CUBE ISSUE 42

HANDS ON! THE NO.1 GUIDE TO NINTENDO DS & GBA INSIDE!

CUBE

NO. 42

THE UK'S BEST SELLING UNOFFICIAL G[illegible]AGAZINE

STAR FOX ASSAULT

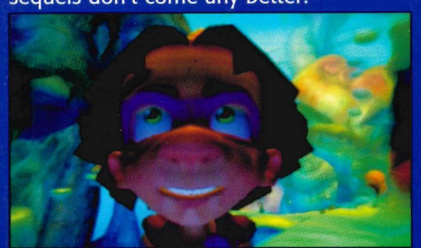
WORLD EXCLUSIVE

MORE VEHICLES, MORE ACTION, MORE REALISTIC FUR – IT'S TIME TO GET FOXY!

EXCLUSIVE UK REVIEW!

TAK 2
THE STAFF OF DREAMS

Cheeky, cheery, animal-bothering platform sequels don't come any better!



FIRST LOOK!

SPLINTER CELL CHAOS THEORY

Sam, Sam the stealthy wee man!



PLUS!

NBA STREET V3
MARIO PARTY 6
UEFA CHAMPIONS LEAGUE
FIFA STREET

"excite, inform and entertain"
ISSUE 42 £3.99
HIGHBURY 9 771475 139021 42

CUBE ISSUE 42 STAR FOX: ASSAULT SPLINTER CELL: CHAOS THEORY



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WELCOME



RESIDENT EVIL 4 arrived this month.

What, you want more? Was there any more? Oh, okay then, well we finally got to play *Star Fox: Assault* properly. After the ill-judged *Adventures*, Fox is back to doing what he does best – rocking out with guns! We'll have the full review next issue.

Games to get your teeth into this month include *Mario Power Tennis*. We've got the PAL review and with an extra couple of months playing under our belts since reviewing the import version we've rather warmed to it. Our be-capped plumber has to take the rough with the smooth though, with *Mario Party 6* failing to inspire anything more than mild interest in anyone who could be bothered to play it. Most oddly after all the hype (and the fact the thing comes packaged with it) it hardly makes use of the microphone. We can only suppose Nintendo has some cunning ideas to make the most of this potential-packed peripheral in the future. Otherwise it's destined to join ROB (Robotic Operating Buddy), the Power Glove and the SuperScope in that dust-gathering collection of badly-conceived Nintendo bric-a-brac residing deep down the back of the wardrobe.

EA Big drop a couple of uncharacteristic rickets with *NBA Street V3* and *NFL Street 2* both apparently running out of steam while *UEFA Champions League* flirts with promise before settling into mediocrity. At least we've got Tak to save the day. Check out the exclusive review of *The Staff of Dreams* over on page 62.

That should keep you ticking over as we prepare for next month's main event – the launch of the DS in Europe. In the meantime enjoy the issue, be nice to dogs and don't whatever you do play *Resident Evil 4* with the lights off!

Miles Guttery
Editor



AT A GLANCE

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CUBE

ISSUE FORTY TWO

ON THE DISC
★★★★★★
PAGES 6 & 7
★★★

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CUBE: This issue is massive bruv, a proper rude-mag!

STAR FOX: ASSAULT

38 Now home to the world's second coolest Leon (after Resident Evil 4's Leon) along with the world's second coolest Slippy (after Born Slippy).

UP FRONT

This is the game Chandra excitedly describes as a "big Japanese RPG that's come out on every Nintendo console ever except Nintendo 64". Wow and indeed wow.

Fire Emblem 08

GCN

The freshest juice is squeezed out of videogames and then served to you in a glass with a pink umbrella and a swizzle stick.

Hook yourself up right here 10

PREVIEWS

What would Rocky Marciano, MC Harvey and Trunks talk about if they all met up? Nothing. Marciano and Trunks would batter MC Harvey.

Fight Night Round 2 32
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FEATURES

Reminds us of that Duran Duran song that goes "girls in CUBE, she's more than a lady, girls in CUBE."

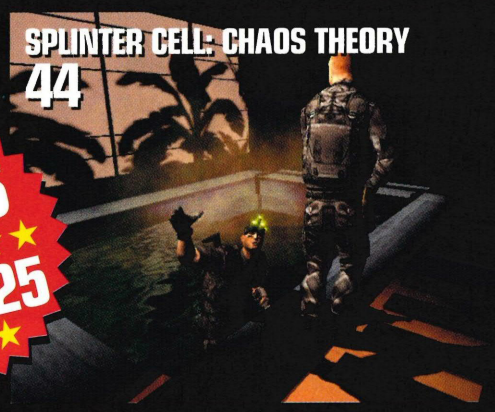
Cosplay Time 26

IN-DEPTH

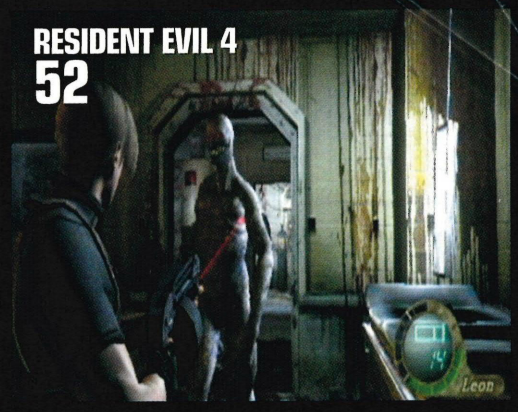
The real chaos theory explains how a butterfly in Tokyo causes hurricanes in London. This chaos theory is about stabbing people in the neck.

Splinter Cell: Chaos Theory 44

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



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NFL Street 2 66
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HANDS ON

The big games you hold in your tiny hands or in Ryan's case, the tiny games you hold in your massive hands. Whatever, you know?

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Kingdom Hearts: COM 91
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NETWORK CUBE

The section we devote entirely to you, OUR READERS (note: we also write about cheats, completing videogames, past issues of the mag and what's in the next mag, so it's not 100 per cent about you).

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Guide: NBA Street V3 116
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FEATURE! COSPLAY TIME

26 It's still reminding us of that Duran Duran song that goes "girls in CUBE, two minutes later, girls in CUBE."

POSSIBLY THE GREATEST FREE GIFT EVER!

ON THE DISCS

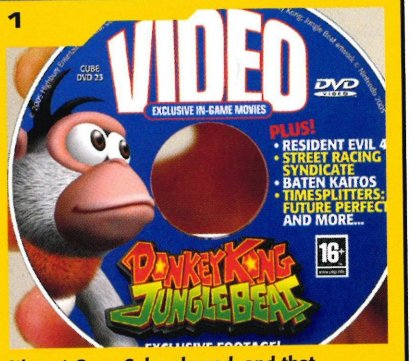
Your monthly fix of brand new videogame footage for the GameCube's most exciting new games

THESE ARE THE pages where we tell you all about our lovely DVD. Every month our disc is rammed full of game footage, trailers, interviews and adverts. Some months we'll even have special features (check out one of those next month), but being the start of the year things are a bit quiet and all we've got is a bunch of new footage from a selction of up-coming games. Wait a minute... that's awesome!

USING THE DVD

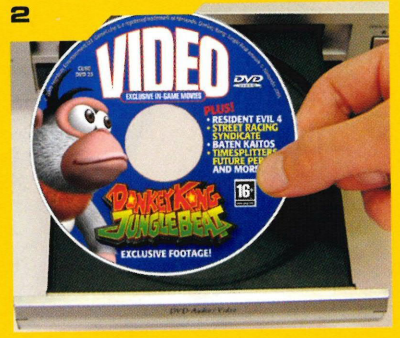
SLAP IN AND PRESS PLAY

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, it's far too big) 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.

HEY MONKEY FACE, KEEP IT COMING!

■ Here's what we've got for you this month. New *Jungle Beat*, new *TimeSplitters*, more *RE4* and a whole stack of DS treats to whet your appetite... not long to wait now!

DONKEY KONG: JUNGLE BEAT

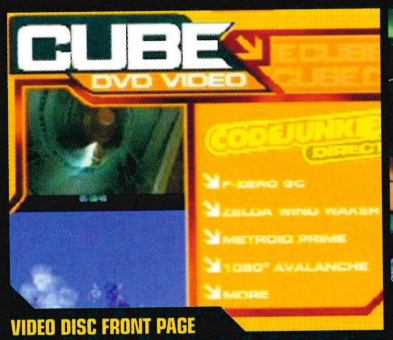
This should be on your shelves round about now, but there are bound to be quite a few of you who aren't convinced. Hopefully this bit of footage will convince you that the game does indeed work rather well. For the rest of you, you can watch the furry ape doing his thing to the rhythm of a bunch of jiving chimps. Sweet.



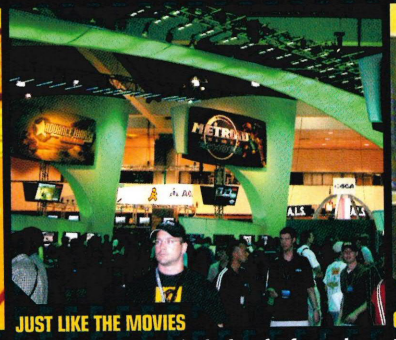


DVD MENU OPTIONS

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



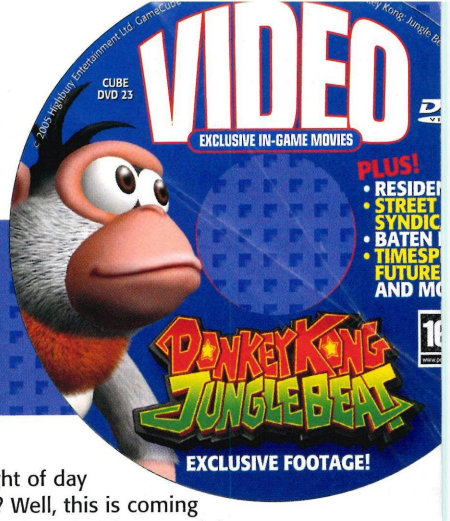
VIDEO DISC FRONT PAGE
Navigate using your remote control.



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



CODE JUNKIES DIRECT
Damned adverts. Grrr...



DISC NOT WORKING?
THEN PLEASE CALL CUSTOMER SERVICES ON 01202 200200 TO DEMAND YOUR CONSUMER RIGHTS!

TIMESPLITTERS: FUTURE PERFECT

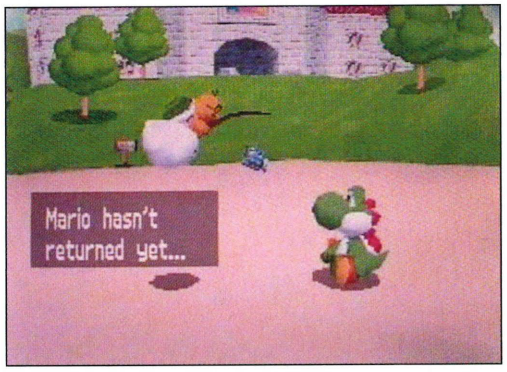
Those TimeSplitters, they just don't know when to quit, do they? Cortez returns courtesy of Free Radical and EA, and this time the single-player mode is much more involving than before. We're finding it very difficult to get a trailer out of EA at the moment, so here's a quick walkthrough of the first level instead. Please note that this is based on preview code, so any glitching you might see should be sorted for the final release.



RIDGE RACER DS

We managed to complete this a few days ago and finally get the red DS car that you'll see in the intro. Ha-ha, we rule! Ahem, anyway... *Ridge Racer DS* looks quite cool and sounds quite cool but there's something missing from it and we can't really put our finger on it. Just as the N64 version didn't feel quite like *Ridge Racer*, neither does this. Strange that.





SUPER MARIO 64 DS

Thought you knew everything there was to know about *Super Mario 64*? Think again. It turns out that both Wario and Luigi went into the castle along with Mario, while Yoshi dozed atop the castle turrets (okay, you probably knew that last bit). Now though you get to control Yoshi from the very beginning and here's the game's all-new intro to prove it.

ASPHALT URBAN GT

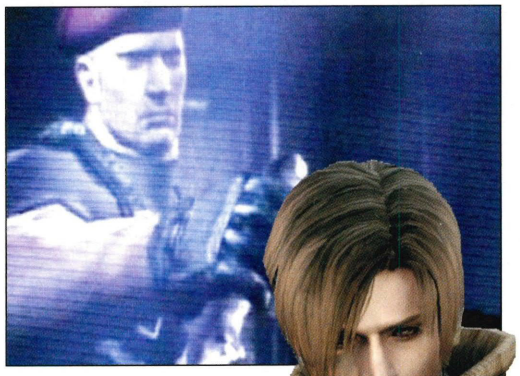
Here's proof (if any were needed) that appearances can be deceptive. It looks pretty to begin with, but notice how the cars behave. Weird, eh? Check out how they react to the ramp. It doesn't matter what angle you hit it from: when the cut-scene plays you're always perfectly lined up. Quite amazing.

ZOO KEEPER

This cute little animal adventure reminds us of *Cubivor*... remember that bizarre little game that never saw the light of day outside of Japan? Well, this is coming out in Europe as a launch title so soak it up.

STREET RACING SYNDICATE

As part of Nintendo's deal with Namco, *Street Racing Syndicate* will be published by Nintendo itself in Europe and it's set for release in May. You've probably already read last issue's import review, and now you can watch the game in action. It's like *Need For Speed Underground 2*, but a bit better and with real women, not cut-outs.



RESIDENT EVIL 4

Yes, we know – it's been a bit of an *RE4* overload just recently, but this new trailer really is quite special. We must warn you though: it contains massive spoilers, so don't watch it if you want the game to surprise you. Review elsewhere this issue.



NEXT MONTH

Next month is our DS Special. We'll bring you footage from the Nintendo DS Touch! Conference in Paris as well as trailers for all the launch titles!

THE GAMES

- DS TOUCH! CONFERENCE
- WARIO WARE TOUCHED!
- YOSHI'S TOUCH & GO
- SUPER MARIO 64 DS
- RAYMAN DS
- THE URBZ
- PROJECT RUB

UP FRONT

CUBE

INFORMATION

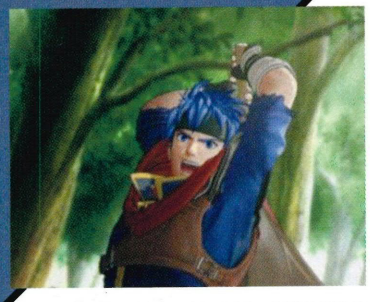
FIRE EMBLEM	
PUBLISHER:	NINTENDO
DEVELOPER:	INTELLIGENT SYSTEMS
ORIGIN:	JAPAN
GENRE:	RGB
PLAYERS:	1

WHAT'S NEW

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

Fire Emblem: Nintendo's ever-present RPG is finally set for its European debut.

TBA	20 APRIL	Q2 '05

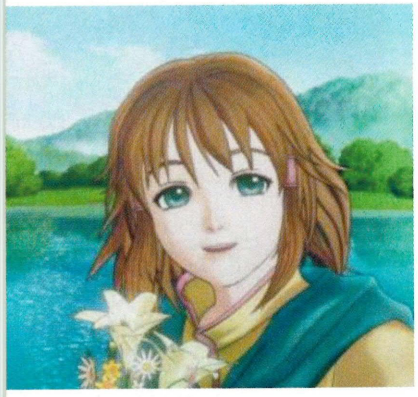


This is Ike. He says things like "don't kick da baby."



FIRE EMBLEM

Japan finally gives up its beloved treasure



EVERY TIME WE think we've nailed this game down to a firm date Nintendo goes and delays it again. Now though we're assured that the 20 April date is final, and that means only a few short months until we get to sample some strategy RPG perfection. Despite being limited to Game Boy Advance cameos over here, it's now getting its first European console release after hiding away in Japan for the past 15 years. That's right folks: *Fire Emblem* is coming to GameCube. How sweet that phrase sounds, how joyously it rings in the air! How it makes us want to do the happy Nintendo dance now that Japan is finally sharing some of the fun.

The full Japanese title is *Fire Emblem: Souen no Kiseki*. Absolutely no idea what it means. Fortunately, we know what it involves. The screenshots aren't much help, only showing the battle-grid system, the lovely detail and lots of happy characters having lots of happy Japanese conversations. So this is where we jump in and offer our assistance. The story you say? No problem. Focusing on a soldier named Ike who rescues the as-yet-unnamed princess of Crimea. Together they must travel to Gallia, where the half men, half beasts

"THE STORY HAS POTENTIAL, WHICH IS WHY THE PRESS RELEASE USES EVEN MORE EXCLAMATION MARKS THAN WE DO!"



Fools rush in. Heroes, like us, wait their turn.

"...and then he said... oh, forget it, you really had to be there. Nevermind"

known as demi-humans live. If only it was that easy though. The Daein kingdom has invaded Crimea and war has broken out between humans and demi-humans. This is why the princess must reach Gallia and why Ike has to hire extra help to protect her, such as the mercenary Tiamat.

The story has potential, which is why the press release uses even more exclamation marks than we do, even finding time to contradict itself by loudly shouting: "Bring peace to the land!" Yes, quite. So how do you bring peace to the land? Simple. You command units on a grid-based battle system, using the usual band of merry RPG men such as mages, monsters, cavaliers, Pegasus knights and so on. New units of interest for *Fire Emblem* fans are Skinshifters, who we're reliably informed are "furious" winged humans who can attack from the air. The different objectives will keep each fight fresh – defeat all enemies or take control of key locations being just two of them – while the battles themselves should retain the tactical depth the series is famed for. Trust us, the depth will be there. Intelligent Systems hasn't failed us yet.

Different weapons can be equipped to deal with different types of enemy, and units lost in battle are gone forever, hopefully encouraging emotional attachment to long-term survivors. Another feature is how characters who find their "hidden purpose" can develop unique abilities. This sounds suspiciously like press release speak for characters can "level up", which is about as new in RPGs as shy girls with blue hair who giggle when asked awkward questions. We don't care too much for that although we do hope the blue-haired girl makes it in. It simply wouldn't be an RPG without one. Will it be any good, you ask, gently tugging on our sleeve. As it looks to retain all the characteristics of the previously well received *Fire Emblem* titles, we can confidently say this is one title peace-lovers will definitely want to keep an eye on.

Nintendo is being typically cagey about the game though, and screenshots are coming through at a snail's pace. Because of this it's doubtful that we'll be able to tell you much more until the game's Japanese release in April, so until then check out these new grid battle and animé intro screens.

CUBE



EVERYTHING GOING DOWN IN THE WORLD OF NINTENDO, RIGHT HERE, RIGHT NOW!

GCN GAMECUBE NEWS

Nintendo prepares to evolve

EVOLUTION OF THE REVOLUTION

TO SAY WE'RE excited about the Revolution is probably the biggest understatement of the year. In fact we're like a bunch of ADD kids on Christmas Eve waiting for Santa to arrive. But in true humbug fashion, Nintendo has been keeping very tight lipped about its next generation console. President Satoru Iwata did give away a little clue during a recent interview with the Japanese paper Kyoto Shimbun. During the interview, Iwata-san claimed that the Revolution represented a "paradigm shift" for Nintendo, which is just a fancy way of saying "when a usual and accepted way of doing or thinking about something changes", and that's according to the Oxford dictionary which, as we all know, Jesus wrote. The company president also went on to say that: "I want to create the game machine that expands one's scope of business," and that concrete details about the Revolution would be revealed at E3 in May. We are so there!

But what could this "paradigm shift" be referring too? One possibility is the Revolution's controller. According to respected Japanese economic magazine, The Diamond Weekly, the Revolution will not have a D-pad or traditional buttons, which begs the question of how it will work. Given Nintendo's investment in touch screen technology for the DS, it's highly plausible that a touch-sensitive control panel will replace the buttons whilst the D-pad could be replaced by a simple analogue stick. Other rumours suggest that the Revolution controller will utilise gyros. The company bought some stock in Gyration Inc, a company that specialises in motion-sensor technology, and whilst this is being used in *Wario Ware: Twisted*, it is unlikely Nintendo would have spent so much money for just one game.

More rumblings have suggested that the Revolution will have broadband, a hard drive and dual processors. What is certain is that Nintendo is ploughing a lot of money into the system. The company recently announced that it would be boosting its research and development budget in the next fiscal year by 39 per cent, bringing the total budget to 22 billion yen, a slice of which will be going into the Revolution's development. Nintendo is also increasing it's capital budget by 76 per cent, with the extra cash to be split between DS and Revolution. CUBE



NEWS CONTENTS

AT A GLANCE

IN A SPIN
The first sketchy details of the Revolution are starting to leak out of Nintendo. Bring on the gaming revolution!
PAGES 10-11

NEWS ROUND UP
Butterflies and tornadoes and a very quiet man. It can only be Sam Fisher and his unbelievable *Chaos Theory*.
PAGES 12-13

VANISHING POINT
Yet more inane witterings and Peter 'bloody' Kaye inspired observational humour. Probably about biscuits. Hoy...
PAGE 16

WORLD NEWS
Here you'll find news about Nintendo on a global scale, all squeezed down to two pages and some mushy pulp.
PAGE 18-19

GAMERS DIGEST
Apparently the word 'gamers' is patronising to gamers who don't like to be referred to as gamers, silly sods.
PAGE 18-19

CHARTS/RELEASES
You love this bit don't you? It's got the charts and a big list of upcoming games, like how much information is there?
PAGES 22-23

BUZZ

Your hopes and dreams for the Revolution

Smokin'666
"I'm not excited about any of the next systems yet. But I hope the Revolution can play DVDs and CDs like the PS2 and Xbox. For me that's the GameCube's main disadvantage."

Android18a
"I'd like to see the Revolution be a system devoted to RPGs, and it has these little brain nodes that you plug in and make you think you're one of the characters, and at the start you can choose which of the main characters you wish the view the game from."
[We like it! – News Ed]

Lancelot
"The revolution should have: wireless connection to all other Revolutions, e-mail capability and a built in DVD player."

muckers
"It should have:
* DVD Player
* Wireless LAN and internet (with an OS built in the Revolution)
* Wireless Controllers as standard
* Instead of memory cards, it should use things like CF, SD and SMC (I think that's what they're called) cards that can be used for game saves, retro emulation and video playback.
* USB 2.0 connection to PC
All for no more than £200."
[Nerd! – Miles]

FidoDido
"Maybe include some sort of re-write burner thing on the disc laser so you could save the files on disc like you could on cartridges. And it needs neon, lots and lots of neon!"

Dr Kong
"It's got to have holographic interface/control pads like in Lost in Space!"
[What? – Tim]

Ice 9
"All it needs is a different name and another brilliant Super Smash Bros game."

Imagonnawin
"I reckon it'll have a life-size Reggie robot that comes with it."

bmxgamer
"If anything, I'd like to see a remote. Yes I'm lazy, however, the Q has one and it saves me from moving a few inches to power the beast."

For your say, visit our GameCube forum on totalgames.net

ROUND-UP



REALITY BITES

Electronic Arts is hoping to turn *The Sims* into a reality TV show. "One idea could be that you're controlling a family, telling them when to go to the kitchen and when to go to the bedroom, and with this mechanism you have gamers all over the world 'playing the show'", commented EA Europe VP of marketing and sales Jan Bolz. If EA gets its wish and a show is commissioned, presumably viewers will be able to control events by voting interactively, or using a phone poll similar to the one used in *Big Brother*. Christ!

WORD OF MOUTH

It seems *Mario Party 6* may not be the only GameCube game to use voice-activated controls, as ScanSoft (the developers of the game's voice recognition system) have confirmed that all Nintendo-certified developers will be able to use the technology. "Speech adds a whole new element to the user experience for games," said Alan Schwartz, ScanSoft's vice president of Embedded Speech, SpeechWorks Solutions. "By making our Speech Games SDK available on the Nintendo GameCube, developers will be able to easily add speech to the user interface for many different genres of games, as evidenced in *Mario Party 6*. We look forward to working with Nintendo and its developers to offer this exciting new feature in future titles."

TAKE THAT!

Despite being royally screwed-over by EA, after the company secured a string of exclusive deals including a 15-year contract with ESPN, Take Two isn't taking it lying down. According to reports in The Wall Street Journal, Take Two is in talks with the MLB (Major League Baseball) to secure its own exclusive deal. Whilst baseball games aren't exactly big business in the UK, they continue to sell well in the US and Japan. Take Two was able to put a bid forward thanks to the small matter of *GTA: San Andreas* which, so we hear, brought in a few pennies.

POKÉMON SEQUEL?

Back in December Japanese games magazine Famistu reported that there was a new *Pokémon* game currently in development, but had little information about the project. Now rumour has it that the game is indeed a sequel to *Pokémon Colosseum*, as suspected, after online book retailer Random House reportedly listed a guide to *Pokémon Colosseum II* on its website, with a Canadian release date of July 2005. CUBE had a look at the company's site and couldn't see a listing for the guide. One possible explanation could be that it was told to delete the listing until the game had been officially announced, or perhaps it never existed in the first place. Who knows? Not us, obviously. We'll keep you posted.





?

SOUND BYTE

"PUBLISHERS HAVE BECOME RISK-ADVERSE IN THE EXTREME"

Martyn Brown, Team 17, invents new business speak. We'll run it up the flag-pole and see who salutes it.

COUNTER ATTACK

Infogrames supports rival over EA purchase

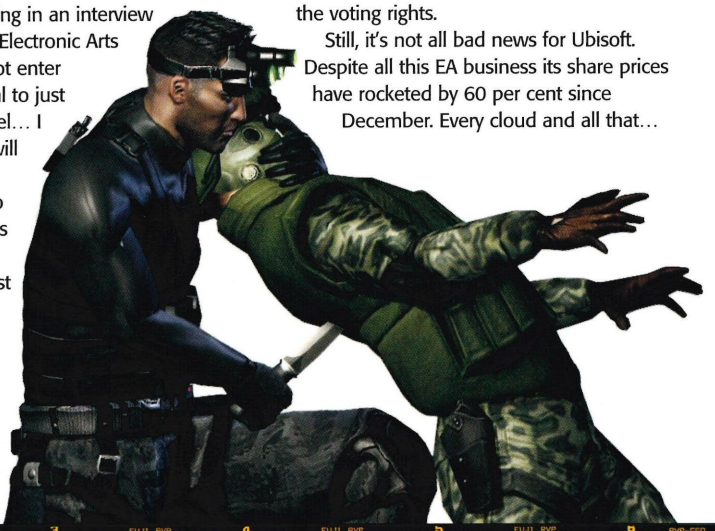
BACK IN DECEMBER EA stunned the games industry by announcing that it had bought a 19.9 per cent share in Ubisoft – a move that Ubisoft's CEO, Yves Guillemot, has cited as "hostile". Ubisoft officials later reiterated Guillemot's comments, stating: "...in the absence of information from Electronic Arts regarding its intentions, the latter's acquisition of the group's capital is unsolicited and currently considered hostile. Moreover, there are no negotiations between the two parties at present." We're sorry, that's just how these people talk. Rumours that Sam Fisher was despatched to EA HQ with orders to put the deal permanently 'on ice' are, apparently, without foundation.

The purchase of shares, which cost EA an estimated $80 - $100 million (£42 - £53 million, we're guessing about half of what Xzibit pocketed for his starring role in *NFL Street 2)* has sparked concern in the European games community that Electronic Arts dominance in French development companies could weaken their voice in the games industry. "We hope that recent events will not affect Ubisoft's capacity to be creative and that we'll continue to make outstanding games," stated Guillemot in a recent interview, "or for that matter, that the industry as a whole will not find itself in a situation where the quality of games is no longer a factor of success." Quality of games being a factor of success, eh. Whatever will they think of next?

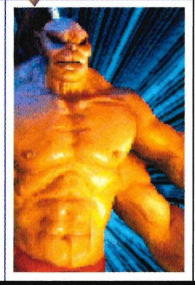
Still, concern is so high that Europe's largest games company, Infogrames, has leapt to Ubisoft's defence with CEO Bruce Bonnell declaring in an interview with Reuters: "Electronic Arts certainly did not enter Ubisoft's capital to just stay at that level... I hope Ubisoft will find ways to defend itself so that Infogrames does not become the last bastion in the European games industry." He further went on to say: "When Ubisoft has defined the limits within which it is prepared to work, they know we are ready to listen."

Infogrames might not have long to wait before hearing from Ubisoft as, according to Les Echos, the French company is currently working on several strategies to protect itself, such as increasing the Guillemot family's holdings since the family already owns 17.5 per cent of the shares and 26.6 per cent of the voting rights.

Still, it's not all bad news for Ubisoft. Despite all this EA business its share prices have rocketed by 60 per cent since December. Every cloud and all that...



NEWS FLASH



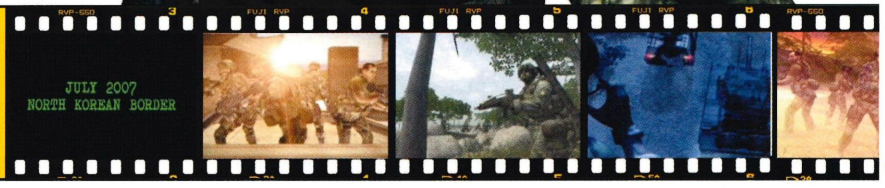
BOSS FIGHT

The GameCube version of *Mortal Kombat: Deception* will feature two exclusive playable characters, Goro and Shao Kahn.

TRAILER OF THE MONTH

GHOST RECON 2

Got a penchant for men in uniforms? No? Just Liz then? Oh well, at least she'll be happy to hear that Ubisoft has listed for release at some point in 2005.



GOOD, BAD AND UGLY

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

GOOD: EA

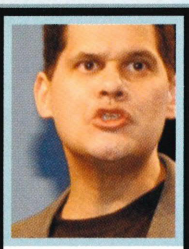
THE COMPANY HAS wangled another exclusive deal, this time with the Arena Football League. As part of the deal, EA also managed to finagle (yes, it is a word, look it up – Ed) a "share in the proceeds of future expansion team sales." That's some crafty EA manoeuvring right there.

BAD: Reggie Fils-Aime

THE REGGINATOR GOT our hopes up again when he recently stated that *Mario 128* was still in development for the GameCube. Bah! We all know it's going to be on the Revolution, so just admit it Nintendo and save us all the heartache.

UGLY: News Corp

CONTROVERSIAL MEDIA TYCOON, Rupert Murdoch, wants a slice of the gaming pie, according to his COO at News Corp. They have approached a number of companies, including Activision, regarding an acquisition. Noooooooooooooooooo! We don't want *The Sun: The Game* thank you very much. That would be well rubbish.



Talking out of his shiny metal ass? The Regginator tries to get your hopes up.

(OVER THE) COUNTER CULTURE...

THE CUBE TEAM are going ape over these Donkey Kong boxer shorts. (This is usually where we'd insert some rude joke about bananas or monkey spanking, but we'll spare you our blushes.) Needless to say, if you want to get your hairy paws on a pair of these pants then go to www.80stees.com but be prepared to fork out $20 (£12) for the pleasure.



ALWAYS LOWERING PRICES

GameCube losing support from retailers?

AFTER RETAIL STORES Argos and Woolworths dropped the price of the GameCube to under £40 recently, many feared the worst. However, Nintendo was swift to issue a response quelling any concerns Nintendo fans might have had: "Argos is currently running a number of promotions of which Nintendo Gamecube is one. Nintendo Gamecube is still the best value home console on the market and Nintendo Gamecube is currently available in over 4500 stockists across the UK including HMV, Toys R Us, GAME, GameStation, Virgin Megastore and Woolworths."

Another spokesperson from Nintendo went on to say that Argos "will continue to fully support Gamecube with the Mario Kart Platinum Pak at £79.99. They are still fully behind us on GBA. This will be evident in their Spring/Summer 05 catalogue which is out soon."

However, there are still some rumblings that Woolworth's larger stores might be dropping the GameCube from product lists. Considering Nintendo's statement only said the GameCube was currently available in Woolworths stores, failing to mention anything about future deals, perhaps there's some substance to these rumours after all. CUBE will keep you posted.



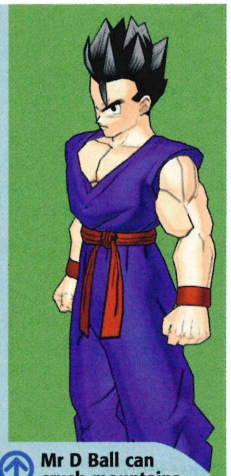


ENTER THE DRAGON BALL

Atari Dragon Ball exclusive

ATARI HAS SECURED an exclusive five-year licensing deal with FUNimation Productions, which gives the company the right to produce games based on the *Dragon Ball* series. "Since launching our first product together in 2002, Atari has worked closely with FUNimation to extend the *Dragon Ball* brand... and with more than 7 million units sold to date, it's clear that the *Dragon Ball* phenomenon shows no signs of abating," gushed Jim Caparro, President and Chief Executive of Atari.

Atari has four *Dragon Ball* games in the works, including *Dragon Ball Z Sagas* and *Budokai 2* on the GC and *Dragon Ball: GT* on the GBA.



Mr D Ball can crush mountains.

IN THE CUBE WITH...



CUBE chats to Hiroyuki Takahashi and Shugo Takahasi (producers & game designers) from Camelot, and Assistant Producer Toshiharu Izuno about GameCube *Mario Power Tennis* and the forthcoming GBA edition...

CUBE: After the huge success of *Mario Tennis 64* did you feel under pressure to match the same success with *Mario Power Tennis?*

HT: Absolutely yes. As a matter of fact, when Nintendo started talking about the launch of the Gamecube hardware, already Nintendo Company Limited in Japan approached Camelot and asked us to make the *Mario Tennis* game for the Nintendo Gamecube because we know that our previous version for N64 was the tremendous hit, we thought that it was going to be a really important commitment we had to make. Of course, it had to be a very high quality game, but we really have to commit ourselves. And plus, we thought that we had to be even better, even more fun to play with in comparison with the N64 version. That was pretty much the big pressure upon us. And as a matter of fact, because of that kind of pressure, and because of that commitment, that we were unable to introduce the *Mario Tennis* game for the GC launch.

CUBE: We did wonder about that, as the first screenshots for the game were released back in 2002. What other factors caused the game to be delayed?

HT: At the very beginning we thought we should make a kind of advanced version of the N64 version of *Mario Tennis* when we were initially starting the project of this *Mario Power Tennis*. But among ourselves we had some big doubt if that was the right direction for us to go in this development process and that is why the whole company could not make enough commitment to this project at the very beginning. So, simultaneously Camelot was working on the *Mario Golf* Gamecube and we thought it would be better for us to focus first upon the completion of the *Mario Golf* Gamecube and then it turned out to be all right, because the experiences of working on the *Mario Golf* Gamecube greatly contributed to the concept building and the whole development of *Mario Tennis* Gamecube which we believe turned out to be of the high level of completion, and also it turned out to be the quite entertaining videogame.

CUBE: The Game Boy Color version of *Mario Tennis* included some RPG elements, is this something you would consider in putting in future *Mario* sports titles for the Gamecube or Revolution?

ST: Ever since we introduced *Mario Power Tennis* I often receive that kind of question, or sometimes request. And therefore, right now at this point in time, we are thinking about that kind of possibility. For that matter actually there is going to be the Game Boy Advanced volume of *Mario Power Tennis* which is incorporating the RPG aspect. And that's described, because of the Game Boy Advance is actually capable of more of the personal use and the RPG is somewhat suited for the play with the Game Boy Advance.

CUBE: The new power-shots have received mixed reactions, in retrospect do you wish you had removed the animations?

HT: I know that there might be some users complaining about that, so that is why we have incorporated some options so that by activating that option you are not going to see the power-shot. However, you may want to compare them both, actually partially it is really entertaining so I hope that you can enjoy yourself with the power-shot, probably you are just looking at pictures, that you are going to see some kind of unusual and very different from the pure tennis game. But you if you actually play with power-shot I believe you are going to love it so much and notice that this is another aspect of the entertaining tennis game. I myself play tennis, I am a tennis player and I love the power-shot.

CUBE: Other additions to *Mario Power Tennis* were the Gimmick Courts, which is your favourite?

HT: I personally love the voice of the Elphena Plaza Court and the DK Jungle Court.

ST: I should say that the Luigi Mansion Court was my favourite.

ROUND-UP

MISS CONGENIALITY

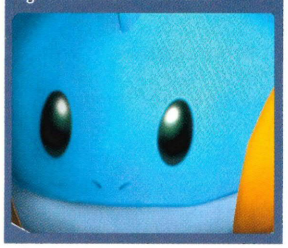
Japanese games bible Famitsu recently did a survey asking developers, retailers and game fans which next-gen system they were most looking forward too: the Revolution (yay!), PS3 or Xbox 2. Despite Nintendo's emphasis on gameplay only 17.9 per cent of developers were excited about the Revolution (although how they were able to gauge excitement boggles the mind). Retailers were a little more optimistic with the Revolution nabbing 21.3 per cent of the vote compared to Xbox 2's measly 4.9 per cent, whilst 39.5 per cent of gamers said they were looking forward to the Revolution. They should have surveyed the CUBEsters – that would have given them some food for thought. We're all about skewing statistics, us.

GOOD GAMERS

The games industry did its bit for the victims of the Asian tsunami disaster with a charity games event at the Vue cinema in Leicester Square. The two-day event raised over £1000 for the Disaster Emergency Committee charity. It was all for a good cause and a lot of fun. Attendees had the chance to play games on the big screen, enter competitions to win games and consoles and there was a raffle with assorted goodies up for grabs including a signed poster of Tiger Woods. If you want to make a donation and help with the relief effort go to www.dec.org.uk

POKÉMON CHALLENGE

Pokémon USA Inc, the world leader in the trading card industry, has announced that San Diego will play host to the 2005 Pokémon Trading Card Game World Championship. The championship will take place at the Town and Country Resort and Convention Center between 19–21 August, and will give over 400 Pokémon enthusiasts from 30 countries worldwide the chance to compete for the coveted title. "Year after year, Pokémon Organized Play has inspired and challenged TCG players from around the world in a positive and rewarding environment," commented Susan Scheid, senior marketing manager at Pokémon USA Inc. "The Pokémon TCG World Championships are the ultimate event, providing kids the opportunity to build confidence in their strategic skills, socialise with their peers, and experience a number of cultures and languages." If this sounds like your cup of tea, then head on over to http://op.pokemon-tcg.com for more information.



TWINKLE TOES

Mario gets his groove on

MAD CATZ'S CURIOUSLY titled *MC Groovz Dance Craze* proved there is a market for dance games on the GameCube, and now Konami's successful *Dance Dance Revolution* series is making its way onto the purple machine. It's not just your run-of-the-mill dance game though, as Konami has teamed up with Nintendo to create *Dance Dance Revolution With Mario*. Yes, the fat chap will be whipping out his platform shoes and white suit and shaking his funky stuff to the disco beat. Nintendo and Konami haven't released much information on the game yet, but presumably *Dance Dance Revolution With Mario* will contain the usual single player modes, a multiplayer where you can go up against a number of characters from the Mushroom Kingdom and possibly even some sort of story mode (we can't think of any other reason why Mario would be chased by two giant snow balls). No track list has been mentioned either, but expect a heady blend of classic Mario theme tunes together with usual pop and dance fodder. You can also expect it to come with a dance mat which, given Nintendo's penchant for finding alternative ways to make use of peripherals, throws up all sorts of unthinkable possibilities...







