So I had to start again using an American GameCube and screen-shot from there, hence the pics of early bits in the game. I didn't find the Sword Dancer after the second time I beat him and I flew about for ages looking for something else to do, but anywhere I went it just said, "Nope can't go here yet," so I gave up trying. And that spoiler? Oh come on, you could see that one coming a mile off.***

I love RPGs, especially* FF *(that cut-scene in the Thunder Plains in* X2 *left me in tears, so sad, so beautiful) but as I said in the review the characters aren't as engaging: Colette: "I'm sorry", Lloyd: "That's okay", Zelos: "I want to hump your leg", Sheena: "Sheesh", Presea: "…", Me: "Zzzzzzz". Y'know?

You've every right to think* Tales *is the best thing since sliced materia but I've had much better times with* Final Fantasy III-X2 *and now we've got* I *and* II *in, you can bet I'll be playing them too. Opinions are always going to differ and that's a good thing, but anyway, how old are you? Maybe we could go to the pub and discuss this further…"

Bloody 'ell Tim, down boy. Sorry readers, a girl who I likes RPGs and he's gone all frantic. He'll be okay in a little while.

BIG UP

Just before Christmas we got a few Christmas cards. The most awesome of these came from Dr Kong. He's a forum member who makes us laugh. In fact sometimes at night we think of him and burst out laughing, and then we talk about it in the office the next day. He also spent his Christmas in Las Vegas with his dad (who might be a show-girl, we're not sure).

Carl somebody-or-other signed his card with "lots of love" which made Miles very happy indeed.

And leastly a rather scrambled message came from Ascher Clay, who said: "I want a DS," but at least he put it in a card. So thanks to those THREE readers. Big up yourselves.

LET'S TALK ABOUT TXT

We want your text!

WE HAVEN'T HEARD ANYTHING ABOUT THE NEW STARFOX GAME FOR AGES, WHAT'S GOING ON? I LOVED THE LAST ONE, ADVENTURES AND I REALLY WANNA PLAY THIS. HELP.
CUBE: Check back next month when we'll have no less than a full review. How will that do ya?

WHO THE HELL IS RYAN KING AND WHAT IS HE DOING IN CUBE?
CUBE: He's the biggest thing in videogaming ever. Really, you should see his hands. Scary.

I'M JUST SENDING THIS TO SEE IF IT WORKS. LET ME KNOW IF IT DOES AND I WILL SEND YOU LOADS OF COOL STUFF BECAUSE I'M NICE LIKE THAT.
CUBE: It does, now where's this cool stuff of which you speak?

HEY CUBE, DO YOU KNOW IF THERE ARE GOING TO BE ANY GOOD FOOTBALL GAMES COMING TO THE GC. DAMN SONY FOR SIGNING PES EXCLUSIVELY. THAT'S SO SELFISH!
CUBE: UEFA Champions League is previewed this very issue but, to be honest, it ain't gonna be no PES. You're right. Damn selfish of Sony.

WHY DOESN'T TIM LIKE ANYTHING. HE'S ALWAYS IN A BAD MOOD. CAN'T SOMEONE GET HIM ONE OF THOSE CHEER YOURSELF UP TYPE BOOKS OR SOMETHING?
CUBE: Funny you should say that. His mum got him one of those for Christmas but all it seems to have done is annoyed him. At least he tries to look on the bright side now. Fails. But tries.

BEEN READING THE BATTLE RAP THREAD ON THE TOTALGAMES FORUM. MAN YOU GUYS ARE LYRICAL BANDITS AND NO MISTAKE. CHECK IT YO .
CUBE: Yeah, we've got a few rhymes to spill. We're badass that away, but badass in a nice sort of way that your mum would pretend to disapprove of but wouldn't really. Innit.

MARIO 64 DS REPRISE

In front of me, I have the In-Depth of *Super Mario 64 DS* from the last issue of CUBE, an actual Nintendo DS and the actual game *Super Mario 64 DS*. Although I know CUBE only played the opening few minutes or so, I can't believe you were talking about the same game that I have in front of me! This game (although it's hard to believe) is actually better than the N64 classic! Although the controls may be hard to get used to, the thumb strap option is definitely the best, giving you complete analogue control over your character which, with practice, is just as good as the Control Stick from the days of yore. I myself now jump around as Mario with such skill and precision that I would prefer it if you referred to me as Ninja Plumber. You start as Yoshi with pretty much all of his moves from *Yoshi's Island* fused with some of Mario's moves from the original game. As you know, for some of the Stars it will be necessary to become another character by picking up one of the various caps littered around the levels. But after you get eight stars, the Mario level will become open to you in one of the rooms beyond where the peach slide is. After completing this stage, you get to fight Big Boss Goomba who is holding Mario hostage. Giving this boss a good seeing to will give you the option to switch between Mario and Yoshi permanently at will. There is a level like this for Luigi and Wario too, but I won't spoil where they are for you. These miniature stages resemble something similar to the bonus stages in *Mario Sunshine* when you don't have the FLUDD to aid you and are great fun. There is just so much more to do and see. And speaking of seeing - on to the graphics. Even though I agree that some of the textures are rougher, the levels look just as good, if not better than their N64 counterparts, with a few extra details added here and there. But where the improved graphics really shine is in the character models. The amount of extra detail on every conceivable character from Mario himself to the little Bob-omb dudes has been upped considerably. They look so smooth!

In conclusion, this game keeps all of the best parts of the original and builds on them to create a brand new game in familiar settings. A very worthy purchase, and besides, you also have *Metroid Prime Hunters* to play on.

Look at that, I ended up writing a review! Well, thanks for reading this letter. I hope you find it insightful. I would speak to you guys on the TGN forum, but I can't do anything but look at the 'My Home' page.

CALLUM ROBERTS, VIA EMAIL

CUBE: ***Thought we scrapped Reader Reviews ages ago? As for not being able to get on the forum, try going into Preferences on your Internet Explorer and turn the Cache Size to 0, and make sure cookies are enabled. Then prepare for the abuse you'll get for being a noob.***

CUBE

ISSUE FORTY ONE

FORUM FRENZY

IN THE WINTER it can be difficult to use a mouse, especially if you're heating has broken or you can't afford oil/gas/lumps of mud to set fire to. Your hand turns blue, your fingers become stiff and curl round the mouse like an old lady clutching at her anaemia pills and you still can't tear yourself away from the monitor! Damn if only you'd brought a duvet to snuggle up in...

USER PROFILE...

NAME:	Sophie
USER NAME:	Android18a
OCCUPATION:	Box Packer
FAVOURITE GAME:	Pop 'n' Twinbee



Please comment on why something as irrelevant as gaming plays such an important part in your so-called life: Although I don't get nearly enough time these days, I've always been an avid (some may say rabid) gamer. I mainly play RPGs, since I find that you can often relate to the characters in a way that you can't with TV shows or books – with RPGs you're there with the character. It's my own way of escapism, I suppose, from the tiring routine of work and sleep.

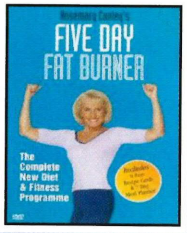
POSTS WITH THE MOSTEST

1. ***"I'm buying it for the reasons I said, you deformed spanner."***
   Dr. Drake Ramoray
2. ***"So then they set fire to my hair."***
   Rhinox
3. ***"[I'm] super, but I'm no Ryan."***
   Bmxgamer
4. ***"I just realised "to log off" sounds a bit rude."***
   Nekotaku
5. ***"...Yeehaw... All Of The Good Boys And Girls In The World Do The Channel Bop..."***
   Kylix
6. ***"Mario baseball should do well in Japan and America as both countries bum them."***
   Rhinox
7. ***"What?"***
   Dr Kong



HONOURABLE MENTIONS

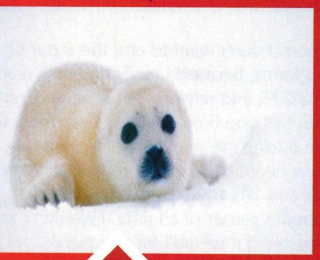
Right, "teh kids" – Dr Kong for being the king of unintentional humour, Alastor for almost committing suicide when we didn't put him in last month, Smell for being "the fattest of all my friends". And Rhinox for sending Lewis *Rosemary Conley's Five Day Fat Burner* DVD. Lewis says thanks. And send us a pic sammiejo!



HOT TOPICS...

SNOWBALLS

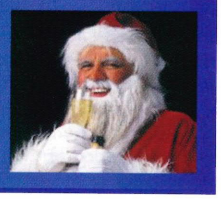
Y'EVER SEEN snow on a beach? It's weird. Y'ever see people slipping on ice? That's damn funny. Winter rocks.



YESTERDAY'S NEWS...

CHRISTMAS

IT'S LONG GONE now, but you can help with this year's Xmas by buying gifts in the sales, cunning eh?



TOTAL GAMES .net

WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Getting in on the action couldn't be easier...

STEP ONE:

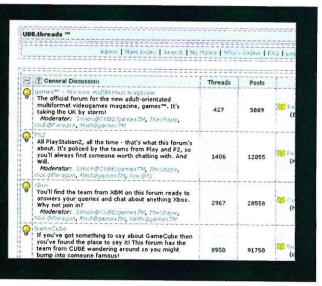
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're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

STEP TWO:

Type the following into the net browser window: **www.totalgames.net** then click on the FORUM link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

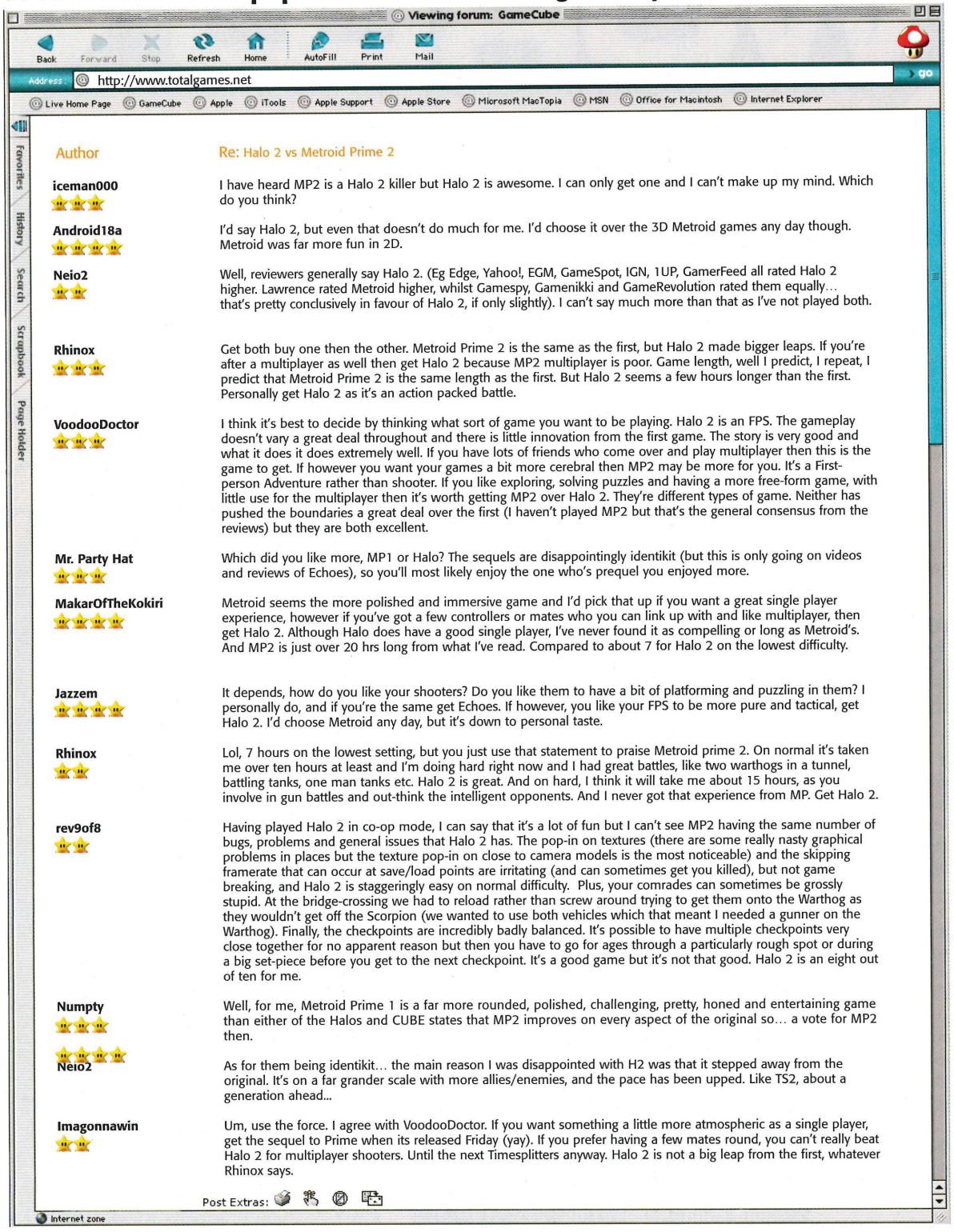
STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple – heck, even the **CUBE** team did it.



THREAD OF THE MONTH

Bile, detestation, anger, all vented on the CUBE forum and mostly directed at us. It's nice to be popular and so well thought of by internet users.



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ABC
29,172
JAN – JUN 2004

BEAT THE WORLD

ISSUE FORTY ONE

RECORD BREAKER

Aha ha ha ha! We are still the champions of Wario Ware! Mwhahahahaha, you can never beat the lightning speed of our index fingers, you slow-handed fools! Sorry, the power has gotten to our heads...

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, innit.
- 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.

WHAT A PICTURE

WE WON'T BELEIVE IT UNTIL WE'VE SEEN IT WITH OUR OWN EYES

Right, so you've managed to beat one of our challenges. What do you do now? Well, you'll need to get a photo of your accomplishment or, better yet, record the whole thing on video so that we can check it out for ourselves. (Please remember that we can't return any tapes.) Here are some hints for taking the perfect picture:

- Turn off all the lights in your room so that you reduce the chance of reflections on the screen. Also, turn down the brightness slightly on your TV to reduce any glare that the camera might pick up.
- Switch off the flash of your camera - the light from the TV will be more than enough to illuminate the picture, and the last thing you want is to have your photo ruined by flashing out the screen.
- Try to be clothed when taking your pictures. We don't want to see a naked you in the TV reflection. Unless... no, we'll leave it at that.
- Take several pictures, in case you're not very good at something as simple as taking a picture.

Be warned: photos sent by email are NOT acceptable, as they can be easily modified. People that use cheats or NTSC copies of games to get a better score (unless you're entering an import challenge, of course) aren't really very nice, and if you can't trust them with games, what can you trust them with, eh?

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

Three, two, one, you're dead!

MINIGAME	SCORE	NAME
Bam-Fu	20	Ryan
Banana Munch	56	Liz
Baseline Bash	33	Liz
City Surfer	27	Liz
Crazy Cars	34	Liz
Gifted Goalie	24	Liz
Heads Up	22	Liz
High Hoops	29	Liz
Hurry Hurdles	22	Liz
Jumpin' Rope	17	Ryan
Pro Curling	18	Ryan
Set A Spike	49	Ryan
Ski Jump	33	Liz
Snowboard Slalum	17	Ryan
Wrong Way Highway	35	Liz



F-ZERO GX

For F-s sake, McGee is still in pole position

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

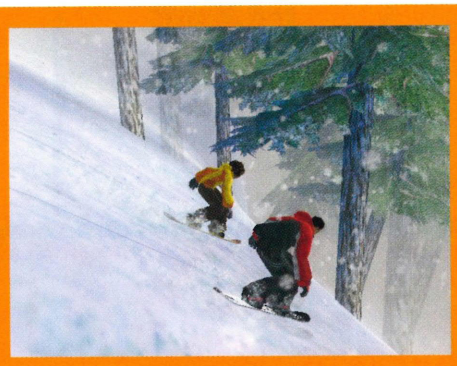
Screw Drive	00'52"246	Rex McGee
Meteor Stream	01'22"069	Rex McGee
Cylinder Wave	01'48"459	Rex McGee
Thunder Road	02'36"097	Rex McGee
Spiral	03'16"412	Rex McGee

SPECIAL EXTRA TRACK

Sonic Ova	00'32"124	Rex McGee



Do you realise this whole magazine was written in two weeks in December? All those seasonal comments...



1080° AVALANCHE

And what caused the avalanche, pray tell?

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



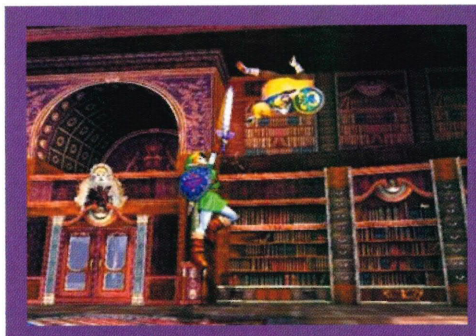
...about the Christmas and the New Year were all made up before we went on holiday. Ha!



TONY HAWK'S UNDERGROUND 2

What's this? Has Tim reached his peak? Nah he's bound to get one more point next month

Level	Score	Name
Training	2,044,673	Ryan
Boston	2,975,575	Ryan
Barcelona	2,144,122	Ryan
Berlin	2,983,604	Ryan
Australia	2,032,252	Ryan
New Orleans	2,144,875	Ryan
Skatopia	2,659,794	Ryan
Pro Skater	1,613,568	Tim
The Triangle	5,000,003	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



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	2'32"04	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	83 Wins	Aaron Kleemann
No Recovery	49 Wins	Dave Every
Sudden Death	33 Wins	Jonas Pettersson

CHEATING MONKEYS

The poor Cheating Monkeys are still nursing their sore heads after supping one too many banana cocktails on New Year's Eve

MEGA MAN X: COMMAND MISSION

Use these passwords at the Figure Vending Machine in Access Tunnel E-1

EFFECT	PASSWORD
Axl figure	91327856
Axl figure	38184155
Black Zero	72443102
Cinnamon	92106548
Marino figure	02098772
Massimo figure	47722361
Mega Man X	44162918
X-Armor	19690831
Zero figure	29290141
Zero figure 2	72443102

Unlock these extras by completing set challenges

UNLOCKABLE	HOW TO UNLOCK
Figure Set: Mettaur Special	Defeat over 100 Mettaur type enemies
Figure Set: Mini Mechs	Obtain over 100,000 experience
Figure Set: Preon Sepcial III	Defeat over 1,000 enemies
Figure Set: Preon Special	Defeat over 100 enemies
Figure Set: Preon Special II	Defeat over 500 enemies
Figure Set: Retro Mechs	Use Final Strike over 100 times
Poster: Cinnamon's Secret	Use over 100,000 FME in the generator
Poster: Hunter Base	Complete deployment recovery
Poster: Swarming Armada	Talk to citizens over 100 times
Poster: The Deadly Trio!	Complete figure sets 1-10
Poster: Viva la Resistance	Log in 10 hours game time
Purple Scarf	Collect all sketches
Yellow Scarf	Fight over 100 battles

Access secret areas by deploying Mechanaloids to certain zones and defeating enemy bosses:

UNLOCKABLE	HOW TO
Central Key	Defeat the final boss
Gimialla Key	Deploy Mechanaloids to Gimialla Mines
Legrano Key	Deploy Mechanaloids to Legrano Ruins
Tianna Key	Deploy Mechanaloids to Tianna Prison POW



Collect lovely little figures for your mantelpiece.



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**

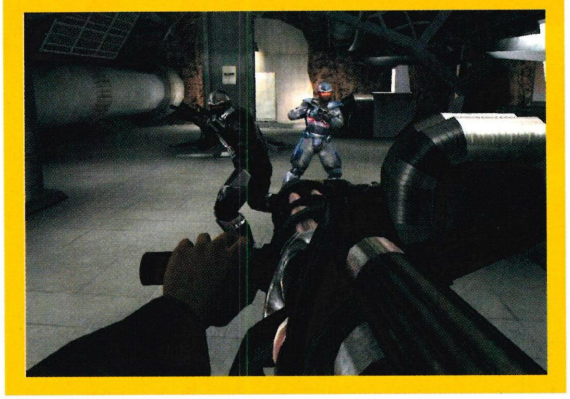
GOLDENEYE: ROGUE AGENT

Input these codes in the Extras Menu found on the Main Menu screen

EFFECT	CODE
All Multiplayer Skins	Down, Left, Up, Left, Right, Down, Left, Up
Paintball Mode	Right, Left, Right, Left, Down, Down, Up, Up

Unlock this extra by completing all stages

UNLOCKABLE	HOW TO
One Life Mode	Complete all stages on Hard difficulty



THE URBZ: SIMS IN THE CITY

During gameplay enter the 'gnome' cheat first, using the D-pad. Find the gnome to enter other cheat codes.

EFFECT	CODE
Make Gnome Appear	Down, L, Z, R, Left
Max Mental Skill	Down, Left, R, Down
Acquire Skill Object	Down, Z, Up, R
Get Power Socials	Left, R, L
Max Artistic Skill	R, Up, Z, Down
Max Physical Skill	R, Z, Down,



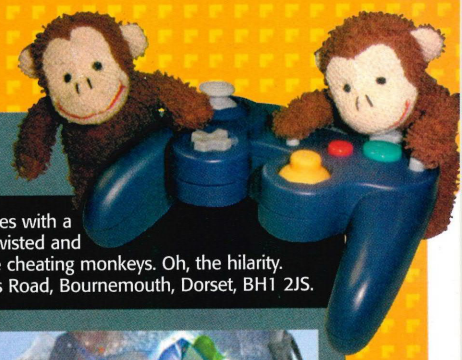
Spice up your life with *The Urbz*... sorry.

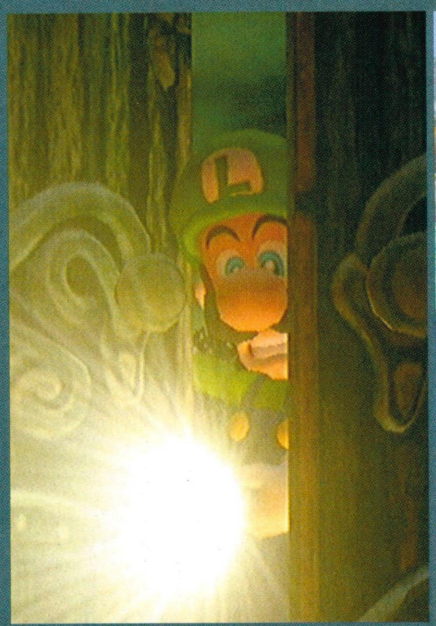




CHIMP'LL FIX IT

The monkeys caught their chimp girlfriends in steamy clinches with a bunch of muscular gorillas just the other day. Now they're twisted and bitter. Worse than that, the girlfriends are now known as the cheating monkeys. Oh, the hilarity. Chimp'll fix it, **CUBE** Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS.







THE IMPOSTER

Hi **CUBE**,
It's-a me, Mario! Not really, it's that Ben from Cumbria again. I just called to say that I don't need any more cheats and tips about *Super Monkey Ball 2* but I do need cheats for *Super Smash Brothers Melee*. Remember: I'm-a Mario, number one-a!
BEN, CUMBRIA

The monkeys say:
"First you say you're Mario, then you're Ben from Cumbria, then you're Mario again. You want cheats for* Super Monkey Ball 2*, then you don't, then you want cheats for* Super Smash Brothers Melee*. WHAT THE HELL IS WRONG WITH YOU!? Anyway, try these out to unlock various characters. Load the game with a* Pikmin *save on your memory card (this unlocks the Captain Olimar trophy), play lots of versus matches (10 for Maximum Tomato and 1,000 for Food) and finally, complete All-Star with all 25 characters to unlock the excellent Meowth trophy."

THE DUDE

Dear Cheating Monkeys,
In *Luigi's Mansion* where there's that power cut and you have to get the lights back on, Egad tells us about this dude who apparently has escaped his portrait. He tells us he likes hanging out in rooms with mirrors. Could you specify which room this is? One more thing, if we get the dude, will it give us a key to open the door of the room with the breaker switch to turn back the lights on? Cheers.
ROBERT HEMBROW

The monkeys say:
"The room with mirrors is the Wardrobe Room. It's one of the first you visit. Stand with your back to the mirror and 'this dude' will raise his arms. When he says boo, that's your cue to strike. The dude will leave behind a key that opens the Breaker Room, which is in the basement."

THE VICTIM

Dear Cheating Monkeys,
Why do I get the feeling I've been screwed over? I bought a NES for 12,000 bells off Crazy Redd and when I took it home I can't do anything with it! It says 'I would like to play on my NES but I have no software'. I have two NES games in my house but WHAT DO I DO?
JOE, SHEFFIELD.

The monkeys say:
"11 easy steps. Furnish your house with the NES game, NOT the console, it's not even required for this. Walk to it. Press A. Laugh at how easy it was. Feel ashamed you asked anyway. Cry a little. Remember ex-girlfriends. Cry more. Decide to get better looking girlfriend. Remember that's what you said two months ago. Break down and never leave room again. (Steps 4-11 are optional.)"

CUBE CHEATING MONKEYS CODE JUNKIES



ISSUE FORTY ONE

Every month we bring you all the latest Action Replay codes for the greatest GameCube games – no 'get Samus naked' codes though...

METROID PRIME 2: ECHOES

Master
WMBB-V3N0-A2890
V7F3-00K1-04N64
BGHB-4RWC-781V3
7KU5-FT7Q-DER62
5ZW4-PG70-JE0UM

Infinite Health
CQNW-ANWY-QGYAU
URU2-J3J1-T2CHJ
PUZT-1392-BTUYW

Max Energy Tanks
WBY0-0K30-PBMVU
VYNY-8Q18-ZRAKM
1H7Q-82HU-7M5C5

Infinite Missiles
P67R-JRYP-TE39Z
ACEF-YAMY-TQ90M

Have Dark Beam
5B17-0M2A-X0KEJ
MMUC-HYZB-V9XYT
3J02-UHP0-WGH3G

Have Light Beam
BUHK-WJ7J-QNEC1
6YJN-X1RH-K6J01
F32R-J39F-9FJ4M

Have Annihilator
Q69H-UTXG-7N453
B2QA-QRM8-2CEQD
YWKZ-PUB6-YW13R

Have Varia Suit
H92Y-09F2-M9289
KA2Y-ATGE-QJNTW
3WFR-TAHV-B29EB

Have Dark Suit
YRMJ-RAN9-W5CQ5
HZF0-B575-32RCM
DUG7-1P00-GB36X

Have Light Suit
6W6B-YU7F-MYGW9
E336-HBK3-HG93R
Z5CV-Z5Q5-REF01

Have Sky Temple Key 1
HWPF-6TZ6-PFQFN
KEQR-H0RD-JXMZ9
M15R-0U7F-JW66V

Have Sky Temple Key 2
P26J-U74X-RJE2D
PZ7D-KFJW-3WY6P
ZK0Q-ATAR-VFNCX

Have Sky Temple Key 3
2PR5-M8WJ-JH9G2
YNYM-FEP1-0M5GW
PXWK-2U2J-JNAKV

Have Agon Temple Key 1
XCN0-JN13-ZX0BW
GEFT-CTNK-B7RX6
00C4-0W0V-X67R2

Have Agon Temple Key 2
MHZA-6TV4-N37V2
M7D6-0E6F-XZ982
Z4MR-25ZU-B1MCT

Have Agon Temple Key 3
J377-237R-4NAVH
UVJY-Y0XX-UD6A7
EBWK-5DBC-W5AU6

Have Torvus Temple Key 1
4JAD-9TTX-H4QP3
JVRZ-NRBR-XZ8EM
A6R5-GNPX-C9A2M

Have Torvus Temple Key 2
PFA7-6JKU-F8KCX
C8GP-H0JU-2PDUA
YNTZ-V26X-WD6KT

Have Torvus Temple Key 3
C1J2-6PEQ-VA78Y
HU0P-RQRV-TWDHU
V5F4-RJM2-5E0YZ

Have Ing Hive Temple Key 1
EN9B-CN2Q-PXJRH
XGWM-ZRHG-5KB1N
0U5C-FQ1E-BW8WG

Have Ing Hive Temple Key 2
KHHQ-FWQZ-JX7D7
1TU3-4CZC-VVGPE
C7JB-6KT7-NRNMK

Have Ing Hive Temple Key 3
6QE0-B78F-VQY14
0D1H-758C-KFAGC
Q8DE-0EP6-Z163P







NEED FOR SPEED UNDERGROUND 2



Ha! Make the AI 'dumb'. Is that possible?