Don't dance with a zero, you can dance with Mario!

Resident Evil 0...

346,271 UNITS SOLD

...in the US in 2003



Star Fox 64 (Lylat Wars)...

300,000 UNITS SOLD

...first 5 days on sale in the US

NEWS FLASH



EYE EYE

Nintendo has obtained the rights to create a series of games based on the popular Japanese manga cartoon Eye Shield 21. Without any research we reckon he's got a shield for an eye, could even be golden...

TOTALLY TROPICAL TASTE

Sun, sea and shenanigans

ACTIVISION IS RELEASING a game based on the forthcoming Dreamworks animated movie, Madagascar. The game will follow the story of four animals – Alex the lion, Marty the zebra, Gloria the hippo and Melman the giraffe – who escape from Central Park Zoo in New York and embark on an perilous journey to the island of Madagascar. There are 11 action-packed levels taking in the mean streets of NYC, a cargo ship and the beautiful tropical jungles of Madagascar itself, among others. As usual you'll need to maximise the animals' unique abilities to survive. For example Alex has powerful claws, Marty can do a stealth crawl whilst Gloria can squish her opponents with her hefty arse. Gosh how we love individual strengths and weaknesses! Madagascar will be released in May, in conjunction with the film.

*screenshots from Xbox version

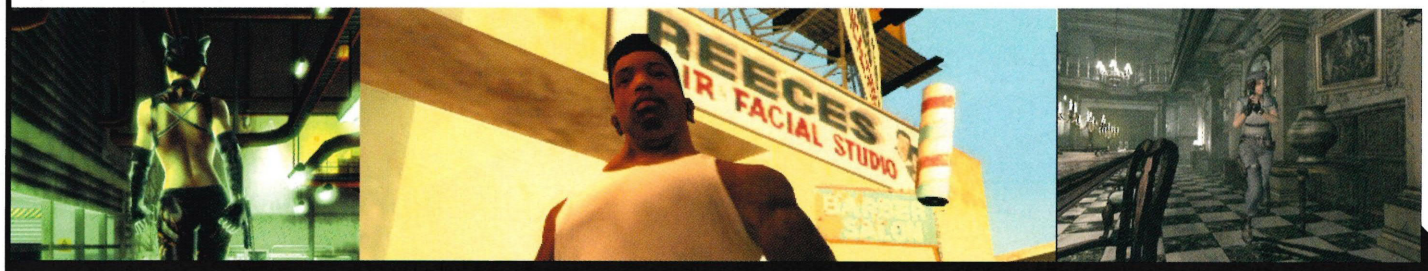


We're looking forward to this, nah we're lion. Ho. ho.


DK
King of Swing
OUT 4TH FEB
GAME BOY ADVANCE SP
SWING THE KING OF SWING
one banana
two bana
How'd you cook A sausage in The Jungle?*
SWINGING SILVER MEDAL 2nd
opposable THUMB
DANGER: HIGH VELOCITY FALLING KITTEN
Buses Have no fingers So they're rubbish!
THERE CAN ONLY BE ONE KING OF SWING
Swing Bands are only good at one type of swinging
Swinging GNome has SLIPPY GRIP — OH GNO!!
GOOD SWINGERS
BAD SWINGERS
LEFT and RIGHT BUTTONS ARE DONKEYS GRIPPING MITTS
*GAS MARK 4 35 MINUTES, TURNING OCCASIONALLY
Nintendo
YETI!!!
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WWW.NINTENDO.CO.UK

VANISHING POINT

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



I woke up this morning, da da da dadum...

BACK IN THE GAME

SOMETHING ODD HAPPENED this morning. When I got out of bed it was still made, but I paid it no mind. I suppose I should have suspected something was up when I discovered my bedroom door swings both ways. Come to think of it, so do all the doors in my flat. They don't stay open though. If I don't walk right through immediately they close in my face. It wouldn't be such an issue but for the fact I find it much easier to run than to walk. The problem with running, especially in the flat, is that my turning circle isn't all it should be and sometimes I end up running into the door frames. Nothing I bump into seems to fall over though, which is lucky. Anyway I was feeling a bit drained so I went to get some breakfast. Imagine my surprise to find my food hovering a few inches above the counter and slowly rotating. Well actually you can't, because I wasn't surprised. I suppose in hindsight I ought to have been. Now that I think about it I can remember picking it up but I don't recall actually eating it. I know I felt better afterwards though. How peculiar.

I never realised how disoriented it's possible to get in one's own flat. I was heading for the front door but found myself facing slightly away from it. Why I chose to swivel almost 360 degrees on the spot to face it I couldn't say.

At first I just walked into the door because this sometimes works, but this time it didn't so I used the knob. It made a clunk but didn't budge. I ran back to the living room, almost missed the door and found myself jogging against the frame for a second or two but I managed to get in there and ran around randomly for a for a few moments before I caught something shimmering on the coffee table out of the corner of my eye. Keys. Awesome. I put them in my pocket, only then discovering I had a strange stone carving, some old hosepipe and a broken spade in there already. Weird. I figured they'd come in useful at some point though, so I left them where they were.

"I GOT HIT BY A LORRY THAT TOTALLY KILLED ME. I MIGHT HAVE DREAMED THAT THOUGH"

When I got outside it was raining. Didn't seem to make much difference to anything though, and my clothes didn't get wet. Turned out I could run nearly as fast as cars too, which was nice.

I came to a building with a big 'shop' sign outside. This was a good development because I was pretty hungry at the time. I tried to look in through the window but strangely it was completely opaque. Hey ho, I went to the door and then something really weird happened – I blacked out. Well, that's what it felt like. Everything went dark for... I don't know, a few moments at least. The next thing I knew I was inside the shop. Everything seemed fine. I really didn't give it a second thought at the time.

Although the shelves were visibly packed with stuff, I couldn't seem to actually touch anything. This was most definitely weird, and not entirely unirritating. I only wanted a bag of crisps. After jogging around the store a couple of times to satisfy myself that I couldn't prize anything from the shelves I decided to ask at the till. I jogged up to the counter but before I had time to open my mouth and ask about crisps, specifically beef Monster Munch if you're interested, the assistant greeted me and offered me a selection of seemingly random products I available for purchase. What need do I have for a first aid kit at this time of day?

I was about to leave when I noticed the windows. They were clearly letting in light, but when I tried to look through them they were totally opaque, just as on the outside. Now I was starting to get a bit weirded out. Well I think I was, or maybe I was just bored. At any rate I decided to go home. It was a pretty uneventful jog, except I realised I could run constantly and never feel tired, which was pretty cool. Oh, and I got hit by a lorry that totally killed me. I might have dreamed that though, because I found myself standing back outside the shop.

Anyway I made it home eventually and took a few moments to consider the odd nature of my day. After careful consideration I realised I still had absolutely no idea what to do with the broken spade and this annoyed me. There was nothing else for it and I went to bed, saving my progress beforehand, of course. CUBE



Everything in the game environment has a purpose. Imagine if real life was like that. Oh, wait a minute. Damn the food chain!

NEW HAIR CUT →

OUT Feb 4

NINTENDO GAMECUBE.

DONKEY KONG JUNGLE BEAT

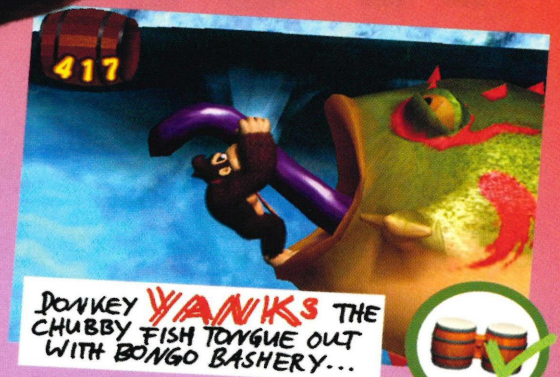
COMES WITH BONGOS*

SUPER SLAPPY CLAPPY HAPPY



FIRST TESTS PROVE: BONGO CONTROLLED TRUCKS ARE RUBBISH

WHO'S A BAD PIGGY

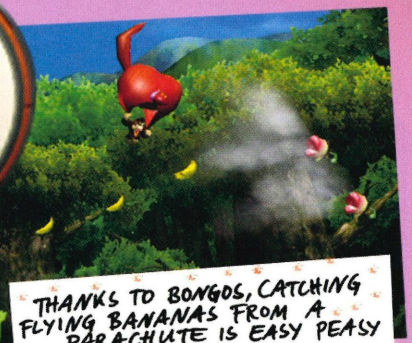


DONKEY YANKS THE CHUBBY FISH TONGUE OUT WITH BONGO BASHERY...



BAD BONGO USE

GOOD BONGO USE



PROVERB SAYS: SHIP LOADED BY BONGO CRANE IS SHIP IN POOP!

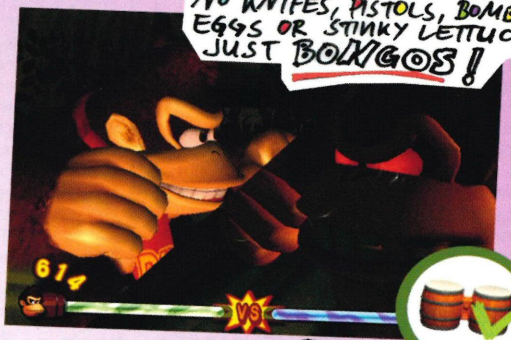
THANKS TO BONGOS, CATCHING FLYING BANANAS FROM A PARACHUTE IS EASY PEASY (SEE ABOVE)

GLUE GLUE



NEWSFLASH BONGO BELTING BURIES DIGGER

CIRCUS WHALE



NO KNIFES, PISTOLS, BOMBS, EGGS OR STINKY LETTUCE... JUST BONGOS!

59

18-7+48=

BONGOS

KING OF BALANCE

Nintendo®

.....9 BANANAS.....

World's 1st Bongo Controlled Platform GAME!!

CONTROL STUFF WITH BONGOS



* AT SELECTED RETAILERS

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WORLD OF NINT

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

Gamers: America's elite (USA)

The Entertainment Software Association has made the rather unlikely claim that American videogame players are all bronzed Adonises with incredibly diverse and far-reaching interests. According to Peter D Hart Research Associates, of those who spend 6.8 or more hours a week playing games 79 per cent exercise or play sports an average of 20 hours per month. 93 per cent read books or newspapers; 62 per cent go to concerts, museums, or the theatre; 94 per cent follow current news; 78 per cent vote in most elections; 61 per cent engage in religious activities several hours a month; 50 per cent paint, write, or play a musical instrument; and 45 per cent volunteer for charity work an average of 5.4 hours each month. To be honest we suspect the lady doth protest too much with this one.

Games aren't just for kids (USA)

According to a new report in the US (apparently it wasn't the season to be jolly in December, but the season to create blindingly obvious scientific reports) the average age of console gamers is 24. What's more, the average age if PCs gamers are included is a positively geriatric 29.

The report seems to have been created as a justification for the increasing number of 18-rated games coming out, with 18-plus games now accounting for 12 per cent of all games released, compared to 10 per cent in 2003, 8 per cent in 2002, 6 per cent in 2001 and 0 per cent in 1834. The obvious conclusion from all this is that over the years the average age of gamers will just go up and up, the end result of which hopefully will be that Miss Marple Vs Inspector Morse beat-'em-up we've always dreamed of.

Halo refuses to go portable (USA)

Our general advice as far as the internet goes is not to believe a word you read without very good reason. And that goes as much for games sites as it does for those unlikely looking websites that offer to make you a billionaire if only you'd give them your credit card details.

Case in point, the recent suggestions that *Halo* was to be announced as an exclusive portable title for the unlikely GBA rival Gizmondo. Developer Bungie has now confirmed that this is absolute hogwash and no such plans are underway.

Bungie didn't comment on early rumours that Microsoft had sanctioned GBA/DS versions of the Xbox's killer app. We suspect these also to be false although in the unpleasant world of corporate politics it's likely Microsoft would rather see Nintendo succeed with its portables than Sony. Does this mean *Halo* on a Nintendo format is not such an unlikely prospect as first it may seem?

Reebok challenge everything (USA)

Up until now the gaming world has been relatively free of the advertising and product placement that plagues TV and cinema. That's all quickly changing though and, as you might guess, global mega corporation EA is at the forefront of it all. To this end EA has just signed a multi-title deal with Reebok for its various footwear to appear in EA games. *NFL Street 2* will be the first beneficiary of this deal, with EA's other sports games also getting in on the act as time goes by. It's not clear whether non-sports titles will also feature Reebok products, but there's certainly a plan to début new trainers in games before they're released in the shops. This begs the question of whether James Bond will be wearing Reeboks in his next game...

ENDO

C64: Phoenix from the flames (UK)

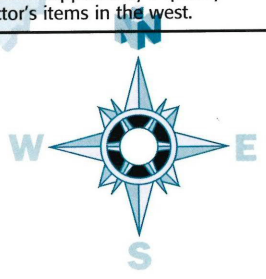
The GameCube has got a new rival for the use of the TV in the form of the Commodore 64. The retro archrival to the Spectrum is making a comeback in the manner of that Atari joystick thing with a dozen or so games built into it. Rather wonderfully this new C64 version looks just like a Competition Pro 5000, although the range of 30 games contained within it are slightly disappointing. *Paradroid*, *Uridium* and *Impossible Mission* are all cast iron classics, but *Tower Toppler*, *Sword Of Fargoal* and *Jumpman Jr* – who's ever heard of those?



Sega invades China – resurrects the Mega Drive (China)

Sega has made another attempt to break into the Chinese market with the news that they've licensed a whole swathe of their games to a company called AtGames Holdings. This will include all of Sega's current range of games but the deal also gives AtGames the rights to create new versions of old Sega platforms including the Master System, Game Gear, Mega Drive, Saturn, 32X, Sega CD and Dreamcast.

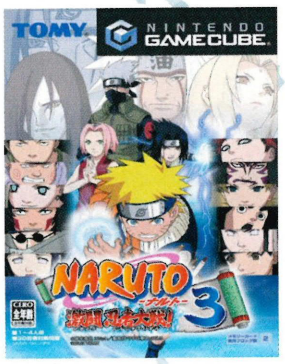
In doing so Sega seems to be following the lead of Nintendo's iQue console, by creating a unique machine for China that's more immune to the country's rampant piracy. None of these new retro consoles have actually gone into production yet, and there's no guarantee that they all will, but you can be sure that if it does happen they'll quickly become collector's items in the west.



Naruto hits a million (Japan)

As some of the more astute amongst you will have noticed, there aren't many exclusive third party games on the GameCube. When one does come out and actually does well, the company in question gets a solid gold GameCube from Nintendo as a reward. That's not actually true, but what is true is Tomy's *Naruto* series has sold over a million copies now in Japan – one of a very few third party GameCube titles to do so.

The series, number three of which came out just before Christmas, is based on a popular Anime and takes the form of a cel-shaded beat-'em-up. It's reasonably enjoyable but we can pretty much guarantee it'll never come out in the UK. We don't enjoy crushing your dreams, but at least we get paid for it.



GAMECUBE CHARTS

WEEK ENDING 23 JANUARY

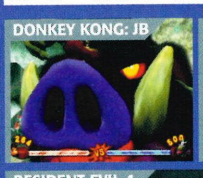
The US charts have risen from the dead with Capcom's unfeasibly delayed *Resident Evil 4* finally lurching onto shop shelves and straight into the number one spot. To maintain the theme, the rest of the US top 10 is a rather sorry mess of undead titles that just refuse to go away despite being well past their sell by date. There's less excitement in the Japanese chart, although the presence of two Western developed games, particularly the awful new *GoldenEye*, is a bit of a surprise. Most oddly though, who is still buying *Super Smash Bros Melee*? Surely everyone has it by now!

JAPANESE CHART

POS	LAST	TITLE	PUBLISHER
1	1	MARIO PARTY 6	NINTENDO
2	NE	DONKEY KONG: JB	NINTENDO
3	2	NARUTO 3	TOMY
4	3	MARIO POWER TENNIS	NINTENDO
5	NE	MSG: GUNDAM VS ZGUNDAM BANDAI	
6	NE	GOLDENEYE: ROGUE AGENT	EA
7	NE	WWE: DAY OF RECKONING	YUKE'S
8	4	PIKMIN 2	NINTENDO
9	NE	RESIDENT EVIL 1 & 0	CAPCOM
10	8	ANIMAL CROSSING	NINTENDO

US CHART

POS	LAST	TITLE	PUBLISHER
1	NE	RESIDENT EVIL 4	CAPCOM
2	6	ANIMAL CROSSING	NINTENDO
3	10	SUPER MARIO SUNSHINE	NINTENDO
4	1	MARIO PARTY 6	NINTENDO
5	RE	SUPER SMASH BROS MELEE	NINTENDO
6	RE	ZELDA: THE WIND WAKER	NINTENDO
7	4	PAPER MARIO 2	NINTENDO
8	RE	METAL GEAR SOLID: TTS	KONAMI
9	RE	PRINCE OF PERSIA: SOT	UBISOFT
10	2	METROID PRIME 2: ECHOES	NINTENDO



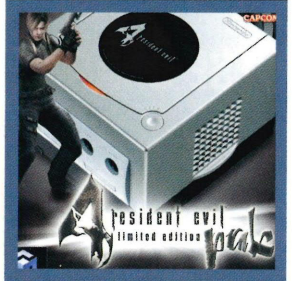




GAMER'S DIGEST

GAMECUBE RUMOURS, GOSSIP AND NEWS

ROUND-UP



RE4 TO THE POWER OF 3

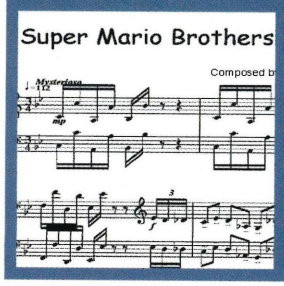
Way hey! Nintendo is releasing a *Resident Evil 4* pak to coincide with the PAL launch of the game on 18 March. The £89 bundle contains a silver GameCube with a *Resident Evil 4* fascia plus a copy of this monumental game. We're getting our orders in now. For a chance to win one, flip to page 24 and enter our competition!

FRIENDS AND FAMILY

American retailer Game Crazy recently listed the top 10 "family-friendly" games bought at its stores during the last holiday period and all 10 titles were Nintendo games. The most sought after title was *Super Mario Bros 64 DS*, with the likes of *Kingdom Hearts: Chain Of Memories* and *Paper Mario: The Thousand Year Door* following on shortly behind. Not all the games bought were new releases however, with *Super Smash Bros Melee* coming in at number 10.

NAME THAT TUNE

Martin Leung, AKA The Blindfolded Pianist has written the piano score for a number of *Mario* theme tunes. So far, Leung has written the scores for the *Super Mario Bros: Castle Theme*, *Super Mario Bros: Main Theme* and the *Super Mario Bros: Star Theme* to name a select few. For more information visit www.theblindfoldedpianist.com



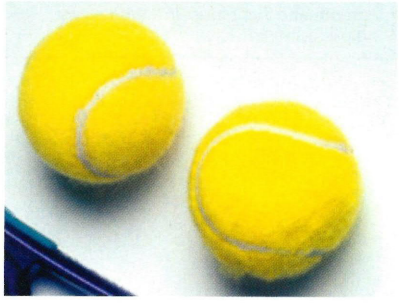
YAMAUCHI TALKS BALLS

Stick 'em in your mouth and suck 'em

IN THIS MONTHS pick of the internet hoaxes, former Nintendo president Hiroshi Yamauchi was claimed to have told Microsoft executive Steve Ballmer to "suck on my tiny yellow b*lls" after Microsoft purportedly offered to buy-out Nintendo. The news came about when scans, that alleged to be from the upcoming issue of Wired magazine, started circulating on the internet.

In the "interview" Yamauchi-san was claimed to have called Capcom executive, Shinji Mikami, a "double faced b***ard" and stated that Sega's hardware business failed because it had, "neither vision nor courage during the last hardware transition." Yamauchi-san then went on to make some derogatory comments about Kirby, which are best left unsaid!

Of course, CUBE smelled a rat when we saw the scans and instantly contacted Nintendo and Wired magazine to confirm the validity of the interview. Nintendo swiftly responded, stating: "The scans and pictures circulating on the internet allegedly containing an interview with US technology magazine Wired and Nintendo former company President Mr Hiroshi Yamauchi are a hoax. The reported interview between Wired magazine and Mr Yamauchi never took place." Wired magazine also got back to CUBE, taking the news that its magazine was being used as part of an elaborate practical joke with good humour. "It is a hoax," stated Suzanne Wu from Wired, "albeit a well-executed and hilarious hoax." Still, a part of us wishes it were true.



Prince Of Persia: Warrior Within...

1,800,000

...units shipped in first 2 weeks



Super Mario Bros...

5 MIN 17 SEC

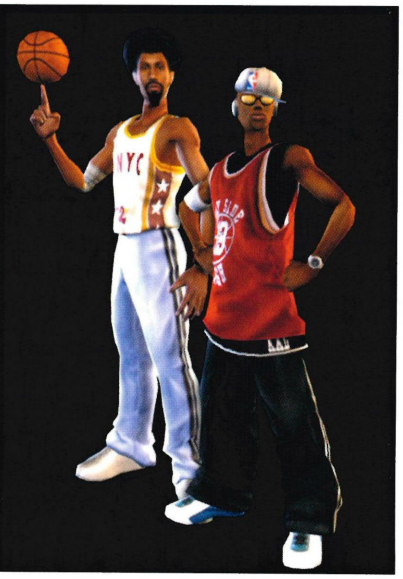
...fastest recorded time to complete game

NBA NO WAY

NBA denies rumours of EA deal

IT WAS REPORTED at the end of last year that the NBA turned down Electronic Arts' request for the exclusive rights to its licence in a similar deal to one EA has struck up with the NFL. However, a spokesman at Electronic Arts recently replied: "EA has not asked for an exclusive and the NBA has not rejected an EA offer for an exclusive." Whatever you care to believe, it's unlikely anything has happened yet since several other companies also hold rights to the NBA licence which isn't up for renewal for another two years, as EA well knows.

NBA™
Norges Bordhockeyallianse



THE NAME GAME

Zelda remains nameless

THERE MUST BE something in the water, as another prankster caught the gaming community off guard this month. Forums went into overdrive after a photograph surfaced that apparently showed Shigeru Miyamoto speaking at a press conference regarding the forthcoming Nintendo title, *The Legend Of Zelda*. What caught people's attention, however, was the image projected on the wall behind Miyamoto-san, which showed Link on his horse Epona with the title *The Legend Of Zelda: Gates Of The Realm* printed clearly underneath (which we reckon is a rubbish name). Many believed this was to be the name for the new *Zelda* game, despite the fact that Nintendo hadn't officially announced the title. However, a little investigation revealed that the picture was a fake after the original photograph was discovered. The real picture was actually of a press conference held by Sammy Studios, to showcase its arcade game *Dolphin Blue* (see picture). Miyamoto had been Photoshopped into the new picture, alongside the images of *Zelda*. You can't trust anything these days.



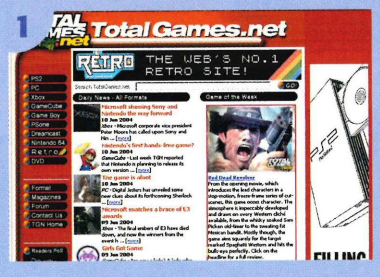


www.totalgames.net

TOTAL GAMES.net

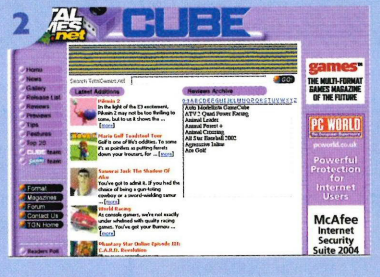
The place: the Net. The time: whenever. The mission: unfettered GameCube news, reviews, tips and gossip!

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



1 **UP-TO-THE-MINUTE NEWS**

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



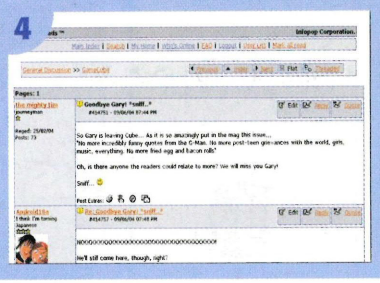
2 **CUBE, WITHOUT THE PAPER**

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



3 **HOTTEST CHEATS IN TOWN**

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



4 **THE FORUM**

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

CUBE MOST PLAYED

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



RESIDENT EVIL 4

Miles nabbed this as soon as it arrived in the office and then surprised us all by taking it straight home, claiming that he needed "peace and quiet". Translation? "I don't want anyone to hear me scream like a girl."



FIFA STREET

"It's all in the hood! Big up itself! Move it with your mind!" Poor Ryan's been stuck in a lyrical loop all month after his prolonged exposure to *FIFA Street*, and the hilarious drivel that spouted from MC Harvey's gob. Worth its weight in gold, this one.



MARIO POWER TENNIS

No game has divided opinion in the office more than this. "It's crap!" shouted Tim, causing the usually cool headed Chandra to snap: "No it's not, you fake-Irish Nintendo hater!" "Cibble, ubble, nibber, tsk" replied Tim.

NBA STREET V3

B-BALLOCKS



You've probably had your fill of "street" games by now, but if not then you could do worse than EA's latest NBA instalment which features NBA legends plus all the latest players for full-on hoops action.

ANTICIPATION ★★★

UK RELEASE LIST

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

NBA Street V3	Sport	EA	18 February	★★★
Mario Power Tennis	Sports	Nintendo	25 February	★★★★
Neighbours From Hell	Strategy	JoWooD	4 March	★★
Winnie The Pooh Rumbly Tumbly Adventure	Adventure	Ubisoft	4 March	★
Kao The Kangaroo Round 2	Adventure	JoWooD	11 March	★★
TimeSplitters: Future Perfect	FPS	EA	18 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	18 March	★★★★★
Tak 2: The Staff Of Dreams	Platform	THQ	March 2005	★★★★
Viewtiful Joe 2	Beat-'em-up	Capcom	1 April	★★★★★
Robots	Platform	Vivendi	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	24 June	★★★★★
Geist	Action/Adventure	Nintendo	Q2 2005	★★★★
Star Fox: Assault	Action	Nintendo	Q2 2005	★★★★
FIFA Street	Sports	EA	TBC 2005	★★★
Advance Wars: Under Fire	Strategy	Nintendo	TBC 2005	★★★
Batman Begins	Action	EA	TBC 2005	★★★
The Legend Of Zelda	Adventure	Nintendo	TBC 2005	★★★★★
Odama	Strategy	Nintendo	TBC 2005	★★★
Frogger	Platform	Konami	TBC 2005	★★★
Tom Clancy's Ghost Recon 2	Action	Ubisoft	TBC 2005	★★★

WINNIE THE POOH RUMBLY TUMBLY ADVENTURE

TIGGERSPLESH!



Altogether now: "Winnie The Pooh, Winnie The Pooh, tubby little cubby all stuffed with fluff..." In this adventure game you need to find pots of honey to feed Pooh during the winter months. Sounds like gaming gold.

ANTICIPATION ★

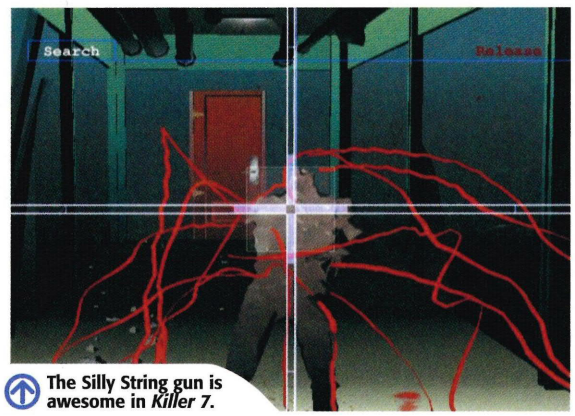
KAO THE KANGAROO 2

BEATS SKIPPY



The best thing to come out of Australia since Rolf Harris? Probably not, but fans of cutesy platformers should get a kick out of Kao the Kangaroo protecting his animal chums from evil hunters.

ANTICIPATION ★★



The Silly String gun is awesome in *Killer 7*.



Green? Aye you're jealous now aren't ye.

FROGGER

KISS ME! QUICK!



Frogger's been around on this planet longer than Ryan's lived, but unlike Ryan we still want to play with Frogger. The croaksome crosser of roads will be hopping onto GameCube soon.

ANTICIPATION ★★★

SOUND BYTE

"IF YOU BRIGHTEN UP DONKEY KONG HE TURNS GINGER"

Marvelled Lewis at the secret the big ape has been keeping all these years.

SLIP-O-METER

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

NEIGHBOURS FROM HELL

Bleeding heck, JoWooD's faux reality TV game has been delayed again, slipping from February to March. We're trying to care, but we don't love our neighbours.



SLIPPED!

HOMELAND

What a difference a month makes? It seems Chunsoft's online game is back on track after the company recently posted three new movies on its website.



RESURRECTED

ALIEN HOMINID

Well Zoo Digital has picked up the UK publishing rights, but only for the PS2 and the Xbox. No GameCube confirmation? Who'd of thunk it?



BINNED?

IMPORTANT DATES...

We're contemplating applying for Japanese citizenship what with the calibre of games on offer this month. *Killer 7* and *Star Fox* within a few weeks of each other? Those lucky, lucky beggers.

JAP RELEASE DATES

CHAOS FIELD EXPANDED	SEGA	24 FEBRUARY
STAR FOX: ASSAULT	NINTENDO	24 FEBRUARY
KILLER 7	CAPCOM	24 MARCH

US RELEASE DATES

MORTAL KOMBAT: DECEPTION	MIDWAY	15 FEBRUARY
STAR FOX: ASSAULT	NINTENDO	15 FEBRUARY
GEIST	NINTENDO	1 MARCH



GAMECUBE CHARTS

WHAT'S TOP OF YOUR LIST?

You're all fools! Why on earth would anyone buy *Need For Speed* over *Metroid Prime 2*, or *GoldenEye: Rogue Agent* over *Prince Of Persia: Warrior Within*? It's insanity. Oh well, you only have yourselves to blame when you're found in a depressed heap in front of the television, wishing you still had £40 in your pocket. We did warn you...

UK CHART

ChartTrack

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

1 ▲



NFSU 2

PUBLISHER: EA GAMES | CUBE RATING: 7.1

WTH's this doing at number one!? Ass-hats!

2 ▼



METROID PRIME 2

PUBLISHER: Nintendo | CUBE RATING: 9.7

WTH's this doing at number two!? Ass-hats!

3 ▲

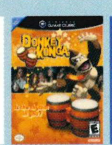


THE INCREDIBLES

PUBLISHER: THQ | CUBE RATING: 6.0

WTH's this doing...okay we'll shut up now.....

4 -

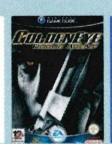


DONKEY KONGA

PUBLISHER: Nintendo | CUBE RATING: 9.0

.....what?

5 ▲



GOLDENEYE: RA

PUBLISHER: EA | CUBE RATING: 5.9

Okay, funny comments about *GoldenEye*...

6 ▼



PAPER MARIO: TTYD

PUBLISHER: Nintendo | CUBE RATING: 9.0

...oh too late. *Paper Mario* though, what an absolute...

7 NEW

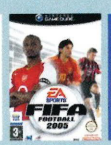


PRINCE OF PERSIA: WW

PUBLISHER: UBISOFT | CUBE RATING: 9.0

...ly awesome game. Better than *POP 2* but different...

8 ▼



FIFA 2005

PUBLISHER: EA GAMES | CUBE RATING: 7.0

...than *FIFA*, which doesn't involve paper whatsoever...

9 NEW

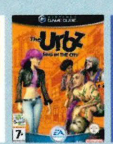


CALL OF DUTY: FH

PUBLISHER: ACTIVISION | CUBE RATING: 6.6

...of course this has no bearing on *Call Of Dut*...

10 -



THE URBZ: SITC

PUBLISHER: EA GAMES | CUBE RATING: 8.3

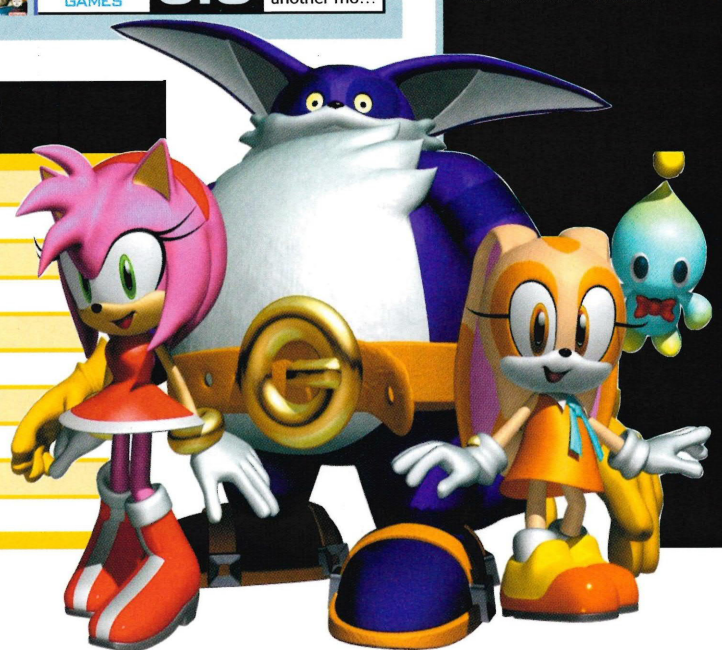
...y at all. Well that's that done for another mo...



ON A SHOE-STRING

Budget GameCube games still making the rounds

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



GCN GAMECUBE NEWS

FINAL THOUGHT

HOT AIR

For some time now Nintendo has been bleating to the industry about the need to change its ways in order for the business to survive. Console gaming is on the decline (in Japan at least) as more and more people take up mobile gaming. However, can Nintendo really deliver the goods and cause a "paradigm shift" in gaming or is the company simply all talk and no action? Well, Nintendo did introduce the world to the analogue stick and if the DS is anything to go by then it's clear that Nintendo can bring about the necessary evolution in games. After all, even though its early days yet, the DS has already proven successful with the innovative dual/touch screen combination, shifting millions of units in its first few months on the market. But will this success continue with the aptly named Revolution? We simply don't know, because until E3 nobody will know anything about the system. What we do have, however, is faith in Nintendo and hopefully 2005/2006 will see a turnabout in the company's position in the console market. CUBE

CUBE COMPETITION GREAT GIVE-AWAYS!

COMPETITION TIME

EVIL HAS EVOLVED

Win limited edition evil GameCubes!

HOW EXACTLY DO you make a GameCube evil? Well it's simple really, you just stick a copy of *Resident Evil 4* inside it. You don't even have to switch the power on. Actually, just the fact that *RE4* is coming out on the GameCube makes it evil. The day the game was announced every GameCube in the land sniggered an evil snigger, and as the weeks have passed your innocent little machine has been slowly but surely possessed.

Capcom has taken the act of scaring small children to the next stage though. It has joined forces with Nintendo to release a limited edition evil GameCube. The platinum beast has a dark underbelly and a crown of purest evil (black base and game logo on the top). It comes as part of a bundle including the machine, a special pad and a copy of the game itself, and will go on sale on 18 March.

THE VILLAGE PEOPLE ARE BACK!

Here's what you can win:

Three winners will each receive a limited edition *RE4* bundle, while three runners up will each receive a copy of the game. To be in with a chance, just answer the question below:

INCLUDING RE4, HOW MANY RESIDENT EVIL GAMES ARE AVAILABLE ON THE GAMECUBE?

IS IT:

A) 5

B) 6

C) 7

WIN!





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Signed:.....

Date:.....

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

Signature(s)

Date

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

A6 instruction form

EXPRESS ORDERS: PHONE 0870 444 8682 OR FAX 01458 271146

Cosplay Time!

Every lunchtime in the CUBE offices, when the pause menus flicker into life and the keyboards stop clanking to the sweet sound of reviewing, it's browsing cosplay that takes over. What is cosplay?

Why, it's the combination of the words costume and play, when girls and boys dress up and become their favourite videogames characters. "Ooh check her," we sometimes coo between mouthfuls of cheese sandwich, downloading the pictures cosplayers post when they look for advice and feedback. Sometimes we laugh at pictures of an ill-fitting Fox McCloud costume, sometimes we tilt our heads sideways at pictures of an absolutely perfect Jill Valentine. Then, slowly, the realisation dawns that cosplay seems to have moved from its birthplace of Japan and taken over America. Why is this happening? What's going on? Is Europe cosplay's next target?

Several weeks of research (lunchtimes have never been so much fun!), fifteen cosplayers and thousands of questions later here's the deal, straight from the cosplayers' mouths.

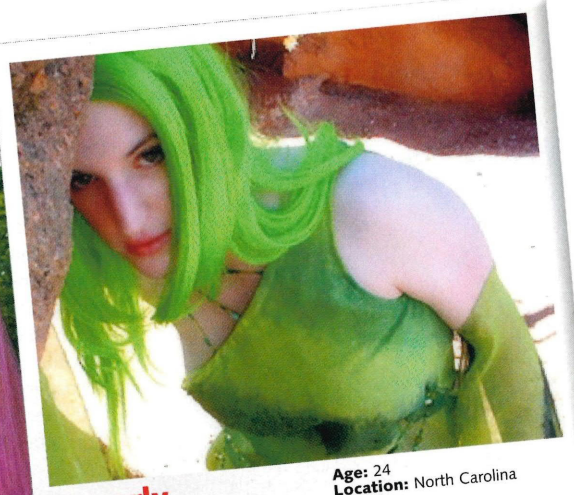
The Cosplayers...



Erika
Utena (Shoujo Kakumei)
Username: Erika Door
Age: 22
Location: Kentucky
Website: www.erikadoor.com



Laura
Ulala (Space Channel 5)
Username: Angel Hitomi
Age: 26
Location: Venice
Website: www.angelhitomi.com



Beverly
Rydia (Final Fantasy II/IV)
Username: Beverly
Age: 24
Location: North Carolina
Website: www.charmedseed.net



Jennie
Ino (Naruto)
Username: RikkuX
Age: 19
Location: Chicago
Website: www.angelfire.com/il3/angelz/ac/1



Tiffany
Chun-Li (Capcom VS SNK 2)
Username: Tiffany
Age: 24
Location: San Francisco
Website: www.ahmycosplay.com



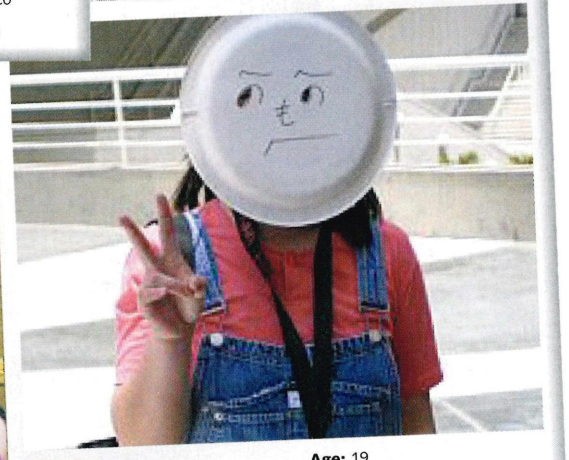
Danielle
Yuna (Final Fantasy X)
Username: Paint Kitty
Age: Not given
Location: Indianapolis
Website: www.twilightssecret.fr eeservers.com



Natalie
Rikku (Final Fantasy X)
Username: Mistress Of Flame
Age: 16
Location: Pennsylvania
Website: www.geocities.com/lnyworikkukenm/



Nicole
Mileena (Mortal Kombat)
Username: Nikki-Chan
Age: 18
Location: Atlanta
Website: www.cutekawaii.com



Kim
Yuu Watage (Fushigi Yuugi)
Username: Ayame-Chan
Age: 19
Location: California
Website: ayamechancosplay.tripod.com

Cosplaying begins with a love of videogames. That much is obvious. However, there's no specific logic to how the notion of dressing up as characters out of videogames seeps into the decision-making part of your brain. "My friends had mentioned cosplay to me," says Natalie, explaining how the cosplay bug bit. "But even before that I knew what it was and I thought it looked like a lot of fun to actually try out. I never imagined that I would actually become a cosplayer like I am now."