Master
2W0A-2Y1T-74KYV
QW7Q-JW6G-7R4T4

Infinite Cash
F612-ERHQ-N6DAU
6YNT-28V8-M3Y6W

Dumb AI
C96Q-96UK-MBZBK
YNQ7-KHMJ-3DW5B

All Performance Parts
UAVV-TB5F-HF04V
9MM1-9FXU-7X69P

All Neon & Trunk Options
W2C6-NTKR-KEA9U
EWV2-DFBW-R287U



PAPER MARIO 2: THE THOUSAND YEAR DOOR

Master
FDF3-F69A-61Y4T
PP41-ZY0P-KC7QJ

Have Items in Battle
H7P0-0K2Z-C6TQ9
1ZB9-9JWQ-MJX84
9K3K-VGRU-MANWA
FJEK-WWHR-XR33M
QA7P-ZT9E-9X93Z

999 Star Points
GZWK-APUY-U4RWT
E9VC-QZ9Z-RKZN9

999 Shine Sprites
FM28-DUEQ-NX82A
AYD5-PR1G-070T5

999 Star Pieces
09H8-N2ZB-EEK0H
28M6-QBZT-H10ZB

999 Badge Points
K47Z-2GNX-YTU5K
CUHF-MUYR-EBKF7

999 Coins
QTUB-8M04-R8FQF
5HDN-WA9G-6Q6GE

Mario Codes
Y6Y4-RRFR-UMH6Y

Infinite/Max Health
NFBY-G9HP-C9QDT
G2P3-PJWH-CMJAG
6MQD-GFPU-RQAWU
JG6R-K5DR-GZQUJ

Max Health
6GQ1-EHAE-W12BM
G2P3-PJWH-CMJAG
5XD3-H3T0-97RUR
JG6R-K5DR-GZQUJ



trippy tones

Realtones

Baby Boy Big Brovaz	11
Celebration Kool & The Gang	24
Down Boy Holly Valance	46
Dy-Na-Mi-Tee Ms Dynamite	47
Like I Love You Justin Timberlake	104
Need You Tonight INXS	121
New York New York Frank Sinatra	122
Night Fever Bee Gees	123
Surfin USA The Beach Boys	133

Realtones are actual songs that play when your phone rings. To order a realtone just text Real + Number + Make to 60111 eg. to order Baby Boy from a Nokia phone you would text: real 11 nokia to 60111

Ringtones

U2 Vertigo	1
Green Day American Idiot	2
Groove Armada I See You Baby	3
Natasha Bedingfield These Word	4
Maroon 5 She Will Be Loved	5
R.E.M Leave New York	6
Destiny's Child Lose My Breath	7
William Shatner Common People	8
Joss Stone Love Machine	9
Ashlee Simpson Pieces Of Me	10
Rachael Stevens More More More	11
Maroon Five This Love	12
Deep Dish Flash Dance	13
Nelly My Place	14
Brian McFadden Real To Me	15
3 Of A Kind Babycakes	16
Punk'd Main Theme	17
Dodgeball/Skatman John Skatman	18
Mase Feat P Diddy Breath S Shake	19
Black Eye Peas Let's Get It Started	20
Snoop Dogg Ft. Pharrel Drop It Like It's Hot	21
Avril Lavigne My Happy Ending	22
Usher & Alicia Keys My Boo	23
LL Cool J Head Sprung	24
Christina Milano Dip It Low	25
Eminem Just Lose It	26
Joss Stone Don't Cha Wanna Ride	27
Britney Spears My Prerogative	28
Christina Aguilera Ft. Missy Elliott Car Wash	29
Ja Rule feat. R Kelly & Ashanti Wonderful	30
Jamelia DJ	31
R Kelly Happy People	32
Paul Weller Thinking Of You	33
Prodigy Hotride	34
ShapeShifters Lola's Theme	35
Estelle Free	36
Christina Milian Whatever You Want	37

To order a ringtone text Poly or Mono + Number + Make to 60111 eg poly 14 nokia or mono 21 samsung to 60111

Cool Wallpapers



To order a wallpaper just text the keyword under the picture to 81313 eg. to order wall 4925 text: wall 4925 to 81313

Animations

SPECIAL OFFER!
2 Animations for £3.00



To order an animation just text the keyword under the picture to 60111 eg. text funny 19 to 60111

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£4.50 each

powered by gameloft

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Top 50 Wallpapers installed
UK Top 20 Ringtones pre-installed

text win s700i to 60111

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METROID PRIME 2: ECHOES PART TWO

WITH THE DARK SUIT MELDED TO HER BODY AND ENERGY RESTORED TO ONE TEMPLE, SAMUS CONTINUES IN HER QUEST TO SAVE THE LUMINOTH FROM EXTINCTION

TAKE CONTROL
Button bashing tips



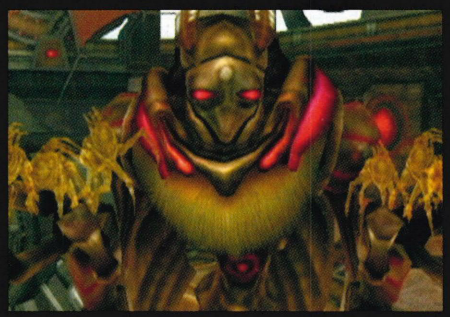
GETTING BOGGED DOWN

WITH ENERGY RESTORED to the Agon Energy Controller you should go and chat to U-Mos back in the Temple Grounds. Go via the Collapsed Tunnel and you'll come across a Dark Crystal (entrance to Temple Assembly Site) that you can now charge using the Light Beam. Enter the portal and take a look around the Plain Of Dark Worship. There are a few items to scan and a Missile Expansion at the far end! Use the Light Beam to get back and head on up to the Main Energy Controller. Now it seems that the Torvus Bog is your next destination. Go back to Temple Sanctuary and take the left-hand exit. Charge the crystal and take the elevator into the depths.

There's a Lore Entry at the top of the half-pipe on your way to the Hall Of Eyes. In the Hall Of Eyes use the dark portal. Follow the corridor around and shoot out the Sentreyes to close them up. Run to the far end and jump up to the Luminoth Supply Transport (the contraption with the bubble around it). To activate the transport you'll have to lower all four arms by powering the four bomb slots. Initially this may seem like the toughest puzzle ever but it's actually very simple. Face the transport and use the left-hand orb lift to get up to the bomb slots. Go to the second slot and activate it. Then visit the third and the fourth. Now use the lift to get down and go back up to the first slot. Easy, see? Ride the transport round to the portal. Be on your guard as there are three waves of Nightbarbs on the way.

Back in Light Aether this area is home to a few Space Pirates. Make your way round to the far end (you'll have to charge a few crystals on the way). To the left of the far door is a tunnel. Go through, read the Lore Entry and charge the crystal. This will provide a useful shortcut in the future. Now run through the Torvus Transport Access and take the elevator down to the bog.

The first area has a new plant in it: the Torvus Hanging Pod. If you have been





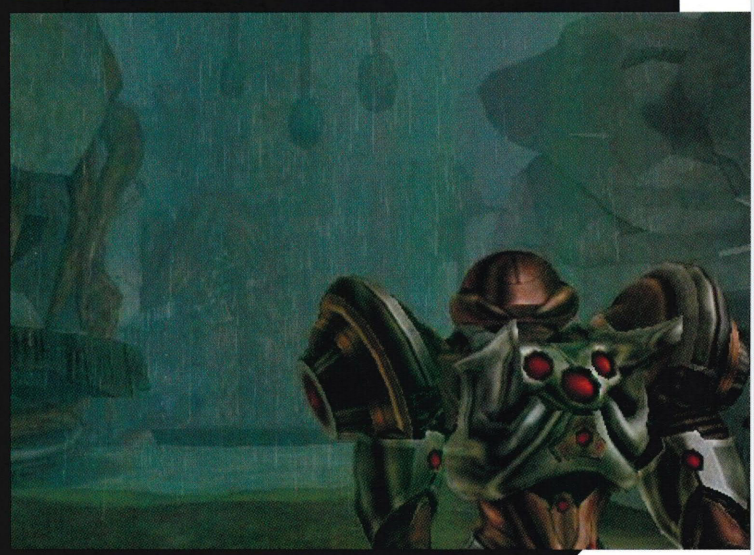
scanning everything you will now receive a '40% Scans' message, meaning you can view a load of artwork in the Gallery. The Torvus Lagoon holds a new enemy: the Shredder. Hit them with charge attacks before they get to you. Jump up to the red door to find a Save Point. The only way out of the lagoon is to jump into the water and head over to the far left. By turning into a Morph Ball you can get to the black door. Make your way through the Path Of Roots and go through the door at the end. You will have passed various upgrades and Lore entries already but you can't get to them just yet so don't worry. The next room holds some pesky Shriekers. Hide behind a corner and hit them with a charge attack when they materialize. Head over to the red door and follow it through to the lagoon. You can now open the gate and raise the bridge, enabling you to get to the white door. Be careful, as the Ruined Alcove has a whole bunch of Shredders in it.

The next room is very dangerous, and unless you're very careful you will die in here. There are two angry Grenchlers in here. In order to kill them you have to hit them in the back (the weak point). Blast them with missiles and charge attacks. Once the shell has been blown off you should be able to kill them off. The trick to killing them easily (well, not easily, but without dying!) is to get the right distance between you and the enemy. Get too close and they will spike you with their horn. Get too far away and you'll never be able to get behind them.

With the Grenchlers dispatched you should make your way to the top of the room and cross the bridge. Along the way you'll se a bomb slot that obviously needs to be activated in the dark world. The portal will take you to the Dark Forgotten Bridge. Cross over the bridge and activate the bomb slot. Now drop down (avoid the toxic water!) and use the platform to get to the light portal. Back at the Forgotten Bridge, Dark Pirate Commandos are in town. These guys are a real pain in the arse, as their grenades will knock your visor out of action for the best part of ten seconds. Wait until they appear and pound them with missiles. They'll most likely disappear before you kill them. With them out of the way you can use the bridge to get over to the blue door, and another Missile Expansion.

The Abandoned Worksite has a new enemy in: the Sporb. The only way to get through this room is to use the Morph Ball path on the right, and the Sporb will only hinder you, so it's wise to drop down and kill the Sporb first. Follow the path and exit through the white door.





TORVUS TEMPLE TIME

NOW IT'S TIME to find the temple. Scan the pillar on your right to activate the cannon. You can't access the far room just yet, but you can use the cannon. In the Temple Access you'll come across a narrow passageway. The first circular panel in the floor can be blown up with a bomb, enabling you to drop down and get an Energy Tank! Head left and make your way back up to the Temple Access. The Torvus Temple holds six Space Pirates and two Aerotroopers. Your prize will be the Super Missile – charge and then shoot a missile to use it. This will enable you to open green doors. Use the elevator and speak to A-Voq in order to decode emerald holograms.

There are now a whole load of new areas open to you. Go back to the temple and roll down the slope. Scan the hologram in the center and go down to the basement. First, scan the hologram and explore the Underground Tunnel. There's a Grenchler down here, and being in such a confined space makes it very hard to defeat, but the best bet is to just get in as close as possible and take the damage while you pummel it. Make your way through the white door: be mindful that there are two Sporbs as you come out of the low ceiling tunnel.



The action now switches back to more familiar territory. The Torvus Grove holds two Pirate Commandos, the toughest of the lot. They're very fast and very powerful: use the Phazon containers and the Dark Beam to your advantage.

In the next room is a portal, which you should use to get to the Polluted Mire. There are two Hunter Ing in here, very annoying enemies that can be easily dispatched by being patient. Arm yourself with the Light Beam, stay in the bubble, and only shoot them when they turn into a fiery ball. Make your way up to the black door, through the Save Point (save your game, there's something just around the corner!) and back into the Dark Forgotten Bridge. You need to be in Light Aether to activate the Spinner, so go through the white door and follow the path until you get to... (see Boss: Boost Guardian)



BOSS BATTLE: BOOST GUARDIAN

Name: Boost Guardian
Difficulty: Hard
Tips: There's a very simple pattern to this boss, but that doesn't stop the battle from being a tough one. It's very likely that you'll die on your first attempt, and defeating this boss is all down to how much energy you have and how many missiles you have. If you haven't been picking up all the upgrades you will have problems here.

You can only inflict significant damage while the boss is in its Ing Warrior stage, and even then the only attack worth using is the Super Missile. As soon as you're able to, target the boss, charge the power beam and unleash the Super Missile. At this stage the boss will liquefy and travel around the room for a few seconds. Use this time to charge the Super Missile ready for when the boss materializes. After your second attack the boss will turn into a Morph Ball and dash around the room. You'll need to turn into a Morph Ball as it's the only way to really see what's going on. Keep moving and use bombs to kill the Inglets. These guys will provide you with valuable energy. When the boss liquefies lay as many bombs as you can to keep it off your tail.

When the cut-scene kicks in immediately start charging as this means the boss is returning to its Ing Warrior mode. Get two more Super Missiles in and keep repeating the process.

WATERY GRAVE

WITH THE BOOST ability now yours you can go back into the previous room and grab the Dark Temple Key from the alcove. The best way to use the Boost ability is to charge with the B button as you coming down a slope, then let go at the bottom of the slope in order to get the most propulsion.

Use the boost to get across the Dark Arena Tunnel, and head back to the portal in order to return to Torvus Grove. The boost ability will allow you to climb ride the half-pipe up to the black door. Use the Spinner in Forgotten Bridge to open the gate, but before you go through use the red door to get to the Plaza Access. There's a little puzzle in here that uses the boost move. Be sure to get the Missile Expansion from the secret room before you go back to Forgotten Bridge. Use the portal to get to Dark Forgotten Bridge, then go through the green door. The Venomous Pond holds the second Dark Temple Key but you can't get to it just yet. Behind the red door is a Save Point, and the white door leads to the Dark Temple (there's also a useful Ammo Station in there). The black door will take you to the Dark Portal Chamber. Check the map and you'll notice there's a secret tunnel in here that will take you to the portal. The Portal Chamber holds another Missile Expansion. Use the portal again and get back to the Forgotten Bridge (Light Aether). You'll have noticed Grapple Points throughout this area and you won't be able to go much further without it, so it's time for a bit of backtracking. Grab the map from the Great Bridge (behind the hologram), then take the elevator back to Temple Grounds. Go all the way back through the Path Of Eyes, to the Meeting Grounds. Use the boost to ride the half-pipe and make



WATERY GRAVE (CONT)

your way through the tunnel until you reach the Hall Of Honored Dead. Use the Spinners to line up the plates (they'll glow when they are in the correct position) and unlock the Seeker Upgrade. Now you can open all purple doors – simply hold down *X* and run the crosshair over all the purple targets. With that in mind it's time to open up some new areas before you return to the bog.

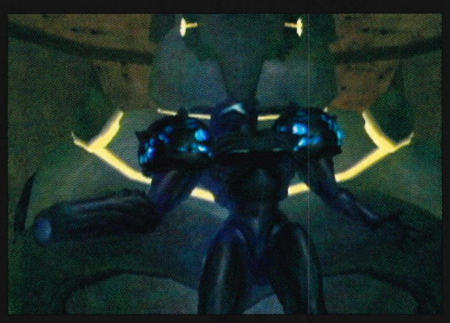
Make your way back to Agon Wastes and then through to the Mine Shaft. There's an Energy Tank in here, which is a bit tricky to get to unless you persist. The best we can give is, when you get to the second column of four sand blocks push left to enter the hidden tunnel, and stop before you get to the next sand block. Then jump in order to get the upgrade. Now you can get through to Mining Station B. There's another little puzzle in here. Explore the area first and activate the Kinetic Orb Cannon. Now go back into the main room and power the bomb slot. You now have a limited amount of time to get to the cannon, shoot up to the platform and power the second bomb slot. This will open up the portal. Now use the half-pipe to get up to the little passageway that will drop you onto the propeller. Now you can get to the portal and walk through to the Duelling Range. Use the portal here, and backtrack to pick up the awesome Darkburst. This move drags your opponent into another dimension. Well lookie here: some Aerotroopers. They'll do for target practice!

Now make your way to the Transport Centre. Use the half-pipe to get up to the portal and grab the Missile Expansion. Now you need to go through the purple door in the Transport Centre, so use the portal in the Portal Site and make your way back. Behind the purple door is an elevator to Torvus Bog, which is just where you need to be. Once you're in the temple use the green door to get to the Underground Transport.

Your first port of call should be the Save Station at the top of the Hydrodynamo Station. Once you've saved, drop into the water and fall to the very bottom. You'll need to learn quickly how to kill the Bloggs. Wait until they charge, then fire a missile into their mouths. Simple see? Find the little shaft that your Morph Ball can fit into and ride the current up to the next level. On one of the walkways is a security interface. Because of local interference you can only scan it from the other side. This will extend a platform on the next level, so use the cannon in the central pillar to ride up to the top of the room. Drop into the water again and head for the purple door. Pick the Missile Expansion and go through to the Training Chamber. Well whadaya know: it's Dark Samus! And you thought she was dead.

Drop into the water and kill the Bloggs to activate the Spinner. Use it to line up the red power grid and follow the tunnel through the black door. Drop into the murky waters of the Catacombs in order to get to the far side. Use the platforms to get up to the black door. This will lead you back into the main room where another security interface awaits. Scan it, then save your game. Now go back through to the Training Chamber. This time line up the blue grid and go through the white door. Once in the Gathering Hall you'll have to charge the crystals on the underside of the spiky platforms in order to flip them. Now go over to the bomb slot and use it to open the submerged gate. The portal will take you to the Crypt: there are three Dark Pirate Commandos to take care of. With them gone you can jump up to the Spinner and move the laser. Now head back to the Gathering Hall, where a new platform will enable you to get to the cannon and go through the white door. Scan the final security interface in order to raise the section at the base of the Hydrodynamo Station. Go through the Hudrodynamo Shaft into the Main Hydrodynamo. On your way down kill the fish for some essential supplies. The Gravity Boost upgrade can be found in Hydrodynamo Storage, but you won't be getting away with it that easily...





BOSS BATTLE: ALPHA BLOGG

Name: Alpha Blogg
Difficulty: Medium
Tips: To be completely honest this is quite a simple battle. Just make sure you keep your distance at all times. Always keep your power beam charged so that you can reel off a Super Missile when you need to, and always stay on the opposite side of the room.

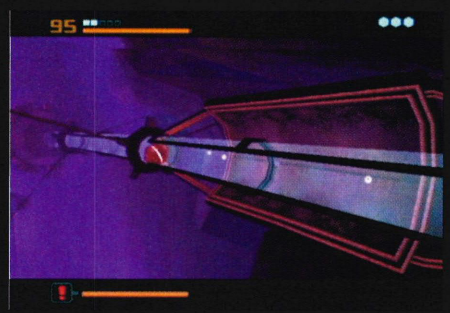
The boss will chuck out three sonic pulses before charging at you. If the charge hits you'll suffer massive damage, but the idea is to dodge the sonic pulses and then fire off a Super Missile when it charges. The missile should hit just before you get chomped. Do it too early and it will miss completely. Do it too late and you're dinner. Simply repeat this process until it's reduced to chunks.



WATERY GRAVE (CONT)

USE THE GRAVITY Boost to get out of here. Just do a double jump, then press and hold B as you get to the top of the second jump. Stand in front of the spinning shaft in Hydrodynamo Shaft. There's a portal above it, so use the Gravity Boost to get up there and grab the second Dark Temple Key. There's no regular way out of here so use the portal.

Head back up to the Catacombs (save on the way) and use the Gravity Boost to get to the submerged bomb slot. This will allow you access to the portal. There are two Dark Grenchlers in the next room. They're a little tougher than regular Grenchlers, and you may want to use missiles to speed up the process. Make your way through the blue door into the Sacrificial Chamber. Go through to the Crypt and charge the crystal. Once use defeated the pirates you can use the platforms to get up to the white door. The Undertemple Shaft has a Save Station in it (behind the red door). You'll need to drop down and use the cannon to get to it. Now you can drop down and use the bomb slot to rotate the grid, thus opening the way to the upper half of the Sacrificial Chamber.





BOSS BATTLE: GRAPPLE GUARDIAN



Name: Grapple Guardian
Difficulty: Medium
Tips: This battle isn't particularly hard but it does take a long time. There are two columns in the room. Choose one and put it between yourself and the boss. Try to stay within the bubble whenever possible. Use charge attacks to stun the boss (it will flash yellow when you hit it, and it generally takes two charge attacks to stun it for a few seconds), then dash behind it and let rip with a Super Missile. Depending on where you are in the room you won't always have time to get a Super Missile off, but you'll soon figure out which angle is best. If you can't get it right just use two missiles or the Light Beam. When the boss fires the grapple beam make sure you're behind the column. This way a feedback loop will stun the boss, again giving you enough time to get a rear attack in. The second stage of the boss is more frantic. Once the shell falls off the boss becomes faster and one of the columns will be destroyed. Now your tactics should change. Try to stun the boss as before, but once it is stunned let rip from any angle with the Light Beam, as the boss is now extremely vulnerable.

BONUS POINTS

It's possible to go straight to the next boss, but there are plenty of extras to find before you do. Use the grapple to get out of here (look at the grapple point, then press and hold L). You'll have to take the long way round to get back up to the bog. Go to the Crypt, use the portal, go round to the Training Chamber and out through the blue door. Go up to the Path Of Roots and grab the Missile Expansion. There's another one in the depths of the Torvus Lagoon, and in the Abandoned Worksite. You should now be the proud owner of 105 missiles. Right, time for the last Dark Temple Key. Go through to Venomous Pond, and there it is, at the end of a grapple swing. Dash into Poisoned Bog and grab the Ammo Upgrade from Cache A. Now go back to Venomous Pond and save. There's only one thing left to do: go to the temple (we'd advise visiting the Ammo Station on the way through. You're going to need it!).

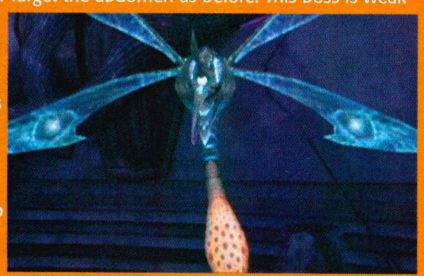


BOSS BATTLE: CHYKKA

Name: Chykka lava/Chykka adult
Difficulty: Hard
Tips: Walk up to the edge of the platform and destroy all four targets in order to start the fight. Keep firing with your Power Beam. Every now and then you'll hurt it a little. Kill the Dark Shredders when they appear: they'll provide you with essential energy and ammo. When the larva dives you know it's getting ready to launch. There's no way of telling where it will appear: you just have to keep spinning around and hope you see it in time. If you're lucky you'll see the water bubbling just before it appears and you can reel off some shots. As it falls back down do a double jump to avoid the dark water splashing at you. You need to repeat the process until the larva changes its pattern. Eventually the larva will haul itself onto the platform at which point you should use Darkburst and then dark fire until it dives again. Once you get to this stage the boss will be defeated in no time at all. There's just one problem though: this is only the first stage of a very tough boss.

For stage two the boss transforms into a mosquito creature. For this stage the grapple hooks are essential. The boss will scoop up dark water and fire it at you. While it's doing this you should be using the grapple beam to swing away. Once this stops, hit the boss' abdomen with everything you have. It may fly around your head a few times and go back to the dark water tactic again before you manage to stun it. As soon as it becomes stunned use the grapple points to get to a platform, which is behind the beast. Use the Seeker Missile to target all four wings and let rip. You will need to do this twice before the boss falls into the water.

You're now into stage three of the boss: Dark Chykka. Target the abdomen as before. This boss is weak against light fire but you need to be quite close for your beam to reach it. When the Chykklings appear destroy them to gain energy and ammo. This is a great chance to get your reserves up to full again. Use it to your advantage as it won't be long before the stage two boss returns. Use the same tactics as before to lure the stage three boss out again. This time though the dark boss will shake the ground and make the platforms temporarily disappear. When the screen starts to shake grab a grapple point and stay there until it's safe to drop down. Your prize for defeating this boss will be the rather smart Dark Visor.



ROBOT WARS

WITH THE BOSS defeated you should use your Dark Visor to locate the hidden platforms and make your way up to the Dark Energy Controller. Transfer the energy: the closet portal is in Dark Forgotten Bridge. At this point you will have seen a little '60 per cent Scans' message, meaning another load of artwork is open to you.

Now it's time to head back to Temple Grounds. Talk to U-Mos in the Main Energy Controller before preparing for the final temple. Use Temple Transport A to get to the Sacred Path. The portal will enable you to get to the Phazon Grounds. Take out the Dark Tallon Metroids by freezing them with a charged Dark Beam. Then fire a missile to shatter their bodies. There is a Missile Expansion at the far side of the chasm (use the Dark Visor). Get back into the portal and return to the Sacred Path. Open the Sacred Bridge door by wearing the Dark Visor and targeting with the Seeker Missiles. At long last you can read the hologram in the GFMC Compound and use the elevator. The Sanctuary Entrance is guarded by a group of Pirate Commandos. Use the Dark Beam for great effect. The Reactor Access will be your last place for a breather. Use the Dark Visor and the Seeker Missile to open the door. A new enemy will emerge: the Rezbit. Wait for the shield to drop, then hit it with a charged Dark Beam. This will freeze it long enough for you to destroy it with a missile. The next room holds another new enemy: a Quad M8. Target the head and fire off a Super Missile to destroy it. Now roll away and turn around. When the robot starts spinning use a Boost to injure it. Do this twice and the robot will stop. Boost at it again to finish it off. Now go through the red door for a Save Point. There are three Rezbits in the Reactor Core so be very careful. Use the platforms to get to the top and go through the blue door. The mini-gyrochamber holds a puzzle. Scan the pillar to find the code, which is Amber, Cobalt, Crimson, and Emerald. You have to go up to the gyroscope and power the bomb slots in that order.

The Hall Of Combat Mastery holds two Quad M8s. Use the portal to get to the Hazing Cliff. Behind the two Dark Diligence Drones is a Missile Expansion. Head back to the Culling Chamber and take care of the Warrior Ing. Go through the Unseen Way (the blue door) and then through to the Main Reactor. There's another Save Point and an Ammo Station in here. Go back to the Culling Chamber and use the elevator behind the back door. This will take you through to the Hive Dynamo Works. Swing over to the other side, then turn around and use the Dark Visor and the Seeker Missiles to activate the portal. Use it to get to the Dynamo Works. Go through the black door and drop down the hole. You need to travel under the floor to get through this room. Lay a few bombs to take out the Mechlops. Now you're in the Main Gyro Chamber. Use the hole near the window to get to the next area, and then onto the area with the red door and the bomb slot. There's a Save Point behind the red door, which you should probably use. Now power the bomb slot. Line up the colours with the relevant lasers (it's an easy puzzle) by targeting the areas between the colours. Now power the second bomb slot to stop one of the Gyro sections. You can now get onto this static section via the previous are. Carefully walk along the ring to get to the area on the other side. Use the passageway to get to the room that's on the other side of the semi-circular doorway. Activate the elevator and ride it up to get to the Temple Access and then the Sanctuary Temple. There are Dark Quad M8s in here. Use the platforms and the grapple points to get to the blue door and through to the Sanctuary Energy Controller. Here you will be taught how to read white holograms. You can use this knowledge to open the door in the Sanctuary Temple. This leads to an outdoor area. Jump over to the third circular platform and spin around. You can scan the interface to activate the cannon. Use it to get to the other side. Now you can go through to the Dynamo Works and face the Spider Guardian.