Other things can influence the decision to cosplay, such as visiting conventions (Nicole), cosplaying sisters (Jennie) or just a natural urge to perform (Tiffany). Sooner or later, through these various factors, the itch to cosplay takes over and once the first costume is made and shown off, there's no looking back. If you're looking for an entry-level costume then the *Resident Evil* series has plenty of suitable characters for both sexes like the Redfields, Chris and Claire. Not that *Resident Evil* is the most popular cosplay game of choice – these games tend to be Japanese in nature and by that, we mean the more eccentric RPGs out there. You know, the ones with pink dancing dogs playing guitars and twee schoolgirls who answer questions with "…". Even then, it depends on how strong the character design is. That's why *Final Fantasy* and *Street Fighter* are cosplayed more often than other games. "I think their costumes are so detailed and interesting," enthuses Danielle. "It's always fun to try to make the impossible possible!" We added that exclamation mark ourselves.



Beautiful? A masterpiece? Certainly is. Yep.

Mary/Taki photo copyright Kyle Johnsen/cosplay.com

Cosplay isn't a cheap hobby to take up, with costumes costing in the region of £100 to £250 to make. Since videogame costumes are usually miles away from what your everyday person would wear, everything has to be bought. Clothes stores, charity shops, neighbour's wardrobes, everything gets raided in order to find the necessary materials. You also need to know how to sew. That's one reason there aren't as

"VIDEOGAME COSTUMES ARE USUALLY MILES AWAY FROM WHAT YOU WEAR EVERYDAY"

Q&A

Why do you like dressing up as videogame characters?

Beverly: Game characters are often more known than anime and manga characters, as videogames tend to be advertised more mainstream, so it's always fun to be recognised!"

Kim: It's fun to get stopped by random people at a convention to ask for a picture or just to get randomly called by that videogame character's name.

Jennie: It's just fun being your favourite character for a day. We've all wanted to be Batman or Superman for a day, so what's wrong with dressing up as them?

What's the reaction like to your cosplay pictures?

Jennie: The reaction I usually get to my cosplay from fans of cosplay is some praise and encouragement, rarely anything very negative. Occasionally I'll get what could be considered 'fan-mail'.

Erika: I get my share of odd fan-mail, usually from teenage males who have trouble separating fantasy from reality but for the most part, people seem to see me as a positive example or inspiration.

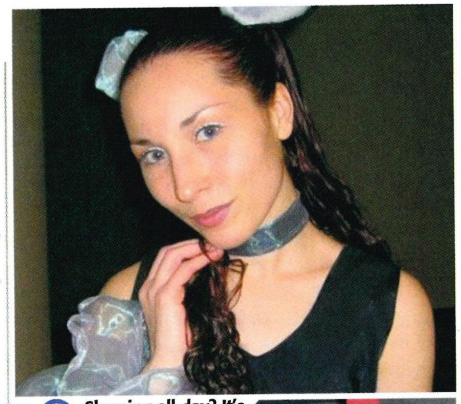
Natalie: Some people that don't cosplay, but know what it is, think it's weird. There are some people who don't know what cosplay is but think it looks really neat. So it's a two-sided thing.

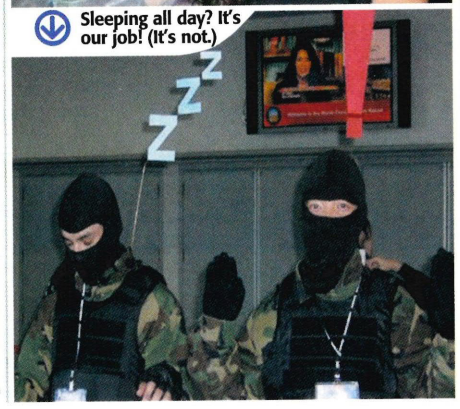
Why do more girls cosplay than guys?

Erika: Society seems to have issues with men who want to do traditionally women's things and cosplay is certainly considered a woman's thing. I laugh when boys say it'll make them look wimpy or emasculated.

Danielle: I think both girls and boys dress up just the same but from the

Lillyandray/Ivy photo copyright Kyle Johnsen/cosplay.com





Sleeping all day? It's our job! (It's not.)



Faye Valentine from *Cowboy Bebop*. It fits!

many boys who cosplay as girls – their words, not ours. Other reasons cited are that guys prefer working on props (Jennie), the theatrical side of cosplay naturally appeals more to girls (Beverly) and girls can cosplay as both genders more easily than guys can (Kim). There's also the derision factor. "Some guys don't tell their peers outside of cosplay that they do it because they think other guys will ridicule them," suggests Nicole. "Little do they know that cosplay is a great way to meet girls!" Well, maybe, if you don't cosplay as Mario. Be warned that it takes time too, with costumes taking between 10 and 30 hours to make. You may think that's long enough but Erika points out that creating costumes can take "anywhere from ten to a hundred hours, depending on how elaborate and experimental it is." 100 hours! You could build your own GameCube in that time! Wedgy Hamasaki's Cactuar costume is one example of an intricate costume but why dress up as the quirky *Final Fantasy* character? "Cactuars are awesome! They always made me and my brother and sister laugh heaps and it meant I didn't have to worry about whether my face looked right in the costume."

All this fun and laughter is very nice and lovely, but nice and lovely doesn't suit our depressing lifestyles. Gently stirring the cosplay pot with our big stick of trouble, we threw out the sweeping generalisation that videogame cosplay is more popular than film or TV cosplay. It's a remark any casual observer could make but watch how this cavalier comment awakens the furious anger within! "I disagree," scolds Erika, "possibly it's different in Europe but there's a huge following within the cosplay community for making costumes from Japanese movies, musicians and street fashion. Some people do nothing but."

Erika does makes a valid point. It's different in Europe. Cosplay fever hasn't quite reached our rain-drenched shores yet, where us Brits are typically more reserved and prefer not to expose pasty white skin in revealing videogame costumes. That could explain why sunny Italy and France have more prolific cosplayers than any other European country. Or could it be culture rather than climate related? After all, the internet contains evidence of Russian cosplayers posing knee-deep in snow, so bad weather obviously isn't enough to put off the determined. We asked Italian cosplayer Angel Hitomi, known to her parents as Laura, to explain why cosplay is so popular in Italy: "The answer is not simple because I know there are many cosplayers in France and Germany too," she declares. "Japanese anime and

"100 HOURS! YOU COULD BUILD YOUR OWN GAMECUBE IN THAT TIME!"

COSPLAY WEBSITES

Here they are, the top three cosplay websites. Between them, they cover everything you need to know about cosplay. Yes, even that. Lots of pictures and friendly advice too. So ladies and gentleman, these three are officially the best. And hey, if anyone's going to know, it's us!

www.cosplay.com
The central hub of cosplay, where cosplayers gather, Kyle Johnsen's camera works its magic and members of the public – they're just like you and I – submit their efforts. This is the first port of call for anyone with even the remotest interest in cosplay. Even if it's so remote, you can't actually see it anymore. Even if it's so remote, you don't even know it exists yet. Even if it's so remote, you… run out of witty quips. What's next on the Internet Explorer history list?

www.acparadise.com
Stands for American Cosplay Paradise. Incredibly user friendly, although it can be a minefield at times with the quality fluctuating between BOOKMARK AT ONCE and ERASE HISTORY NOW. Worried you'll stumble across a fat Pikachu instead of a svelte Sakura? Hey, aren't we all – just point your mouse towards the safe havens hosted by Adella, Erika Door, Lillyxandra and Haruka. Follow their friends lists for further goodness. Don't follow their friends in real life though! That's called stalking and stalking is bad.

www.cosplaylab.com
Home of the more leftfield choices on the cosplay radar. *Metal Gear Solid 2*, *Mortal Kombat* and *StarFox Adventures* are a few of the often overlooked cosplay gems that get covered here. One Scorpion costume even includes the infamous "Get over here!" spear. Plenty of film cosplayers lurk about too, if that's what floats your boat. Cosplay Lab isn't all that leftfield though, as the search result 'Sorry, Doshin wasn't found' proves.

female aspect, I believe we are more into making costumes and sewing… since most boys I know don't like being associated with female traits.

Tiffany: Girls are more fearless! We can dress up as some crazy videogame or anime character and have people look at us weird and not care. And we're cuter. Does that work as an answer?

How much longer will you cosplay for and is the future in bigger, more elaborate costumes?
Nicole: I've been cosplaying less and less because I just started college. There are a few projects I would like to tackle though. It's important people stay creative their whole lives, even if they stop cosplaying.

Jennie: I do not see my cosplay career ending soon. Heck, my kids will be doing it! I am striving for bigger more elaborate costumes, those are what usually set the beginners apart from advanced cosplayers.

Erika: The future of cosplay? Who knows and who cares? As long as there are people who love making these designs and wearing them, I don't think it matters.

Do you always choose your favourite characters when dressing up?
Tiffany: It's very rare that I would ever choose a character other than one of my favourites to dress up as. I tend to judge which characters I like best based on their outfit. Call it the fashionista in me.

Beverly: I personally need to feel very attached to a character to want to cosplay her, so it's often favourite characters I cosplay as. Lots of people would like to have the same traits and that makes the leap to being in character that much easier.

Kim: I do dress as characters that I like but not my favourites because they all tend to be guys. Sometimes I get forced by my friends to cosplay as characters that I don't really know, or I just kind of look like them.



IN THE CUBE WITH...

Mary/Haruka

Age 20
Location Houston, Texas
Website www.firefly-path.com

Mary, or Haruka as she's known online, is an awesome cosplayer. Just look at her picture, taken by cosplay.com's Kyle Johnsen, and you'll probably agree. She's dressed as Taki from *Soul Calibur II*. Look at the text below and you'll see her answering questions posed by us. We are not dressed as Taki.

CUBE: How did you get involved with cosplay?
H: My sister (Lillyxandra) and I have been interested in costumes ever since we were small children. Later on as I got older, I became increasingly interested in anime, videogames and manga. I had seen pictures of cosplayers sparsely throughout the internet but I thought only the Japanese made these costumes. It wasn't until my sister and I visited a convention in Dallas, Texas that we realised Americans made these costumes as well. So, a year after our first convention we decided to make our own costumes. I dressed as Ayane from *Dead Or Alive 3* and my sister as Hand Maid May.

CUBE: Does it cost a lot to make costumes?
H: I try to save money on each costume but it almost always ends up costing at least $200. Although it is possible to make a complete costume for under $100, I would rather spend more money and come up with a beautiful masterpiece. One has to remember to find materials for every little detail in the costume... it can be a huge strain on the pocket book! But the thing is, because I cosplay with my sister, we always make two costumes at once. So that can be a huge punch to our bank account and time schedule. But it's well worth it!

CUBE: Why do you think more girls take part in cosplay than guys?
H: I suppose it's more accepted for girls to play dress up than boys. But I think this trend is changing. Over the past couple of years. There has been a steady increases in male cosplayers; I encourage all boys who are interested to try their hand at it too, it's a very fun and rewarding experience.

CUBE: How do other cosplayers act towards you at conventions?
H: From all of my past experiences, the other girls are genuinely interested in my costume. They will come up to me and my sister and compliment us or ask us how we made certain parts of our costumes. It seems as a whole, cosplayers are very friendly to other cosplayers. Sure, there is that small minority who are jealous of other people's costumes and act rudely towards them but as I mentioned before, they are small minority.

CUBE: Do you think you would still cosplay if you didn't like videogames?
H: I would most definitely still cosplay if I was not interested in videogames. Even though I do prefer videogames characters over anime characters, I still love costumes and love the creative challenge of making them.

CUBE: What's the most satisfying part of cosplay for you?
H: Showing up at the convention in my latest creation. There is nothing quite as satisfying as strutting about the convention floor showing off my months of hard work. I really don't care for cosplay competitions; I simply enjoy wearing my costume and conversing with all the people who share my passion.

Mary/Haruka photo copyright Kyle Johnsen/cosplay.com

manga have become more and more popular here. These passions are growing and cosplay too because it's very correlated with anime, manga and videogames love. In the last few years, the number of cosplayers has grown and TV is slowly increasing its interest too. Maybe it's just a trend at the moment but what's important is that cosplay will become more and more well known." We decided not to ask if her parents ever call her Angel Hitomi and instead turned to fellow Italian cosplayer Francesca Dani, who also offers her opinion: "I was the first cosplayer with a site [francescadani.com] in Italy and after that, much more other people starting doing cosplay and internet sites. Cosplay is more popular in Italy because we have more anime conventions."

Looking to the future of cosplay, there was a whiff of sadness in the air as most cosplayers said they've had to give up their hobby because college, jobs or just life in general gets in the way. All that's left behind are memories and footprints on the internet where pictures have been



***Capcom Vs SNK*'s cast. They're all friends really.**

Q&A continued

Why is cosplay limited to videogames and anime rather than films or television programmes?
Nicole: It's sort of a misconception that cosplay is limited to Japanese things. Costuming fantasy and sci-fi characters has been going on since the Seventies, and it's only recently that the term 'cosplay' came into existence.

Danielle: It's far more interesting making something that is only seen as an animated outfit. There are no patterns for anime or videogame costumes, so everything is done from scratch.

Kim: Well for the most part yes. However, it's no fun to cosplay as your favourite TV characters because it's easy to buy the clothes rather than making them. Videogames have outfits that seem impossible to create yet look cool and thus become possible to create.

What's the most satisfying part of cosplay for you?
Tiffany: Seeing the completed product of a costume I have worked very hard on. Another major part is getting the chance to see and spend time with friends. It's great to get them all together during events.

Natalie: My absolute favourite part of the whole experience is when I put [the costume] on for the first time, when you walk into a convention and the first person comes up to you asking for a picture.

Nicole: I love the final product. Cosplaying is a lot of hard work and isn't very cheap, so when a wonderful finished product comes out, I feel like it was all worth it.

What is it that originally attracted you to cosplay?
Danielle: I have always liked to dress up and playing videogames, so being able to cosplay gives me the opportunity to do so. I like the creative side of cosplaying more than anything else. It's a nice creative outlet to have.



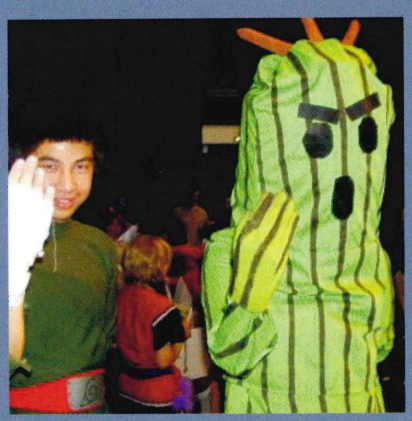
Tiffany as *FFX-2*'s Lenne. She doesn't sing though.

posted, downloaded, discussed and discarded, left to gather digital dust. Thankfully, some cosplayers still have the hunger to keep pushing the boundaries of their hobby. As one of the leading cosplay stalwarts, Erika isn't abandoning the charge: "Considering there are costumes I want to do when I'm 70, I don't think I'll be stopping any time soon." Then there's the up-and-coming generation to fill the gaps, the new breed who have already started moulding their lives around cosplay. "When I get to college, I seriously want to get into fashion or costume design," says Natalie. "I think cosplaying has literally changed my life."

As lunchtime ends and the pause menu fades from view we wonder – will there ever be a day when cosplay truly reaches Britain and becomes as big as it is in Japan and America? Will there ever be a day when dressing up as Doshin The Giant becomes acceptable? With those questions swirling through our heads and an image of an embarrassed teenager dressed up as Doshin making us smile, we wait for eager British gamers to take up the cosplay mantle. Get out there people. Make a difference!

Natalie: My friends had mentioned it to me, but even before that I knew what it was and thought it looked like a lot of fun to actually try out. I never imagined that I would actually become a cosplayer like I am now.

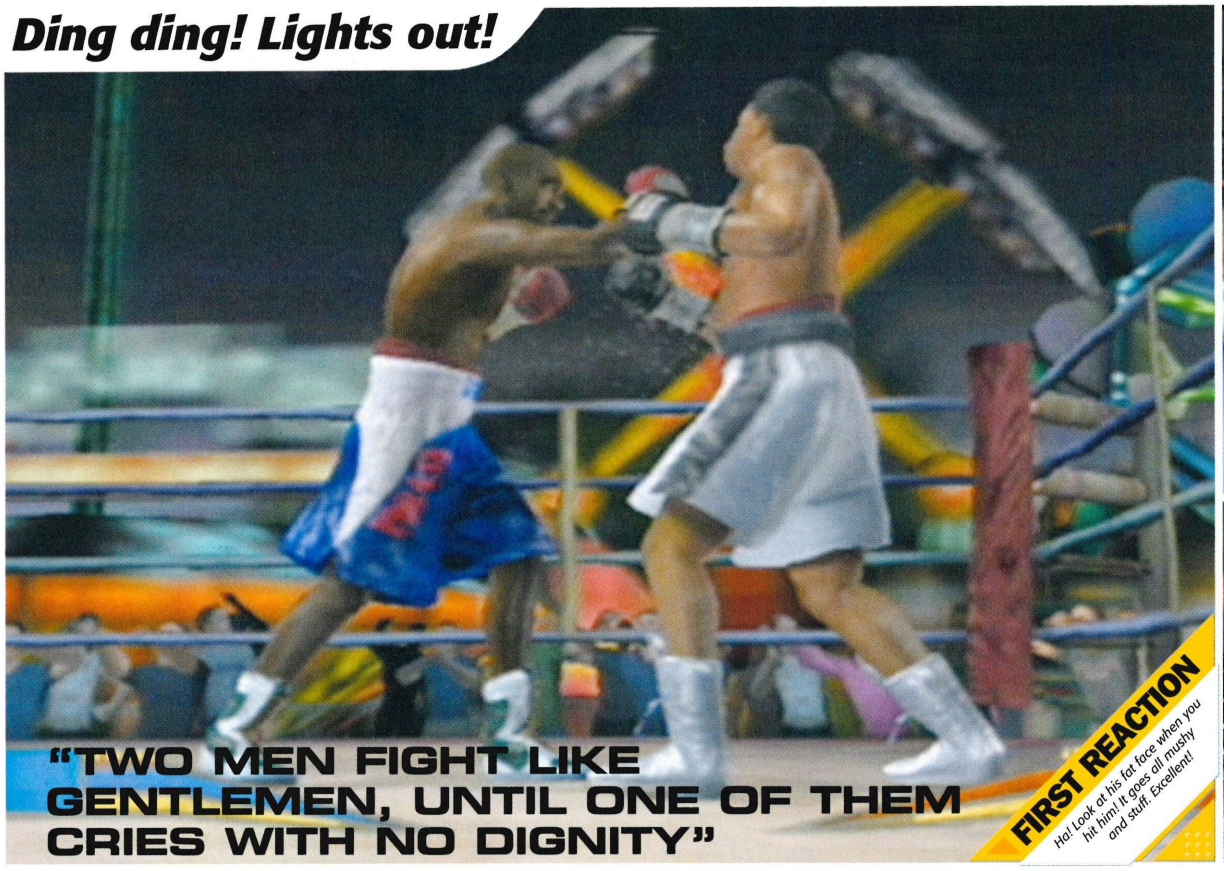
Beverly: Definitely dressing up! I've played dress-up since I was a little girl, and never grew out of it. The idea of dressing up as my favourite characters sounded like great fun. I've kept cosplaying though because of the community. The online cosplay community is a great resource.







Ding ding! Lights out!







"TWO MEN FIGHT LIKE GENTLEMEN, UNTIL ONE OF THEM CRIES WITH NO DIGNITY"

FIRST REACTION
Ha! Look at his fat face when you hit him! It goes all mushy and stuff. Excellent!

CUBE

INFORMATION

FIGHT NIGHT ROUND 2	
PUBLISHER:	EA
DEVELOPER:	EA
ORIGIN:	CANADA
GENRE:	SPORTS
PLAYERS:	1-2

PERCENTAGE COMPLETE
00 25 50 75 100

3 MAR 05	TBA	21 MAR 05

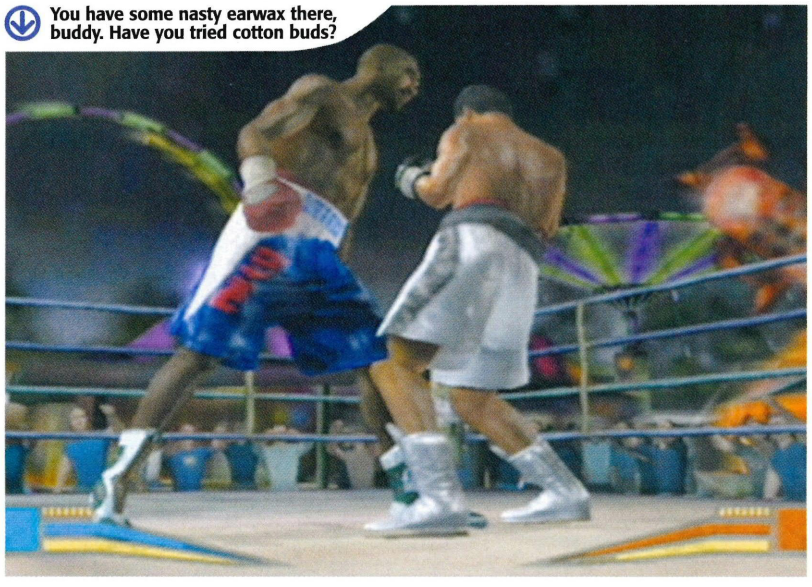
A BIT OF PREVIOUS

FIGHT NIGHT
PS2

NHL 2005
GAMECUBE



FIGHT NIGHT R



You have some nasty earwax there, buddy. Have you tried cotton buds?

THE COMPANY LINE

"GET READY FOR THE ULTIMATE KNOCKDOWN!"

EA PRESS RELEASE

CUBE BACHATCHA

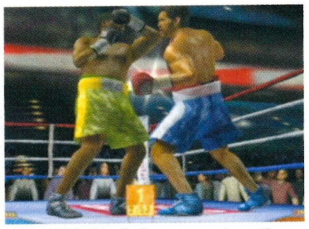
Err... how? Put some cushions down?

Round 2, fight! (Because it's a sequel)

QUESTION: WHAT'S NEW in this particular EA sequel? Answer: Everything! For reasons that were never explained, EA's *Fight Night* didn't stop off on the GameCube during its console tour last year. Now, for reasons that still haven't been explained, the sequel is heading our way. As we're not allowed to deliberately misspell things to convey our excitement, the next best way of doing so is through liberal distribution of exclamation marks! And the fact that *Fight Night Round 2* is heading for GameCube makes us very excited! We can hardly wait!

Now we abandon exclamation marks for serious chin-stroking and clinical analysis. *Fight Night Round 2* is a boxing game and so the premise is two men

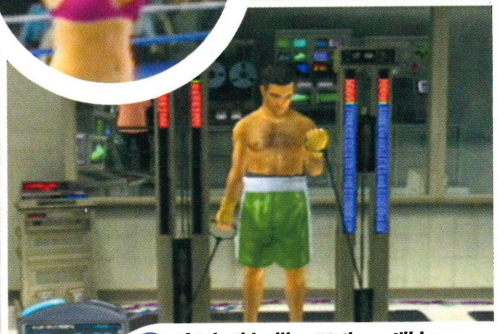




Fighting brings men together, they love each other, totally.







If I do this, like, 50 times I'll have an arm like an elephant's leg.

ROUND 2

fighting like gentlemen, punching each other in the face until one of them keels over and cries with no dignity like gutter trash. Punches are accessed using the ⊖-stick – push the stick down and flick up for uppercuts, tap for jabs, 'swing' for hooks… we could go on but you'll get bored and probably get the point anyway. If you've played the original *Fight Night*, here is the famed List Of Awesomeness detailing new features: clinches, corner options and new training modes. Clinches are what boxers do when they're low on energy, hugging the opponent to stop him punching and get some energy back. Corner options let you cure cuts and swelling, done via a mini-game. Training modes have stretched to exhibition bouts as well, giving you a last minute chance to boost stats before the bell rings. Haymakers are also new but they don't make it into the List Of Awesomeness because in the heat of mano-a-mano combat, it seems hard to use them. Damn our pasty hands! (That exclamation mark signifies annoyance, not excitement.)

There's a decent number of boxers to choose from, including Muhammad Ali, Jake LaMotta, Joe Frazier and our very own Ricky Hatton, even if EA has made his hair brown instead of greasy ginger. It's a shame the likes of Sugar Ray Robinson, Jack Dempsey and Joe Louis aren't here. Not even George Foreman is included but then he isn't proud of this game. If he was proud of it, he would have put his name on it. There are a few kinks to iron out (like the horribly low viewpoint of the camera) before the game is ready for review, but we've seen enough to suggest *Fight Night Round 2* will turn out to be very, very good. And here's the exclamation mark to prove it! CUBE

SUPER PUNCH-OUT

36 CRAZYFISTS

You remember our *Teenage Mutant Ninja Turtles 2* preview back in Issue 40 where we said that unlocking the original *TMNT* arcade game was the best bonus ever? We were lying. Not deliberately though, we just didn't know *Fight Night Round 2* had *Super Punch-Out* as a playable extra. It's a perfect replica of the SNES game we know and love and and it's in there. *Fight Night* even shows the *Punch-Out* love with its own 3D version of Little Mac, although he does look incredibly freaky.



Punch him in the face and body, but block and dodge and you should win, sometimes.

Alternatively You might like to back off (like it says there) to catch your breath.



CUBE EXPECTATIONS

SO FAR, SO GOOD FOR EA'S BOXING GAME



- ⊕ Brilliant and simple control system
- ⊕ New corner feature is fantastic
- ⊖ Camera system needs major surgery
- ⊖ Some big-name boxers left out

■ ***Fight Night Round 2*** **has all the elements of a good sports game thanks to a strong licence, ease of control and depth. Whether it becomes an excellent sports game ultimately depends on how good the season mode is, if the haymaker actaully works and if the camera behaves itself, at the moment it's all over the place!**



Lyrical boomshack attack







CUBE INFORMATION

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

PERCENTAGE COMPLETE

00 25 50 75 100

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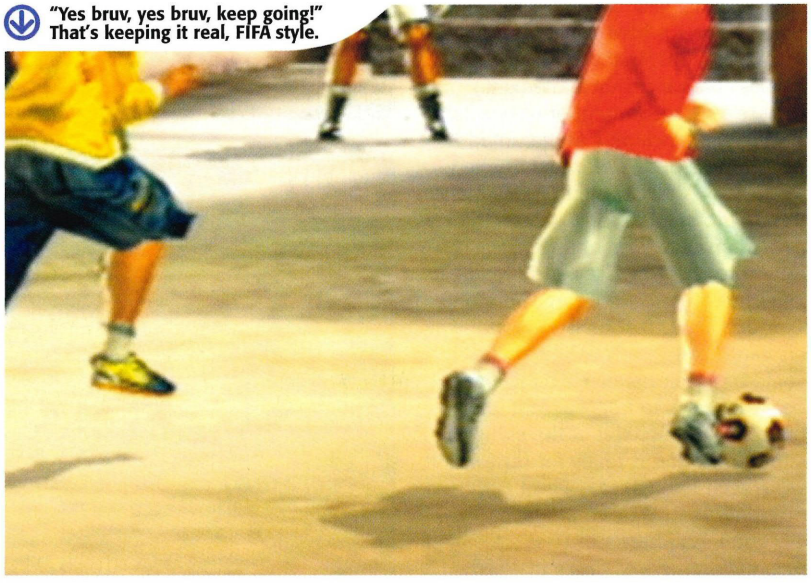
A BIT OF PREVIOUS

FIFA 2005
GAMECUBE

NFL STREET 2
GAMECUBE



FIFA STREET



"Yes bruv, yes bruv, keep going!" That's keeping it real, FIFA style.

Oh my days! This is serious street football!

"HE'S NOT SAID anything for ages. Why's he gone quiet? Go on, make him say something!" It's only been 15 minutes since the *FIFA Street* preview code booted up and the office has descended into pandemonium. Everyone is crowding around the monitor, even non-football fans, to get a glimpse of EA's latest addition to the *Street* brand. Well, 'glimpse' is the wrong word, 'listen' is far more accurate.

What? Huh? In the style of those Nike adverts that had Cantona hosting two-on-two tournaments and Edgar Davids stealing footballs from hi-tech museums, *FIFA Street* is about showing off. Using a four-man team to score five goals before the other side, you're encouraged to flick the ball around the small, enclosed spaces with the most style possible. Rule The Streets mode is about taking your tiny team to different cities around the world, completing various tasks to convince better players to join your squad and unlocking more attributes and strips. It's a neat concept

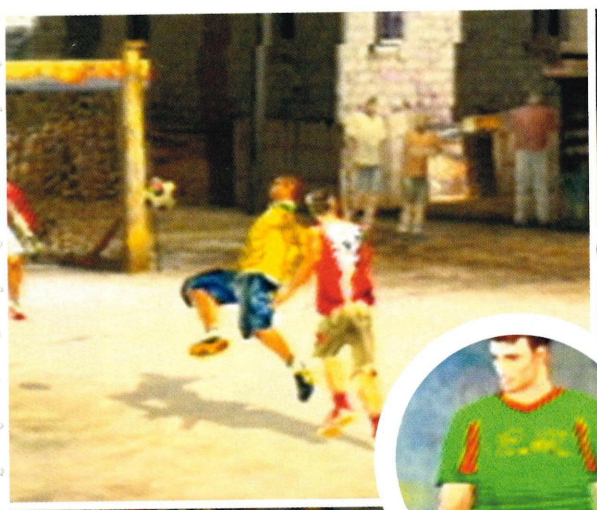
THE COMPANY LINE

"FIFA STREET EXPOSES THE HEART OF THE WORLD'S BEAUTIFUL GAME, ON-THE-BALL FLARE AND INDIVIDUAL STYLE"

EA PRESS RELEASE

CUBE BACKATCHA

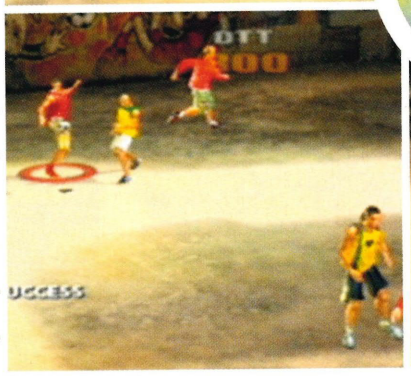
"We're keeping it neat, with *FIFA Street*. Massive!"





This keeper, apparently, is a proper rudeboy. Recognise!







"Oh my days, the ball's burning! You don't hear Motty say that.

with plenty of promise with plenty of flashy moves and trademark gamebreakers providing the incentive to show off. Our hopes are pinned back somewhat by the graphics and overall presentation, as a lot of work is needed once you get off the menu screens and onto the pitch. The lumbering animations make slick play harder work than it should be and the environments feel static and flat. The graphics do have the potential to scrub up nicely but EA needs to get to work straight away if it wants to keep up its reputation for flawless presentation. The good news is the preview code is still early so EA has enough time to ensure *FIFA Street* measures up.

So if the crowd haven't gathered around to watch the admittedly ugly *FIFA Street*, why has it drawn attention? It's all because in another misguided attempt to capture the urban 'flavour' of the streets, EA has roped in Sarf Larndoner MC Harvey from So Solid Crew to provide in-game analysis. It's commentating that's both cringe-worthy but brilliant, horrifying yet intriguing, drawing onlookers to the monitor with its Pied Piper call as everyone encourages the commentator into another quote-worthy soundbite. Harvey tends not to disappoint either, breaking into irrelevant freestyle raps or football nonsense at the slightest prompt: "You've got to move the ball around with your mind! It's all good, it's all good in the hood. When I'm on a high, when I'm on a low, keep it up with the airplay flow."

It's tough to tell whether MC Harvey is misguided or coating all his remarks in a heavy dose of irony, but then that's symbolic of the game thus far as it's also hard to tell if *FIFA Street* will turn in a decent performance or make a bad *Urban Freestyle Soccer*-style stink. Placeholder songs, unfinished graphics and frequent crashing obscure any hints as to how the finished game might turn out. It's no exaggeration to say that it's the commentator saving *FIFA Street* at the moment, helping it become the game that's drawn the biggest crowd over the last month. Now it's up to the gameplay to match that and follow the advice of MC Harvey when he shouts: "Big up itself, big up its status!" CUBE

SKILLS TO PAY THE BILLS

TOTAL TIMES THIS HAS BEEN USED: 14

FIFA Street is all about the skillz, spelt deliberately with a 'z' because it's also about ghetto football. Not just any old ghetto football, though, but "proper ghetto football". Proper ghetto football tricks on offer include overhead flicks, pirouettes, wall passes, nutmegs and something called a pana. It could be spelt panner, panna or pannah. Having never heard the word before, it's hard to tell. This 'pana' involves shimmying with a strange animation that makes it hard to tell what's going on. MC Harvey thinks that panas are the "ultimate humiliation". Well, possibly, if anyone actually knew what they were.



"Hey, big up the DJ man, you're rocking the house rudeboy!" Excuse me sir?

"Okay! Anyway! Here we go! Here we go!" That's supposed to encourage 'mad skillz'.



CUBE EXPECTATIONS

COMMENTATOR REVITALISES STAGNANT GAMEPLAY

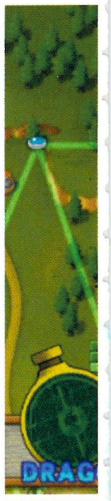


- ✚ The commentator is absolutely brilliant
- ✚ Fairly easy to pick up and play
- ✖ Tricks feel underwhelming
- ✖ Graphics are pretty ugly

■ Thanks to *The Games* contestant Harvey pulling off the perfect 'football commentator meets MC meets Alan Partridge' crossover, this has spent more time in the GameCube than it deserves. That says as much about the ailing gameplay than anything else, which raises serious concerns over *FIFA Street*'s long-term health.

Balls to it (again)







DRAGON BALL Z: B

CUBE INFORMATION

DRAGON BALL Z: BUDOKAI 2	
PUBLISHER:	ATARI
DEVELOPER:	BANDAI
ORIGIN:	JAPAN
GENRE:	BEAT-'EM-UP
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

MAR '05 | OUT NOW | MAR '05

A BIT OF PREVIOUS

ASTERIX & OBELIX XXL
GAMECUBE

MISSION IMPOSSIBLE: OS
GAMECUBE



THE COMPANY LINE

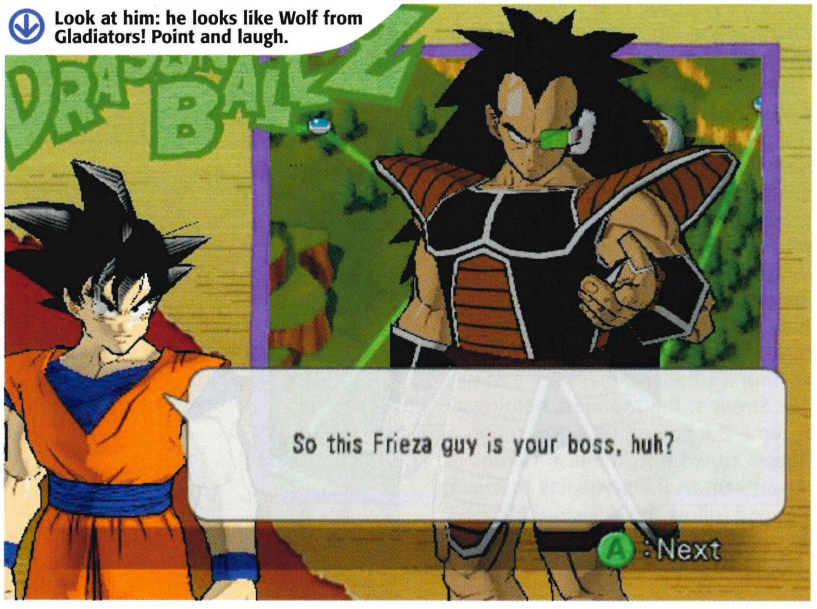
"THE DBZ: BUDOKAI SERIES HAS BECOME ONE OF THE WORLD'S BEST-SELLING FIGHTING GAME FRANCHISES OF ALL TIME"

ATARI PRESS RELEASE

CUBE SACHATCHA

Sales = quality. Fact. Err...

Look at him: he looks like Wolf from Gladiators! Point and laugh.



Bandai delivers a handful of smalls...

WHAT DO YOU think of when you hear the term *Dragon Ball Z*? A popular Japanese Manga series perhaps? Or perhaps a series of average beat-'em-ups that appear on every platform ever? Whatever it is, you certainly don't think: "Oh my God, I can't wait, it's going to be freakin' awesome!"

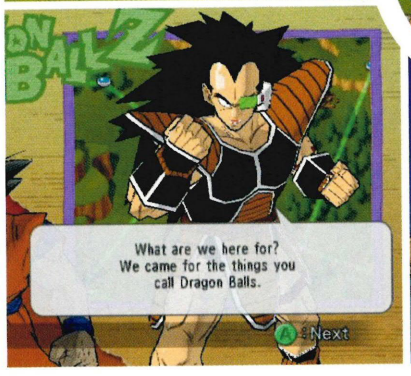
The simple fact is that *Dragon Ball Z* games will always exist because the Manga licence is so successful, and as long as the games sell as many as they have done in the past the core gameplay isn't going to get any better. Why should it? You may be shocked to hear then that Bandai has actually spent time significantly improving this new version. Having launched on PS2 in November of last year Bandai is treating GameCube





The Story mode takes you through various maps.







Okay, but only because you've got green hair and a pink hairband,

BUDOKAI 2

owners to a whole slew of extras to make up for the four-month delay.

For those of you who have never heard of *Dragon Ball Z*, it's a successful Japanese Manga series with graphics that lend themselves extremely well to the current generation of consoles. In this department the game is very pleasing, the character models in particular bearing a strikingly close resemblance to their cartoon counterparts. The game takes the form of a beat-'em-up with RPG elements. The imminent GameCube version will improve on the PS2 game by offering more features, more characters, improved fighting (the core gameplay), the original Japanese voiceovers and a new ending to the Story mode. If ever there was a way to appease the fans then this is it.

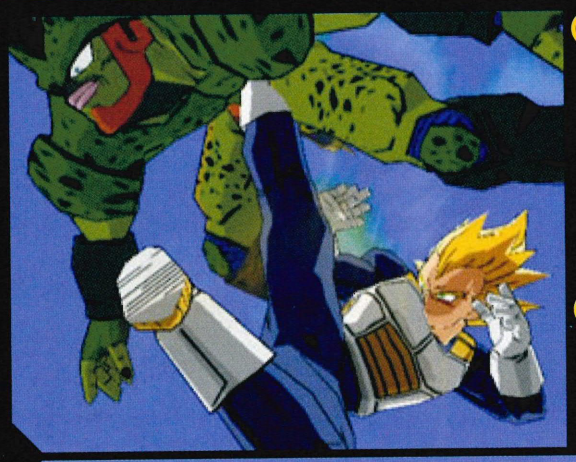
This latest offering is going to be the most faithful recreation of the TV series to date, but the game's authenticity was never in question. What we've always had a problem with is the core fighting mechanic. It's just a bit... rubbish. Fans of the series will no doubt revel in the improved graphics, the original voiceovers and the extended Story mode, but if the fight system isn't improved we won't like it any more than we did it's predecessor (Issue 26: 4.5).

With the game due out in late March we're expecting new code to turn up any time now, but we can tell you that in the early version we played the fighting has been improved. You can now use shortcuts to pull off special moves and actually put combos to use. Previously the button sequences were too stupid to get in as a last-second counter. This spoiled the game so it's good to see Bandai making up for the past few years. We've still to play the final GC version however and we'll have to wait and see whether these improvements will be enough. CUBE

DRAW STRAWS

WE GOT THE SHORT ONE

It's a funny old game this *Budokai* thing. There are in fact three versions of the game available. The first game came out a good while ago. The sequel (the very game we're talking about here) improved on it quite a bit and came out on the PS2 last year. The GameCube version of *Budokai 2* will apparently improve on the PS2 version. What confuses us though, is that *Budokai 3* is already out for the PS2 in the US... so why are we only getting *Budokai 2* now?



This, friends, is *Dragon Ball Z: Budokai 3*. Does it look better?

Come to think of it the GC one looks better than the PS2 sequel.



CUBE EXPECTATIONS

THE BEST USE THUS FAR OF THE DBZ LICENCE



- All-new characters and modes
- Authentic, cel-shaded graphics
- PS2 owners have Budokai 3
- There are better beat-'em-ups

■ We'll have to wait and see on this one. Sure, improvements have been made since the first game, and indeed the PS2 sequel, but we're not all that impressed that the PS2 is getting the third in the series while we sit here with an inferior product. That's no way to make GameCube owners happy now is it?



CUBE

INFORMATION

STAR FOX: ASSAULT

PUBLISHER:	NINTENDO
DEVELOPER:	NAMCO
ORIGIN:	JAPAN
GENRE:	SHOOT-'EM-UP
PLAYERS:	1-4

PERCENTAGE COMPLETE

00 25 50 75 100

APR '05 | 24 FEB '05 | 17 FEB '05

PREVIOUS

FROM THE MAKERS OF...

SOUL CALIBUR II

■ Another Namco title created in conjunction with Nintendo for your pleasure.

TOTALGAMES.NET RATING: 92

"THE FLYING SECTIONS WERE SLOW, THERE WASN'T ENOUGH ACTION AND THERE WAS TOO MUCH EMPHASIS ON THE GROUND MISSIONS"









STARFOX ASSAULT

Evil monkeys, wolves and lizards in galactic warfare shocker!

OUT OF ALL of Nintendo's GameCube directed franchises, the update of *Star Fox* has always been the one that worried us the most. There was a time when *Metroid Prime* looked extremely dodgy, but Nintendo didn't make it playable until it was ready. *Star Fox: Assault* on the other hand, was playable at last year's E3, and while not a complete failure, it didn't meet our expectations... not by a long stretch. All we really want is *Star Fox* or *Star Fox 64* with all-new missions and fabulous graphics. Imagine the *Star Fox* universe recreated with *Rebel Strike* quality graphics and sound! We're quivering just at the thought of it. That wouldn't be a very Nintendo thing to do though, and as you may have guessed this hasn't happened. What we have is something a little different from that dream, but something that will hopefully turn out to be just as satisfying.

A lot can happen in eight months. After seeing last year's E3 version it was obvious that the game would never be ready in time for a 2004 release. The main problem was the atmosphere... there was none. It looked like *Star Fox* but it just didn't feel like it. The flying sections were slow, there wasn't enough action on screen and there was far too much emphasis on the ground missions. Those extra few months of development time have taken the game from being an average shooter to being what it is now. We should get something straight right now though: *Star Fox: Assault* isn't ever going to be up there with your *Metroid Primes* or your *Resident Evil 4s*. It's in no way a fiery and passionate new love: it's more like the return of an old friend who has some great new stories to tell and a few surprises up his sleeve.





TAKE TO THE SKIES!

BUT IT'S NOT JUST THE SKIES, YOU KNOW?

You can tackle the missions in Star Fox: Assault in three different ways: the Arwing, the Landmaster or on foot. Some levels require you to use a certain vehicle (it's not much good being on foot in space) while others will give you the option of two, or even all three vehicles. Here's a brief rundown of all the different capabilities:

Arwing

The infamous starfighter is exclusive to the Star Fox team. It has a single Blaster that can be upgraded to a Twin Blaster and a Mk II Twin Blaster. By holding down and charging the Twin Blaster you can fire off a homing pulse. The Arwing also has the capacity to hold plasma torpedoes (they call them bombs in the game). The ships can temporarily slow down or speed up (though this is limited by a bar that slowly recharges on its own) and roll left and right (creating a temporary forcefield around the ship).

Landmaster

These tanks are similar in design to the Arwings, although they have no wings (derrr). They have a very powerful single cannon, which is upgradable. The tanks can bank left and right, much like the Arwings, or they can use both thrusters to launch themselves into the air for a short period of time.

Foot Soldiers

Possibly the most exciting in terms of weapons are the foot missions. Fox can roll left and right as well as strafe. He has plenty of weapons available to him such as the Blaster, Machine Gun, Rocket Launcher, Plasma Rifle, Sniper Rifle and Plasma Grenades. A little bit like *Resident Evil 4* then, only with more fur.

There are some great new environments available.





Piloting those Arwings is a doddle, see?



So what can you expect from the GameCube iteration of this classic franchise? Namco is trying to deliver the tried-and-tested *Star Fox* experience, albeit with extra emphasis on the Star Fox team's other abilities. As with *Star Fox 64* the team are able to jump into tanks and travel on foot as well as pilot Arwings. The big difference now is that whereas before these extra modes were only available in multiplayer, they are now an integral part of the single player missions. For every air or space mission there will be a ground-based mission. In some areas you'll get the choice of what mode you want to play in, so you can tackle the enemy from the sky or from the ground. This obviously makes a huge difference in gameplay, and must have been quite daunting from the design team's perspective. The multiplayer arenas in particular have been very well designed, encompassing as they do vantage points for Arwings, tanks, soldiers and snipers.

As far as the storyline goes, we're none the wiser. There's little to go on at the moment and the latest playable demo leaves out any revealing info. What we do know is that there's an evil hog involved. What? No Andross!? Andross almost certainly will be in the game, but as with *StarFox Adventures* Nintendo won't be telling us about it any time soon. For the time being there are several other shady characters, who are causing more than their fair share of trouble to think





"DINOSAUR PLANET ACTUALLY APPEARS IN THE GAME AS BOTH A SINGLE-PLAYER WORLD AND A MULTIPLAYER ARENA"



UPGRADE!

TASTY WEAPONS

■ The Arwings work in much the same way as before. You start off with a single Blaster and can upgrade to a Twin Blaster and Mk II Twin Blaster by collecting upgrades (literally) on the fly.

ONE-TWO

FASTER FOX HILL HILL

■ A new addition to the game is the combo meter in the top-right corner. As you rack up combos (hitting multiple enemies in a row) the meter fills up. Sadly our combo meter wasn't functional!

I'VE SEEN YOU...

...SOMEWHERE BEFORE

■ Some of the levels may seem familiar. This particular level is Dinosaur Planet, lifted straight from *StarFox Adventures*. It's also available as a multiplayer arena.

0179 HIT
24 COMBO

TARGET DESTROYED!

Pesky insects... but hold on a second. Hawks eat insects. Falco, get in there mate!

ファルコ
お友達って感じじゃねえな…





WHO'S AFRAID?

THE BIG, BAD WOLF RETURNS

The toughest mercenaries in the Lylat system, aka Star Wolf, are back. This time though they play a far more integral part in the game. Wolf, Leon, Panther and 'monkey face' have been hired by General Oikonney to basically make a nuisance of themselves. It seems the General can't rely on his own troops to finish Star Fox off themselves, so the baddest boys in the galaxy have been drafted in. Instead of just being stuck in an arena with them you'll have to fight entire levels while keeping them at bay. You will learn to hate every single one of them.



Wolf is the leader, and an evil git who will stop at nothing to finish Fox for good.



We're not kidding: this guy's name is Leon the Lizard. Yeah, we're well scared...





CONTINUED

about. One level in particular sees you chasing an annoying pig character in your Arwing as he tries to escape in his little jet-powered vehicle. He manages to get away and returns as a huge face boss a few levels later. More annoying and far more dangerous though is the greedy ape, General Oikonney. It's entirely possible that this character is Andross' right-hand man but it could also be that he is an Andross copycat. He plagues Fox and the rest of the crew throughout the entire game. On one planet he turns up as a huge 'head and two fists' style boss, while in space he commands an entire fleet of starfighters.

As far as main characters go, the team has had a bit of a shake-up. Fox still heads up the team, but Peppy has retired from the field, choosing instead to take control of Mother Fox and shout orders from there. While Peppy will fill you in on the mission briefing and bring you constant mission updates, Slippy's dad Betino will fire tactical and structural advice at you. Rob the robot will assume a similar role to that of his *StarFox Adventures* outing (weapons and gadgets). Fox's pilots consist of Falco (back from his holiday), Krystal

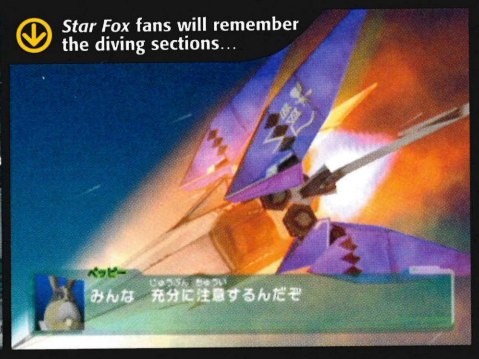




"STAR FOX: ASSAULT HAS COME ALONG IN LEAPS AND BOUNDS SINCE WE PLAYED IT AT E3. IT NOW FEELS, LOOKS AND PLAYS LIKE A STAR FOX GAME"



Star Fox fans will remember the diving sections...



(she just can't get enough of that sexy Fox McCloud) and Slippy (someone shoot him, please!).

There are several aspects of the game that may come as a pleasant surprise to *Star Fox* fans. Firstly there's the fact that Dinosaur Planet actually appears in the game as both a single-player world and a multiplayer arena. The section we've seen looks identical (in terms of layout) to the opening level of Rare's game. In terms of detail it's been cut back, but it had to be in order for the GameCube to draw it all from an Arwing's point of view.

Another pleasant surprise comes in the form of the Star Wolf team. The Star Fox team's lifelong rivals are back, only this time they play a bigger part than ever. It seems that the Star Wolf team (consisting of Wolf, Panther, Leon and some visor-clad monkey) have been hired by Oikonney to go after Star Fox, and you'll spend entire levels fighting against them.

Overall *Star Fox: Assault* has come along in leaps and bounds since we played it at E3. It now feels, looks and plays like a *Star Fox* game should. We're still a little worried that there won't be quite enough decent flying sections but we'll have to wait a few weeks for the review code to turn up before we know for sure.

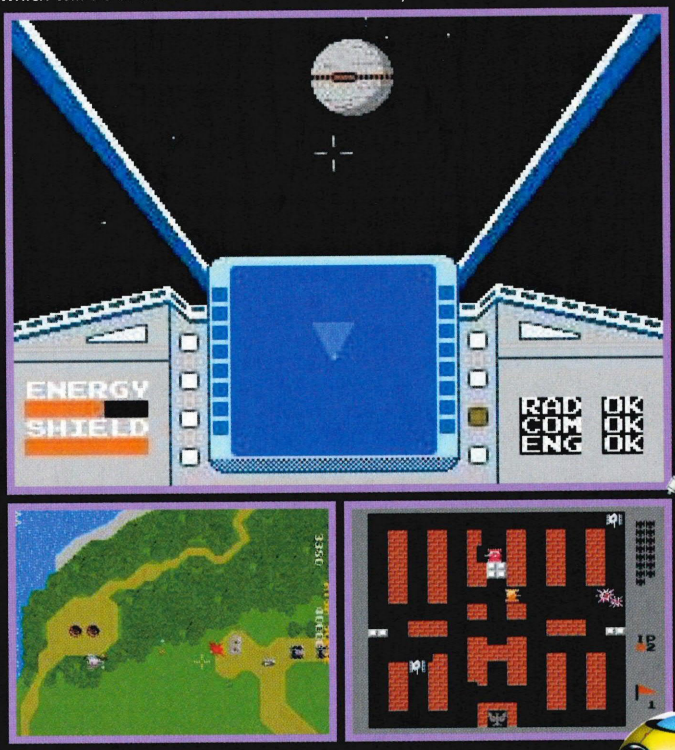


EXTRA GOODNESS

NAMCO GOES ALL RETRO

Being the king of arcade shoot-'em-ups, Namco has opted to hide three fully playable retro games within the depths of *Star Fox: Assault*. The combo meter allows you to get a high score at the end of every level. Earn enough points and you'll unlock the games.

Retro fans will be well area of *Xevious*, *Star Luster* and *Battle City*, all three of which will be available to unlock in their entirety. Sweet.



Hold down L and R to take off for a short period.



There are various different uniforms in Multiplayer.







CUBE SAYS...

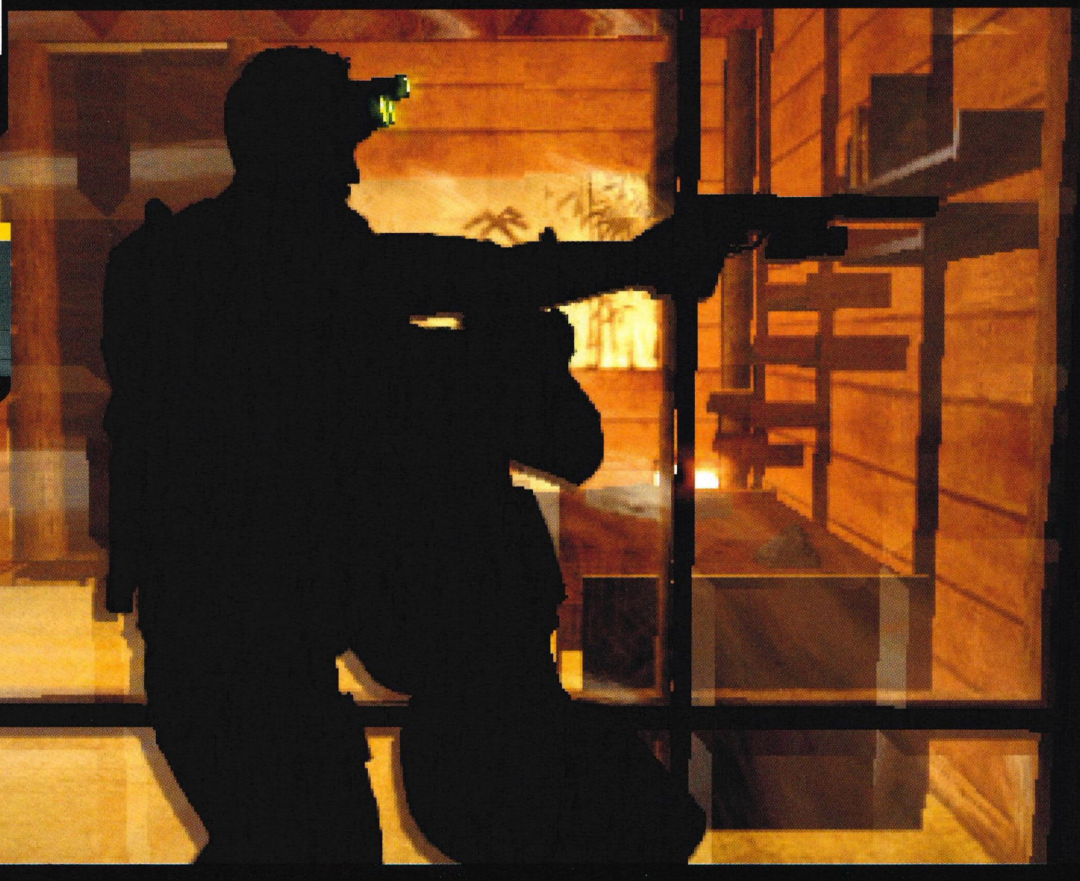
FIRST IMPRESSION

■ This isn't in the same league of pant-wetting anticipation as *MP2* or *Resident Evil 4*, but expect a gorgeous-looking update to the series with a whole bunch of new options. We're particularly looking forward to the multi-vehicle levels. Blowing up Tim's sorry arse [Eh? My arse never apologises – Tim] from the skies while he's trundling around in a tank is just what we've has been waiting for. CUBE









CUBE

INFORMATION

SPLINTER CELL: CHAOS THEORY	
PUBLISHER:	UBISOFT
DEVELOPER:	IN-HOUSE
ORIGIN:	CANADA
GENRE:	STEALTH
PLAYERS:	1-2

PERCENTAGE COMPLETE

00 25 50 75 100

MAY '05 TBA APR '05

PREVIOUS

FROM THE MAKERS OF...

SC: PANDORA TOMORROW



Fantastically playable and gorgeous stealth adventure, marred by a two-month delay.

TOTALGAMES.NET RATING: 85

SPLINTER CELL: C

The most realistic looking game ever... in theory

THE PAST SIX months have been a confusing time for *Splinter Cell* fans. Despite announcing the game for PC, PS2, Xbox and GameCube early last year, every Ubisoft press release since has failed to mention the GameCube, leading the cynics out there to suggest that there was to be no GC version. However, so confident were we that the game was still in development that it still appeared in our Top five Most Wanted Games of 2005. Sure enough the word 'GameCube' has reappeared on the game's official site, slated for a March release. We don't however expect it to hit that date. We're cynical like that. The other versions should arrive on time but the GC incarnation is more likely around May. It's not too bad though as there are more than enough big releases in March already.

"SAM CAN HIDE IN WATER THEN DART OUT AND DRAG UNSUSPECTING ENEMIES DOWN INTO THE MURKY DEPTHS"





HIGHLIGHTS LOW LIFES

DARK SAVIOUR

■ Somehow the lighting and shadow effects have been taken up a notch yet again. As well as heightening the realism of the gameplay mechanic it also makes the game look even more life-like.

TOUCH IT! SMELL IT!

FORGET THE DS...

■ Ubisoft is now boasting all-new 'so real it hurts' textures. Seriously, the resolution and attention to detail lavished upon these is unbelievable and the effect is helped no end by the lighting.

CAN READY, ATTACK!

WE GOT IT COVERED

■ Enemies will now remember past encounters and learn from their mistakes. You won't fool the same guard by throwing a can in the opposite direction twice in a row.

HAOS THEORY

Chaos Theory is set in 2008. Terrorism has hit a whole new level of sophistication: stock exchange sabotage and defence system hijacking are the latest threats to global stability. The NSA's most elite Black-Ops agent Sam Fisher is the first port of call to infiltrate and neutralize any hostile activity. The most obvious improvement over *Pandora* is in the stunning graphics. Ubisoft is claiming that it's the prettiest looking game on the PS2. While this is probably true, the GameCube already has its own stunner in the form of *Resident Evil 4*.

ALL UNITS REPORT IN

SAM GOES MODULAR

The *Splinter Cell* franchise has always based its technology on real-life gadgets that either exist or are at least in development. Given that it's highly unlikely a Black-Ops agent would cart around 10 different weapons, Ubisoft has opted for the far more realistic modular weapon option.

The all-new SC-20k (a fictitious weapon based on real technology) is basically a powerful rifle which can be adapted for all manner of scenarios courtesy of add-on sub-units. Here are the available upgrades:

Fore-grip attachment: Offers far greater precision when firing the weapon.

Launcher attachment: Enables Sam to launch different devices with various characteristics.

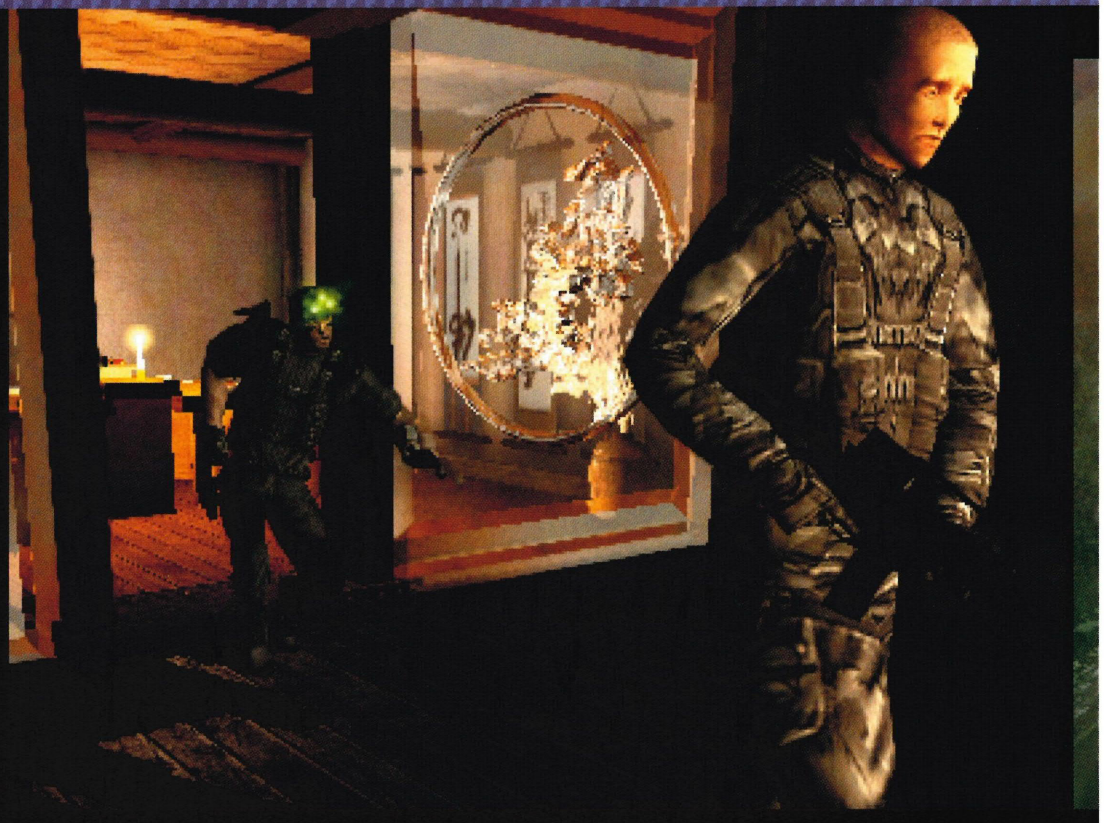
- **Sticky shocker:** releases an electrical surge that will knock out any opponent in seconds. Sticky shockers and water can be paired for interesting results.
- **Sticky camera:** this is mostly used for surveillance operations. The camera can release a poisonous gas which will affect any non-player characters nearby and render them unconscious. Once the gas is used, the camera is destroyed. An artificial noise effect can also be triggered which will attract non-player characters' attention and bring them close to the camera. It comes equipped with thermal and night vision lenses.

Gas grenade: the gas grenade produces harmful but non-lethal, hydrochloric fumes that will knock out anyone in the vicinty.

Ring Airfoil: used to knock out a non-player characters at a distance. After a short time, they will recover.

Sniper attachment: equipped with this modified barrel, Sam is able to hit long range targets with greater precision. The sniper attachment is loud though and will attract the attention of the enemy.

Shotgun attachment: the semi-automatic shotgun's main purpose is for devastating close quarter offensive situations.







"CHAOS THEORY HAS CO-OPERATIVE MULTIPLAYER JUST LIKE THE OTHER VERSIONS, THE ONLY OPTION WE'RE MISSING IS THE ONLINE VERSUS MATCHES"

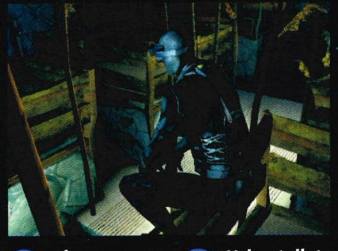




The GameCube-exclusive Hokkaido move. Bring it on.



Ah, now you're buggered aren't you? Let's see you get out of this one matey...



Using toilets would be far too dangerous, so Sam has to squat wherever he can.

THANK YOU UBISOFT

CO-OP MULTIPLAYER HITS GAMECUBE

We missed out last year, but *Chaos Theory* on the GameCube will have a co-op option as far as we know. Quite how this will work hasn't been confirmed yet. It's possible that a cut-down, split-screen version is in development but LAN is obviously the best option. Hmmm... LAN... now there's a word that hasn't been mentioned for a while. What exactly did happen with that?

As it stands two players can get together to tackle specially designed levels with two brains. There are also new moves available in this mode, such as leg-ups and aided abseiling among others.



This chap thinks he's got Player 1 just where he wants him. Look behind you, silly man.

It's always handy having a trusty mate around when you need a leg-up. Nice one fella.



CONTINUED We haven't seen final code yet, but we're going to go out on a limb here and say that there's no way *Chaos Theory* will look better than *RE4*. It'll be pretty damned close though, boasting sumptuous photo-realistic textures and rag-doll physics. To cut a long story short, it looks almost real. That's not it though – every other aspect of the game has been improved and refined.

There's a range of new weapons, moves and gadgets on offer. Most notable on the weapons front is the SC-20k. This modular weapon allows Sam access to a whole host of different weapon types courtesy of one base unit. We've gone into more detail on this elsewhere. Gadgets-wise, Sam has a new head-mounted unit in the form of EEV Goggles. These are similar to Samus' SCA Visor in that you can scan your surroundings and analyse hacking potential, explosive danger and other important item information. While Xbox owners will be treated to downloadable Xbox Live extras, PS2 and GameCube owners will get an exclusive new Hokkaido water attack where Sam can hide in water then dart out and drag unsuspecting enemies down into the murky depths. Fans of the series will remember that *Pandora Tomorrow* suffered from Ubisoft's decision to remove the entire multiplayer system due to the GameCube's lack of a decent online capability. The world of Nintendo screamed, and Ubisoft must have heard because *Chaos Theory*'s Co-operative Multiplayer will, we're told, make it into the GC version. The only option we're missing out on is the Online Versus matches, which is no surprise.

We're expecting preview code to turn up any day now, so you can expect our initial impressions next month. It's going to be great though, let's face it. CUBE

CUBE SAYS...

FIRST IMPRESSION

■ We all know how awesome *Pandora Tomorrow* was, and there's no doubt that from a gameplay perspective at least, *Chaos Theory* will be just as good. From a technical standpoint this game is a big leap ahead, and the modular weapon system will make a big difference to the core gameplay. The only aspect we're unsure about is the multiplayer. Will it, won't it, and if it does how's it going to work? Keep you ears and eyes peeled. Ubisoft, are you listening to our pleas?

CUBE

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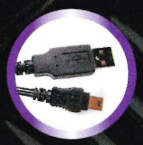
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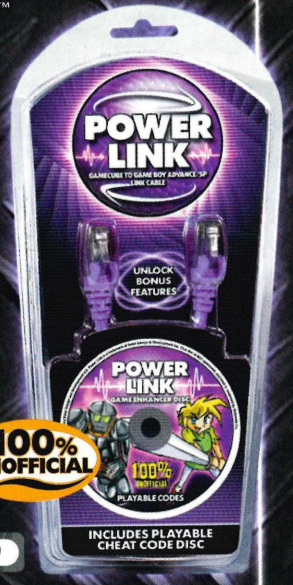
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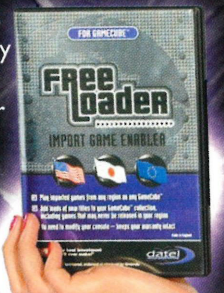
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CUBE REVIEWS

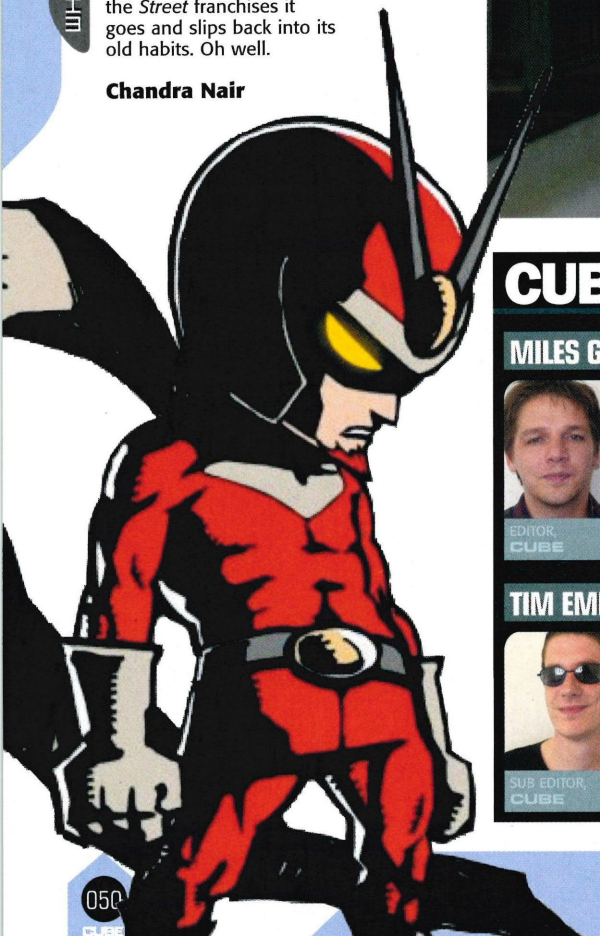
ISSUE FORTY TWO

WHY SHOULD STING HAVE ALL THE FUN?

WE'VE WRITTEN IN the region of 40 pages on *Resident Evil 4* over the past two years so I'll say nothing more about it other than the fact that I think I like it even more than *Metroid Prime 2*. It's nice to see Nintendo actually putting some money behind a game as well. Hopefully *RE4* will perform as well as it deserves to... unlike *Metroid Prime 2*. I didn't see a single TV spot for that game. *GTA: San Andreas* on the other hand... I couldn't help but see coverage of that left, right and centre. Not surprisingly it sold 10 billion copies. Well done Nintendo: you really know how to maximise sales of the year's greatest game. Not.

Moving on... we all make mistakes sometimes and I have to admit that I was overly harsh in the import review of *Mario Power Tennis*. After spending a good few days playing it I have to admit to really liking it. The same can't be said of EA's February offerings. Just when we thought EA had a good thing going with the *Street* franchises it goes and slips back into its old habits. Oh well.

Chandra Nair





RESIDENT EVIL 4

The fact that this game will shortly be available for ALL to enjoy is both good and bad news. Good, because it's one of the best games you'll ever play in your life, but bad because our expectations for future GameCube games are now that much higher. Sigh...

52

CUBISTS

It's February. New Year's Resolutions are in the bin. Favourite game of all time?

MILES GUTTERY

EDITOR, CUBE

Fave game of all time: Right now it's hard to see beyond *Resident Evil 4*. If you only play one game this year... well, you know the rest. Thing is, now I've completed it, what am I gonna do for the rest of my life?

CHANDRA NAIR



DEPUTY EDITOR, CUBE

Fave game of all time: I'm torn between *Chrono Trigger* and *Final Fantasy VII*. Both games had everything an adventurer could ever want. I think *Chrono Trigger* wins, just, but only because I was younger, hence I have fonder memories of it.

RYAN KING



STAFF WRITER, CUBE

Fave game of all time: *Final Fantasy VIII*. Squall is awesome, Zell is a chicken wuss, Irvine looks like a girl (but he's not!), Seifer is a badass, Quistis has a whip and "the hair", Rinoa is hot and Selphie is underage. Perfection!

TIM EMPEY

SUB EDITOR, CUBE

Fave game of all time: It used to be *Final Fantasy VII* (or maybe *VIII*) but recently I've been drawn back to *Streetfighter* on the Xbox. *Third Strike* is my new fave game of all time. Hadouken! Pfft... parry.

LIZ MORRIS



NEWS EDITOR CUBE

Fave game of all time: *Psycho Fox*. I know this was my "desert island" choice, but stuff it. I loved it as a kid and I love it now. Besides, Psycho Fox could kick that pansy Fox McCloud's furry little butt any day of the week.

LEWIS SOMERSCALES



DESIGNER, CUBE

Fave game of all time: Mine is going to have to be *Mortal Kombat*. Ever since the first game it inspired me to rip off heads with spinal cords trailing behind. Awesome. Now where's Miles gone?

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







60 EA teams up with Nintendo to bring us a special Nintendo-ised version of the series. We don't know about you, but it makes us all feel a little bit dirty... like part of our souls have been bought by EA. Not because of Mario's appearance, but because it's not much good.

MARIO POWER TENNIS

58 Mario and pals are back in training for the PAL release. No amount of training can turn this into a Star Game, but that's not to say you won't have fun with it.

NFL STREET 2

62 Oh dear, it looks like EA is back to its old tricks again, rehashing last year's game with hardly any improvements. But it's got Xzibit in and everyone will buy it so does EA really care?

MARIO PARTY 6

64 Now that we can speak English into the microphone this obviously works a lot better, but does it really affect the gameplay and will it affect the score?

UEFA CHAMPIONS LEAGUE 2004-2005

68 It's hardly surprising to find that this isn't all that. It was announced in November and comes out the following February, and it's not very good. Could have been, but isn't.

SUPER ROBOT WARS

72 It's so annoying when a decent little game such as this comes along. We want to love it, we want to get all the way through but we can't understand a single word! Sob...

WHAT DOES IT ALL MEAN?

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

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

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



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

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

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

THE BREAKDOWN

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

RATING 90 — **9.0 OR ABOVE**
Naturally, games scoring a 9.0 or over are well worth your hard-earned cash... otherwise they wouldn't score so highly. Hey, we're professionals – give us a bit of credibility here, okay?

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

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

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

RATING 00 — **2.4 > 0.0**
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!



BLIND RAGE

This guy can't see. Us sound to divert his attention then blast him in the back.



Wot, no zombies?

RESIDENT EVIL

CUBE

INFORMATION

RESIDENT EVIL 4	
PUBLISHER:	CAPCOM
DEVELOPER:	IN-HOUSE
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	9 BLOCKS

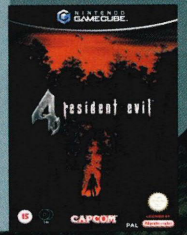
STATS

- 25 HOURS TO COMPLETE
- NEW WEAPONS
- AWESOME BOSS BATTLES
- THE BEST GAME EVER?

18 MAR '05	OUT NOW	OUT NOW

CUBE STAR GAME





4





Several sections of the game require the pair to work together, though it's doubtful whether Ashley is really helping here.

COSYVISION

THERMAL SCOPE

Some enemies' weak points can only be targeted using this handy rifle attachment. Internal parasites show up as hotspots on infected enemies' bodies.



Evil has something to fear

DEEP IN the woods, the wind cold against my face, I gather my thoughts. Feels like I've been walking for hours. The village is set back in a clearing, ramshackle wooden huts around a small square. Chickens peck in the dust, people are going about their business, but something doesn't smell right. That woman I found stapled to the side of a shack in the forest with a pitchfork through her face was my first clue. Call me Poirot. Pressed against the side of a cabin, I catch my breath and turn the shotgun over in my hands. I got eight rounds in the chamber and blood on my shirt. It's not mine. They're coming. I hear the sound of voices and footsteps shuffling closer. Check my pockets, 16 spare shells. It might not be enough. I take a deep breath, spit in the dirt and step out into the open.

Something flashes past my head, I feel the air ripple as it whooshes by my ear and crashes into the undergrowth behind me. They're coming at me now, six, eight, I can't be sure. I plant my feet and steady my aim. I can see their eyes. Dead eyes. I don't flinch. The leader's almost on me and coming fast. My finger tightens on the trigger. He swings back his scythe as he charges me down. My eyes narrow and I squeeze. The recoil feels good as his head erupts in a plume of brain matter. Two of his compadres stagger under the impact of the blast while his body, recently enlightened by the loss of that ugly noggin lurches a couple of steps further before slumping at my feet. I pump another round into the breach and dart left as a



LEON S KENNEDY ESQUIRE

I'M NOT A LADY YOU KNOW...

It's the first time in four games that a bloke takes the leading role in a *Resident Evil* title. Here's a quick rundown of the star turns up to now.



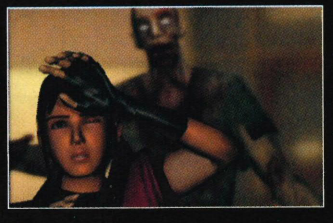


RESIDENT EVIL

CHRIS REDFIELD/JILL VALENTINE

Chris and Jill were part of the STARS team sent to investigate the original Raccoon City incident. You get to choose which character to play at the start and the game pans out slightly differently depending on your selection.

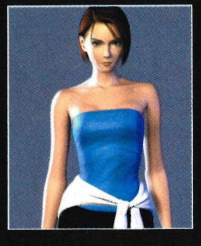




RESIDENT EVIL 2

LEON S KENNEDY/CLAIRE REDFIELD

A wet-behind-the-ears Leon on his first day with the Raccoon City PD gets more than he bargained for. Half the game is played as Leon, the second half as Claire who's turned up to find out what happened to big bruv Chris.



RESIDENT EVIL 3: NEMESIS

JILL VALENTINE

Following on directly from the first game, Jill makes her way into Raccoon City which is now overrun by zombies, stopping only to go shopping for a saucy outfit before blasting her way out and leaving nothing but a smoking crater where the city used to be.

RESIDENT EVIL CODE: VERONICA

CLAIRE REDFIELD

After one of the most amazing videogame intros ever, Claire is kidnapped by Umbrella and taken to a remote island so she can't spill the beans. As per usual, nothing quite goes according to plan and she escapes, cue another two discs of zombie mashing and puzzle solving. Real-time backdrops make their first appearance in the Resi series.

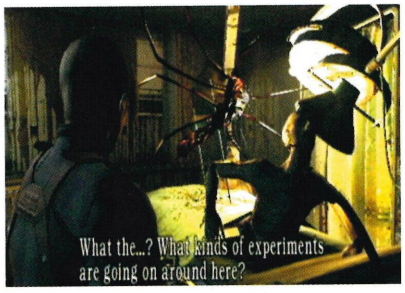




RESIDENT EVIL 0

REBECCA CHAMBERS

Rewind to before the events of the original game. Rebecca was part of Alpha Team who's helicopter crashed in the woods near Raccoon City. She's a tough lady here, so how come she was such a wet blanket when she turned up in *RE1*?