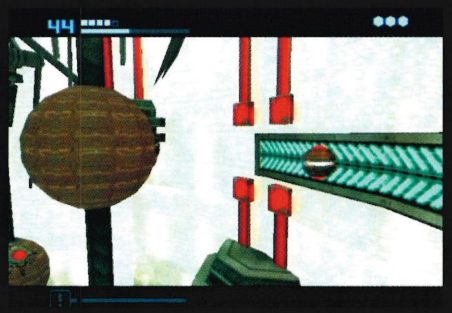
BOSS BATTLE: SPIDER GUARDIAN

Name: Spider Guardian
Difficulty: Medium
Tips: This battle is all about powering the bomb slots in order to make the boss run into an electric pulse.
Stage 1: hit the boss with a bomb in order to activate the bomb slot. Then get to the bomb slot and power it. Be careful not to get caught in the forcefield. Power the bomb slot and watch the boss squirm in agony.
Stage 2: you need to hit the boss four times in order to activate the bomb slot. The best tactic is to boost up to the top left or top right ledges, then drop down and lay bombs at the last second. Once activated the bomb slot will open remain for a short time so you need to be quick.
Stage 3: this time you need to hit the boss three times. Again, the best tactic is to boost to the top left, then drop down and lay as you go. For the third hit, make sure the boss is traveling towards the top right. This way you can drop down and immediately boost up to the top left, then drop down, head left (thus avoiding the boss) and weave your way down to the bomb slot. Once you've powered it drop through the small gap to avoid the rampaging boss.
Stage 4: be sure to blow up the Luminoth Crates and grab the energy on your way through. This is where things get tricky. You need to constantly be on the ball for this one, and you'll have to keep returning to the top right in order to avoid the boss. You should follow the boss when it heads left. As it turns around lay three bombs then boost to the right and get out of the way. As soon as you get your third hit boost past the boss, all the way to the left (you won't take damage as the forcefield is down). Quickly jump up to the bomb slot and power it. Now that the flap to the right has drop you should quickly make your way up to the little ramp. Place your self at the top of the ramp and bomb up to the second bomb slot. Power it, then get over to the bomb slot on your left. Power it and drop down to your left to avoid the boss. There, done. If you mess any of these up, don't worry: you're still hitting the boss but you will need to do this entire stage again in order to get to the second or third bomb slots.



ITSY BITSY SPIDER

NOW IT'S TIME to explore a whole bunch of new areas. Go back into the boss area and find the Missile Expansion. You'll see it in the top-left of the screen as the camera changes. This will lead you through to other section of the Dynamo Works. Take the elevator (blue door) down to the Hall Of Combat Mastery and use the spider track to get out of the room. Over on the left is another spider track leading into the central units. This is quite a skillful little puzzle. We can't really guide you through it, as it's more a matter of skill than anything else. A Missile Expansion will be waiting at the end for you. Now it's time for an Energy Tank.



BOSS BATTLE: POWER BOMB GUARDIAN

Name: Power Bomb Guardian
Difficulty: Easy
Tips: This is pretty simple really. It's just a matter of learning how the spider tracks work. Use bombs to jump up a level and use boost to go sideways. All you have to do power the four bomb slots in order to crush the boss. Sometime it's best to stay still in order to lure the bombs towards you before you move on. Your prize will be the Power Bomb. Now you can open yellow doors and destroy Denzium by tapping when you're in Morph Ball mode.

Make your way to the Reactor Core and take out the three Rezbits. Save your game at the Save Point at the bottom and download the map from the room behind the hologram door, then return to the main room. Right at the top there are a bunch of spider tracks. To get there you'll have to use the cannon at the bottom and cling onto the electromagnetic core. This little puzzle is all about timing the boost just right. Every electromagnetic ball will have electricity running through it, but they close down for a few seconds, and that's when you should place yourself on the red dot and boost to the next core. Eventually you'll be able to boost to the spider track and grab the Energy Tank. The trick is to use the cannon to get to the first core, then as soon as the electric current dissipates go for it. If you move very quickly you'll be able to boost from core to core without falling off.

Now make your way back to Sanctuary Entrance. On your way there you'll notice the air is filled with blue dust. You've seen this before: it can only mean one thing. She is close.

With the bridge gone you'll have to use the spider tracks to get to the other side. Make you way back to Torvus Bog (via Temple Grounds and Temple Access C) and go straight to the Hydrodynamo Station. Go all the way down to the Hydrodynamo Chamber and use the portal to get to the Undertemple (see Boss: Power Bomb).

THERE BE MONSTERS

USE YOUR NEWLY acquired Power Bomb to open the yellow door. Use the portal in Undertemple Access, then go up to Gathering Hall and break through the cracked glass at the bottom of the room. Break the seal and use the half-pipe to get up to both bomb slots and charge them. Use the grapple point to get the Missile Expansion. Use the spider track in Training Chamber to get to the bomb slot. Grab the Missile Expansion behind the statue and climb up to the yellow door (you'll need to kill a few enemies to replenish your Power Bombs). Now you can break through the yellow door in Training Chamber and get an elevator back to Sanctuary Fortress. There's a Missile Expansion to find in the Main Research area, taking your total up to 140.

Now go through to the Transit Station (blue door). There are two gun turrets in here as well as a weak panel that can be broken. The portal will take you through to the Hive Portal Chamber and your first Dark Ing Smasher! Keep well away from this hulking deathbringer. You can't hurt it when it glows white or purple. When it does this wait until the very last second, then dodge

BOSS BATTLE: DARK SAMUS 2

Name: Dark Samus
Difficulty: Medium
Tips: The best tip is get in your attacks hard and fast. As always the Super Missile is the best weapon to use. Dark Samus moves very quickly so time your attacks well. Always be locked on, and dodge all of her moves. When she disappears, use the Dark Visor to locate her and continue with the same tactics. When the screen becomes very bright switch back to the regular visor. Stay away and keep pounding with the Super Missiles.

out of the way. A few Super Missiles will take this guy down. Use the portal, go through the tunnel, use the next portal, climb the spider track, and use the final portal. Now you can get to the Power Bomb Expansion. Get over to the Hall Of Combat Mastery and use a Power Bomb to get to the blue door. There's an Agon Wastes elevator here. Use the elevator and go to the Main Reactor. Here you can use the spider track to get another Missile Expansion. Head back to Sanctuary Fortress. Get to the elevator and go up to the Main Gyro Chamber. Now that you have the Power Bomb you can solve the second coloured laser puzzle (in the room adjacent to Temple Access). Now for a bit of exploring. Go to the Dynamo Works (where the Spider Guardian battle took place) via the Temple Access. Incidentally, the cannon in Temple Access is activated by using the Dark Visor and the Seeker Missiles to shoot out the targets over the door. Once you've made your way through the Dynamo Works you can go through the yellow door and use the portal. You'll noe find yourself in a large spider track room. Get to the other side and equip the Dark Visor to reveal something called a Flying Ing Cache. Shoot it to shut down the cloaking device, then destroy it to reveal Sky Temple Key 6. Hmmm...

Now get back to the Main Gyro Chamber and save your progress. Use the Spider Ball to ride the gyro and smash through the weakened glass with the boost ability.

SANCTUARY KEYS

DROP OUT OF the window onto the platform. Follow it round and use the portal. Use the Spinner to line up the spider tracks. Boost up to the platform and use the final portal to get the Echoes Visor!

Use the Echoes Visor to target all three emitters. Return to the Main Gyro Chamber and save (use the Echoes Visor to open the doors in Checkpoint Station.

Use the portal in Dynamo Works and go through to Hive Dynamo Access. There are four emitters to knock out here. Go into the Hive Gyro Chamber and use the Spider Ball to get up to the top of the electromagnet and claim your first Dark Temple Key. Use bombs to get rid of the tentacles. There's a Save Station behind the red door, an Ammo Station behind the blue door (above the red door), and the Temple Access is behind the other blue door. Now for the rest of the keys and some upgrades.

Go to the Culling Chamber and use the spider tracks to get the second Dark Temple Key. Use the nearby portal to get to Light Aether, then make your way to the Sanctuary Entrance. You can now break through the weakened panel and ride the elevator. Use the cannon to get to the gun turret. You can shoot out two areas on the side you just came from (top right and bottom right) and one area on the other side (top-mid). With these areas blown up you can take the spider track up to another cannon and shoot across to the Power Bomb Expansion.

Now it's time to locate that final Dark Temple Key. Go back to the Rector Core and save. Now go to main research, take out the Quad M8s and then take out the sonic emitters. Use the portal to get to the Staging Area. Take out the emitters and scan the pillar. Now drop down and use the portal.

Climb up to the top, then follow the passageway and drop down to the blue door. Go through to the cannon and destroy the emitter. Use the cannon to get to the top, but before you move on you should pick up the Missile Expansion. Drop down to the next platform down and use the passageway maze in this order: left passageway, go right, then right again.



Now go through to the Watch Station. You should be able to take out the Rezbits from here, then use the rotating platforms to get over to the far side. Go through the white door, grab the Energy Tank and scan the pillar to lower the grapple points. Go back into the Watch Station and turn left. Use the spider tracks to get to the cannon in the middle. Negotiate the many tracks twice in order to do two things. Firstly you need to drop into the bomb slot (above the portal) in order to open the portal. Secondly, and a little higher up, is a secret tunnel holding a Beam Ammo Expansion. 200 ammo capacity and 150 missiles... that can't be bad.

Use the portal and go into the Judgment Drop. Get across using the grapple points, then drop down and use the portal. Go into the Vault. Head for the centre and drop down to the platform below. Scan the pillar to open the portal, go through the portal and cross the gap using the grapple points. Use the portal at the other end. Now make your way to all four Spinners and turn the lasers inwards. Be careful as there are also four Rezbits hanging around. With all the Spinners used, use the portal, grapple across the gap, and use the second portal. Now go and power the bomb slot in the center to uncover the Screw Attack. You can use this move to cross the gap back to the other side. Just do a normal double jump, then repeatedly tap the B button to Screw Jump. You'll also have to Screw Jump to get across the Grand Abyss. Go back to the Watch Station and use the portal to get to the Aerial Training Site. There's a Screw Attack surface above the portal that you can climb. Just perform a Screw Attack, then press B to jump off the surface until you get up to the Missile Expansion.

To get the final key, here's what you need to do: use the portal to get to Light Aether. Go back down the shaft to Main Research and use the portal to get to the Staging Area. Now go to the Central Hive West Transport and use the Screw Attack to get up to the third and final Dark Temple Key. Scan the pillar to your left to drop the forcefield. Now jump across to the portal and go to Light Aether. Use the white door, then make your way through to the Dynamo Works. Use the portal and go back into the Hive Gyro Chamber. Visit the Ammo Station and save your progress. Now you can get into the temple.

BOSS BATTLE: CARETAKER

Name: Caretaker Class Drone
Difficulty: Medium
Tips: There are three stages to this boss, each one getting more frantic and more difficult. Bomb yourself up to the spider track ring and hold on tight. Keep charged at all times so that you can boost to the opposite side whenever you need to. Do this to avoid the arms and to destroy the probe that occasionally drops down. If you fall at any point, quickly use a bomb to get back up. Once you've destroyed three probes the mother probe will drop down. Destroy that to move to the next stage. The second and third stages are very similar, albeit with faster moving arms and gaps in the track. There is no reward for defeating this boss, but at least you can get to the next door.

BOSS BATTLE: QUADRAXIS

Name: Quadraxis
Difficulty: Hard
Tips: There three stages to this boss. All of them are pretty damned hard.
Stage 1: Immediately knock out the leg modules using bombs. There is one module at the base of every leg. This will stop the shockwaves. Now look up to the knee joints. When they flash blue or red you can hit them, but for most of the time only one will ever be in this stage, and even then they're only weak for a short period. As soon as you can target a weak one, let rip with a Super Missile. Two of these should take out a knee joint. If your attacks are bouncing off simply move to another knee joint. Every time you take out a knee joint the feet modules will reform so you have to go and take them out again. Once all the knee joints have been taken out the head will separate from the body.
Stage 2: Attack the module that sticks out from the body section (where the neck is). One you blow this up the head section will be vulnerable. Attack the three probes protruding from the head. You can't target them and will have to be a good aim. Use the Light Beam for greater effect. After ten seconds or so the head will drop a Dark Quad M8. Take care of it quickly, then repeat the entire process. For the second and third probe the head will drop two Dark Quad M8s at a time. With all the probes destroyed the head will enter the final stage.
Stage 3: Use the Light Beam to knock out the head section for about 30 seconds. Now you should use the spider tracks on the body section and boost onto the head section. Place yourself in one of the slots and lay a bomb. Do this twice (once in each slot) to defeat this tough boss.

CLEARING UP

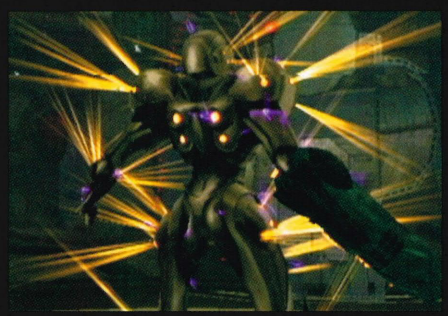
RIDE THE SPIDER track to the top of the central structure and Screw Jump over to the far door. Use the new beam to get through and collect the energy. Now get back to Hive Gyro Chamber (you'll need to use the Screw Jump to get through the Hive Temple Access. Use the portal in the Hive Dynamo Works and go through the Temple Access. There's a Missile Expansion to pick up in here but take out the Rezbits first. Use the cannon to get back up to the higher area. Take out the emitter, then quickly jump down and use the cannon. Now you'll be under the floor. Grab the upgrade and use the Spinner to open the floor panel. Now get through to the temple and return the energy.

Take the left-hand door out of Sanctuary Temple, then take the left-hand door out of the Watch Station. Travel back to the Temple Grounds elevator. Take the yellow door out of the GFMC Compound and go through to the Grand Windchamber. Screw Jump over to the portal and use it. You need to use all the Spinners in order to line up the four central sections (they will glow yellow). Then use the Seeker Missiles to open the top section. Move the central sections again (they'll glow white) and use the Seeker Missiles to open the other arms. Use the portal to get back to Light Aether. The cannon can be used to pick up the mighty Sunburst upgrade.