Rest assured that evil can always be traced back to some sick, twisted lab.



Finish the game to earn the chance to buy special stuff... for a cool million!



You know it and we know it. Heck, the whole world knows it apart from Leon. One of these porkers will come to life at some point in the next five minutes. It's bound to happen.

CONTINUED

pitchfork hacks at me from behind. I'm moving now. Across the village square I can see an alley that offers the promise of cover. Rounding the corner at a sprint there's a woman brandishing a knife not five feet in front of me. She wasn't ready for me, which gives me the second I need to raise my weapon and squeeze off another shell. I aim low and she crumples to the floor. First rule: always put your man down. No time to finish her, I can hear them closing from behind. I'm about to get moving when something rips through my shoulder. There's a guy I missed up on the roof. The alley was a bad idea, but it's not a dead end. My lucky day. I make for the open ground beyond the last building. Nearly there, my heart pumping, I'm almost clear when, crap, more of them coming from the opposite direction. They must have cut through another way. Instinctively I let 'em have it with another two blasts but I'm out of range. The leaders stumble but the shots don't take them out. I wheel round just in time to avoid an incoming blow from behind and let rip. Three go down instantly, buying me a little time. I catch sight of a doorway out the corner of my eye. Change of plan. I bust inside and slam the door shut behind me. I have maybe five seconds to figure out what comes next. There's a sideboard against the wall beside the entrance. I'm already on it. I'm able to heft it in front of the door as they begin to pound on it from the outside. The makeshift barricade will grant me a minute or two of respite at best. Time to reload and suss the place out. Table in the middle of the room, stairs against the far wall lead up, something on the table: a case of shotgun shells. Beautiful. They're gonna be through the door in a few seconds. I figure I can make my stand better upstairs. Least that way I know which direction they're coming from. I hit the top of the steps as the sound of the splintering sideboard relays some new information. They're inside.

AN A-BUTTON icon flashes on-screen every time you can collect or activate something which saves a lot of mucking about.

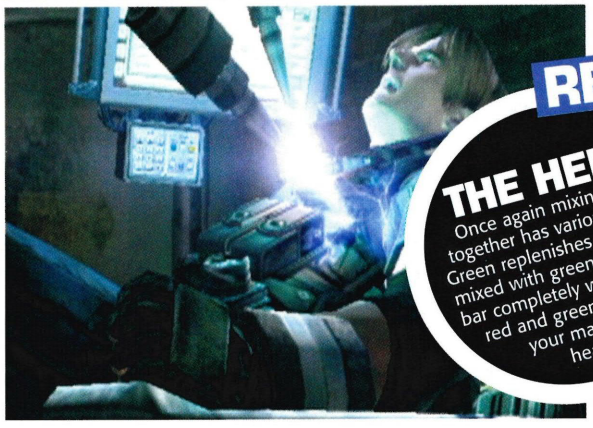


WHAT ARE YA BUYIN'?

Something for the weekend

In a departure from previous *Resident Evils*, you no longer have to rely on absent-minded henchman leaving weapons lying about for you to find thanks to The Merchant. Who is he? Where does he come from? Why don't the nasties ever attack him? Nobody knows, but he's got outlets all over the place. He looks like The Emperor out of *Star Wars* and talks like a mockney extra from *Oliver Twist* but makes up for it with a great big stash of guns. He can also upgrade your weapons to increase firepower, reload time (you can't just combine weapon with ammo in the inventory for instant reloading anymore) and ammunition capacity.





RESPECT

THE HERB

Once again mixing herbs together has various effects. Green replenishes health, red mixed with green refills your bar completely while yellow, red and green increases your maximum health.

"RESIDENT EVIL 4 IS AWESOME. MAGNIFICENT. MONUMENTALLY GOOD"

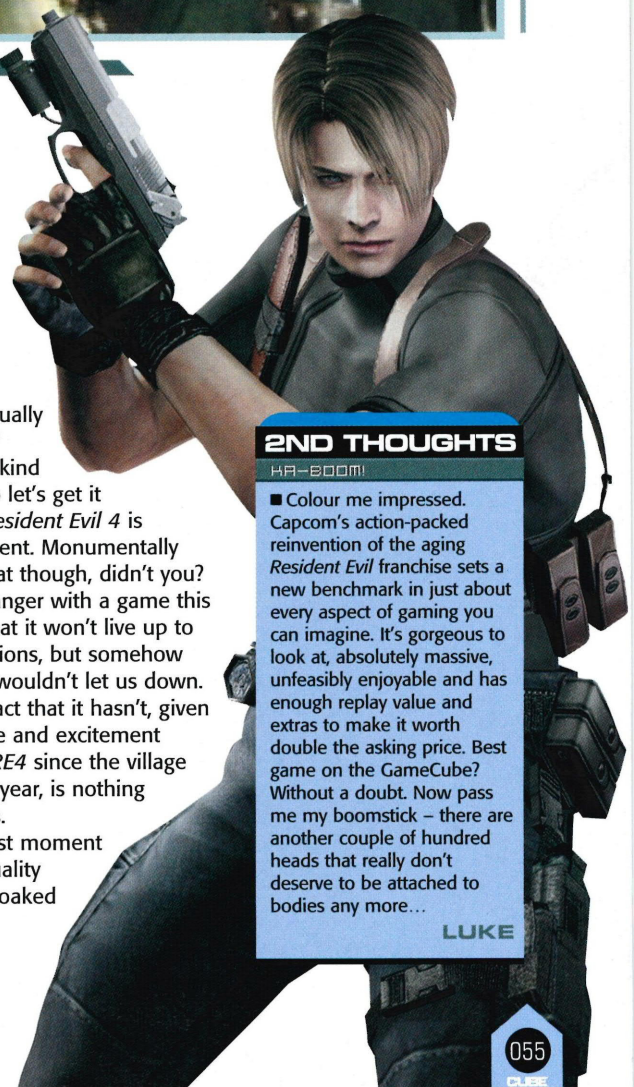
The first wave hits the bottom of the stairwell. It's show-time. I unhook the incendiary grenade I've been saving for a special occasion from my webbing. Welcome to the party, boys. The first wave is engulfed in flame but this is no time for taking chances and I'm already blasting before they hit the floor. What the... two of them are still coming, only they've sprouted freaky tentacles where their heads used to be. No matter, I keep blazing. I'm an equal opportunities bad ass. Wave two hits the stairs and eats buckshot. Fish in a barrel, suckers.

I'm starting to enjoy myself when a crash from behind has me spinning round. Damn, they're coming in through the windows on three sides. I'm in a tight spot, need to think fast. I whip the automatic TMP off my shoulder and hose the room. I'd love to stay and chat but I have a clear route to the nearest window. I run for it and throw myself into space. Falling... falling... I hit the ground like a sack of oatmeal. The impact leaves me winded but I'm okay. I pick myself up. They haven't figured out what happened yet. I start to think maybe I'm gonna get out of this after all when, somewhere, I hear the sound of a chainsaw firing up. Time to get busy...

And that's just the first 20 minutes. A quandary arises in the writing of a *Resident Evil 4* review since its key elements are shock and surprise. To give up any specific details of the story or what you're going to see along the way is to spoil it, it's as simple as that. You really don't want to know too much about this game before you play it. Instead we're giving you a flavour of what it's all about.

Summing ups usually come at the end of reviews, but this is kind of a special case so let's get it out of the way – *Resident Evil 4* is awesome. Magnificent. Monumentally good. You knew that though, didn't you? There's always a danger with a game this hotly anticipated that it won't live up to unrealistic expectations, but somehow we knew Capcom wouldn't let us down. Nevertheless, the fact that it hasn't, given the amount of hype and excitement that's surrounded *RE4* since the village demo from E3 last year, is nothing short of miraculous.

From the very first moment the game oozes quality from every blood-soaked orifice. Talk about production values!



2ND THOUGHTS

HA-BOOM!

■ Colour me impressed. Capcom's action-packed reinvention of the aging *Resident Evil* franchise sets a new benchmark in just about every aspect of gaming you can imagine. It's gorgeous to look at, absolutely massive, unfeasibly enjoyable and has enough replay value and extras to make it worth double the asking price. Best game on the GameCube? Without a doubt. Now pass me my boomstick – there are another couple of hundred heads that really don't deserve to be attached to bodies any more...

LUKE

GIRL BAIT

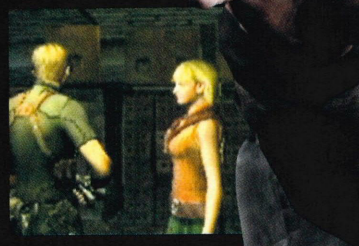
INTRODUCING ASHLEY

She's cute, blonde and the reason Leon wound up in this pickle in the first place. She's also the daughter of the President of the United States which makes her kind of inexpendable. You actually rescue her a few hours into the game from which point she tags along with you, giving you something else to think about it.

Like Leon, she has an energy bar and you can't allow her to be killed or carried off by enemies, meaning you have to share precious green herbs and first aid sprays to keep her healthy. She's not a completely dead weight though. There are some basic puzzles of the kind where each character needs to be in a certain place in order to activate something. She'll also point out useful elements of scenery that might, for example, help in taking down nasty enemies. Don't expect her to muck in when it comes to a scrap though. Ordinarily she'll follow wherever you go, but a tap of the X button orders her to wait in which case she'll stay put as long as you don't exit through any doors. Tapping X while she's waiting calls for her to follow you again. This is invaluable in keeping her out of danger but don't stray too far or she's likely to get carried off by the bad guys and it'll be game over.

It all sounds like a potential banana skin of a concept, fraught with peril. Won't she end up as nothing more than an irritating and unnecessary element cluttering up the core gameplay? Simple answer: no. In fact she's integrated seamlessly into the ensemble and brings with her a nice twist on the survival horror idea. As with previous games, you spend the early part of *Resi 4* wandering about on your own, edging from one potentially hideous death to the next with nothing for comfort but the gun in your hand. Ashley adds a sense of camaraderie, a human element amid the carnage. Her characterisation is minimal enough that she never becomes obtrusive or annoying and you really do care what happens to her. It doesn't hurt that she's fit in a girly sort of way either. Whichever way you swing it, the one element of the game that set alarm bells ringing when it was announced works a treat. We love you, Ashley!











CONTINUED

From the montage opening sequence that briefly charts the history of *Resident Evil* from the Raccoon City incident up to the present day, through the introduction of Leon's assignment to rescue the President's daughter, to your first steps into the woods, it's gripping. Your first encounter with a villager is one of the great sequences in gaming and puts a lot of Hollywood directors to shame. It's a textbook demonstration of tension and pacing that movies like *Dead End*, *Jeepers Creepers* and *Wrong Turn* can only dream of.

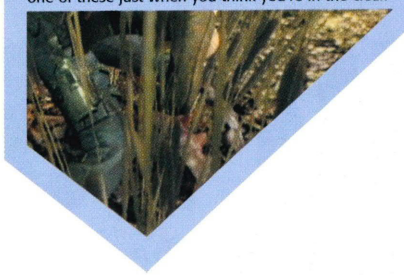
Of particular note are the graphics which are quite simply the best this console generation has produced. It's hard to imagine how things can get much better. From the woods to gothic cathedrals and sprawling castles, every environment is realised with such style and panache. Perhaps the most impressive aspect however is that the game remains utterly compelling from the moment you pick up the controller. This is down to

DUCK AND WEAVE

Steer clear of trouble

At certain points in the game messages will flash up on-screen indicating you need to hold either the two triggers or the A and B buttons simultaneously to dodge an incoming attack. You only have a split second to react, and failure to do so often results in instant death. This happens most often during cut-scenes, adding an interactive element and keeping you on your toes at all times. It's quite a good idea and used sparingly enough that it doesn't become frustrating.





WATCH OUT: For these nasty, rusted up traps in the rural sections. There's nothing more frustrating than stepping in one of these just when you think you're in the clear.

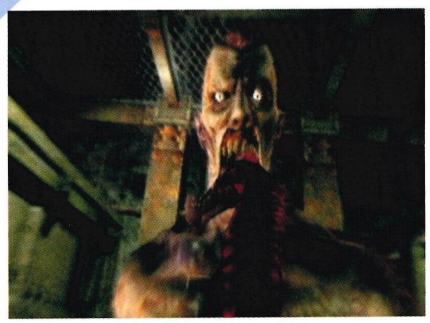
meticulous construction and it's easy to see where all that development time went. If you break it down, the format is pretty standard – work your way from point A to point B with a liberal sprinkling of dazzling set pieces thrown in to break things up. These are handled with remarkable style, whether it's boss encounters or creature infested corridors, no previous game has evoked so many "Oh s***, what now?" moments.

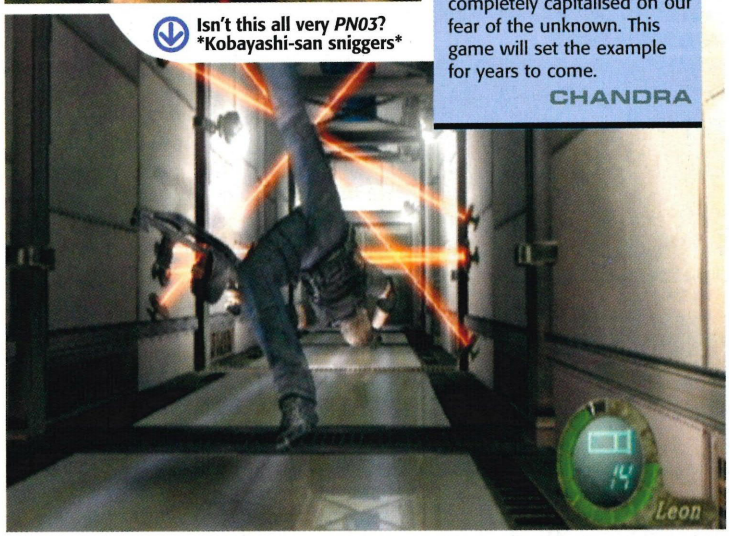
This is made more impressive by the fact there's so much gunplay involved. In the same way *Aliens* managed to conjure up such an atmosphere of foreboding despite the presence of a dozen heavily armed, gung-ho marines, Leon gets majorly tooled up pretty quickly but this doesn't detract from the sense of a potentially grizzly end lurking behind every door. Previous *Resi* games derived much of their tension from the fact you were constantly on the brink of running out of ammo and had to make every single shot count. In this sense *RE4* is much more of an action game and the satisfaction of mowing down onslaughts of evil minions is palpable. For anyone who felt previous instalments were too slow-paced, the action in *RE4* never lets up but the ominous atmosphere is more intense than ever before.

To facilitate this the puzzle element has been toned down. The familiar find-the-key/emblem-to-open-the-door mechanic is still in there but it's much simpler and the solution to any given problem is always close at hand. To balance things up a bit, boss battles are a lot more tactical. They take a bit of working out but it just adds to the sense of satisfaction when they fall dead at your feet. Several early bosses also crop up later in the game, but you'll crack a wry smile because now you know how to deal with them. A bit like when that guy starts doing all the fancy sword moves in *Raiders of the Lost Ark* and Indy just shoots him. Classic.

This is one of those games you half don't want to finish because you just do not want it to end, but a stack of excellent unlockable features ensure you'll play it through to completion many more times. Quite simply this is a breath-taking game. Majestic in scale, beautifully realised and virtually flawless in execution. Scary, shocking, captivating and, in every sense, absolutely brilliant.

MILES





Isn't this all very *PN03*? *Kobayashi-san sniggers*

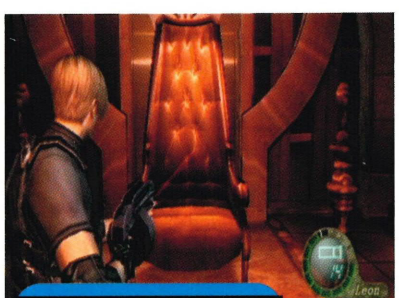
2ND THOUGHTS

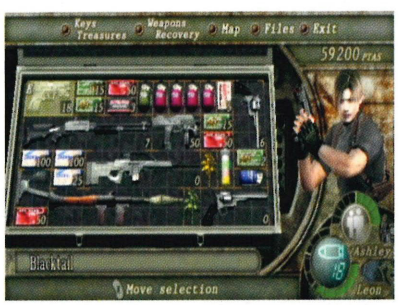
LOST FOR WORDS...

■ I've finally put my finger on what makes this so good. It's so utterly captivating because you have no idea what to expect. Just as it was with the original game, so it is with *RE4*. Everything is new and exciting, and so much has been changed and improved. Capcom has completely capitalised on our fear of the unknown. This game will set the example for years to come.

CHANDRA

"THE GRAPHICS ARE QUITE SIMPLY THE BEST THIS CONSOLE GENERATION HAS PRODUCED"



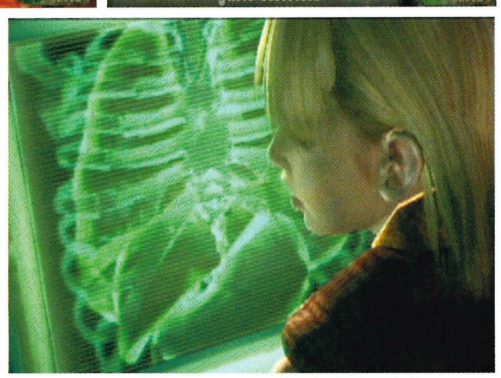


2ND THOUGHTS

BRING IT ON.

■ *Resident Evil 4* has squeezed all the awesome out of GameCube. Every last drop. From El Gigante who throws you around like a dirty toy to the mine-cart set-piece to the "What are you buying?" merchant to the unlockable outfit for Ashley (pervert!), the pace never drops and the quality never sags. Effortlessly lives up to all the hype and then some. All. The. Awesome.

RYAN



All of a sudden Ashley turns all nursey on us. Now where's that outfit we were saving...?

CUBE VERDICT

RESIDENT EVIL 4

PERFECTLY EVIL

VISUALS
Better than anything you've seen, ever.

AUDIO
Some cheesy scripting but incredibly atmospheric.

GAMEPLAY
More action, more control and some awesome bosses.

LIFESPAN
About 25 hours to complete, then you'll want to do it again.

ORIGINALITY
Pumps steroids into the survival horror formula.

CONCLUSION

IT'S A RARE BEAST indeed that actually exceeds expectations in the face of such colossal hype. This is as close to a perfect game as you're likely to see. There are concerns over... no, wait, there aren't. There is absolutely nothing to fault about this game. It's awesome in every way imaginable. Buy *Resident Evil 4* right this minute. What, you're still here?

ALTERNATIVE

It's knocking on now and irritating in parts, but still packed with atmosphere.

ETERNAL DARKNESS

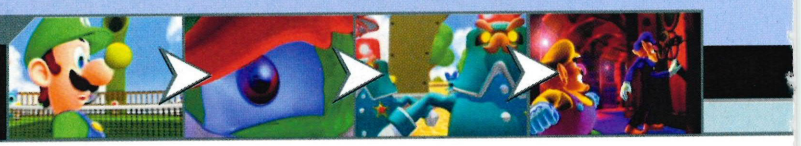
Reviewed: 12 CUBE Rating: 9.3

FINAL SCORE

9.8



LUSH
As with *Mario Golf*, there's a high quality CG intro to get you in the mood for tennis love.



Mario's arcade smash!

MARIO POWER TENNIS

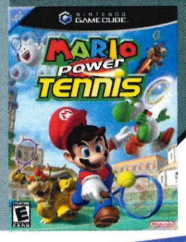
The umpire strikes back! Extensive play reveals a gem of a game...

CUBE
INFORMATION

MARIO POWER TENNIS	
PUBLISHER:	NINTENDO
DEVELOPER:	CAMELOT
PRICE:	£39.99
ORIGIN:	JAPAN
PLAYERS:	1-4
MEMORY:	3 BLOCKS

STATS
- ALL-NEW POWER MOVES
- 4 PLAYER SIMULTANEOUS
- BONUS MINI-GAMES
- CRAZY COURTS

OUT NOW | OUT NOW | OUT NOW



REVIEWS ARE a difficult old game. They're only one person's opinion after all, which is why we treated Issue 40's *Mario Power Tennis* import review so differently. It's the first game that has drawn such varied opinion in the office, hence the reason why we let everyone have their say. Now that the PAL version has arrived though, we've decided to give you a standard review as well.

Mario Power Tennis is the sequel to *Mario Tennis* on the N64. In typical Nintendo style the game tries its best to give you a different angle rather than just the N64 title with improved graphics. The new slant comes in the form of the Power moves hinted at in the title. Once a character has returned enough balls (usually three or four good shots will do) their racket will glow, indicating that they are now able to perform a Power Shot. Every character has two different Power Shots which are unique to them: an Offensive Power Shot and a Defensive Power Shot. The former has to be lined up perfectly with the ball, whereas the latter will reach the ball no matter where you're standing. Initially this new addition appears to make a mockery of the game. It seem to be at odds with the spirit of the sport, and you'd be forgiven for thinking that it removes the skill factor of an otherwise solid sports game. After playing the game for a good few hours though, you realise that it actually works quite well, and that there's an underlying skill factor in there after all.

The most important thing to remember is that you must change the control settings to 'Technical.' The game is set up in Easy mode as standard, and this means you have no control over anything. Your character will automatically lunge for the ball, and the decision over which Power Shot you use is made for you. Switching the control method is the difference between a largely automated arcade game and a game of skill.

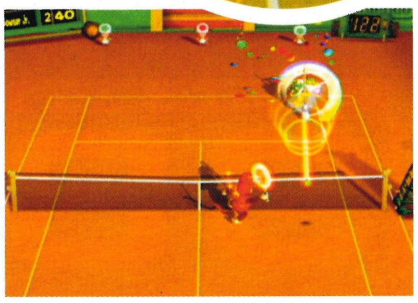
With that done it's important that you take part in a few Exhibition Matches to get to grips with how the game works. There's no Training mode and the only way to learn all the shots is to press Start and look at the button explanation. The game has two standard strokes: the Ⓐ button is a topspin shot and the Ⓑ button is your slice. You can, in theory, play the game with these two shots, but the skill comes with mastering the button combinations. Tapping either Ⓐ or Ⓑ twice gives you a strong version of that particular shot. Tapping Ⓐ then Ⓑ gives you a lob (great when the opponent is near the net), Ⓑ then Ⓐ does a drop shot (deadly when your opponent is at the back of the court), and Ⓐ + Ⓑ is your flat shot. A lunge is pulled off by pressing Ⓛ + Ⓐ/Ⓑ.

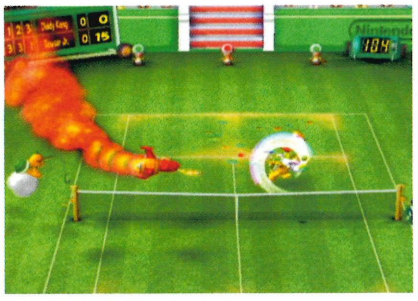


Under the mask Bowser Jnr has a lovely smile...

BUTTON BASHER
The Power Shots are far more tactical than we initially thought. There's more to this game than just hitting A and hoping for the best. Split-second decisions are the order of the day.











REWARDS: Extra modes, courts and characters can be unlocked by completing the various tournaments, cups and special games.





Check out the skirt. But this is a family game!

Want to see Shy Guy in a dress? This is the only way.

2ND THOUGHTS

MARIO TEA PARTY

■ *Mario Power Tennis* has caused one of the most hotly contested office arguments, second only to whose turn it is to make the tea. If you turn-off the controversial power shots then it's good, solid fun that comes alive in multiplayer... and Lewis should always make the tea. Done.

RYAN

"MARIO POWER TENNIS HAS A HIDDEN DEPTH THAT ONLY COMES WITH EXTENSIVE PLAY"

The Power Shots actually have a lot more of a tactical edge to them than you might think. An Offensive Power Shot comes courtesy of either R + A, or ZR (it's up to you). These are the most powerful shots in the game, and as such the ball has to be right next to you in order for them to connect. All of these shots have their own offensive quality, be it electricity, wind, fire or even something as simple as a bending ball. Your opponent can return an Offensive Power Shot but they'll be thrown back by the force and get stunned for half a second or so. You have to learn where and when to use these shots, as they aren't by any means infallible. If you use one when your opponent is right in front of you the chances are they'll return it (they won't have a choice as they're right in the path of the ball) and you won't have a chance to return it (an offensive shot puts you out of action for a split second as well). The Defensive Power Shot is performed by tapping either R + B or ZL. These shots can reach the ball no matter where you are on the court. Even if the ball has flown past you and is just about to go out you can still get to it. While these shots are accompanied by outrageous animations (Diddy Kong straps a rocket to his back and flies after the ball), they don't have any other qualities and should be saved for use in desperate situations only.

The speed of the game and the nature of the Power Shots mean that you're always making last second decisions. You can get some great rallies going, which inevitably make the winning shot all the more rewarding. Although it might not seem like it to start with, *Mario Power Tennis* has a hidden depth that only comes with extensive play. It's not outstanding by any means, but it's good fun and the multiple gameplay options will keep you coming back to it for a long time.

CHANDRA



BURSTING POINT

Chock full of extras



Few games have so many extra modes and options. Each court has different speed and bounce qualities, and Peach's court comes in grass, clay and Astroturf versions. Standard is your run of the mill game. Ring Shot sees you hitting the ball through hoops to beat your opponent, and Item Battle chucks item boxes onto the court for a bit of frantic fun. There's also Gimmick Masters where every stage has a gimmick (such as ghosts in Luigi's Mansion) that you have to overcome. The Special Games are mini-games based loosely around tennis. For example Artist On The Court requires you to use various shots to hit paint balls at a blank canvas to colour in pics of various characters. There really is a whole ton of extra stuff on offer.

CUBE VERDICT

MARIO POWER TENNIS

ARCADE STYLE TENNIS WITH HIDDEN DEPTHS

VISUALS
Almost identical to Mario Golf. In other words, very nice indeed.

AUDIO
Nice character voiceovers, but the music is a little uninspiring.

GAMEPLAY
It plays really well once you figure out the controls.

LIFESPAN
Umpteen different play modes and four-player simultaneous.

ORIGINALITY
The Power Moves and the Gimmick Courts are nice new additions.

CONCLUSION

SOME OF US really didn't get into the import version, but after countless hours of playing we've discovered a whole new level to the game. It's good fun, there are plenty of modes to play and the options are there to turn the it from an all-out arcade no-brainer to a far more skilful game of tennis at the drop of a hat. Good stuff.

ALTERNATIVE



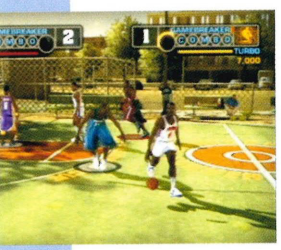
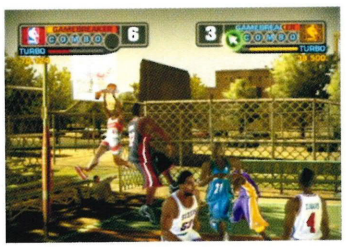
Very similar in style and presentation. The only difference is that it's golf!

MARIO GOLF: TOADSTOOL TOUR
Reviewed: 33 CUBE Rating: 8.0

FINAL SCORE

8.5

DOUGHNUTS:
In the Slam Dunk contest you get to jump and wiggle the Trick Stick to earn valuable points.




Mario street?

NBA STREET V3

I'm-a gonna bust your heezay Princess Pea-atch

HANDS UP who likes Mario. Seriously? Okay, then hands up who likes basketball. See, that's narrowed it down a bit. Hands up who wants to see Mario playing street basketball against realistic stars of the NBA past and present with all the trappings that create an EA Sports Big game. Right... Hands up who thinks Ryan should have a baked potato for lunch. Huh, only 150 of youse...

As the screenshots show, Mario, Luigi and Princess Peach have been shoehorned in on top of EA's latest multi-format b-ball bling-athon. Could this be the death of Camelot? Nintendo's second-party developers could be out of a job if this carry-on continues. (Heh heh *Carry-On Nintendo* with double entendres about the size of Mario's wrench and Princess Peach's top flying off at inopportune moments... nah it'd be rubbish.) Why bother making any *Mario* sports titles if EA can just add a few characters to its yearly Big releases? Also if he's in here, then why is missing from *FIFA Street*, *UEFA Champions League*, *NFL Street 2* – this could go on a while so – ?

This isn't really the place to start questioning the product placement in the game, this is the place to try to rip it to shreds. Oh, here it goes!

Given the *Street* nature of the game the emphasis is on looking stylish, bouncing the b-ball off the heezay, dribbling the ball between your legs and waiting for the animation to finish before pretending to slam-dunk, passing it to another player so they can wait for the other one to leap at the basket, catch the ball and alley-oop it into the net, grab the rim and swing on it.

The Trick Stick (the ⊖-stick) lets you flip about with the ball, hoping that the defender in front gets so confused by your gyrations that he falls over, leaving the basket open for another paragraph like the one above. While confusing your opponent, you're getting confused by the fact there are now three Turbo buttons. Three! And you need to hold them all down to pull off the best tricks, which your created characters won't be able to do from the off.

Yes, you can create your own characters. Yes, you can enter the Story mode and level them up (and it's the only way to increase their ball handling skills so they can pull off a three Turbo button trick without falling on their lanky asses). Yes, you

CUBE

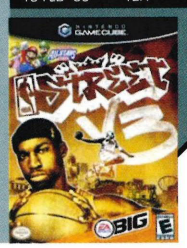
INFORMATION

NBA STREET V3	
PUBLISHER:	EA SPORTS BIG
DEVELOPER:	EA CANADA
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1-4
MEMORY:	15 BLOCK

STATS

- NEW SICK TRICK STICK
- MARIO ALL STARS
- BEASTIE BOYS
- AND BASKETBALLS

18 FEB '05	TBA	OUT NOW





They say jump and ya say how high, ya brain-dead...



SHAQ FU

SHAQ YOU!
Shaquille O'Neal is in it. So is Larry Bird. We only know these two because of their previous games, *Shaq Fu* and *Jordan Vs Bird One-On-One* (which pitched inflatable balls against inflatable breasts).

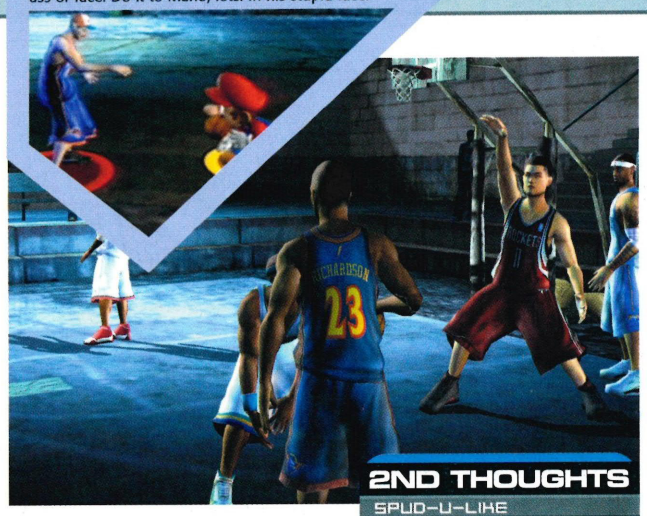
BOX ME OUT WITH YOUR FAT ASS

Beastie Boys sell their souls to EA

As well as Mario, the Beastie Boys are in there. In the Inside V3 menu you can unlock the hippedy-hop trio and they're pretty awesome – maxed stats wise anyway. Where they're not awesome is in the crappy wee video recorded for the game. Watch as MCA cracks a joke, listen to Mix Master Mike say "Aight" without any hint of irony, then laugh at him because he's not a playable character in the game. So anyway, EA pays the Beasties for their song and sticks them in the game. Do the Beasties not have enough money already? Do they have to sell themselves to EA? Hmm, they may not be of the artistic roll-call yet but they are walking a very fine line.



BOOTY SLAP: Hold down two of the Turbo buttons, press A and you'll throw the ball at your opponents ass or face. Do it to Mario, lots. In his stupid face.



"HANDS UP WHO THINKS RYAN SHOULD HAVE A BAKED POTATO FOR LUNCH"

can design your own footwear – well sneakers and hi-tops – and as for unlocking courts, trophies and more characters? Yup, you can do that too. What you can't do is care.

But why should you? The nature of basketball is very repetitive, back-and-forth action and much of your time defending is spent following the ball and bashing away at the Steal button. When you do batter it out of your opponent's hands and chase it down, then it's just a matter of creating space for another phatacular dunk... by jigging about a bit.

The new Gamebreaker system is stupid and horrible. Build up enough trick points and then you can unleash the most fantabulous dunk ever, add a load of tricks into it and you'll earn more points – not game winning points, just trick points. (Actually you get two actual points off a Gamebreaker and your opponent loses one, if that interests you.)

The Story mode involves picking a game from a set of different rules: only dunks, only long shots, only trick points count, first to seven, first to eight, first to fifteen and sometimes even first to twenty-one. Then repeat paragraph four.

As you go more items are unlocked for you to build your own court. You don't know how happy we were when we unlocked some colourful court banners. You don't know, because we weren't.

If you do choose (and you will, it was one of the first things we did) to play as Mario et al be prepared for the biggest clash of styles since, well, we Photoshopped Princess Peach's face onto Kelly Brook's virtual body.

Four foot high Mario floats up to the basket and as he dunks the ball (which is far too big for his pasty hands) you get to hear that 20-year-old sound effect. Yay! Luigi seems even floatier, and embarrassed head-shaking ensues when you see Princess Peach throwing shapes like a bad-ass Crip from the Wes' Side. Ooh, where's she hiding the Glock?

By the way, Ryan had Pom-Bear crisps for lunch, they were cheap but essential. *NBA Street V3* is superfluous and expensive.

TIM



Mike D busts some phat moves for Ron Jeremy.

2ND THOUGHTS

SPUD-U-LIKE

■ Open Letter To Nintendo: Stop putting Mario in games that a) don't involve coins/shines/mushrooms b) don't involve jumping around collecting coins/shines/mushrooms or c) you haven't made. The *NBA Street* series started off well but is now relying on rubbish cameos and a worse Gamebreaker system to survive. It's not all bad news though, there's a basketball player here called Spud Webb, which we think is pretty funny. We sent him an email asking him potato questions but he didn't reply. That would have made an awesome boxout.

RYAN

CUBE VERDICT

NBA STREET V3

A SERIES APPROACHING ITS SELL-BY DATE

VISUALS
Yeah they're fine, the lanky guys look good, Mario looks stupid.

AUDIO
Other than the Beasties *Open Letter To NYC* the rest is awful.

GAMEPLAY
Create space, go for dunk, steal the ball, create space...

LIFESPAN
As long as you can stand the repetitiveness.

ORIGINALITY
V1 and *V2* came before it, but wow, you can design shoes!

ALTERNATIVE

The realistic one, with sneaker squeaks on the court and everything.



NBA LIVE 2005

Reviewed: 39 CUBE Rating: 8.0

CONCLUSION

BASKETBALL JUST isn't big here. What's been done to *V3* won't change that. What's been changed since *V1*... we can't remember. The inclusion of Mario does garner some interest as a GC exclusive feature, but rent this before you buy it, and if you don't buy it donate some money to charity. Remember – there are people dying all over the world as you read this.

FINAL SCORE

6.8

TAK FU

Check out Tak. The ladies love him, the men want to be him. Awooga!



Return of the Tak

TAK 2: THE STAFF

CUBE

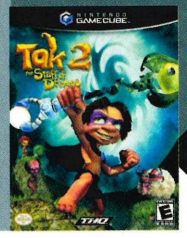
INFORMATION

TAK 2: THE STAFF OF DREAMS	
PUBLISHER:	THQ
DEVELOPER:	AVALANCHE SOFTWARE
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1
MEMORY:	10 BLOCKS

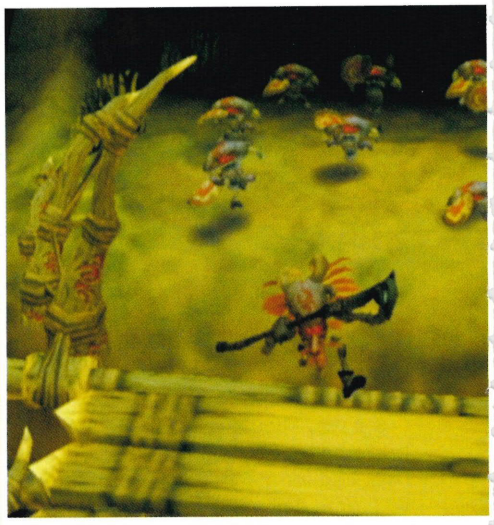
STATS

- IT'S ABOUT TAK
- AND THE STAFF OF DREAMS
- NOT THE POWER OF JUJU THOUGH
- THAT WAS THE LAST GAME

MAR '05	TBA	OUT NOW







Jibbly-hibbly-obla is your guide, follow his nose.

Tak is the new black

THAT HAIRCUT, that nose and holy mother of *Vexx*, that feather. First impressions aren't kind to *Tak*. Given the attitude-laced nonsense he spouts when showing off his unique 'wit', second impressions don't do much to help his cause either. He doesn't even have a proper double jump, floating higher in the air rather than somersaulting. As if that wasn't enough, *The Staff Of Dreams* also begins by force-feeding you the most cumbersome, tedious tutorial ever designed. We've played through this tutorial three times (once for preview, once for review, once for screenshots) and not only does it not get anymore tolerable, but we've managed to get stuck on it EVERY TIME. Yes, stuck on the tutorial. Is a tutorial even needed? Is there anyone out there who doesn't know how to double jump? Why doesn't it tell you where to go!? If it's possible for games to start on the wrong foot, then Tak trips on his own shoelaces and falls down the stairs.

So Tak should be thankful that he has a fantastic game to fall back on. The first game, *Tak And The Power Of Juju*,

OF DREAMS

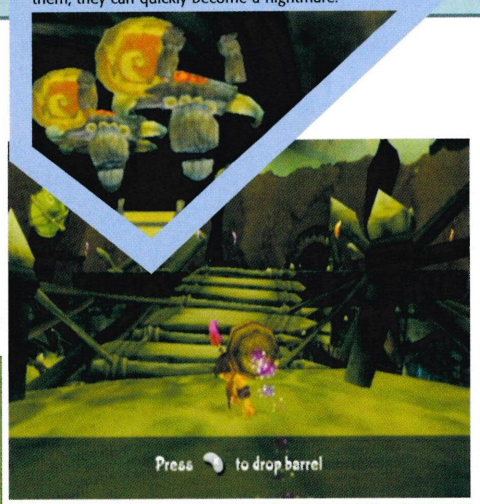


CHICKEN

TIKI

We like the Tiki Shrine in *Tak 2* because they open up the Tiki guardians who are fairly amusing, they're nice to look at and they let us use the awesome Chicken Tiki headline. Yes!

MORNING GLORY: Woodies are the main creatures you face and when a Woodie shaman is nearby who can revive them, they can quickly become a nightmare.





"THE DISC BENDS AT THE MIDDLE UNDER THE WEIGHT OF ALL THE LEVELS THAT HAVE BEEN PACKED IN"

had Tak interacting with animals (not like that) to help him get through his perilous world because Tak genuinely loves animals (no, NOT like that). It's much the same deal here as beavers, bees, frogs, bears, sheep, skunks, gators and boars all play a big part in Tak's adventure. Some of these animals are quite helpful. Bears fling you across canyons when you bounce on their stomachs, which is understandable, but it's their angry reaction that's needed to get past tricky parts of the game. Likewise, you can ride boars through wooden objects and use the skunk's smell to repel other creatures.