Now go to the Trooper Security Station and use a Power Bomb. Use another Power Bomb in the Dynamo Chamber to get a Power Bomb Expansion. Visit the Great Temple to receive your final mission. You will now need to collect the nine Sky Temple Keys in order to defeat the final boss. The keys and their locations are listed below. Don't forget, you already have Sky Temple Key 6. You can use the teleportation device in this room to get to all the areas in the game.

Sky Temple Key 7 (Sky Temple Grounds)





Go to Sacred Path and use the portal. Profane Path also holds an upgrade. Solve the Echo Key system to open the door and get the Ammo Expansion. You do this by firstly shooting the door with the Annihilator Beam to figure out the sequence (1, 2, 3, 1). Then figure out which of the three Echo Key Beams relates to which lock. Now you can shoot them in the right order and open the door. Make your way through to the Ing Reliquary, via the Reliquary Access. Use the Dark Visor to locate the Flying Ing Cache.

Sky Temple Key 5 (Ing Hive)

Go back to Sacred Path and head on over to Fortress Transport Access. Your new suit allows you to ride the light beam up to an Energy Tank. Go to the fortress and head for Sanctuary Mp Station (next to Reactor Core). Ride the light for a Missile Expansion. Now go and use the portal in the Hall Of Combat Mastery. Backtrack all the way back to the Hive Entrance and Screw Attack across the gap (the trick is to press B as few times as possible in order to go further). Ride the light, then Screw Attack across to the Flying Ing Cache.

Sky Temple Key 1 (Dark Agon Wastes)

Go back to the Hall Of Combat Mastery and take the elevator back to Agon Wastes. Go through to Bioenergy Production, activate the containers and Screw Jump across to the green door. There's a Missile Expansion inside. You now need to get to the Phazon Site, which is this same room in Dark Aether. Use the portal in the Command Centre to do it. Your prize will be the Sonic Boom upgrade! Go to the Feeding Pit and drop into the water for a Power Bomb Expansion. Now go to the Battleground (via the black door). Stay on the high platform and kill the two Ing Warriors. Now make your way across the platforms (Dark Visor) and shoot the Flying Ing Cache.

Sky Temple Key 2 (Dark Agon Wastes)

Go to the Dark Oasis, Power Bomb the center and drop into the water to locate the Flying Ing Cache.

Sky Temple Key 3 (Dark Torvus Bog)

Use the portal in the Dark Oasis, then head on over to the Sandcanyon (via the white door in the Main Reactor). Screw Jump over to the central platform, blow away the rock and grab the Power Bomb Expansion. Now go to Mining Plaza via Mining Station A. Take a slight detour first though: blow up the wall in Mining Station B and grab the Missile Expansion.

Once you're in Mining Plaza, knock out the three emitters and Screw over to the Energy Tank. Anyway, we're supposed to be getting this key, right? Use the nearby elevator to get to Torvus Bog. Go to Torvus Grove and Power Bomb the tree trunk in order to get another Missile Expansion. Now go to Meditation Vista and screw jump over to the moving platform. There's an Energy Tank at the end of the ride. Use the portal and get over to the Poisoned Bog via the yellow door in Dark Forgotten Bridge. Drop into the water and find the Flying Ing Cache.

Sky Temple Key 4 (Dark Torvus Bog)

There are a few upgrades to collect before you get the key. Go to the Dark Torvus Temple and grab the Energy Tank from behind the green door. Use the portal in Dark Forgotten Bridge, then go down to the Hydrodynamo Shaft. Use the portal, then go down to the Undertemple and use the screw surface to get up to a Missile Expansion. Use the portal and head over to the Catacombs. You can now get through to Transit Tunnel South and solve the puzzle for another Missile Expansion.

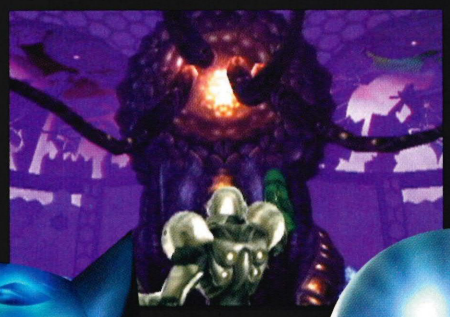
Go back to the Catacombs, use the portal, and drop into the water. Light the beacon above the Watchdrone and roll through the hole. Find the second



BOSS BATTLE: EMPEROR ING

Name: Emperor Ing
Difficulty: Hard
Tips: Your first job is to kill off the tentacles. Use the Light Beam or the Annihilator Beam. Target them one by one and rip them to shreds. The best time to do this is just after they stop spinning or when they charge over your head. Once they've gone the main core will open. You have to fire into the opening while avoiding the main laser. The Super Missile is too slow for this so just use regular charge attacks. Once this section has been destroyed the floor will become covered in poisonous gas. Use the Spider Ball to climb up the creature's body. There are many weak spots on the surface. Use bombs or power bombs to cause damage when the tentacles come out of their hiding places. You need to hit all the weak spots. Taking out the Inglets will provide you will valuable health and ammo. You're going to need it for the next stage.

This is the true Ing Emperor. You need to attack it's heart with the opposite energy, so if the heart is purple you need to hit it with the Light Beam. There is no easy way to do this, other than to learn the attack patterns and make the most of your opportunities. Every now and then a group of Nightbarbs will provide you with an opportunity to get some reserves back. The chances are you'll die the first time you get to this stage, but don't give up. The next time you'll get through it in a breeze. Now you need to get the energy back to where it belongs. Get to the teleporter as quickly as possible.



Watchdrone and do the same. The Flying Ing Cache is in this room. Now make your way back to the Main Energy Controller.

Sky Temple Key 9 (Sky Temple Grounds)
Use Temple Transport B and head for the portal in the Temple Assembly Site. Use it, then make your way through to the Accursed Lake. The Flying Ing Cache floats above he water.

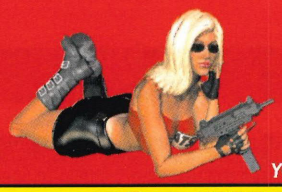
Sky Temple Key 8 (Sky Temple Grounds)
Use the portal back in the Plain Of Dark Worship and use Temple Transport C to get to the Hall Of Eyes. Use the portal, then make your way to the War Ritual Grounds. Use the Dark Visor and the Seeker Missiles to get a Missile Expansion. The Defiled Shrine holds the final Flying Ing Cache.

That's it. All done. Save and recharge at the Landing Site in order to get yourself in tip-top fighting condition. It's a bit of a trek, we know, but you need to be ready for the next two battles. Once you're ready head off to the Hall Of Honored Dead. Use the portal and ride the elevator up to the temple. Save your progress in the Sky Temple Energy Controller, then take the only door out of here. Now breathe and count to ten…



BOSS BATTLE: DARK SAMUS

Name: Dark Samus
Difficulty: Hard
Tips: Stage Well it had to be didn't it? The main differences with this last incarnation is that sometimes you'll need to use the Echoes Visor to locate her. Once again, the Super Missiles are your best bet. When she hides behind a Phazon shield, wait until she releases shards of Phazon, then suck them in with your charge attack. Once your weapon glows blue let rip for major damage. And that really is that. You've finished the game!



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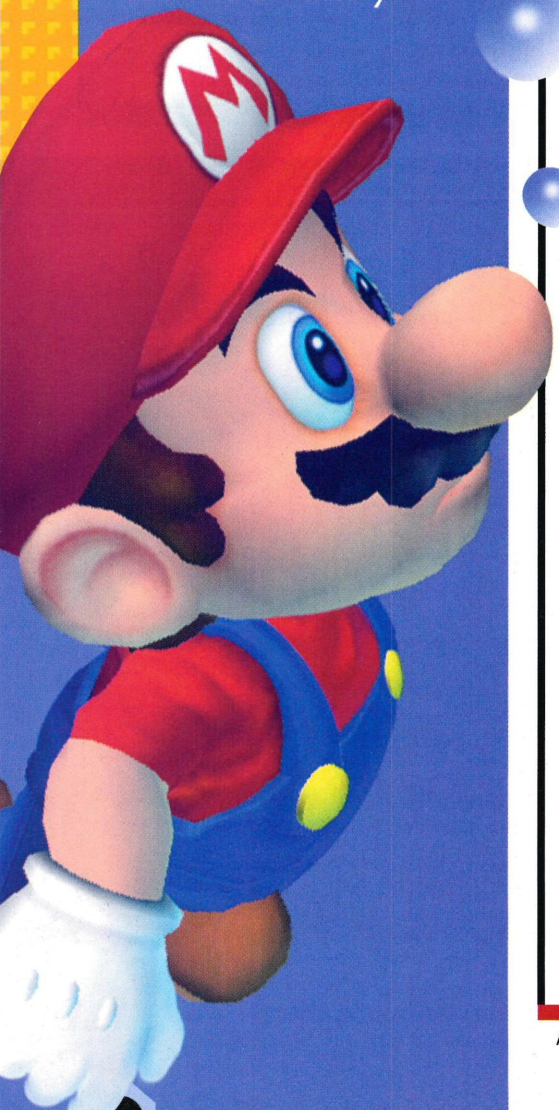

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CUBE DIRECTORY

ISSUE FORTY ONE

Your complete at-a-glance guide to every game CUBE has ever reviewed since the dawn of time. Now that's what we call *The Directory*!



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	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
Call Of Duty: Finest Hour	Activision	Spark Unlimited	1	40	PAL	6.6
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
GoldenEye: Rogue Agent	EA	EA LA	1-4	40	PAL	5.9
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

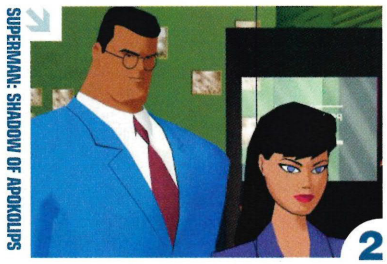
Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

GAME TITLES

What's in a title? Words and letters and stuff. Sometimes a colon, sometimes those triple dot things that immediately tells you the title is too long...



This title captures the two things in life that are better than anything else, treasure and fighting. What's even better is it all comes in one easy, simple piece. Bliss.



Type this title into Word and watch as it goes crazy, triple underlining Apokolips in red and prompting that tiresome paperclip into a furious bout of finger wagging. Like the monkey spelling is our fault.



Konami has picked five random words in the hope that they make sense. It's a good way to create original, interesting titles. Here's one we made earlier – DodgeFuse Captain: Chemical Beta Pistol.



Sounds like The Power Of Jojo. For those not aware, Jojo isn't a monkey, she's a 13-year-old who sings about love. Tak isn't a monkey, he just looks like one. And they're both so very, very wrong.

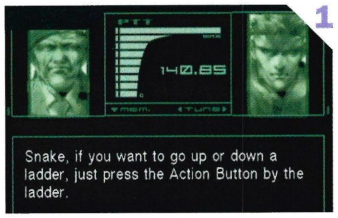


Eh? The dictionary says "A business executive (suit) who is qualified to fly an aircraft (pilot), able to move freely or easily (mobile), the positions of which satisfy a set of algebraic conditions (locus)". Oh.

LONGEST CODEC CONVERSATIONS

As anyone who has played *Metal Gear Solid: Twin Snakes* will attest, not since Hamlet has there been a character so in love with his own voice as Solid Snake.

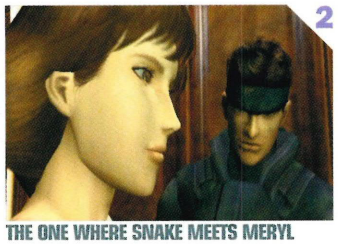
1



THE ONE WHERE SNAKE ATTACKS THE CHIEF

Not literally. Just over Codec, where Solid Snake finally confesses he knows the true nature of Metal Gear. But then Naomi starts yakking about her family, extending a short conversation to 1,416 words of nonsense.

2



THE ONE WHERE SNAKE MEETS MERYL

"They're beautiful compassionate eyes," purrs Snake. "Women have more hiding places than men," winks Merry in reply. This balloon of eroticism is deflated by further talk of heart attacks and killing soldiers.

3



THE ONE WHERE NAOMI WITTERS ON. AGAIN.

"Snake, can you hear me?" begins Naomi. "Naomi... what the hell?" says Snake, trying to duck the conversation as she starts chuntering on about family AGAIN. 910 words later, Campbell cracks and arrests her mid-conversation.

4



THE ONE WHERE THE GAME FINISHES

Campbell promises to take care of loose ends while Snake escapes into the sunset. But wait! Who's this with a tiresome 686 words to say? It's Naomi, delaying Snake's escape to bang on about her family for a third time. Surprise!

5



THE ONE WHERE NAOMI KEEPS QUIET

It's just before the end of the game so Naomi is under arrest, boring her jailer to tears with stories about her family. Seizing this chance Jim Houseman muscles in on the action, calling Campbell a "ridiculous" man.

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
King Arthur	Konami	Krome	1-2		PAL	4.3
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
Kururin Squash	Nintendo	Eighting	1-4	40	NTSC	7.8
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
Mario Party 6	Nintendo	Hudson	1-4	40	NTSC	7.3
Mario Power Tennis	Nintendo	Camelot	1-4	40	PAL	7.9
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

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

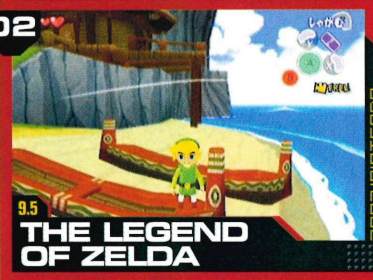
GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	32	NTSC	5.8
Mortal Kombat: DA	Midway	In-house	1-2	15	PAL	8.6
Mr Driller Drill Land	Namco	In-house	1-2	17	NTSC	8.8
MX Superfly	THQ	Pacific Coast	1-2	11	PAL	7.1
Naruto 2	Tomy	Eighting	1-4	31	NTSC	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
Prince Of Persia: Warrior Within	Ubisoft	In-house	1	40	PAL	9.0
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

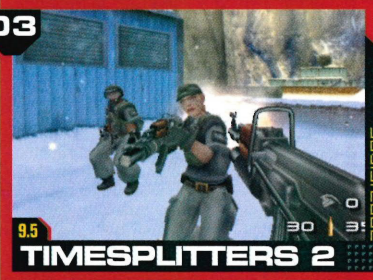
Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP 10 GAMECUBE

GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

01 

02 

03 

04 

05 

06 MARIO KART: DOUBLE DASH!! 9.4
2003/NINTENDO

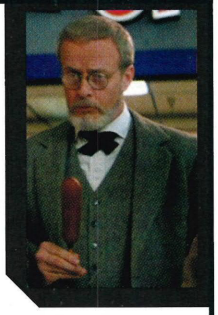
07 PAPER MARIO 2 9.4
2004/NINTENDO

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, Doshin

DOSHIN, DOSHIN THE GIANT

So there I was on a chilly Monday evening, swivelling around in my office leather chair after watching *Eastend*... I mean, err, *University Challenge* when this big, yellow, stupid thing bursts in. "Boo hoo Sigmund," it wailed, in a voice that was full sadness and anger, yet slightly camp. "Boo hoo! I'm sick of being big, yellow and stupid."

Ah yes, I thought to myself after briefly thinking about chips. This is Doshin The Giant. Once heralded to join Mario and Link et al, Doshin nevertheless hit his head on the doorway to Nintendo's Hall Of Fame and made himself look like a right clown. A big, yellow, stupid clown. "There, there Doshin," I said, pretending to care. "It's going to be okay." It wasn't going to be okay of course. I'm a psychologist, not a miracle worker.

Still, I needed to get rid of this threat to The Frood's Big Night In. Now Doshin claims to "feel the love and hate of the villagers". Observe his picture – Doshin is quite clearly feeling some sort of love. He can also level ground, using his big meteor fists. These abilities are both useless. However, Doshin can turn into Jashin, a red version of his stupid self. "Dear boy!" I said, in a mocking tone. "Why not become Jashin instead? You'll still be big and stupid but you won't be yellow anymore."

Doshin fell to his knees, similar to when he hit his head, and thanked me. You're welcome Doshin, it's what I do. Now sod off, *Ready, Steady, Cook* is about to start. I mean *Newsnight*. *Newsnight* dammit!



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Robocop	Avalon	Avalon	1-2	34	PAL	5.4
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
Taz Wanted	Infogrames	Blitz Games	1-2	11	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
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 Incredibles	THQ	Heavy Iron Software	1	40	PAL	6.0
The Italian Job: LA Heist	Eidos Interactive	Climax	1-2	23	PAL	8.0
The Polar Express	THQ	Blue Tongue	1	40	PAL	3.8
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	7.0
X-Men: Next Dimension	Activison	Exact Ent	1	15	PAL	5.6
Zoocube	Acclaim	Coyote	1-4	9	PAL	7.0

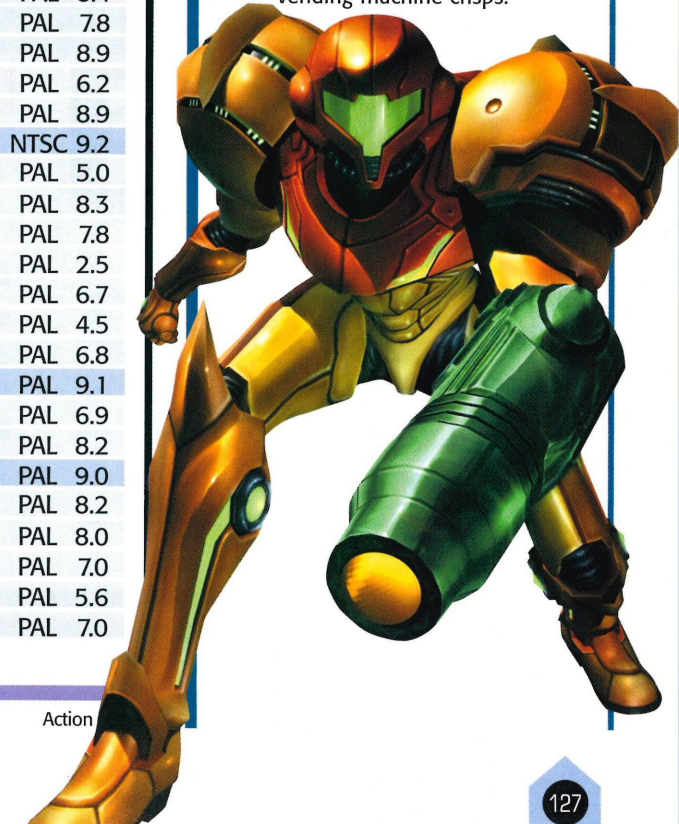
Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TIMMY TIME! (DO, DO, DO, DO, DO)

I'VE BEEN PLAYING *Metroid 2*. I've been playing it for ages now too. I was the first one to nab it after Chandra reviewed it. And (at the time of writing, 7 Dec) I'm still only half way through. Why? What's going on, am I that crap? It took Chandy-man three days to complete it, and then, bless his pointy head, he had to do it again for the guide. So why is it taking me so long?

Well I've kinda figured it out – I smoke. This filthy, disgusting habit, which is hazardous to my health and, apparently, my unborn baby is slowing down my gaming. See, every time I want to smoke I have to pause it, put the pad down, roll one and – here's the problem – try to play *Metroid* with one hand, quickly dragging whenever there's a let up in the action. There's rarely any let up in the action in *Metroid 2* and it inevitably goes out. Which means I have to pause it, put the pad down, smoke it, read a bit of the Log Book, stub it out and go back to the game. Then I have to study the map to work out what I was doing before I felt the need to inhale benzene, nitrosamines, formaldehyde and hydrogen cyanide, which are all very dangerous chemicals (though the nitrosamines sound pretty cool). Moral? Don't start smoking, smoking's rubbish.

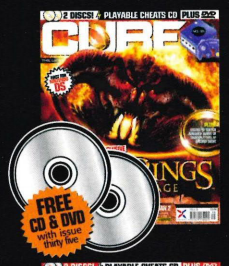
On another note, Ted the Snorlax is now level 88 and Absol is level 95, I am kicking Poké-ass all over the place! Ryan though has started levelling up on vending machine crisps.



BACK ISSUES

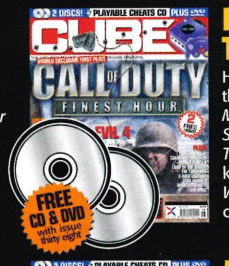
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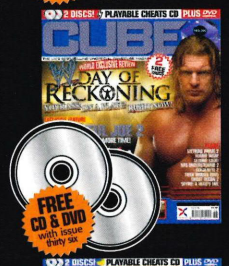
ISSUE THIRTY FIVE

Things get scaley 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.



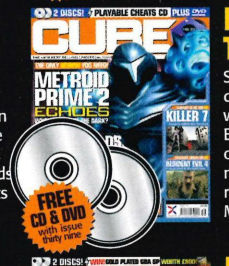
ISSUE THIRTY EIGHT

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.



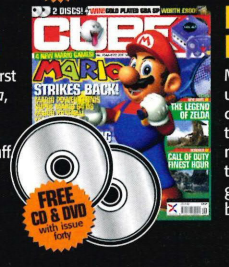
ISSUE THIRTY NINE

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.



ISSUE THIRTY SEVEN

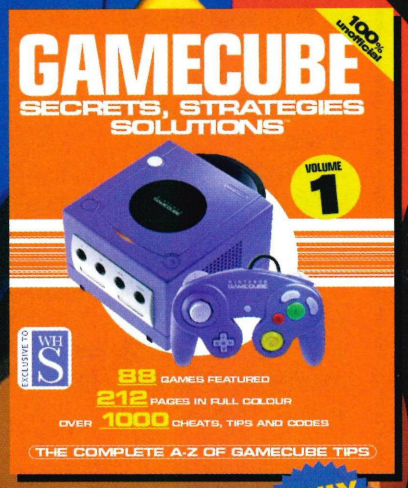
Go monkey crazy with the first PAL review of *Donkey Konga*, watch the **CUBE** team banging away... on bongos and all sorts of the usual stuff. You know reviews, previews and all that stuff that gets done at the last minute.



ISSUE FORTY

Mario hits the net which lets us create a racket while we discuss whether this is better than the original. Plus the first news of the DS launch and the first reviews of the launch games. And the DVD gets bigger with even more stuff.

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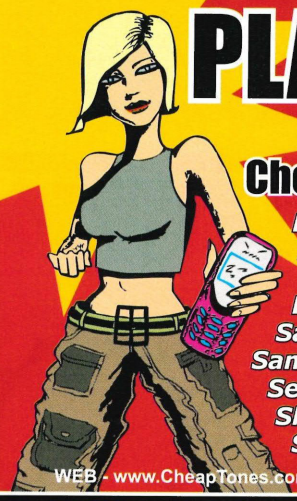
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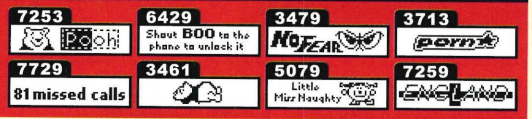
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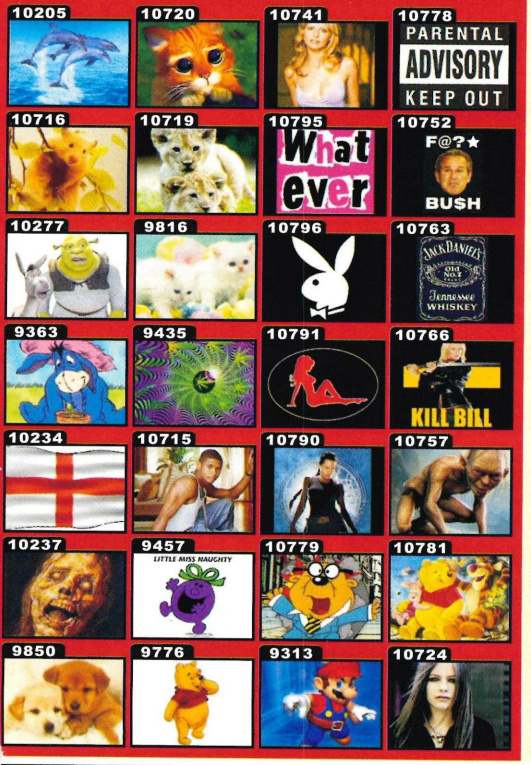
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2Play - Careless	11107	11073	Eric Prydz - Call On Me	10679	10669	Natasha - Unwritten	11111	11094
3 Of A Kind - Baby Cakes	10538	10526	Europe - Final Countdown	5353	9567	Nelly - Dilemma	7952	7951
411 - Dumb	10581	10552	Evanescence - My Immortal	9627	9617	Nelly - My Place	10625	10614
411 - Teardrops	11064	11051	Eye Opener - Hungry Eyes	11021	11004	Nelly - Tilt Ya Head	11098	11093
5 6 7 8's - Woo Hoo	10388	10372	Fabolous - Breathe	11067	11042	Odyssey - Native New Yorker	11030	11006
50 Cent - In Da Club	8133	8300	Flip & Fill - Discoland	10425	10401	Outkast - Hey Ya	9503	9515
50 Cent - P**P	9078	9386	Frankee - F.U.R.B.	10134	10125	O-Zone - Dragostea Din Tei	10309	10286
ACDC - Highway To Hell	3934	10609	Franz Ferdinand - Take Me Out	9712	9711	Paul Weller - Thinking Of You	11062	11052
ACDC - Whole Lotta Rosie	3936	9572	Geri - Ride It	11097	11087	Pink Floyd - Another Brick	1311	8471
Anastacia - Left Outside	9970	9958	Girls Aloud - I'll Stand By	11055	11046	Queen - Bohemian Rhapsody	1315	8475
Anastacia - Welcome To	11066	11053	Girls Aloud - Love Machine	10680	10672	Queen - Don't Stop Me Now	11122	11076
Angel City - Do You Know	10843	10804	Green Day - American Idiot	10590	10549	Rachel Stevens - More More	10839	10814
Anna Nalick - Breathe	11120	11072	Green Day - Boulevard Of	11110	11071	Rachel Stevens - Some Girls	10421	10411
Armand Van Helden - My My My	10632	10613	Groove Armada - I See You	10703	10692	Rasmus - In My Life	11028	11005
Avril Lavigne - Nobody's Home	11065	11049	Guns 'n' Roses - Sweet Child	8589	6977	Rasmus - In The Shadows	10009	10003
Babyshambles - Killamangiro	11112	11082	Gwen Stefani - What You	11057	11054	Razorlight - Rip It Up	11114	11089
Band Aid ('84) - Do They Know Xmas	10996	8317	I Dream - Dreaming	11063	11044	Red Hot Chili Ps - Can't Stop	8143	8478
Band Aid 20 - Do They Know Xmas	11031	11003	Ice Cube - You Can Do It	11109	11096	Robbie Williams - Angels	3580	8482
Beyonce - Baby Boy	9356	9360	Intenso - Get It On	11104	11079	Robbie Williams - Radio	10838	10820
Black Eyed Peas - Where Is The	9195	9246	Jam - Town Called Malice	4563	9876	Robert Miles - Children	11069	11043
Black Sabbath - Paranoid	4013	7169	Jamelia - DJ/Stop	10983	10993	Salt N Pepa - Push It	9646	9619
Blink 182 - I Miss You	9884	9867	Jamelia - Superstar	9222	9266	Scissor Sisters - Laura	10313	10294
Blue - Curtain Falls	11017	11000	Jamie Cullum - Everlasting	11024	11002	Scissor Sisters - Mary	10871	10863
Bon Jovi - Living On A Prayer	3945	9569	Jay Sean - Eyes On You	10347	10337	Seal - Kiss From A Rose	10713	10694
Brandy - Afrodisiac	10845	10801	Jay-Z - Numb/Encore	11102	11084	Sex Pistols - God Save Queen	6622	8505
Brian McFadden - Irish Son	11099	11081	J-Kwon - Tipsy	10422	10417	Shania Twain - Party For Two	11100	11086
Brian Mcfadden - Real To Me	10657	10650	Jojo - Leave (Get Out)	10626	10612	Shapeshifters - Lola's Theme	10420	10406
Britney Spears - Everytime	10318	10307	Jojo Ft Bow - Baby It's You	11059	11041	Slipknot - Duality	10323	10287
Britney Spears - Toxic	9879	9877	Joss Stone - Right To Be	11116	11088	Snoop Dogg - Drop It Like	11119	11077
Busted - Thunderbirds/3am	10436	10416	Joss Stone - You Had Me	10681	10677	Special D - Come With Me	10010	10000
Busted - Year 3000	8052	8337	Kanye West - Through The Wire	9975	9967	Status Quo - Thinking Of You	11121	11091
Candee Jay - If I Were You	10314	10292	Keane - Everybody's Changing	10107	10091	Steriogram - Walkie	11023	11011
Cassidy Ft R Kelly - Hotel	10192	10180	Keane - This Is The Last Time	11103	11092	Stonebridge - Put Em High	10573	10563
Christina - Car Wash	10980	10965	Kelis - Trick Me	10218	10217	Streets - Blinded By	10833	10802
Christina Aguilera - Dirrty	7912	7898	Kelis Ft - Millionaire	10910	10903	Streets - Could Well Be In	11117	11074
CKY - 96 Quite Bitter Beings	6080	7168	Kevin Lyttle - Turn Me On	9393	9391	Streets - Dry Your Eyes	10429	10403
Coldplay - Clocks	8248	8344	Khia - My Neck My Back	10840	10815	Terror Squad - Lean Back	10850	10811
D12 - How Come	10437	10405	Lemar - If There's Any Justice	11056	11047	Thunder - I Love You	11105	11080
D12 - My Band	10030	10025	Lil' Flip - Sunshine	10914	10904	Tina Turner - Simply The Best	3870	8545
Danzel - Pump It Up	10925	10946	Linkin Park - In The End	5398	6954	Twista - Sunshine	10627	10620
Darkness - Thing Called Love	9157	9258	Linkin Park - Numb	9160	9582	Twista Ft R Kelly - So Sexy	11025	11008
Darude - Sandstorm	9754	9740	Lostprophets - Last Summer	10586	10558	U2 - Vertigo	11016	11010
David Essex - Make You A Star	11068	11045	Lostprophets - Last Train	9751	9734	UB40 - Red Red Wine	1398	8562
Deep Dish - Flashdance	10830	10806	Madness - One Step Beyond	3598	8927	Ultrabeat - Better Than Life	10637	10602
Delays - Lost In A	11106	11083	Mario Winans - I Don't	10257	10247	Ultrabeat - Pretty Green Eyes	9105	9188
Delta Goodrem - Out Of The	11018	11007	Maroon 5 - She Will Be Loved	10582	10565	Uniting - Out Of Touch	11101	11085
Destiny's Child - Lose My Breath	10978	10969	Maroon 5 - This Love	10059	10057	Usher - Burn	10373	10359
Dizzee Rascal - Dream	11020	11001	Mase - Breathe Stretch Shake	11027	10997	Usher - Confessions	10981	10966
Dizzee Rascal - Stand Up Tall	10585	10567	Mase - Welcome	11026	11012	Usher - Yeah	9944	9936
DJ Casper - Cha Cha Slide	9880	9861	McFly - 5 Colours In Her Hair	9995	9986	V - You Stood Up	11019	11015
DJ Sammy - Heaven	7137	8366	McFly - Obviously	10345	10339	Van Morrison - Brown Eyed Girl	4935	8563
DMX - X Gon' Give It To Ya	8593	8659	McFly - Room On The 3rd Floor	11058	11050	Wet Wet Wet - All I Want 4 Xmas	10984	10962
Eamon - Don't Want You Back	10029	10022	Metallica - Enter Sandman	3849	7165	White Stripes - 7 Nation Army	8594	8701
Embrace - Ashes	11060	11040	Motorhead - Ace Of Spades	6332	9687	White Stripes - Jolene	11061	11048
Eminem - Just Lose It	10977	10968	Nadia - A Little Bit	11115	11070	XTM & DJ - Fly On Wings	8730	9728
Eminem - Lose Yourself	8137	8101	Nas - Bridging The Gap	11022	10998	Yeah Yeah Yeahs - Y Control	11029	11014