That last skill comes in handy as other animals are there to impede progress and make life as difficult for Tak as possible. The key to progress in *Staff Of Dreams* and the reason the game is such a joy to play is figuring out how to use animals to get past the trickier sections of the game, such as how to get the bees over to the crocodile so, while he's distracted, you can sneak past. These animals provide all the fun – you can herd them towards each other, get them honey to eat or just club them with your stick. Then you reach the frogs. God, the frogs. Never has an animal managed to defy its position in the social hierarchy of animals as much as these frogs, who eat the bees needed to distract other animals, the flies that make you smell and the fleas you try to throw.

Fleas? Yes, Tak's friend Jibolba has now morphed into a flea. While this would usually be a fairly rubbish way of helping out, Tak can throw Jibolba at other animals in order to provoke reactions. Bite the sheep on the treadmill and he starts running, activating the lift. Send the bear to sleep and you can sneak past him. Annoy the squirrel and he'll start throwing nuts at the Woodies. Most of the time, these puzzles get reduced to finding a nearby animal to throw the flea at but it doesn't make them any less pleasing to complete. Let's not forget the boat-type sections. Okay, they're not *really* boats because you'll be bombing down rapids in a barrel or in a canoe. Still, for lack of

TOTAL NIGHTMARE

And we don't mean Knightmare (that was good)

Whenever you want bad gameplay sections, all you have to do is dreeeam, dream, dream, dream. Dream worlds hardly set the videogames world alight in the past (*Final Fantasy VIII*) but Christ, when Tak gets transported to his garishly coloured dream world, they hit a new nadir. Hit the nightmare thorns. Jump onto miss-and-you-die platforms. Defeat the invisible creatures who are every bit as fun to fight as they sound. The tedious bosses are the worst. You have to defeat the surrounding tentacles first and as they usually sap all your energy with their incredibly unfair attack patterns, the actual boss is almost impossible to defeat. Stupid, stupid idea.





ANIMAL FARM

THE PIGS ARE REVOLTING!

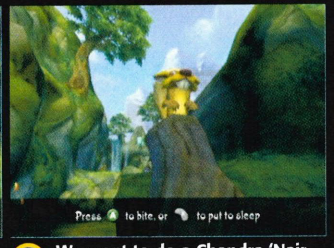
Some of the animals in *Staff Of Dreams* are annoying and exist for the sole purpose of obstructing your progress. Just how annoying are they? On a scale from one to five...



Blue bear in the big... ahh green jungle.



Don't put this skunk in your pipe and smoke it – smelly!



We want to do a Chandra 'Nair Bear' joke but this is a squirrel.

BEARS



Big, furry and fat, bears eh? They're quite helpful if you lead them to honey, as they'll let you bounce up and down on their stomachs or even throw you across ravines. Cheers, bear!

SKUNKS



They smell like your grandmother and are just as hard to catch as your grandmother when she spies an unopened Werther's Original. The difference is, the skunk's smell helps you get past almost every animal.

BOARS



Jump into a boar's mud pit and you'll get charged by one. However, when you're smelly, they'll quite literally fall in love and let you jump on their back to ride them around. Just like real life! Oh, hang on.

CROCODILES



They sit in the swamps (or swim or stand or whatever crocodiles do) and before launching out of the water to eat you. They don't like bees though, for reasons we can't be bothered to pretend caring about.

FROGS



"Argh! Frogs! Off! Off and die! Stupid frogs!" This is what was said when we first found the frogs. The swear words have obviously been taken out for family friendly reasons but please feel free to put them back in.



It's green with a touch of pink. Say what you see!

DAM THAT RIVER: Here's the river bit. The water swooshes about, you collect stuff and you dodge obstacles. Sometimes, Tak screams in an annoying voice. It's good!

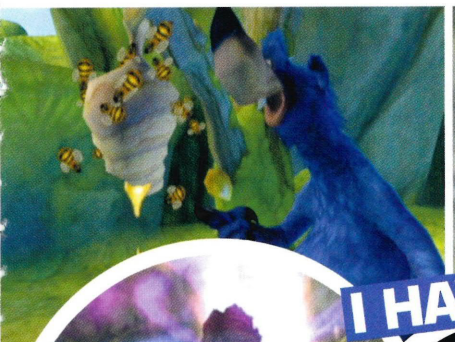
"THE JOKES DO SOMETIMES HIT THEIR MARK BUT THAT'S LIKE SAYING JIM DAVIDSON OCCASIONALLY MAKES YOU LAUGH."

CONTINUED

a better label, we'll call them boat sections. They're nice diversions from the main event and leave you frantically dodging rocks and tree-trunks. That they provide a welcome break from the platforming is good. That they use the same controls as on-land Tak is genius, meaning little hands won't get frustrated. There's even a neat little effect when Tak falls down a waterfall, as the camera switches to give a vertical panic-inducing view.

So instead of forgetting the boat-type sections, let's forget the dream sections ever happened. Whenever Tak is transported to his dream world, the game becomes a nightmare. Compared to the tight design of the normal world, these sections droop and sag everywhere as you're never quite sure where you're going, what you're doing or why you're doing it. It doesn't help that Tak's world is a visual turn-off, designed with pukey colours and with nothing of interest to gawp at. Later dream sections then put you behind the steering wheel of a catapult – a three-hits-and-you-die catapult no less – and somehow expect you to struggle through with the horrendous handling thrown on top of everything else. Just so you know we really mean it, we'll say it again – the dream sections are stupid and horrible.

It's forgivable though as there's no way *Staff Of Dreams* can keep the pace tight over a game this big. Really, it's huge. The levels themselves aren't particularly expansive but the GameCube disc bends at the middle under the weight of all the levels that have been packed in. The downside of this is *Tak* runs out of ways to repackage the same ideas and the length of the game does mean repetition rears its ugly-but-not-as-ugly-as-Tak head. Still, *Staff Of Dreams* has its lifespan bolstered by unlockables aplenty, found by collecting potions and finding the recipes to mix them correctly. It's a clever way of encouraging exploration without ever making you feel obliged to ditch the main game to hunt out ingredients. True, some of the unlockables are naff – changing the colour of Tak's feather would barely be



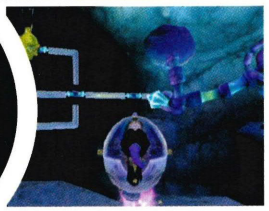
Here's the guardian. He's not a newspaper though!





I HAVE THE POWER

Tak gains Juju powers throughout, such as Matrix style Juju kicks and Juju bolas. Remember though, *Power Of Juju* was the last game. Although this one has Juju powers to. Erm… what?



2ND THOUGHTS

I SAW A SIGN (POST)

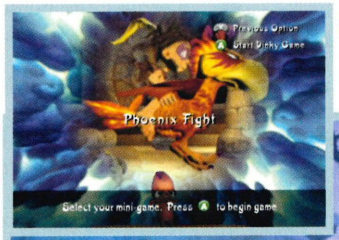
■ As platform heroes go, Tak has a lot going for him, but his second adventure is already a slight stretch for the licence after such a strong first outing. It's a great, light-hearted yarn, but a lack of signposting means less talented gamers will get lost a lot. This leaves it to the characters to stop interest flagging, but thankfully they're strong enough to ensure *Tak 2* is never less than enjoyable.

MAT

LIFE IS LIKE A BOX OF MINI-GAMES

You never know what you're gonna get

Unless you read the instructions of course, then you know exactly what mini-games you'll get. The default mini-games, known here as 'dinky games', are nonsense. For example, Mummy Shuffle. Keep the orange mummies from falling in the lava while making sure the green mummies do. What? Much better are Sandboard Trick Score and Snowboard Race, very respectable attempts at working an extreme sports game engine in alongside the platforming. Throw in Feather Frenzy and Phoenix Fight and you have four very, very good dinky games when most games struggle to get more than one decent mini-game. Well done, say we.



This was okay. You fly around and shoot stuff. We like that.

This is fun, like sliding in white butter (it's not lard).

"ANIMALS PROVIDE ALL THE FUN – YOU CAN HERD THEM, GET THEM HONEY TO EAT OR HIT THEM WITH YOUR STICK"

an incentive to Tak, let alone anyone else – but the chance to unlock mini-games is just enough to tempt further investigation. The sort of thing to give kids something to do and calm them down, we imagine, when they get hopelessly lost and start hammering the buttons in rage.

Not that adults will be immune to button hammering. You can't skip cut-scenes. This is annoying, why would anyone design it like that? Sure, the razor sharp detail of the graphics is lovely, clear enough to see the pores on Jibolba's nose but there are times when you just want to get on with things. All hammering the start button will do is make a plasticy noise, so there's no option but waiting and taking in the jokes. The humour is clearly aimed at kids, which is a polite way of saying it's cringeworthy and embarrassing. Jokes do sometimes hit their mark but that's like saying Jim Davidson occasionally makes you laugh.

So there are a few flies in the ointment that the frogs don't manage to eat but it doesn't change the fact that *Tak 2: Staff Of Dreams* delivers everything you expect a platform game to do. It has personality, it has clever puzzles, it has things to collect and above all, it's an absolute blast to play. It's only the dream sections that let this down and repetition does creep in towards the end but even so, it doesn't take the sheen off a sparkling sequel for the world's most irritating platforming hero. After Vexx.

RYAN

CUBE VERDICT

TAK 2: THE STAFF OF DREAMS

FAMILY FUN WITH ANIMALS. AHEM

VISUALS
Somewhat simple yet strangely pleasing. Like a sheep!

AUDIO
Annoying and repeats itself too much. Like a frog!

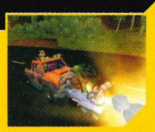
GAMEPLAY
Despite dodgy moments, great fun overall. Like a skunk!

LIFESPAN
It's really, really, really, really, really big. Like a bear!

ORIGINALITY
No-one's created anything like this before. Like a boar!

ALTERNATIVE

It's cool and probably the best animal-based platformer out there.



TY THE TASMANIAN TIGER 2
Reviewed: 38 CUBE Rating: 8.0

CONCLUSION

NOT QUITE AS good as we had hoped but nowhere near as bad as some might have expected. The first third of *Tak 2: the Staff Of Dreams* is probably as good as non-Mario platforming will get but the dream sections clog up the remainder while the gameplay wears a bit thin towards the end. Still damn good fun, though.

FINAL SCORE

8.1



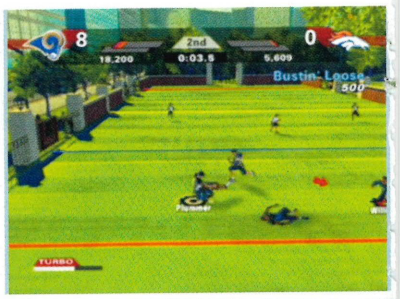
WIGGIDY WACK

Check out Xzibit, he be totally off da chain/hook/wall/radar (delete as appropriate).



Now with added X (to the) zibit

NFL STREET 2



CUBE

INFORMATION

NFL STREET 2	
PUBLISHER:	EA
DEVELOPER:	EA BIG
PRICE:	£39.99
ORIGIN:	US
PLAYERS:	1-4
MEMORY:	2 BLOCKS

STATS

- HOSTED BY XZIBIT
- ALL NFL TEAMS
- LICENSED SOUNDTRACK
- UNLOCKABLE PLAYER GEAR

OUT NOW	TBA	OUT NOW



In that field, feel the power, feel it!

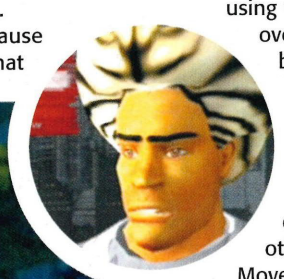
THIS IS NOT a sequel. The number at the end of its name is medieval magic conjured up to convince you this is a sequel, but *NFL Street 2* shares far too much with its forerunner to be called that. It can't be called a comeback either because *NFL Street* has been here for years, as LL Cool J once pointed out. Okay, maybe not years but it's hard to find something that rhymes with 'been here 14 months'. So what exactly is *NFL Street 2* supposed to be?

Consider the reluctance to try anything radically different, the inappropriate police sirens in the background, the slight whiff of disappointment compared to the original and the answer is clear – *NFL Street 2* is a remix! Witness the first time ever that the words remix and Xzibit have come together without the result being a complete disaster (and probably the last, so enjoy it Xzibit).

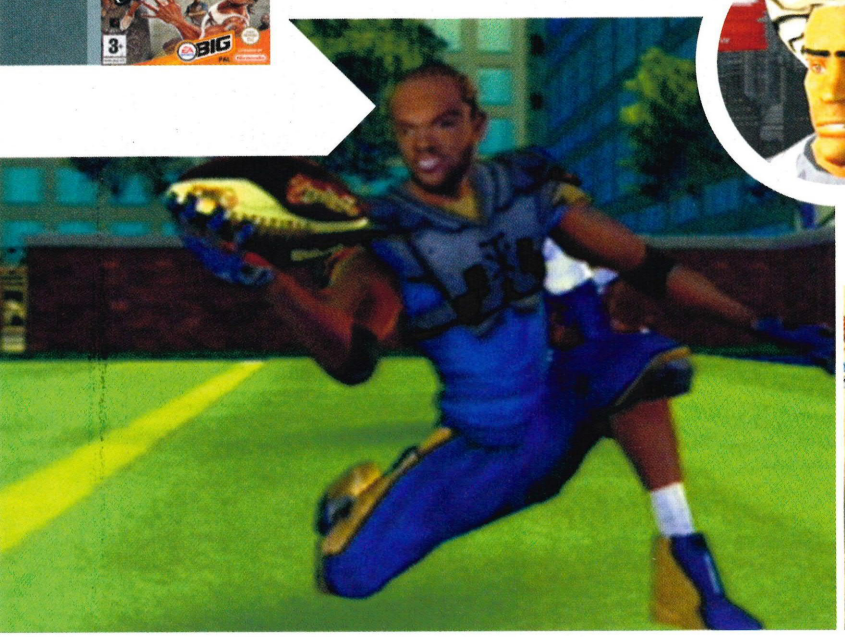
Oddly enough, it's because of the lack of ambition that *NFL Street 2* works, as it sticks to the formula of its successful predecessor. The dull clutter of American football has been stripped away – the tedious rules have been disposed of and over-the-top style moves have filled the resultant gaps. While not as deep or tactical as its fat fans-loving sibling *Madden NFL 2005*, it concentrates on the battle to reach the first down line while looking cool, whether it's bouncing the football alongside you as you run up-field or throwing no-look passes to your wide receivers. Due to the sheer number of on-field players, opportunities to showboat are limited and style moves aren't given that much room to breathe, yet it's still a hugely successful transformation from fussy sport to accessible fun fused with arcade stylings.



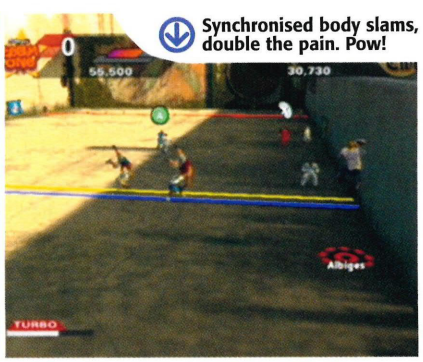
Being a sequel/comeback/remix/20 pounds too expensive for what is essentially the same game as *NFL Street*, there are some new features, with Wall Moves the best by far. By using vertical surfaces to scramble over other players and get better angles on your passes, you can score points, gain ground and look cool at the same time. It puts the emphasis firmly on style, and with restricted opportunities to look cool in other areas of the field, Wall Moves are a nice get-out clause for cocky players who want to flaunt their skills in front of others.



The new mini-games are a mixed bag but there are some gems to be found. Crush The Carrier is easily the highlight with players scoring points when they have the ball, the clever twist here being that the most points are scored by tackling the ball carrier, so everyone is encouraged to dive into the fracas. The frantic nature of this lends itself perfectly to multiplayer and 4-On-4 is the other stand-out, stripping down the amount of players, time and plays available. It's less daunting to get to grips with this way, but sadly the remaining mini-games blur into a samey mess.

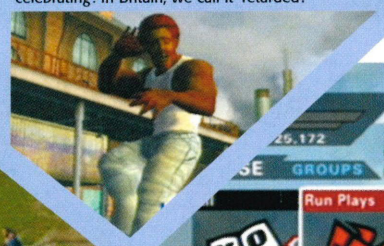






Synchronised body slams, double the pain. Pow!

YEAH, BWOI!: Touchdowns will cause a fit of demented movements and shouting. In America, they call this ritual 'celebrating'. In Britain, we call it 'retarded'.



HEY NOW

MEAN MUGGIN'

Xzibit isn't as invasive as initially feared but still spouts nonsense at the slightest prompt: "This ain't entertaining, this feeding my kids!" Word to their mother.



It's a mean combination of beard and bling.



EEEEK, is that a mouse, ooh, get it away, get it away...

One thing about 'the street' is it's hard to tell who's on your team.

Let's not forget the obligatory rubbish additions. The Hotspots are a good idea in theory. Moves or tackles add a huge chunk to your Gamebreaker bar when bouncing off a Hotspot billboard. It's just awkward to pull off and happens too infrequently for the game to benefit. Own The City – or season mode, as we of less ghetto origins shall call it – doesn't have enough variation to stretch over the full course of a game. Other modes such as NFL Challenge, despite good intentions of trying to offer various tasks such as a set amount of style points or interceptions to reach during a game, suffer the same problem as the tactics involved don't change enough. The experience is also cheapened when you discover that certain plays always work better than others (trick passes, in case you're wondering).

In multiplayer the arcade stylings mean *NFL Street 2* gets a spring back in its step. Anyone can pick up a pad and try their luck, and with the game looking effortlessly cool as quarterbacks fling ninja passes about, it's hard to resist the lure. Once you're hooked, you're free to concentrate on rubbing salt into wounds by taunting the other players with style moves, which suddenly make a lot more sense with more than one player on the field. You could always try to do the same against the artificial intelligence but it'll just leave you feeling lonely and slightly depressed.

In a weird it-could-only-happen-to-EA way, *NFL Street 2*'s biggest strength (it's so similar to the original) is also its biggest weakness (it's too similar to the original). The Wall Moves and 4-On-4 mini-games will be great incentives for anyone who wavered over buying the original but it isn't nearly enough reason for returning fans to reinvest.

RYAN

2ND THOUGHTS

INCREDULOUS

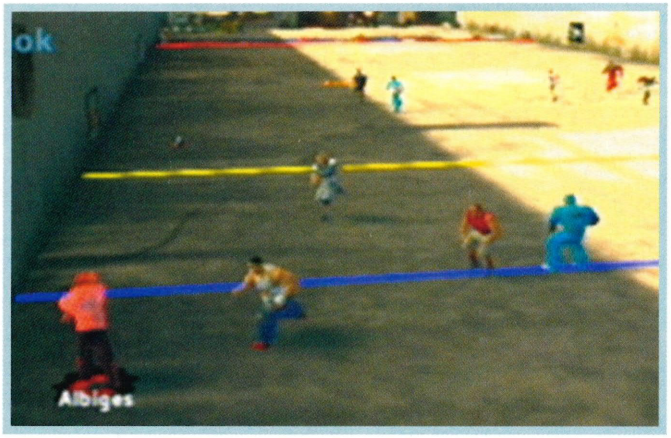
■ I was a fan of the first *NFL Street* and invested a fair amount of time in bigging up my massive, or something. This should have been bigger, badder, better, but it's not. The wall moves are okay but so more could have been done with the environmental interaction. If you already own the original it doesn't take things forward enough to justify the asking price.

MILES

BREAK THE GAME APART

As it will probably say on EA's press release

Double Gamebreakers are new for *NFL Street 2* but this addition will largely be ignored for various reasons. Yes, you can now store two bars for an improved Gamebreaker but it's better using two separate ones because it takes so long to acquire the new double version. Yes, it can help you overcome trickier challenges in Own The City mode but you tend not to get enough time to use them. Yes, two-player matches are long enough to allow them to come into play but they're still reserved for showboating purposes rather than tactical reasons. So there you have it – water-tight arguments damning the new double Gamebreakers as useless. It's what we do!



"IT'S ABOUT THE BATTLE TO REACH THE FIRST DOWN LINE WHILE LOOKING COOL"

CUBE VERDICT

NFL STREET 2

NEWCOMERS YES, RETURNING FANS NO

VISUALS
Like the players – fat, chunky and full of personality.

AUDIO
Sound effects are great but the soundtrack is full of weak rap.

GAMEPLAY
Simple arcade thrills wrapped up with delightful mini-games.

LIFESPAN
Own The City and Challenges fail to stretch the meagre lifespan.

ORIGINALITY
It's been done before and that game was called *NFL Street*.

ALTERNATIVE

Identical bar the wall moves, nonsense double Gamebreakers and Xzibit.



NFL STREET
Reviewed: 29 CUBE Rating: 8.6

CONCLUSION

FROM A MORAL standpoint, this is cheeky and we don't want to like it. Xzibit fans can argue otherwise but there's nothing here to justify the price tag considering you have to engage in a seriously hardcore bout of spot the difference to see where *NFL Street 2* makes any advances. Despite that, it remains a great arcade blast for two players.

FINAL SCORE

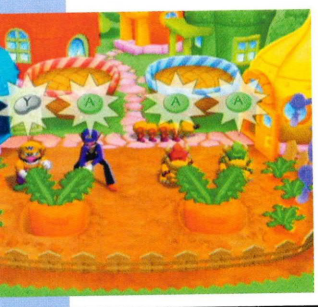
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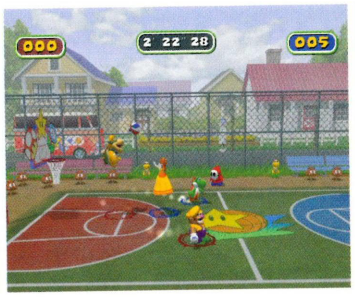


NIGHT AND DAY

Each board cycles between day and night, but more things change than just the lighting...













CUBE

INFORMATION

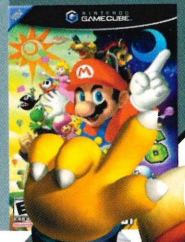
MARIO PARTY 6

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

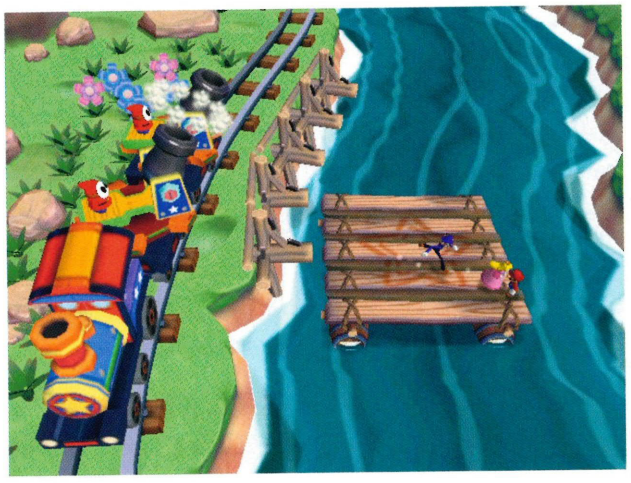
STATS

- ANOTHER BATCH OF MINI GAMES
- INCLUDES MICROPHONE
- NEW MODES FOR UNLOCKING GAMES
- MINOR TWEAKS TO THE OLD FORMULA

18 MARCH	OUT NOW	OUT NOW



P-A-R-T… why? Because they gotta, apparently





MARIO PARTY 6

Another year, another party… but is that really enough?

SO THEN, LET'S go through the list one more time. Balloons? Check. Hats? Check. Comedy attempts at food by making everything bite-size? Check. A massive collection of mini-games, stars galore and all your favourite *Mario* characters clustered together in a single package? Check and double-check. Yep, it looks like it's time once again for yet another *Mario Party*… and we don't doubt that many of you are more than in the mood for it. After all, it's a *Mario Party*, what could go wrong and make it anything other than a whole stack of fun, eh? EH?

Well, quite a bit as it happens. Far be it from us to put on our cynical hats and complain until we're blue in the face, but saying that this sixth instalment (yes, it really has been six… how time flies) of the *Mario Party* series isn't fun is tantamount to putting a stake through our own hearts. We've loved the previous versions of the game to pieces and while there's certainly been a lack of innovation as the series has progressed, we've sat back contently and appreciated every little change that Nintendo has seen fit to make over the years. Now though… well, we just can't do it any more. Are we too old? Of course not, you young whippersnappers. Have we lost our passion for Nintendo's efforts? Heavens, no – we're as much fanboys for the Japanese giant today as we've ever been, so it certainly can't be that. No, the issue here lies with (shock horror) the game itself – try as it might to reproduce every fun element of the *Mario Party* games once more while bringing its own touch of class to the proceedings, *Mario Party 6* just feels… dull. Yes, dull. Damn it.

Before we go on, you might want to read those last few sentences back. Did we really call one of Nintendo's own titles dull, rather than any of the mediocre third-party efforts you see all the time? Afraid so – it's not a misprint, so put that phone down now mister (or missus). Unfortunately, the big problem for us as reviewers is finding exactly where things go wrong especially since from the outside, everything appears to be ship-shape and Bristol-fashion. First impressions suggest that it's just *Mario Party* as



NEW FACES: Making her first appearance since helping out in *Paper Mario: The Thousand Year Door*, Toadette is available as a playable character… once you've unlocked her that is.

SHOUT OUT

FRIENDS LIKE THESE

When playing the single-player microphone game, you can call on your friends by shouting 'Mario Party!' and have them help out by moving obstacles and fend off enemies.



"X! Exx! Eggs!? L! Hell!? Why won't he do it?"



"Pick Wario. WARIO! W-A-R-I-O. This won't work!"

"Run! Move! Avoid the stone Bowsers! This mic's rubbish!"

usual… although to be fair, that's probably an entire complaint in itself. Play the game for any length of time though and you'll soon realise that although you can certainly get some fun from it if you gather a group of friends together, the game as a whole lacks much of the magic that you'd expect from a Nintendo title. It's almost as though Mario is… well, bored of throwing parties every five minutes. Really.

Now, we're not saying that Nintendo hasn't made some reasonable changes to the proceedings in order to justify your purchase. For starters, the story surrounding this year's party is completely new and allows for the introduction of some new faces to blame for the events. As such, we get to meet Brighton the Sun and Twila the Moon, the celestial beings who look over Mario Party World and, according to the game, throw the best parties ever. Ever! Unfortunately, they've had a bit of a spat after falling out over which of them is the most impressive (obviously), so Mario and his pals have to band together to fill the great Star Bank and… well, okay, so maybe the new story doesn't really mean anything at all, just like in every other *Mario Party* game. Still, it's new and that makes a difference, right?

After that, there's also the inclusion of a couple of new modes – specifically, Solo mode (which we've outlined in a boxout elsewhere on these pages) and Mic mode, which takes advantage of the microphone that comes free in the box with the game. Yes, that's right: a microphone. The GameCube microphone is a simple device that plugs into the second memory card slot rather than one of the controller ports, meaning you can still have four people playing the game at once, which is a useful addition. Unfortunately, we'd hoped that the introduction of the microphone might bring some intriguing new level of play to the game and help revitalise the whole series, kind of in the same way that Nintendo are finding new ways to make use of those quirky *Donkey Konga* bongo drums… but it doesn't. In fact, we honestly can't see why Nintendo even bothered, outside of possibly tacking it on as a gimmick that'll make people buy the game out of curiosity. Sure, so it works as well as you might expect from current voice-recognition technology – so long as you speak clearly and slowly, the microphone picks up your phrases really well, even going so far as to offer a further choice of yes/no when similar sounding words such as Wario and Mario are used – but the fact that it's so underused in the first place is the real sticking point here. What's the point of introducing a completely new peripheral if you're hardly going to make use of it? Out of all the rounds of *Mario Party 6* we've played in the process of doing this review, none have actually given us a microphone game to use besides the times we actually played through the specific Mic mode. As a ratio against how many mini-

GET ON DA MIC

So many games, such little fun

As you might expect for a completely new peripheral, the microphone has an entire mode dedicated to it that offers a range of playing styles, despite all focusing on a single idea. That isn't to say they're all as enjoyable as one another, of course…

Speak Up
The main multiplayer microphone game takes the form of a game show where players have to answer questions in turn, *Jeopardy*-style. The one with the most points at the end wins… although, to be fair, the questions aren't exactly difficult even at the highest level.

Star Sprint
A single-player game where you have to shout instructions into the microphone to make your character react – everything from picking up the star that acts as your prize to running, jumping and getting your allies to help out. Unfortunately it's absolutely no fun whatsoever.

The Mini-Games
You can also access the various microphone mini-games from the Mic mode menu, which is handy… although it also highlights the complete lack of ideas, seeing as there are only five available in total. Shame on you, Nintendo – shame on you.





2ND THOUGHTS

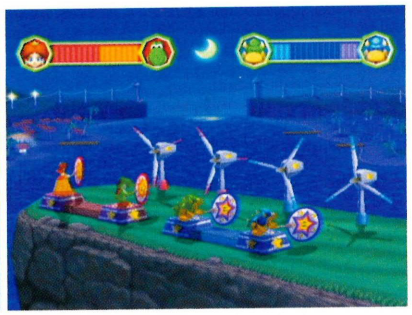
DON'T GET ME WRONG

■ To be honest there wasn't all that much point in waiting for the PAL release. Granted, it's all in English and you can now use the microphone properly, but there was something about yelling gibberish in the hope that the mic would pick it up that was quite fun. Nintendo is constantly praised for its innovative and original titles, something that's sorely missing from this release. Fun, but oh, it could (should) have been so much better.

DARRAN







PARTY OF ONE

No friends? Don't worry...

While the past *Mario Party* games have traditionally offered lone players just a slightly tweaked version of the main Party mode to enjoy if they can't get a group of friends together, *Mario Party 6* changes the formula a little more (but not too much) in order to make things more interesting. The result is Solo mode, containing three specially created – and much smaller – boards where the only opponent is your own courage. The further you move along the one-way board, the more mini-games you can earn for use elsewhere in the game (even though regular play unlocks them in exactly the same way) and landing on the last square even gives you a super-rare game for free. Go past the last square, though, and you lose everything... can you hold your nerve, or will you give up when things get tough?



"THE MARIO PARTY SERIES IS ONE FRANCHISE THAT REALLY NEEDS MORE THAN JUST A WASH AND BRUSH-UP"

CONTINUED

games we played through, that's appalling.

Unfortunately, *Mario Party 6*'s complete disregard for the one chance at innovation it had also ripples through the rest of the game, with every mini-game on offer feeling like we've seen it all before. Some are slight expansions of those in previous *Mario Party* titles, others are stolen straight from other Nintendo games like *Pokémon Colosseum*. There's virtually nothing here that doesn't seem familiar in some way. Even the minor attempts at change, such as the boards that change slightly depending on the cycling night/day and the entire Solo mode (that's nowhere near as enjoyable as *Mario Party 5*'s single-player challenge) aren't enough to bring enough new flavour to the game and as a result, the whole experience feels incredibly disappointing.

Now obviously, all this is us being rather cynical, there's some fun to be had with *Mario Party 6* because... well, it's *Mario Party*. That said though, we'd still recommend that anyone with the last version would be better off sticking with that instead of upgrading, and anyone without it is better off getting *Mario Party 5* on the cheap (it's only £19.99 now). It's a shame, because Nintendo really had an opportunity to show some innovation with this one and instead, it's proven that the *Mario Party* series is one franchise that really needs more than just a wash and brush-up or an under-used peripheral to re-energise the formula every time a new version appears. Frankly, we're bored of it all and unless something drastic is done to beef up *Mario Party 7*, we very much doubt we'll even send an RSVP, let alone bother going to the party.

MARTIN

CUBE VERDICT

MARIO PARTY 6

THE STANDARD FARE FROM MARIO AND FRIENDS

VISUALS
Lovely, as you'd expect, with plenty of attention to detail.

AUDIO
The usual mix of cutesy tunes and sound effects, obviously.

GAMEPLAY
A mixture really – some games are fun, others rather dull

LIFESPAN
Certainly, you'll keep coming back for a while if you play with friends.

ORIGINALITY
Oh, come on – it's *Mario Party*. No originality here. Move along.

CONCLUSION

MARIO'S NEXT party is going to need a serious overhaul – this one shows all the signs of a tired franchise that's not really going anywhere, despite an attempt at innovation with the microphone. We'd suggest that even newcomers to the series should seek out the previous version on the cheap rather than splashing out on this one.

ALTERNATIVE

A lack of a mic doesn't stop the last *MP* game being more enjoyable than this.



MARIO PARTY 5
Reviewed: 27 CUBE Rating: 7.0

FINAL SCORE

6.9

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BOOM SHAKATTACK

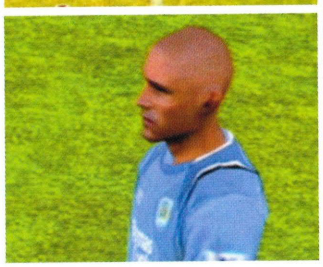
Guarantee yourself European football next season by sticking the ball in the onion bag.



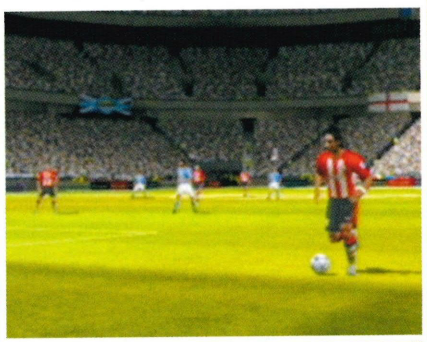
UEFA CHAMPIONS LEAGUE 2004-2005

We are the champions. Yes!











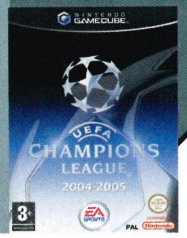
CUBE INFORMATION

UEFA CHAMPIONS LEAGUE 04-05	
PUBLISHER:	EA
DEVELOPER:	EA CANADA
PRICE:	£39.99
ORIGIN:	CANADA
PLAYERS:	1-2
MEMORY:	23 BLOCKS

STATS

- 239 OFFICIAL TEAMS
- 50 'MISSIONS'
- CREAT-A-MANAGER
- CLIVE TYLDESLY COMMENTATES

14 FEB | TBA | TBA



It's a game of two halves, one rich chairman and fifty missions

FOOTBALL IS a funny old game. That's the second most popular football cliché drooled out by brain-dead footballers, narrowly losing to "at the end of the day". Still, clichés are only clichés because they're true and at the end of the day, football really is a funny old game – made hilarious by EA's approach. In *UEFA Champions League*'s world, players aren't sold because they're no longer wanted or because you can make a healthy profit to bring other stars in. They're sold because you struggled to beat the reserve 11, didn't keep a clean sheet or failed to complete 80 per cent of your passes. At least this gives us something to talk about in the second paragraph for an EA sequel, other than moaning that nothing has changed.

This is mainly because forced transfers isn't how football works, it's just how *UEFA Champions League* works, bouncing from genius to out-and-out stupidity with alarming regularity. EA has built on *FIFA 2005* and is using its Champions League licence to revolutionise football games by breaking the usual buy-players-win-matches-lift-trophies approach. By built on, we mean virtually copied and by revolutionise, we mean you'll be playing a slightly different football game in the same chair on the same TV. Phew, talk about a footballing revolution! Secure Champions League qualification in The Season mode and a wealthy businessman storms in (you're never told how, but we like to think it was through the window). He then buys your club, immediately setting objectives and waving tenners under your nose as an incentive to do well. This brings us to The Season. Split up into chapters and subsequent missions, each one represents a different demand from the new owner. It's a clever way of spicing up proceedings but just as *UEFA Champions League* snuggles up to the idea of being genius, by introducing variety into a footabll game, it ruins it all by forcing your hand in the transfer market should you fail to meet your objectives. A lapse of concentration when defending a corner or a moment of panic as you're through on goal and the next thing you know, you're bidding au revoir to your star striker as he va-va-vooms to another club. It makes the game needlessly frustrating and you're often robbed of the chance to sculpt your dream 11 by on-pitch errors. Bizarrely, failing these objectives can prove just as rewarding as completing them. Witness the forced sale of Danny Higginbotham that somehow financed the transfer of Pablo Animar to take his place. As if that wasn't bad enough, the supposed headline the next day reads: "Big name casualties at Southhampton." Higginbotham might be 12 letters long, but big name? Pah.

CHEAP GOAL: Scoring from headers is a shade too easy and even route one football is rewarded too often. It's got nothing to offer! It's a jip!



"UEFA CHAMPIONS LEAGUE BOUNCES FROM GENIUS TO OUT-AND-OUT STUPIDITY"



All in all it's just another kick at the wall. (All in all it's just another kick at the wall.) Footie chants, eh?

This is the moment Pablo Aimar reailsed Southampton isn't in London at all. His agent lied!

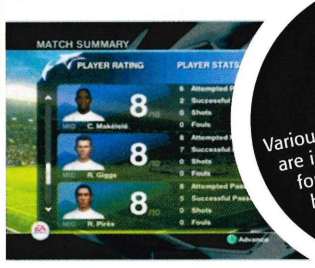


With the game's unique selling point out of the way and largely dismissed as nonsense, we're struggling to find anything worthwhile to say just three paragraphs in. This is because underneath the *Champions League* lick of paint, its *FIFA* roots still come through for all to see. Shooting is a matter of luck, as there's no real way of fine-tuning your aim so all you can do is hit and hope – it's as though the GameCube is flipping a coin to decide whether the shot goes in or not. Even when clean through on goal, there's no way of gently slotting the ball past the keeper and you'll dislocate your wrists trying to access the chip shot in the short amount of time you have before the defenders catch up.

It's also far too slow. There's too much time wasted trying to wrestle sense out of the lumbering animation and lethargic response times as the game trundles along at its own infuriating pace. Once you learn that long balls and crosses bypass these problems, you'll pry a competent, pleasant game of football out of the sluggish, treacly paced mess. The artificial intelligence holds up to scrutiny with the defenders knowing how to play strikers offside and players move into decent positions all over the field. This is wasted by the fact that through-balls never work. They might work, but after trying to use them constantly for five consecutive games (five!), we decided they were a lost cause. Still, the dead ball system has been improved since *FIFA 2005*, allowing for much more flexibility when taking free-kicks while remaining easy to use and understand. As with shooting, it's all about hitting the 'sweet spot' while getting the power bar into the red section. It's tricky to hit the sweet spot during the game as you can't watch the match and the power bar at the same time but it works perfectly for free-kicks and corners. Round this off with excellent commentary and the exhilaration of

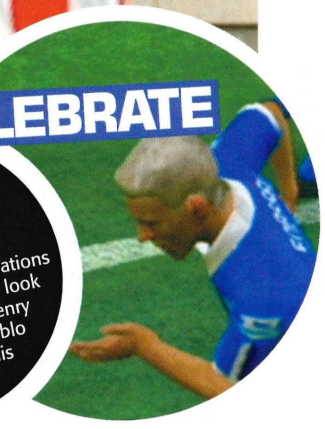


YEEEEEEEEEEEEEEEEEEEEEEEES! (draw breath) YEEEEES! 'Ave it.