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A-Team	6454	8454	Friends	4632	8535	Only Fools And Horses	6732	8697	Tigger's Song	6453	7163
Buffy	1028	8553	GoldenEye 007	11131	11125	Phoenix Nights	7538	7541	Top Gear	9757	9744
Captain Pugwash	4620	9239	Great Escape	3594	8956	Robinson Crusoe	10641	10616	Unchained Melody	4925	11124
Deliverance	4457	9253	Halloween H20	9270	9181	Rocky	1050	8542	Winnie The Pooh	3893	6978
Dirty Dancing	10326	10285	Italian Job	5658	9260	Scooby Doo	4562	9241	WWF D-Generation X	1062	11128
Duke Nukem	11135	11123	Kill Bill	10598	10594	Shrek	10599	10595	WWF Ken Dangerous	11132	11129
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KATE

Andy + Jo

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Kate ♥

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Black Sabbath - Paranoid: 10474
Blink 182 - I Miss You: 10463
Britney Spears - Everytime: 10452
D12 - My Band: 10471
Darkness - Thing Called L: 10461
Darude - Sandstorm: 10477
Halloween H20: 10455
Rocky: 10476
Simpsons: 10479
DJ Casper - Cha Cha Slide: 10445
DJ Sammy - Heaven: 10456
George Michael - Flawless: 10454
Kelis - Milkshake: 10469
LMC Vs U2 - To The Clouds: 10480
Maroon 5 - This Love: 10481
Nina Sky - Move Ya Body: 10470
Outkast - Hey Ya: 10458
O-Zone - Dragostea Din Tei: 10450
Shapeshifters - Lola's T: 10468

CELEBRITIES & SFX

Alan Partridge: 8798
Ali G - Text Init: 8799
Billy Connelly: 8817
Bo Selecta - M Jackson: 9442
Bo Selecta - Mel B: 9441
Borat: 8820
Del Boy: 8837
Jackass - Text Message: 8851
Johnny Vegas: 8861
Kevin Keegan - A Text: 8870
Miss Piggy - Oh Kermy: 8878
Papa Lazaru: 8881
Sybil Fawlty - Basil: 8896
Yoda - A Text: 8906
Big Ben Chiming: 9445
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NEXT ISSUE

Next Month... Next Month... Next Month... Next Month...

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THE FINISHED GAME BLOWN APART!

What we've seen up until now has shown great promise, but can the finished game possibly live up to the standards set by the N64 and SNES classics? Tune in next month for everything you need to know.

NINTENDO DS

FOR THOSE THAT DIDN'T IMPORT IT

In early January Nintendo will hold a press conference at which the whole world will find out the final launch details for the DS in Europe. We'll have the price, the date and reviews of all the launch games.





IN A SPIN

REVOLUTION IS HERE

NINTENDO PREPARES FOR 2006

Sadly we didn't have the space to run this in the current issue but next month we'll be looking at where Nintendo is going with the next generation and what you can expect from Revolution and DS in 2006. Will Nintendo tell us do you think? If we ask really nicely perhaps?

SOLUTIONS

LET'S SPLIT!

TIMESPLITTERS: FUTURE PERFECT

With the sheer amount of unlockable bonuses that EA is promising for this game, you just know you're going to need a full-on guide for it all. All the secrets and expert tips, right here, next month.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube games, including:

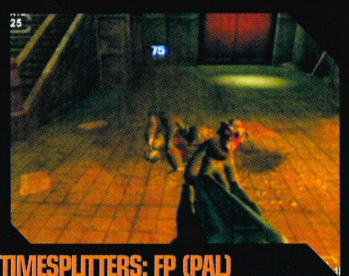
THE BIGGEST GAMES!



RESIDENT EVIL 4 (PAL)
It can't score higher than *Metroid Prime 2*, surely?



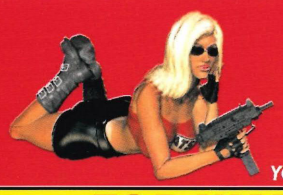
FIRE EMBLEM (JAP)
Nintendo has been quiet about this one. What does it mean?



TIMESPLITTERS: FP (PAL)
Ryan loves it, but can he do the splits? Erm...

PLUS

Donkey Konga Vol 3
Kirby Action
Killer 7
Ghost Recon 2
Mario Baseball
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Rayman DS



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Ace Golf
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American Pro Trucker
Animal Crossing
Aquaman: Battle for Atlantis
Army Men: Sarge's War
ATV Quad Racing 2
Avalanche - 1080*

B = 0 2
Back in Action
Back to Baghdad
Bad Boys: 2 Miami T'down
Baldur's Gate: Dark Alliance
Barbarian
Batman: Dark Tomorrow
Batman: Rise of Sin Tzu
Battle for Atlantis
Battle Houshin
Battle, Sonic Adventure 2
Battlecry, Robotech
Beach Bandits Rocket Power
Beach Spikers
Beyblade
Beyond Good and Evil
Big Air Freestyle
Big Mutha Truckers
Billy Hatcher and Giant Egg
Bionicle
Black and Bruised
Blood Omen 2
BloodRayne
BMX XXX

C = 0 3
Combat Zones, Top Gun
Conflict: Desert Storm
Crash B'coot: Wr. of Cortex

D = 0 4
Dark Legacy
Darkened Skye
Day of Reckoning - WWE
Dead to Rights
Deadly Alliance
Def Jam Vendetta
Defender
Die Hard: Vendetta
Digimon Rumble Arena 2
Donkey Konga
Dragon Ball Z: Budokai

E = 0 5
Echoes - Metroid Prime 2
Eighteen Wheeler
Eternal Darkness
Euro 2004
Everything or Nothing: 007
Evolution Skateboarding
Evolution, Turok

F = 0 6
Falsebound Kingdom
FIFA 2004
FIFA Football 2005
Final Fantasy C. Chronicles
Freedom Fighters
Freeride, Tarzan
Frontline, Medal of Honor
Future Tactics: The Uprising
F-Zero GX

G = 0 7
Ghost Recon
Godzilla: Destroy all Monst.
Goldeneye: Rogue Agent

H = 0 8
H.Potter & Chamber of Sec.
H.Potter & Pris. of Azkaban
Harvest Moon 2: Wond. Life
Hitman 2: Silent Assassin

I = 0 9
Incredible Hulk
Incredibles

J = 1 0
James Bond 007: Nightfire
James Bond: E. or Nothing
Jedi Knight 2: Jedi Outcast

K = 1 1
Kirby's Air Ride

L = 1 2
L.A. Heist, The Italian Job
Legends of Wrestling 2
Looney Tunes:Back in Action
Lord of the Rings: 3rd Age
Lord of the Rings: R.of King
Lost Kingdoms II: Rune
Luigi's Mansion

M = 1 3
Madden NFL 2004
Mario Golf: Toadstool Tour
Mario Kart: Double Dash
Mario Party 4
Mario Party 5
Mario Sunshine
Mat Hoffman's Pro BMX 2
Matrix, Enter the
Medal of Honor Frontline
Medal of Honor: R. Sun
Mega Man X: Comm. Miss.
Metal Arms:Glitch in System
Metal Gear Solid: T. Snakes
Metroid Prime
Metroid Prime 2: Echoes
Minority Report
Mission Impossible:O.Surma
Mortal Kombat: Deadly All.
Mortal Kombat: Deception

N = 1 4
Need for Speed: Undergr.
Need for Speed: Under. 2
NFL Street
Nightfire

P = 1 6
PN 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

R = 1 8
Rainbow Six 3
Rayman 3
Rebel Strike, R. Squadron 3
Reckoning, Hunter
Red Faction 2
Res. Evil: Code Veronica X
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil Zero
Rise of Sin Tzu
Rogue Agent -= GoldenEye
Rogue Leader
Rogue Ops

S = 1 9
Samurai Jack: Shad. of Aku
Scooby Doo: Night of 100 F.
Second Sight
Serious Sam Next Encounter
Simpsons: Hit & Run
Sims
Sims: Bustin' Out
Skies of Arcadia Legends
Smugglers Run 2: Warzone
Sonic Adventure 2 Battle
Sonic Adventure DX
Sonic Heroes
Sonic Mega Collection
Soul Calibur 2
Spider-Man: The Movie
Spider-Man: The Movie 2
Splinter Cell 2: Pandora T.
Star Wars: Bounty Hunter
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
Tak and the Power of Juju
Tales of Symphonia
Tarzan Freeride
Teenage Mut. Ninja Turtles
Terminator 3: Redemption
The Fellowship of the Ring
The Haunted Mansion
The Incredibles
The L.of Zelda: Four Swords
The L.of Zelda: Majora's M.
The L.of Zelda: Mast. Quest
The L.of Zelda: Oc. of Time
The L.of Zelda: W. Waker
The Scorpion King
The Simpsons: Hit & Run
The Sims
The Sims: Bustin Out
The Suffering
The Urbz
Theme Park Adventure
Time Splitters 2
Tom Clancy's Rainbow Six 3
Tony Hawk's Pro Skater 3
Tony Hawk's Underground
Tony Hawk's Underground 2
Top Gun: Combat Zones
True Crime: Streets of LA
Ty the Tasmanian Tiger

U = 2 1
Universal Studios Adv.

V = 2 2
Velocity X, Hot Wheels
Viewtiful Joe

W = 2 3
Wario Ware Inc.: M.P.G.S
Wario World
Wind Waker
Wolverine's Revenge
Worms 3D
Worms Blast
Wreckless: Yakuza Mission
WWE Crush Hour
WWE Day of Reckoning

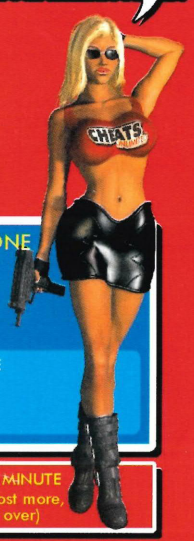
X = 2 4
XIII (Thirteen)
X-Men 2: Wolverine's Rev.
X-Men Legends

Y = 2 5
Yu-Gi-Oh! False. Kingdom

0-9 = 2 7
13
007 Agent Under Fire
007 Everything or Nothing
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1080 Avalanche
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