GOOD TIMES

Various trademark celebrations are in here, so you can look forward to Thierry Henry being blasé and Pablo Aimar rubbing his greasy hair.

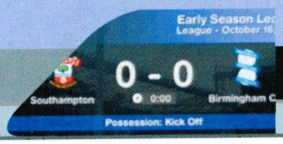


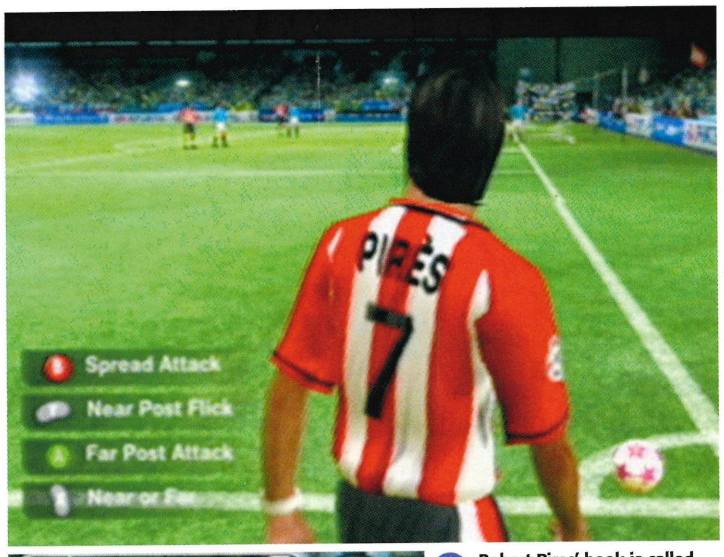
SELF MANAGEMENT

Bored of fat fans? Then create a manager

First requirement in The Season is to create The Boss. Hence all sorts of weird and wonderful options to tweak such as brow protrusion, eye separation and ear size to create your ideal manager. Sadly, there are no options to allow for Jose Mourinho's designer stubble, Mark Hughes' curly grey locks or Steve Bruce's wonky nose. You don't even get to see your creation that much either, as he's relegated to mere reaction shots. Suggestions for next year – include shouting at the fourth official, clips of the manager tapping his watch and "I didn't see it" post-match interviews.







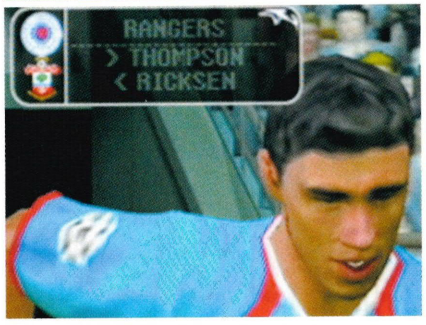
finally making in-roads into the illustrious tournament itself and there's a good game dying to break out.

Six paragraphs in and it's becoming really difficult to find anything to talk about. Liz is no help ("football is crap") and neither is Tim ("I don't like it at all"). Fortunately, returning to *Champions League* yeilds rewards as the owner starts to interfere less and allows you to get on with proceedings. Eventually it even reaches a point where the idea of having this new owner dictate your decisions hits more often than it backfires.

Once the pressure of losing players fades away, *UEFA Champions League* is given room to blossom and show what potential the idea has. As you get stuck into the new season, the various demands for each game help keep the mid-season slog fresh and give you something to aim for each time you take to the pitch rather than mindlessly clocking up wins. The sheer amount of variety is also pleasing, as you dive in to save European away legs starting from the 70th minute or try to go whole matches without picking up a booking. *UEFA Champions League* is a valiant attempt at something new but it only half-succeeds, with the chairman's objectives initially proving a massive turn-off and the game itself blossoming far too late in the day.

In the end, it's only one point above *FIFA 2005*, underachieving in mid-table mediocrity when it should be using the lack of competition to push for the title. Football eh? It's a funny old game.

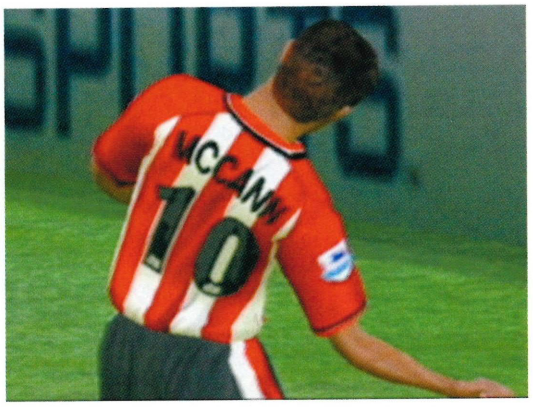
RYAN





Robert Pires' book is called 'Footballeur', with the extra 'u' reminding you that he is French and above us English riff-raff.





2ND THOUGHTS

REDUCER EARLY DOORS

■ The forfeit idea is okay in theory but the way it's been implemented is just completely silly. How many chairman stipulate how many shots you need to have on target in a match and then sell off your best players if you fail? You're better off with *FIFA*. This could have been alright but there are too many half-arsed ideas that don't quite work.

MILES





CUBE VERDICT

UEFA CL 04-05

INTERESTING IDEA FALLS FLAT

VISUALS
Nice animations but default view is zoomed too far out.

AUDIO
Great commentating and Ninja Tune-heavy soundtrack.

GAMEPLAY
Slow and cumbersome but rewards persistence.

LIFESPAN
There's a lot to get through, if you have the patience.

ORIGINALITY
No-one's ever tried this before so it's brave, if nothing else.

ALTERNATIVE

Old but regularly wheeled out of its retirement home.



WINNING ELEVEN 6

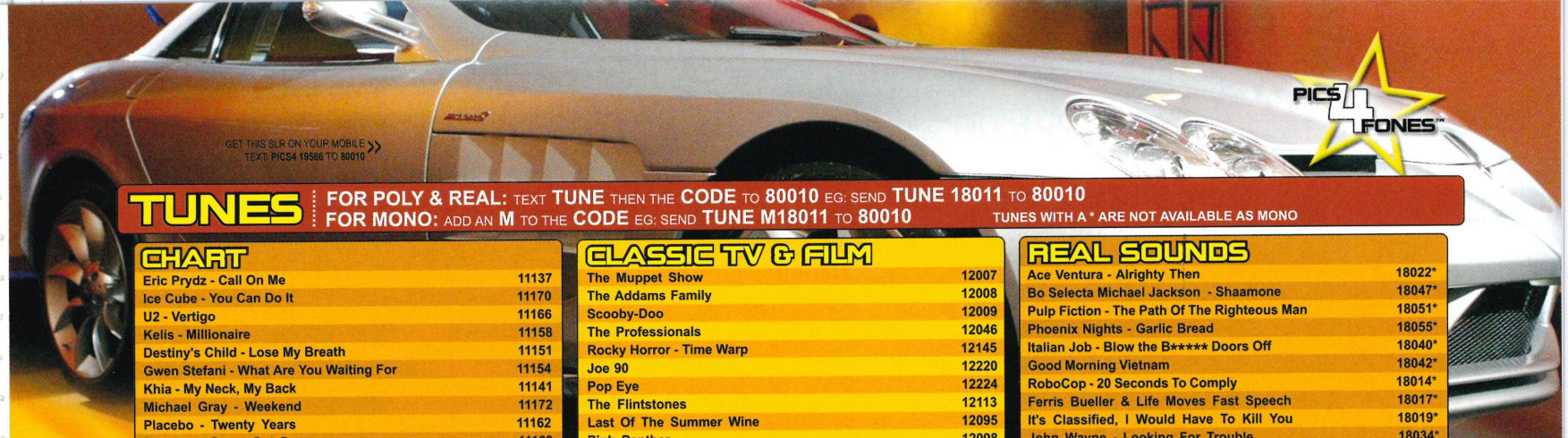
Reviewed: 17 CUBE Rating: 9.2

CONCLUSION

OH UEFA CHAMPIONS *League*, how we want to love you so. We want to fall head over heels in love and declare you the greatest thing to hit football since Cantona's upturned collar. Yet being forced in and out of the transfer market and the *FIFA* gameplay makes you more akin to the well-meaning Emile Heskey than the dazzling brilliance of Ronaldinho.

FINAL SCORE

7.1



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TUNES

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FOR MONO: ADD AN M TO THE CODE EG: SEND TUNE M18011 TO 80010
TUNES WITH A * ARE NOT AVAILABLE AS MONO

CHART

Eric Prydz - Call On Me	11137
Ice Cube - You Can Do It	11170
U2 - Vertigo	11166
Kelis - Millionaire	11158
Destiny's Child - Lose My Breath	11151
Gwen Stefani - What Are You Waiting For	11154
Khia - My Neck, My Back	11141
Michael Gray - Weekend	11172
Placebo - Twenty Years	11162
Rooster - Come Get Some	11163
Jay Z & Linkin Park - Numb Encore	11156

CLASSIC TV & FILM

The Muppet Show	12007
The Addams Family	12008
Scooby-Doo	12009
The Professionals	12046
Rocky Horror - Time Warp	12145
Joe 90	12220
Pop Eye	12224
The Flintstones	12113
Last Of The Summer Wine	12095
Pink Panther	12098
Captain Pugwash	12090

REAL SOUNDS

Ace Ventura - Alrighty Then	18022*
Bo Selecta Michael Jackson - Shaamone	18047*
Pulp Fiction - The Path Of The Righteous Man	18051*
Phoenix Nights - Garlic Bread	18055*
Italian Job - Blow the B***** Doors Off	18040*
Good Morning Vietnam	18042*
RoboCop - 20 Seconds To Comply	18014*
Ferris Bueller & Life Moves Fast Speech	18017*
It's Classified, I Would Have To Kill You	18019*
John Wayne - Looking For Trouble	18034*
"Hubba Hubba!" (Very Funny)	18033*

HIP HOP & RnB

D12 - Fight Music	11014
Nelly - Hot In Here	11029
Puff Daddy - I'll Be Missing You	11030
Dr Dre - Bad Intensions	11041
Coolio - Gangsta's Paradise	11027
2Pac & Dr Dre - California Love	11070
50 Cent - In Da Club	11071
Brandy - Afrodisiac	11134
Outkast - Roses	11125
Nelly - My Place	11124
D12 - My Band	11113

TV & FILM 80s

Neighbours	12221
Red Dwarf	12225
Airwolf	12001
The A Team	12020
Beverly Hills Cop	12023
Danger Mouse	12033
The Dukes of Hazzard	12057
Knight Rider	12005
The Lone Ranger	12006
The Muppet Show	12007
The Addams Family	12008

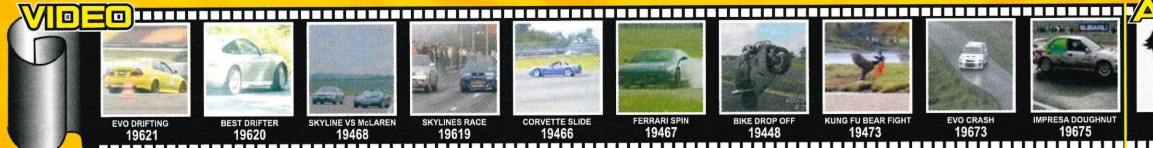
REAL TXT ALERTS

Austin Powers - You've Got Mail Baby	18061*
Friends - Joey - How You Doin	18063*
Homer Simpson - How Do You Want It?	18064*
Donkey	18073*
Elephant	18074*
Police - Come Out With Your Hands Up	18118*
Monty Python - Message For You Sir	18116*
Sheep Bleating	18083*
Wolf Howl	18084*
Access Denied	18086*
Car Alarm	18094*

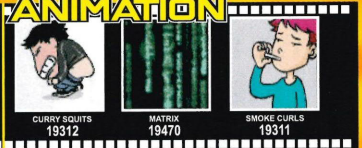
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VIDEO



ANIMATION



WALLPAPERS

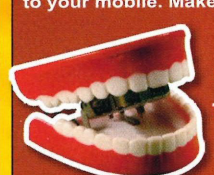
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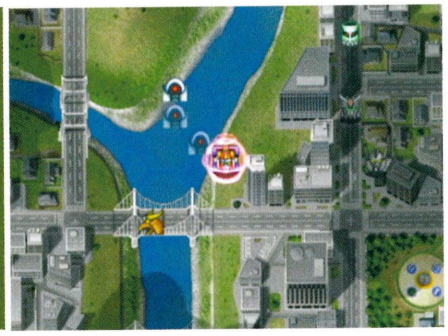


MOVE THEN FIRE

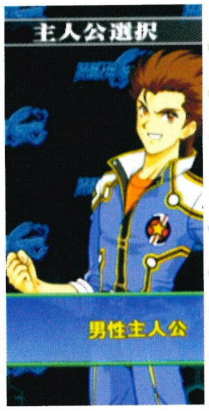
Combat is nice and straightforward. Select your robot, move it, then watch the results.











Do the Robot

SUPER ROBOT

Mecha mess with robots and atomic donkeys







CUBE

INFORMATION

SUPER ROBOT TAISEN	
PUBLISHER:	BANPRESTO
DEVELOPER:	IN-HOUSE
PRICE:	£43.99
ORIGIN:	JAPAN
PLAYERS:	1
MEMORY:	10 BLOCKS

STATS

- LATEST IN A 13-YEAR OLD FRANCHISE
- FORMIDABLE LANGUAGE BARRIER
- KINDA LIKE TRANSFORMERS
- ITS GOT A METALLIC DONKEY

TBA | OUT NOW | TBA



SOMETIMES we really despise being British. We're not really being unpatriotic. After all, we have a colourful history, a top secret agent named Austin Powers [Ahem – Ed] and a stiff upper lip that you could set your watch by. Every now and then though, we have the tiniest of yearnings and wish that we'd been born of another nationality. Like say… Japanese. Just think about it, no more waiting for Nintendo to release games, all our girlfriends would be Japanese [Ahem – Ed] and we'd actually understand what the hell was going on in this latest offering from Banpresto. Yup, we have another case of the translation blues and it's a bad one…

This in itself is a real shame as *Super Robot Taisen* (or *Super Robot Wars* if you prefer) is the latest title in a long running franchise that's actually pretty damned good. Sadly, it's a series that's unlikely to ever make it outside of Japan. Need further proof? Then how about this nugget of information: the first *Super Robot* game first appeared on the Game Boy in 1991, and since then not a single game in the franchise has made it to British shores. We can hear what you're saying: "Who cares, it's just a stupid game with big bloody robots in it. There's no blood, no Mario and subsequently, no point." [Ahem – Ed] But that dear reader is where you'd be going wrong, as there's a lot more to *Super Robot Taisen* then first meets the eyes (yes, that's right, just like *Transformers*). For starters it features Super Deformed Robots. Now this doesn't mean that they're horrific monstrosities with misshapen limbs and foul breath, but it does mean that incredibly cute looking robots from various *Super Robot* titles have all gathered together in one big Mech-fest. Imagine what your favourite *Pokémon* characters would look like if they mated with *Transformers* (we'd call them Megatrons in Your Pocket) and you have a good idea what the various Mechs in *Taisen* look like. Oh, and one of the characters you can control is a metallic donkey riding cowboy? Hell, that's worth the import price alone.

MECH OR MECHA: Internet forums around the world argue over the correct definition of Japanese robots, and to be honest, we couldn't care less.

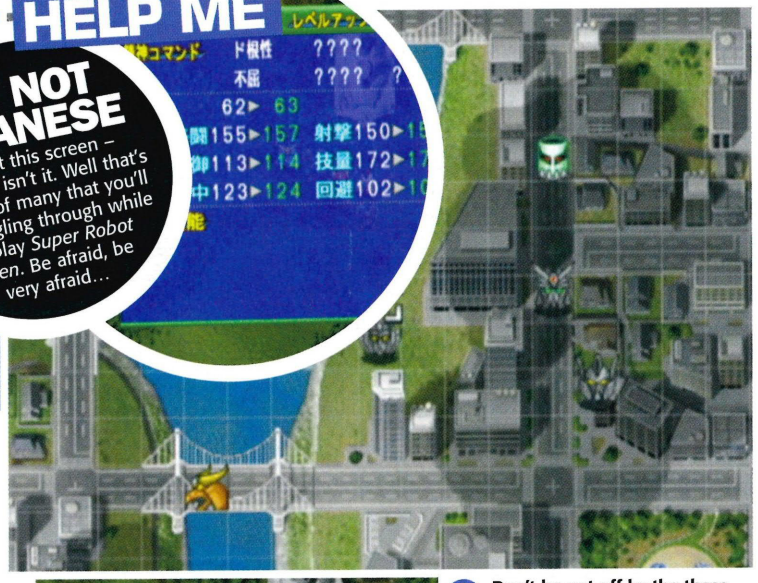




HELP ME

I'M NOT JAPANESE

Look at this screen – confusing isn't it. Well that's just one of many that you'll be struggling through while you play *Super Robot Taisen*. Be afraid, be very afraid…

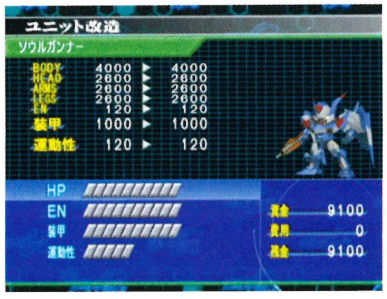


TAISEN



At the end of each stage you can use points to build up your mech's stats. Just make sure you spend them wisely…

This is your pilot and a general breakdown of your Mech's health. Reduce the head to zero points to die.





Don't be put off by the these levels, the game doesn't require great visuals.



ODE TO A ROBOT DONKEY

Keep riding that donkey pardner

Oh metallic donkey riding cowboy, you mean the world to us,
You're companion is a lovely shade of blue that's safer than a bus.
We're not too sure about your name, or what you call you steed,
But you're amazingly destructive weaponry is all we'll ever need.
Sure, you're not the only robot that's available in the game,
But after witnessing you in action we'll never be the same.
We love you metallic donkey riding cowboy, of this there can be no doubt,
And this simple little poem has saved us writing an actual factual boxout.

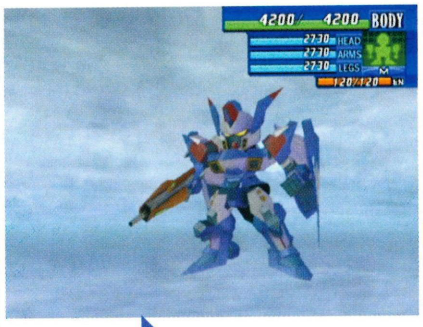


Or sadly it would be if Banpresto's latest offering was just a little more import friendly. The first warning bells start ringing when you see the sheer amount of text that appears on screen before the start of each battle. Granted, with a 13-year history to draw from, the storyline is bound to be complex and feature plenty of lore from the classic series, but when you can't speak Japanese you may as well be trying to decipher hieroglyphics (and at least they're more interesting to look at). However, once you get past the reams of text (which sadly, can't be skipped) things start to pick up. "Hey, this looks a little bit like *Advance Wars*," you'll start saying, and you'd be right.

Like the wonderful GBA game, *Super Robot Taisen* is a turn-based strategy title, but places you in the metallic suits of robots instead of cute army men. At the beginning of each turn there are several options available to you – move your robot to a new location, transform into the likes of a plane, split up into several smaller robots or fire on any nearby enemies. It's even possible to use each pilot's skills to enhance different capabilities on their mechs, or repair any damage (although this depletes your precious SP points). Once all your options have been exhausted, play turns over to your opponent and continues switching until only one side remains or your required objectives have been completed. While the main playing area is a tad basic to look at and wouldn't trouble a GBA, the actual battles are a lot more impressive and much more fitting for a GameCube title.

Once you've selected a weapon and decided which part of an opponent you'll attack (you can choose from head, body, legs or arms) you're transported to a fantastic looking battle screen. Dynamic, funky music blares out, your chosen Mech pulls out whichever weapon you've just selected, and proceeds to attack its unfortunate opponent. The visuals in these sections are minimal, but incredibly stylish and fans of the series will have no problems recognising their favourite mechs, Sure,









CONTINUED there are no impressive particle effects, outstanding lighting, or incredibly high polygon counts on display, but *Super Robot Taisen* doesn't really need them, after all it has a metallic donkey riding cowboy in it.

As impressive as these animated scenes are to watch, they do tend to grate after a while and before long you'll be skipping past them in order to return to the enjoyable combat. With 13-years experience in the genre even the most cynical of people will appreciate that Taisen contains a hell of a lot of depth (even if you have no chance of unearthing most of it). Mechs and pilots gain experience and level up as enemies are defeated, and there's a huge amount of customisation that takes place between levels.

You can enhance your robot's various abilities, give it new items to use, and even boost its attacks. Sadly though, the majority of this has to be figured out through simple trial and error. Many of the menus take an age to work out and you'll often find yourself stuck on a certain section with no clue as to what to do next. It's this element of the game that really harms *Taisen*'s credentials and seriously hampers your enjoyment of what is potentially an excellent title. Nice little touches like switching between ground and air modes, joining up with other robots to perform stronger attacks or continually upgrading your Mech's arsenal don't matter one jot when you can't work out what's going on for 80 per cent of the time. If you've a passion for cute, deformed robots, and aren't afraid to tackle the Jap-heavy text then you should have quite a lot of fun with Banpresto's latest offering. Anyone else however should stay well clear... unless of course, you have an unbridled love of metallic donkey riding cowboys.

DARRAN

If you're a fan of cute deformed robots then *Super Robot Taisen* is the bee's knees. If not – tough.

You'll soon get bored of all the robot fight scenes, so pressing B brings you to this handy screen.



2ND THOUGHTS

TERROR OF THE MECHA

■ *Advance Wars*, with mechs, in Japanese. Are you Japanese? Can you read Japanese? How about Mandarin? There's no Mandarin in the game but I like the word, it's orangey. I'm not recommending this, to do that would be the journalistic equivalent of dangling a baby out a window. It's nice the way we show you games you can't play though. Gives you a good world view and makes you more cosmopolitan.

TIM

"ONE OF THE CHARACTERS YOU CAN CONTROL IS A METALLIC DONKEY RIDING COWBOY!"

CUBE VERDICT

SUPER ROBOT TAISEN

FRUSTRATING LANGUAGE BARRIER

VISUALS
It's no *Resident Evil 4*, but the visuals are more than acceptable.

AUDIO
Fairly decent music, and unintelligible Japanese speech.

GAMEPLAY
The language barrier is a big, big barrier indeed.

LIFESPAN
Very short due to the aforementioned language problems.

ORIGINALITY
An original game that's been running for 13-years – don't be silly.

CONCLUSION

IT'S ALWAYS A shame when a Japanese exclusive title is ruined by the sheer amount of text that's needed to decipher it and *Super Robot Taisen* is no exception. Everything starts off well, but you'll find yourself wondering if you're really seeing everything the game has to offer. Give it a try if you're brave, but don't come crying to us when you eventually get stuck.

ALTERNATIVE

It's not turn-based, but it still has lots of robots and lasers to enjoy.



ROBOTECH BATTLECRY
Reviewed: 13 CUBE Rating: 8.0

FINAL SCORE

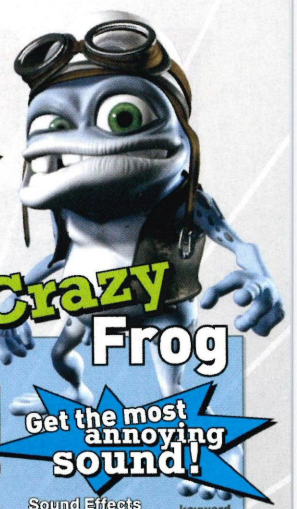
6.7

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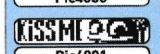
	polyphonic	monophonic
1) Eye Opener - Hungry Eyes	Hit5440	Hit5450
2) Uniting N. - Out Of Touch	Hit5441	Hit5451
3) Destiny's C. - Lose My Breath	Hit5442	Hit5452
4) Eminem - Like Toy Soldiers	Hit5443	Hit5453
5) Usher Ft. A. Keys - My Boo	Hit5444	Hit5454
6) Elvis Presley - Jailhouse Rock	Hit5445	Hit5455
7) Steve B. - Against All Odds	Hit5446	Hit5456
8) Snoop D. - Drop It Like It's Hot	Hit5447	Hit5457
9) D. Rayne - Object Of My D.	Hit5448	Hit5458
10) Green D. - Boulevard Of B. D.	Hit5449	Hit5459

Ringtones

	poly	mono
3 Of A Kind - Baby Cakes	Hit5460	Hit5480
50 Cent - P.I.M.P.	Hit5461	Hit5481
Anastacia - Left Outside Alone	Hit5462	Hit5482
B. Eyed P. - Where Is The Love	Hit5463	Hit5483
B. Spears - My Prerogative	Hit5464	Hit5484
Batman	Hit5465	Hit5485
Benny Hill	Hit5466	Hit5486
Celine Dion - I Drove All Night	Hit5467	Hit5487
Christina Aguilera - Beautiful	Hit5468	Hit5488
D12 - How Come	Hit5469	Hit5489
Danzel - Pump It Up	Hit5470	Hit5490
Dirty Dancing	Hit5471	Hit5491
Dizzee Rascal - Dream	Hit5472	Hit5492
Elton John - Your Song	Hit5473	Hit5493
Eminem - Lose Yourself	Hit5474	Hit5494
Eye Of The Tiger	Hit5475	Hit5495
Faithless - Insomnia	Hit5476	Hit5496
Fraggle Rock	Hit5477	Hit5497
Friends	Hit5478	Hit5498
Ghostbusters	Hit5479	Hit5499

Logos





Wallpaper


Pic4083

Game


Game177

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Ringtone	polyphonic	monophonic	realtone
Crazy Frog	Hit5500	Hit5501	Real6878

Videoringtone



	keyword
Crazy Frog + Sound	Video238

Animated Screensaver


Move2130

Theme


Theme1028

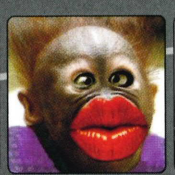
Sound Effects	keyword
Crazy Frog Original	Fun8778
Crazy Frog Nuts	Fun8779
Crazy Frog Motor	Fun8780
Crazy Frog Stuttering	Fun8781
Formula-1 Racing Car	Fun8782
Frog New Years Waltz	Fun8783
Frog Is High	Fun8784
Frog And Friends	Fun8785
Frog Is F+++++g	Fun8786
Frog And Its Girlfriend	Fun8787
Frog Is J+++++g	Fun8788
Frog Is Puking	Fun8789

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Pic4084


Pic4085


Pic4086


Pic4087


Pic4088


Pic4089

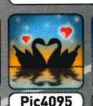

Pic4090


Pic4091


Pic4092


Pic4093


Pic4094


Pic4095


Pic4096


Pic4097


Pic4098


Pic4099


Pic4100


Pic4101


Pic4102


Pic4103


Pic4104


Pic4105



Pic4106


Pic4107



Pic4108


Pic4109


Pic4110


Pic4111


Pic4112


Pic4113



Pic4114


Pic4115

Pic4116

Pic4117

Pic4118

Sound Effects

Ali G**	Fun8760
Belch	Fun8761
Daffyd** - The Only	Fun8762
Frog In A Blender	Fun8763
In Your Ear	Fun8764
Laughing Mobile	Fun8765
Lick It Baby	Fun8766
Loo	Fun8767
Lou & Andy**	Fun8768
MelB (Bo Selecta)**	Fun8769
Nerdie	Fun8770
Now Rebooting	Fun8771
Nursery Rhyme	Fun8772
Oi Matey!	Fun8773
Old Telephone	Fun8774
Playa Tone	Fun8775
Police Horn	Fun8776
Screaming Woman	Fun8777

**Celeb sound effects are performed by voice artists.

Realtone Charts

1) Uniting N. - Out Of Touch	Real6855
2) Eric Prydz - Call On Me	Real6856
3) Jay-Z/L. Park - Numb/Encore	Real6857
4) Faithless - Insomnia	Real6858
5) Dana Rayne - Object Of My D.	Real6859
6) Danzel - Pump It Up	Real6860
7) Ciara - Goodies	Real6861
8) Green Day - American Idiot	Real6862
9) Usher - Yeah!	Real6863
10) Elvis - Jailhouse Rock	Real6864
11) Groove Armada - I See You	Real6865
12) Steve B. - Against All Odds	Real6866
13) Green Day - Boulevard	Real6867
14) Usher - Confessions Part II	Real6868
15) Kylie Minogue - I Believe	Real6869
16) Lethal Bizzle - Pow!	Real6870
17) Blue - Get Down On It	Real6871
18) Fabolous - Breathe	Real6872
19) Deep Dish - Flashdance	Real6873
20) Run DMC - It's Tricky	Real6874
21) 3 Of A Kind - Baby Cakes	Real6875
22) Avril Lavigne - Sk8erBoi	Real6876

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Ubisoft spills the beans on its limbless hero

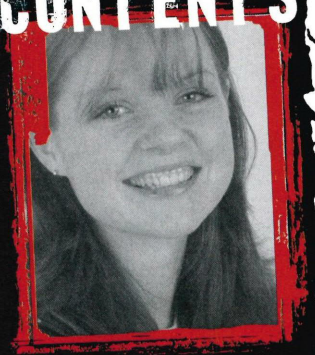
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RIDGE RACER DS
PUYO POP FEVER
BANJO PILOT
KINGDOM HEARTS: CHAIN OF MEMORIES

EWS: CASTLEVANIA FOR NINTENDO DS • DYNASTY WARRIORS
NCE • YU-GI-OH!: DAY OF THE DUELIST WORLD CHAMPIONSHIP

CONTENTS



HIYA! THE DS is so close we can actually smell it... oh, that's just Mario. Bleurgh. Still, there's only a few weeks to go before the European launch and we can barely contain our excitement! But that's next month. This month we're all about the GBA, with the long awaited *King Of Swing* and *Kingdom Hearts*. Enjoy.

Liz Morris
News Editor

AT A GLANCE...

ARRR PIRATES!
And the idiots who read, write and believe Britain's favourite tabloid/load of nonsense, The Sun.
Page 082

HANDS ON NEWS!
More of those little games and their bigger DS brothers.
Page 084

RAYMAN DS
Take a new look at the limbless wonder
Page 086

RIDGE RACER DS
Choose your control method, then have fun comparing it to the PSP version.
Page 088

GBA REVIEWS
Not to be forgotten in the DS hype, here's some GBA!
Page 090

CROSS WORDS

THQ sticks it where The Sun don't shine...

QUALITY PAPER, THE Sun, recently jumped on the "name and shame" bandwagon and attacked the games industry after one of its readers, Mark Stewart from North Shields, claimed that his daughter's copy of *Monsters Inc* on the GBA featured a swear word on the title screen. According to The Sun, Mr Stewart forked out £200 on a GBA and some games for his children and was "disgusted" when he learnt that the THQ game based on Disney's smash hit movie *Monsters Inc* contained the F-word, stating: "This game is for kids. If it was for adults you might expect such language. But I don't say this word in front of my daughter – and I don't expect Disney games to contain it either."



However, if The Sun had done a little investigating it would have noticed that Mr Stewart's daughter (who was pictured alongside the news story) was holding a dodgy flash cart of the game and not a legitimate copy of *Monsters Inc* which, for the record, doesn't contain any swearwords of any kind.

The pirated version however comes complete with the following message: "Remember true sceners don't care about CRCs and untouched dumps, those that do can **** off and die!". And we thought pirates were jolly.

CUBE spoke to THQ regarding the complaint and this was the company's response: "Recently it was brought to our attention that pirated copies of the Game Boy Advance version [of *Monsters Inc*] had been altered to include inappropriate content and made available to the public. THQ is working with the appropriate authorities to investigate and prosecute parties responsible for this unfortunate incident to the fullest extent of the law."

So a word of advice to parents: if you've got a complaint about your kid's videogame, make sure it's not a pirated version before you go bleating to the tabloids, ye eejits. ■





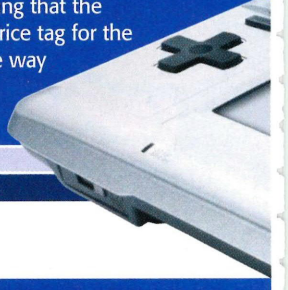
LAND OF OZ

DS goes down under

AUSTRALIA USUALLY GETS the fuzzy end of the lollipop when it comes to receiving new consoles or videogames, as it's nearly always the last in line to get anything. This isn't to be the case with the DS, however, as Nintendo has confirmed that the handheld device will go on sale in Australia on the 24 February – one whole month ahead of the expected European launch date. This isn't that surprising though, when you consider the DS has already bucked the trend after being released in the US before Japan.



Still, there's more good news to come for Australians (and us Brits, hopefully) as the system is reportedly only going to cost a respectable $AU199.99, which is roughly £81, suggesting that the rumoured £129.99 price tag for the DS in the UK may be way off the mark. Here's hoping! However,



CAN'T TOUCH THIS

Wario Ware experiences problems

EVERY SYSTEM HAS its teething problems and unfortunately for Nintendo, *Wario Ware Touched!* has sunk its fangs into the DS. Nintendo Of Japan has reported three problems with the game, which was released in Japan on 2 December and in the US this month. The problems all occurred in the Kat and Anna stage, and ranged from not being able to draw a line between a bulb and a battery pack in the game "Ma-me Denkyuu (Miniature Light Bulb)", the inability to draw a fuse between a bomb and the fire source in "Douka-sen (Fuse)" and not being able to find a man in a dark room in "Kurai Heya (Dark Room)" because the flashlight kept blinking continually.

According to Nintendo the problems only occurred on a specific batch of DS units, which is why they managed to slip by unnoticed. "We thoroughly inspect our products prior to shipment, but we could not recognise the issues since they happen when played with a fraction of the units," stated a Nintendo spokesman. "We hope to increase our effort to make sure problems do not occur in the future." If you discover any similar problems with your copy of *Wario Ware Touched!* Nintendo has promised to replace the game for free. ■



we'll know for sure after Nintendo's press conference in Paris when the company will announce the official release date and price for the DS in Europe. Tune in next issue when we'll reveal all, oo-er. ■



STRANGE, BUT TRUE

GOLD GBA COMP!

One CUBE reader was so eager to win our exclusive gold plated GBA SP (Issue 40) that he entered the competition 3,601 times. Cheeky get!

HANDS ON Accessories

FEEL THE MAGIC

According to reports Sega is releasing a batch of *Feel The Magic* goodies over in Japan, ranging from towels to mugs, from DS carry cases to a watch. The *Feel The Magic* towel, which features the game's leading lady and the rub rabbits, will go on sale on the 24 February, and will cost 2000 yen (roughly £10). On the same day you can get hold of the *Feel The Magic* mug, which changes colour when you pour hot water into it. The mug is expected to retail at 1500 yen (£7). A month later you can pick up a nifty DS carry case which comes in *Feel The Magic*'s signature orange colour and will retail at 1200 yen (£6), or you can nab the stylish watch so you'll never be late for a date again. The watch is expected to retail at 3000 yen (£15). For more information visit www.sega.co.jp





BATTERIES NOT INCLUDED

Japanese company, the Keys Factory, is releasing two DS goodies in the shape of the ChargeBoy DS and Charge Rack DS. The ChargeBoy is a battery pack that holds three AAA batteries and provides around four hours of play time – very handy if you're on holiday.

The Charge Rack DS on the other hand is a Nintendo DS stand that'll keep your DS snug as a bug whilst charging. Both products will retail at 2580 yen (roughly £13 each). For more information, visit www.keysfactory.co.jp



TID BITZ



NO HANDHELD-TO-HANDHELD COMBAT?

According to a report on games website Kotaku, Sony's PSP might not make its expected March launch because of stock shortages and difficulties getting semiconductor parts. However, HANDS ON chatted to the newshound on our sister magazine PLAY who said he hadn't heard anything of the sort from Sony and was still expecting the system to come out in March. Besides, considering the DS's huge success in the US and Japan it seems highly unlikely that Sony would let Nintendo get the edge in Europe as well. Not that it matters anyway. We all know the DS rules…

DS BOOSTS INDUSTRY

After the success of American trade show, CES, American Research Technologies (ART) has issued a memo stating that the games industry will prosper in 2005 thanks to the surge of handheld devices on the market. "We believe that all the videogame publishers in our coverage (Take-Two, Activision, THQ and Electronic Arts) stand to benefit from the explosion of handheld devices in 2005," stated the memo. However, it isn't all a bed of roses for the DS as ART believes that Nintendo (and Sony) will face stiff competition by other portable devices: "There is an impending clash between music players, handheld gaming devices, cell phones and PDAs," continued the report "When we talk about devices such as the PSP and the DS, we do not believe this is an isolated battle for consumers' entertainment dollars… there were likely consumers this past holiday who could not buy a DS, due to shortages, who may have bought a mini iPod instead. The context is now handheld multimedia entertainment." Still with the arrival of the SP media player, Nintendo is taking some small steps in the right direction.

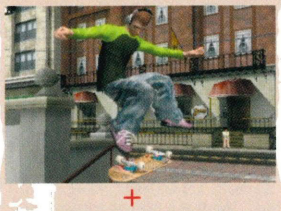


IT'S NOT A GAME BUT IT SHOULD BE!

THUG XXX

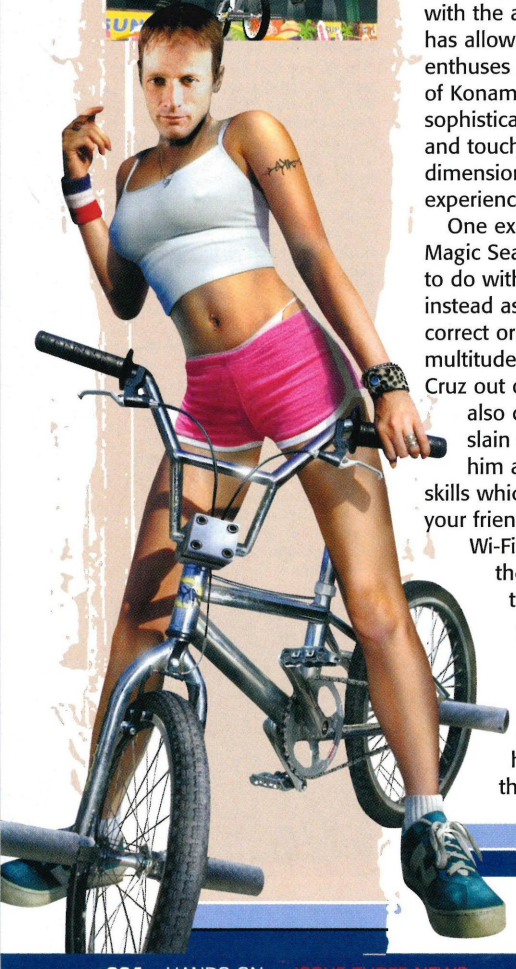
THUG 2 + BMX XXX

It's Tony Hawk and the Jackass boys as you've never wanted to see them before... naked! Yes, you too can experience the extremist of extreme sports, nude skateboarding. Grab your board and grind your way to victory in the ultimate World Destruction Tour. Just don't forget to wear a helmet, kids...



+



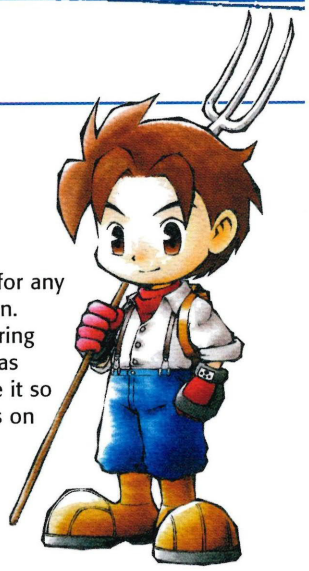


HARVEST FESTIVAL

Harvest Moon on your DS

WE'VE GOT SOME more juicy bits of information regarding *Harvest Moon: Harvest Sprite Station* for the DS. According to the article the game will be set in the same universe as its GameCube counterpart, *Harvest Moon: A Wonderful Life* and will even use the same map from the original title. It will also introduce a new character to the series called the Harvest Witch, who is rumoured to be replacing the Harvest Goddess from previous titles.

More interestingly our information suggests that the touch screen will be used to navigate the game's map, interact with the animals and organise menus and items. *Harvest Sprites Station* is also expected to feature connectivity with the GBA title, *Harvest Moon: Friends Of Mineral Town* so it'll be a must have for any *Harvest Moon* fan. Hands-On will bring you more news as soon as we have it so keep you wellies on standby. Namco has it pencilled in for a 2005 release. ■



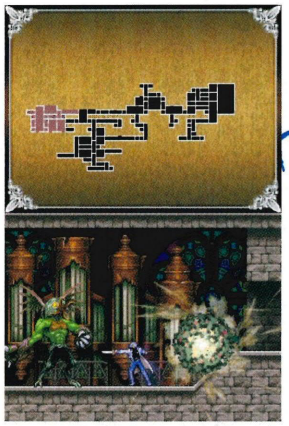
CASTLEVANIA DS

I vant your blud

POOR SOMA CRUZ. No matter how many monsters he slays or how many vampires he kills, his work is never done and this isn't about to change anytime soon. Set in 2036, one year after the events of the GBA game *Castlevania: Aria Of Sorrow*, Soma finds himself in the centre of a conspiracy led by an occult group that intends to raise Dracula. The only way to stop the demon worshippers is to infiltrate their lair, an exact replica of Dracula's castle, and destroy all that lies within.

"The game's rich storyline and strong characters coupled with the adoption of the new technology in the Nintendo DS has allowed us to bring the series to a whole new level," enthuses Hans-Joachim Amann, head of product management of Konami of Europe. "By utilising the Nintendo DS's sophisticated capabilities such as the dual screen functionality and touch screen technology, we are able to bring a fresh new dimension to this title and provide a truly unique gameplay experience to the gamer."

One example of this "unique gameplay experience" is the Magic Seal system, which (rather disappointingly) has nothing to do with an actual seal performing cool parlour tricks, but instead asks players to connect the magic seal symbols in the correct order to unlock an enchanted opening or defeat the multitude of enemies. To help Cruz out on his journey, he can also collect the souls of his slain opponents, giving him added strength and skills which you can trade with your friends using the DS's Wi-Fi function. As always, the game also promises to have outstanding graphics and a top-notch musical score so we'll all be in for a real treat when *Castlevania DS* hits the stores this autumn. ■



DYNASTY WARRIORS ADVANCE

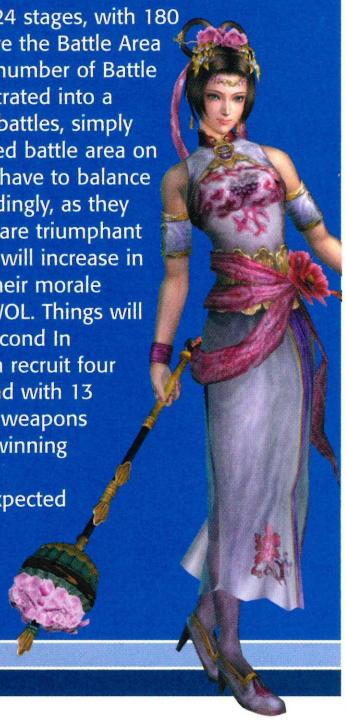
And not a shoulder pad in sight

DYNASTY WARRIORS is big business in Japan. We're not sure if it's just the nation's predilection for strategy games or if the Japanese harbour a secret love for China, but either way the *Dynasty Warriors* games always sell around the million mark. Now Koei is combining one of Japan's most successful series with the world's leading handheld system to create *Dynasty Warriors Advance*.

The game will feature all the traditional trappings of a *Dynasty Warriors* game – plenty of hacking and slashing, loads of soldiers to control with your Dynasty generals, and a strong focus on strategic gameplay. However, due to the GBA's constraints, the game will feature two new additions – Battle Area and Second In Command.

The game will be divided into 24 stages, with 180 battlefields in total, which is where the Battle Area comes in. Each battle field has a number of Battle Areas where the action is concentrated into a manageable lump. To access the battles, simply enter them by selecting the desired battle area on the stage map. However you will have to balance your presence in each area accordingly, as they are all linked. For instance, if you are triumphant in one battle, your troops morale will increase in the other areas. If you fail, then their morale drops and they might even go AWOL. Things will be helped along a bit with the Second In Command system, where you can recruit four lieutenants to aid you in battle and with 13 playable characters and over 200 weapons already confirmed for the game, winning should be a breeze. Maybe.

Dynasty Warriors Advance is expected to hit the shelves this March in Japan with the US and European releases not too far behind. ■



YU-GI-OH! DAY OF THE DUELIST

The gloves are off...

GOT NO MATES or simply sick of them nabbing your best cards? Then you'll be happy to hear that Konami is releasing a new *Yu-Gi-Oh!* game on the GBA, entitled *Yu-Gi-Oh! Day Of The Duelist: World Championship 2005*. If you haven't already nodded off to sleep just at the thought of the game then you might be happy to hear that Day Of The Duelist, which is based on the popular *Yu-Gi-Oh!* trading card game, will have over 1,000 cards to collect, including over 400 cards from the new Trading Card Game Booster Packs such as the Japanese Series 3 packs from the Pharaoh's Inheritance and The New Ruler sets. To top this off, players can also unlock their favourite trading cards by inputting a code found on the cards or other *Yu-Gi-Oh!* products. As well as an abundance of cards, *Day Of The Duelist* has received a little tweak, with an improved duelling system that includes all the latest rules plus an RPG adventure mode where players get to explore the cities in search of opponents.

Day Of Duelist will also contain three limited edition Trading Cards and a sticky plaster to cover those nasty paper cuts. Well, maybe not the plaster. *Yu-Gi- Oh! Day Of The Duelist: World Championship 2005* will be hitting stores at the end of the month. ■



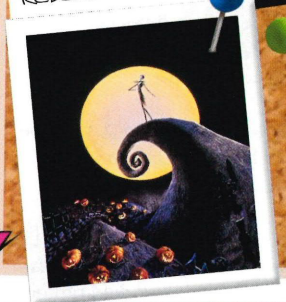
HANDS ON Announcements

GURU GURU NAGETTO
JAPANESE GAMES DEVELOPER, BEEWORKS, IS WORKING ON A DS GAME WHERE YOU TAKE CONTROL OF A GIRL AND HER FRIEND MONO. FEW DETAILS REGARDING THE GAME ARE CURRENTLY AVAILABLE, BUT IT APPEARS THAT YOU HAVE TO SPIN A REVOLVING DISC ON THE TOUCH SCREEN (USING THE STYLUS) IN ORDER TO MAKE MONO MOVE. THE GAME IS CURRENTLY SCHEDULED FOR AN APRIL RELEASE IN JAPAN. VISIT THE OFFICIAL WEBSITE AT WWW.SUCCESS-CORP.CO.JP/SOFTWARE/DS/GURUGURUNAGETTO/INDEX.HTML



SOUL CALIBUR DS
LATIN-AMERICAN MAGAZINE, CLUB NINTENDO, CLAIMS TO HAVE RECEIVED AN ANNOUNCEMENT FROM NAMCO THAT CONFIRMED THE RUMOURED SOUL CALIBUR DS IS IN THE WORKS. THE GAME IS ALLEGEDLY BASED ON THE ORIGINAL SOUL CALIBUR TITLE, BUT WITH A FEW AUDIO AND GRAPHICAL TWEAKS. WE REMAIN SCEPTICAL SINCE NAMCO HAS YET TO OFFICIALLY ANNOUNCE THE GAME TO THE REST OF THE WORLD.

PUMPKIN KING
THE TOSE DEVELOPED GBA GAME, TIM BURTON'S THE NIGHTMARE BEFORE CHRISTMAS: THE PUMPKIN KING, HAS SLIPPED FROM ITS EXPECTED Q1 2005 RELEASE DATE TO OCTOBER IN THE US AT LEAST. THE SIDE-SCROLLING PLATFORMER HAS YET TO RECEIVE A PAL RELEASE DATE.



ANOTHER CODE: FUTATSU NO KIOKU
PLAYERS FOLLOW THE STORY OF ASHLEY, A 13-YEAR-OLD GIRL, WHO RECEIVES A LETTER FROM HER ESTRANGED FATHER WHO DISAPPEARED YEARS EARLIER AFTER WORKING ON A SECRET GOVERNMENT PROJECT, CODENAMED ANOTHER. THE GAME WILL BE CONTROLLED USING THE TOUCH SCREEN AND STYLUS AND IS AVAILABLE TO BUY IN JAPAN FROM 24 FEBRUARY.

HANDS ON Updates

Puppy Love

NINTENDO HAS RELEASED some more screens for *Puppy Times*. It's a pet simulator where you have to take care of three adorable pooches. ■



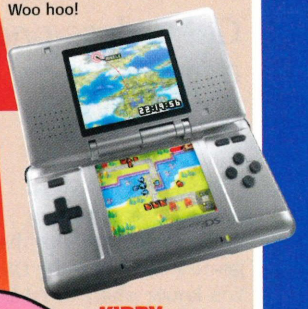
How loveable is that? Look, he's balancing a ball! Aww.

Catch up on all the latest news...

SHIZZLE

DS DATES

By the time you read this, Ninty will have revealed the European DS launch date and price. Woo hoo!

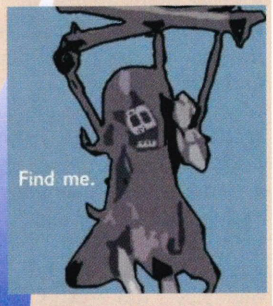


KIRBY STYLUS

Touch! Kirby's Magic Paintbrush on the DS will come complete with a limited edition, coloured stylus. Bet you a quid it's pink...

DEMASKED

WarpPipe won't reveal any more details about its *DemaSked* project until E3, the spoilsport.



VALENTINES DAY

For yet another year the CUBE team are reminded that nobody loves us.



NIZZLE

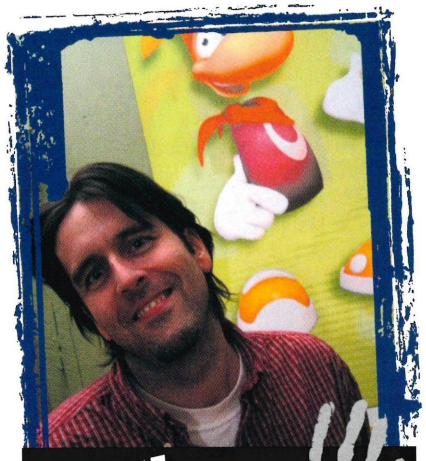
RAYMAN DS

Get legless once again...

AFTER THE FAIRLY derivitive *Rayman 3: Hoodlum Havok* you'll probably be expecting more of the same for the game's outing on the DS. You know what? You'd be right. The new game is based on the brilliant N64 title *Rayman 2: The Great Escape*, which in turn, is what *Rayman 3* was based on. Funny how these things happen...

Due to be released as one of the European DS launch titles, *Rayman DS* follows the exploits of the titular hero as he attempts to free his people from Captain Razorbeard's ruthless space pirates. To do this Rayman must utilise his signature helicopter hair and collect all the Lums (energy orbs), which are scattered about the 45 lush environments featuring waterfalls, pirate hideouts and caves. With stunning graphics and full 3D gameplay (except in the multiplayer mode), this looks set to revive the series' popularity. Don't believe us? Read on...





Getting HANDS ON with

NAME Jean François Mailloux
COMPANY Ubisoft Montréal
POSITION Producer
GAME Rayman DS

HO: *Rayman Advance* was one of the GBA's the top ten launch titles in 2001. Do you believe that *Rayman DS* will have similar success?

JFM: Of course. The brand has a huge potential on the DS. There is a direct connection with the DS's target audience.

HO: How easy has it been developing for the DS? Was it difficult deciding how to use the dual screen and do you think that *Rayman DS* has been successful in its use of the dual screen, and touch screen capabilities?

JFM: It was not too difficult to decide how to use the dual screen, the designer has worked on it for a while now. Since the first DS announcement we are really inspired by the new DS capabilities. The main factor was development time, [but] it is the same for all game developers.

HO: Because of the time constraints was there anything you wanted to put in the game but were unable to?

JFM: Yes! As developers we always have thousands of ideas, but it would take ages to have them all implemented in the game, so we had to make some choices in what we wanted to keep or not. Some great ideas are in our 'DS creation sand box'. One day or another we will have good opportunities to add them.

HO: Will you be able to play as any other characters, such as Murphy or Globox? If so, what will their special powers/moves be?

JFM: You will only be able to play as Rayman. That was on our wish list though, to be able to play as the others!

HO: Next time, maybe? We heard that *Rayman DS* has "45 lush environments". Can you go into more detail as to what these environments will be like?

JFM: *Rayman 2* has this set of incredible environments. The variety is really inspiring for all *Rayman* fans. The visual detail and disproportion effect bring another perspective in all *Rayman* environments. We clearly focus on those assets.

HO: You mentioned *Rayman 2*. Why did you decide to base the DS version on *Rayman 2: The Great Escape*?

JFM: We decided to fully use nearly all DS functionalities. And *Rayman 2* is a great game. You know what; I worked on this title few years ago. This N64 version was in my library for a while and I still play it again with the same fun and enjoyment! That's why! It gives the same feeling I had plus the DS cool features plus four player Wi-Fi multiplayer.

HO: Woah, steady, we were just about to ask about that! Can you go into more detail about the multiplayer mode?

JFM: For sure. We decided to go in 2D for the multiplayer for technical and timing reasons. We truly believe that the Wi-Fi capabilities of the DS bring life to the rarely played GBA multiplayer game. We added new modes, power ups, second screen usage etc... and the good news is that only one cartridge will be necessary to play the multiplayer modes with friends.





HO: Will there be any additional power-ups/moves available in the DS version that didn't appear in *Rayman 2*?

JFM: For the single player adventure we decided to keep the game balancing and all things that made *R2* a great game. For the multiplayer [mode] we have added more elements.

HO: Finally, Rayman's been around for quite a while. Can you tell our readers what *Rayman DS* will offer that will make them want to buy this game even if they already own the console and GBA games?

JFM: This will be the first time ever that Rayman will appear in full 3D on a portable format – and with a gameplay that has proven its values when it was first launched on N64. Also the there will be some really fun and exclusive multiplayer modes to the game (single cart for four players).

People traffickers force immigrants to sell pirate DVDs on the streets

Source: FACT: The Federation Against Copyright Theft.



Piracy is a crime.
Report it: 0845 6034567

RIDGE RA

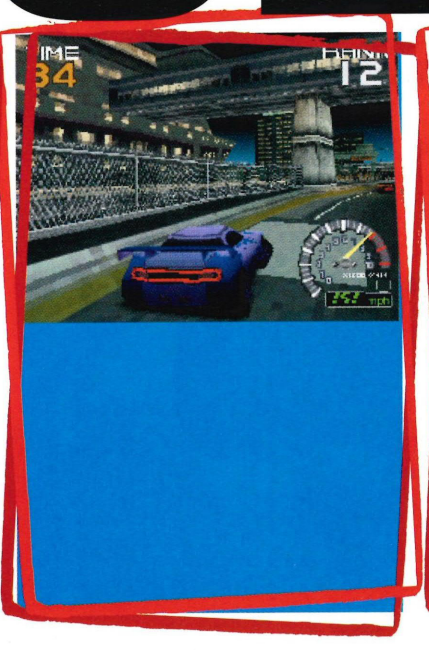
Is the DS showing its true colours?

INFO

PUBLISHER: NAMCO
DEVELOPER: NSTC
PLAYERS: 1-6

DUAL SCREEN	
MICROPHONE	N/A
WI-FI	
TOUCH SCREEN	







RIDGE RACER DS is the second N64 port to be released in as many months for our new favouritest handheld, and whilst it's still a fantastic racer, it feels a little rushed. Still, there's no point moaning. It was pretty obvious as soon as the DS's tech specs were announced that N64 ports were as inevitable as the yearly *Mario Party* update, but it would have been nice if Namco had included some *Mario 64 DS*-style extras. What it has delivered though is an extremely competent racer that, while a mostly faithful port of the N64 original, has managed to pick up a few annoying flaws on its journey to handheld land.

The first thing that strikes you is the fantastic presentation. The touch screen makes it extremely easy to navigate the various options and it's a delight to be able to change little things like the colour of your car simply by dragging your stylus across the screen. This presentation continues to the main game by moving displays like the map and current race times to the touch screen and giving the top screen some much needed space. The remaining room on the bottom screen is taken up by a massive steering wheel, which is where the majority of *Ridge Racer*'s problems lie.

NST has kindly provided you with three methods of control. There's the standard D-pad (also referred to as easy mode), hard mode utilizes the stylus to control your chosen car, while expert requires you to use the thumb strap. Unsurprisingly, using the stylus is the least effective. Not only do you look like a complete idiot, but it just doesn't work. Playing with the D-pad is surprisingly enjoyable (especially when you consider the original's reliance on the analogue stick), but it's sometimes a little too twitchy for its own good. So that leaves the actual thumb strap. It does take a while to master, but once you get the hang of it, it's surprisingly accurate. Sure, it feels rather floaty and people with

All that space on the second screen and there's no rear view mirror. Why not?



ACER DS

small thumbs are going to find it hard to reach the opposite side of the touch screen but all in all it provides you with the most accurate way to tear through the well-constructed tracks.

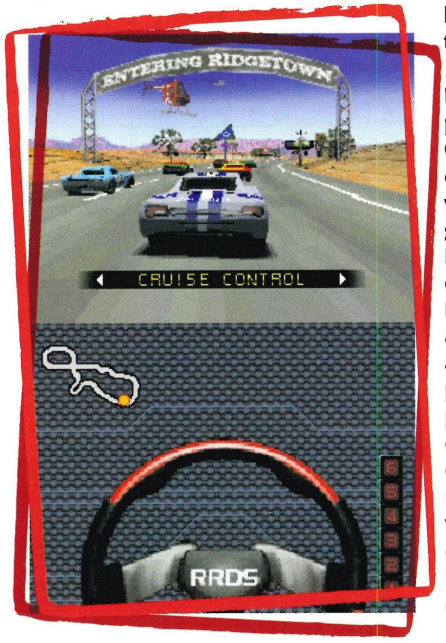
Aesthetically, *Ridge Racer DS* is something of a mixed bag. Although it looks much sharper and more detailed than its N64 peer, it can't hope to match the impressive looks of *Urban Asphalt GT* or a certain other *Ridge Racer* title that's currently available for a rival handheld. What is does offer though is an impressively smooth frame-rate (which hardly ever stutters) and some fantastic techno beats to race along to. Indeed, the game's many tracks stand out and really get the adrenalin racing. What's more, they're perfectly complemented by the superb comments from the *Ridge Racer* announcer and





Winning enough championships will unlock hidden goodies including Donkey Kong and DS-liveried special cars.

***Ridge Racer*'s unique feel is an acquired taste in this world of *uber*-realism.**



some rather cool spot effects. Although it isn't as visually impressive as it might have been, it's miles better in motion than static screenshots suggest.

With three different modes – Grand Prix, Car Attack, and Time Attack – to take part in as well as separate Multiplayer and Quick Race additions, this will last you for quite some time. Grand Prix is where you'll spend the majority of your time, giving you three tracks taken from various Ridge Racer games to master and a total of 20 different courses to race around. Like its predecessors, *Ridge Racer* is all about mastering that all-important drift and taking first place (there's no progression for second here). Thankfully, it plays just as you'd expect and offers a depth of racing that *Urban Asphalt GT* can't hope to match (even if it does manage to outclass *Ridge Racer* in the visual stakes). The drifting and exhilaration of the series has been perfectly captured but there is some questionable collision detection that crops up now and then and gets rather frustrating on later stages. There's nothing worse than thinking you're free of an opponent, only to find yourself clipping him as you overtake.

Still, despite one or two moans, if you're looking for a great handheld racer for your new console, this is the only choice you need to make.

HANDS ON Verdict

GRAPHICS
Far from stunning, but they convey a great sense of speed.

AUDIO
Fantastic tunes are complemented by some superb speech.

FINAL SCORE

7.8

DONKEY KONG: KING OF SWING

Swing high, swing low

INFO

PUBLISHER: NINTENDO
DEVELOPER: PAON
PLAYERS: 1-4

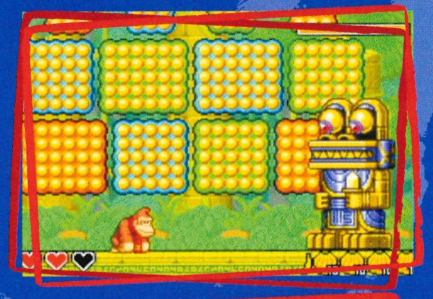
IT COULD BE argued (by Tim at least) that Nintendo is losing its magical touch. Lets face it, *Four Swords Adventures* and *Mario Power Tennis* weren't the company's best efforts and it seems that *Donkey Kong: King Of Swing* won't do for Nintendo what *Pulp Fiction* did for Johnny T. In fact, the game single handily managed to put the entire CUBE team into a state of utter depression and despair. Which is odd, because for the most part *King Of Swing* is a brilliant and entertaining game. But maybe that's us looking back at *King Of Swing* with rose tinted spectacles – you know, in the same way that first-time mothers instantly forget the agonising pain of child-birth so they can dupe themselves into believing that it wasn't "all that bad" and the human races continues to survive for another day.

But then again, none of those mothers have had to endure *King Of Swing*'s completely frustrating "twister" level, where the ape keeps getting blown off the hooks/boards by the strong winds, causing you to tumble down the screen – often all the way back to the starting point. Do this five times and you'll be begging people to put you out of your misery.

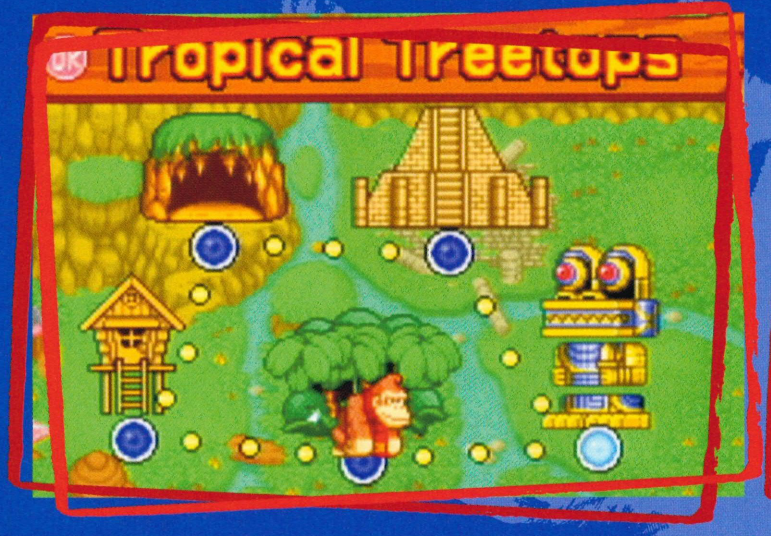
The problem is that despite being a well implemented idea for the most part the "swing" gameplay can be immensely frustrating at times, especially when the hooks and boards move, spin or disappear altogether or you get knocked about by under-water currents or strong winds, causing you to fall to your death for the billionth time that day. We don't mind a challenge, but everyone has a breaking point and unfortunately *King Of Swing* found it, took out a baseball bat, smashed it into a bloody pulp and then kicked it in the goolies just for good measure.

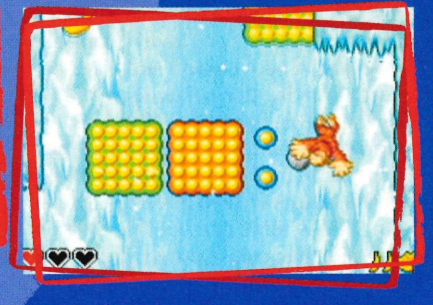
But enough of the criticism, because *King Of Swing* does have some fantastic aspects too. First off, as well as the enjoyable Adventure mode there's also a single player and multiplayer challenge mode, which contains a number of mini-games that you can unlock in the Adventure mode. The level design is also superb, with its mixed bag of environments that range from deserts to snow-scapes, from mine shafts to under-water worlds. As such, each stage is individual and unique and features a wide variety of enemies and challenges, so you won't get bored if you're patient enough to get through the tougher sections.

In all *Donkey Kong: King Of Swing* is an innovative, addictive and enjoyable game but one that comes with a sting in its tail.



Here 'swinging' does not include car keys in a fruit bowl.





Slippy-slidy ice worlds eh... there's no escaping 'em!



HANDS ON Verdict

GRAPHICS
Polished and glossy for the GBA, wonder when the GBA2 is coming out.

AUDIO
Typical Nintendo looping muzak, as your finger slides down the volume control.

FINAL SCORE

8·1

KINGDOM HEARTS: CHAIN OF MEMORIES

Misty, water-coloured memories, of the way we were

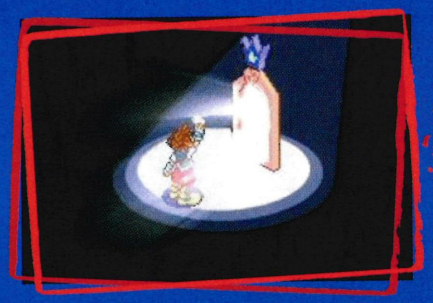
Y'ALL PLAYED KINGDOM *Hearts* on PS2 right? If you didn't then you've missed out on one of the greatest RPGs of all time. If you did then – hello, let's chat. Remember the feeling of anticipation and fear when things start going awry on the beach? And the point when you meet Donald and Goofy? Ha ha! The rather twee but totally loveable Winnie the Pooh stage. The Coliseum stage with the mystery fighter… yeah, him! Of course the best bit came right at the end after the credits rolled, with that dark and ominous preview of *Kingdom Hearts 2*.

This ain't *Kingdom Hearts 2*, that's not going to be out until the end of the year and only on PS2. *Chain Of Memories* takes place between the two games and concerns Sora's journey through the Castle of Oblivion. The mysterious Castle begins to wipe Sora's memories but with each lost memory he remembers more about his past on the island and a friend he had before his search for Riku began…

Look, sorry if you're not getting this, a lot happened in the first game – worlds collided, dimensional rifts, Disney's Chipmunks making spaceships out of Gummi-bears, *Final Fantasy* characters fighting Captain Hook, that sort of thing – and as before you have to travel to different Disney-themed levels. Unlike before however, the combat is card-based.







Ahh, but not in an annoying turn-based, find the right element, spend time deciding which piece of paper to use way – here it plays like real-time (and we're all about real-time gaming). Sure you have cards to dictate all your actions: attacking, restoring health, summoning, but as you unleash wild fury on the familiar enemies with your key-blade you also have to be doing explosive maths in your head to block attacks, counter and combo the enemy. It works brilliantly and you never really miss the 3D battles with Goofy and Donald of the original.

Meanwhile the story is twisting and mangling your head and the excellent cut-scenes are making you… well, watch them… but they do look good. There's only one word to describe *Chain Of Memories* and it's… it's… it's… 'lovely'.

HANDS ON INFO

PUBLISHER: BEUNA VISTA
DEVELOPER: SQUARE ENIX
PLAYERS: 1



HANDS ON Verdict

GRAPHICS
What really impresses are the cut-scenes and the animation during battles.

AUDIO
The constant plinky tunes make you thankful that there's no headphone socket on the SP.

FINAL SCORE

9.0

PUYO POP FEVER

INFO

PUBLISHER: THQ
DEVELOPER: SONIC TEAM
PLAYERS: 1-4

Pop goes the puyo

CAST YOUR MINDS back to Issue 30 and you might recall reading a review of *Puyo Pop Fever*, the latest instalment in Sega's popular puzzle franchise. Well, it's taken its sweet time but the pop-licious *Puyo Pop* has finally come to the GBA and its just as fast and frantic as ever.

The game is pretty basic – simply link four or more of the same coloured Puyos together to create a chain. The idea is to create a chain reaction so you get rid off as many Puyos as possible before the screen fills up and its game over. Doing this will fill your Fever meter as well as dropping useless see-through Puyos onto your opponent's board, preventing them from making chains. Once your Fever meter is full you enter Fever mode, which gives you the opportunity to earn bonus chains within the allotted timeframe. It's highly addictive as well as brain-taxing, as you have to constantly think several steps ahead to trigger the biggest possible chain reaction. As well as single player there's the two player mode, the Everybody Puyo POP mode for up to four people and Endless Puyo where you can play countless games of Fever Puyo, attempt to complete set challenges in Mission mode (such as creating two chains, or linking eight Puyo together) or even play the original *Puyo Pop* game in the Original mode. Still, as addictive as the game is you'll probably get a tad bored once the novelty's worn off, as its essentially lumping one coloured blob on top of another. It's also not as fun to play against the computer than it is against a friend, but who honestly carries their GBA link cable around with them? Still this is a small niggle, and although you might not get into a fever over *Puyo Pop*, it'll certainly raise your temperature by a few degrees.



Dead Puyo are scarily see-through and completely rubbish at the same time.



Look how lovely and colourful it all is, aww!

There are loads of cool characters to play. Just wait until you see the Onion Pixie.







HANDS ON Verdict

GRAPHICS
Catchy, upbeat tunes and satisfying sound effects abound.

AUDIO
Crisp, colourful and clear. Exactly the way a GBA game should be.

FINAL SCORE

8.0





INFO

PUBLISHER: THQ
DEVELOPER: RARE
PLAYERS: 1-4

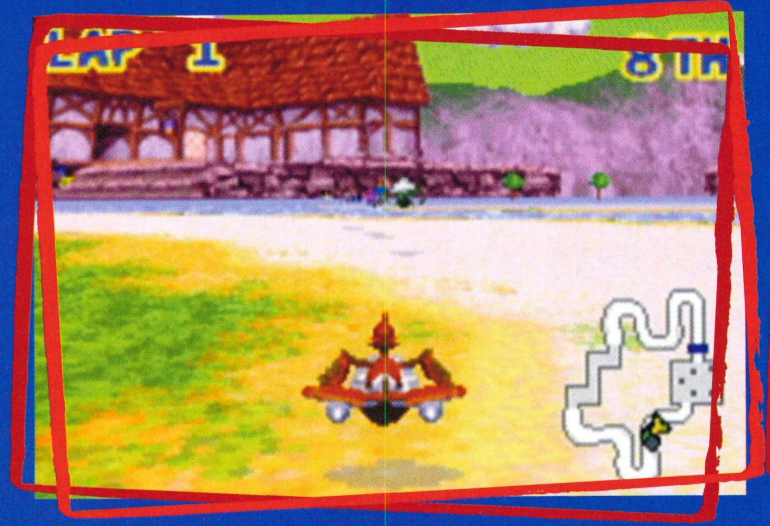
BANJO PILOT

Fly me to the moon

AFTER ALL THE puzzle games this month it was a blessed relief to have a spot of racing thrown into the mix. *Banjo Pilot*, as its name cunningly suggests, is a racing game featuring Banjo who has to pilot his airplane around a number of perilous courses such as Hailfire Peak, Spiral Mountain, Freezing Furnace and J Rogers Lagoon.

Beautifully styled, each course has a unique feel to it that prevents the game from getting dull, which is a bonus since you have to complete 16 races and a boss battle in each grand prix battle. It might seem like a lot of races, but you can plough through them easily enough, especially since each course has an abundance of power-ups and speed boosts to help you along. You shoot coconuts that take a few hits to throw an opponent off course, but stronger power-ups come in the form of ice blocks to drop behind you and thunderbolts that disable every plane on the course. Despite the fact the Y-axis is all wrong (up means up, not down damn it!) the planes are very easy to control and manoeuvre, especially when you unlock the better characters such as Humba Wumba or Jolly Roger.

On top of the main game there's also a Time Trial mode, a Quick Race mode, the Jiggy Challenge mode (collect jigsaw pieces during the race) and a multiplayer mode that enables up to four people to play against one another so you certainly get your money's worth. A fine effort by Rare, and a great racing game for younger players.



Bears, planes and croco-ma-diles



Even though you're flying there's a track to follow.

HANDS ON Verdict

GRAPHICS
Good effects and pleasant background music, although character catchphrases can grate.

AUDIO
Could be sharper, but the environments are varied and easy on the eye.

FINAL SCORE

7.0

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NETWORK CUBE

ISSUE FORTY TWO

"All by myself. Don't want to beeeeeeee, all by myself anymore". Sniff. Why does nobody love us?

YOUR LETTERS

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FORUM FRENZY

100 New member Dr Kong becomes the CUBE mascot. We love him. What?

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102 The Pettersson brothers have officially beaten the world. Now bow down to your masters.

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128 If you read all the issues backwards they spell out "Paul is dead".

NEXT MONTH

130 DS, baby. YEAH! We give you the full skinny on the European launch. Plus loads of stuff that we haven't decided on yet, but you can bet there'll be a heavy dose of sarcasm!

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CUBE VIEWPOINT

ISSUE FORTY TWO

THIS IS A JOURNEY INTO LETTERS... YOUR LETTERS TO BE MORE SPECIFIC

Write a letter and have your say. All these people did. Imagine how happy they are now!

RANT ON!

MOANY MOANY

Hello CUBE, my name is Henry Stockdale from Bournemouth. Ever since Issue 20, I've brought all the magazines you've done except Issue 27(sorry, I had not heard of you until then and I couldn't find Issue 27 anywhere) and I must say that you lot are the best ever but anyway, the future of Nintendo looks good with *Mario Party 6*, *Mario Power Tennis*, *Donkey Kong: Jungle Beat* and the DS which is hosting one of the best games ever, *Super Mario 64 DS*. But why is the second series of NES classics being released for Game Boy Advance when the Nintendo DS is launched in the UK in a few months time. I know that the DS can play Game Boy Advance games but I just don't get it. Why also do the Americans get all the games (except for *Mario Kart: Double Dash!!*) first. It's unfair and to get it sooner, you'll have to spend more money and get a Freeloader which adds £20 extra. To rub salt into the wound on us, they get the Nintendo DS first which I'm getting impatient for it to come out over here. I'd import it but I can't afford it right now.

Which is better: *Metroid Prime Hunters: First Hunt* or *Super Mario 64 DS*?

HENRY STOCKDALE, BOURNEMOUTH

CUBE: ***Nintendo will continue to release games for the GBA as long as it's popular. As for* Metroid *or* Mario DS*, well, hardly comparable games, are they?***

GAMING FOR GAMERS

Dear CUBE,, I am a 33-year-old male electrical manager with a lovely wife and three kids and a huge Nintendo fan, I own a Game Boy Color, Game Boy Advance, two Game Boy Advance SPs, two GameCubes, an N64 and I recently sold my PlayStation Poo for an Xbox.

I have only one game philosophy and that is – never over-estimate the power of the PlayStation.

I get so fed up about this constant console war and the lack of total support for the GameCube, I say knowledge because I feel only true gamers would or do own a Nintendo console – N64 and GameCube.

When I buy a console magazine I flick through it first and then the first page I generally read is the letters page, I do buy a number of different mags, I even bought an Xbox mag recently – never again – I have never read such a biased subscription ever, what I enjoy about CUBE, although you love your GameCube is that you are as critical as much as you are biased.

I want to get my point across why I love Nintendo games and where they are going wrong using the three superstar games of last year. The bottom line is that I feel it is all about advertising and that given the right advertising you could sell a bag of ****. Well anyway here goes:

Let's start with the PlayStation and *GTA: San Andreas*, my best mate came into work the other day amazed about this game saying this, "Guess what I did in *GTA* last night, I followed a girl into a brothel after buying a gimp mask and then eventually beat up her pimp with a double ended *****," and he was so pleased with himself, now you know I do get out enough, but, I just don't get it. I don't feel drawn to this game in any way, the more I watch people play it the more I don't want too (horses for

GET IN TOUCH

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SNOGGIN THE SNOG

Hello again to you all, so how are you all? Hope you all got over Christmas, I'm broke now and I've got to save up for a DS and *Resident Evil 4*.

Well anyway I want to thank you for printing my letter in Issue 40, it made me grin from ear to ear for weeks and I forgive you for calling me Darren.

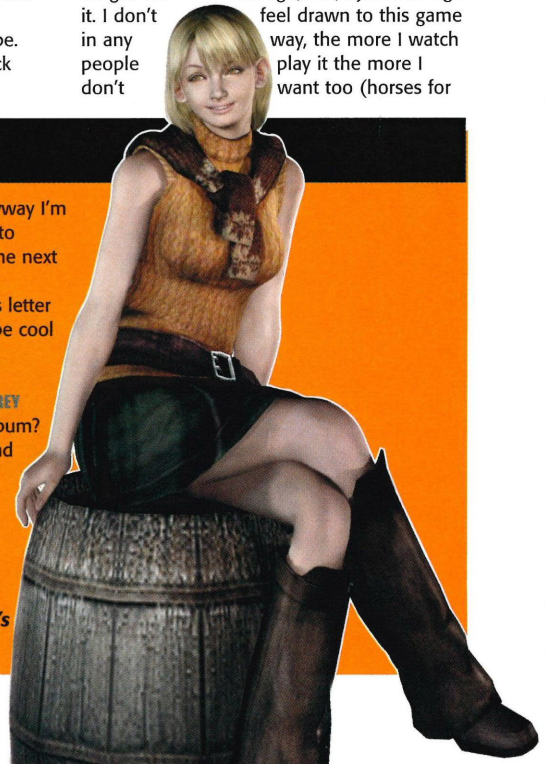
So anyhow after reading CUBE from cover to cover with my Crunchy Nut Cornflakes, which is what I do every morning, I noticed in your Diary Round Up of 2004 you said you wanted to snog Steph. I just had to say, "Nooooo!" to this, Steph was okay but what's wrong with you? I think Liz is much better looking, come on how can you resist that cool smile, and her love of computer games, and also the added bonus of being a red-head, you can't get more perfect than that. Well anyway I'm not writing to chat up the staff, but to actually say how I look forward to the next 13 issues in 2005.

So CUBE I'm going to put this letter in the post now, but keep smiling, be cool and continue to excite, inform and entertain. All the best.

WARREN 'NOT DARREN' MATTHEWS, SURREY

PS what's the name of Chandra's album? I've searched through back issues and I'm buggered if I can find it, which means I can't buy it.

CUBE: ***Thing is, Tim is always trying to snog Liz but she's not having any of it. Ah well. You can buy Chandra's album on his band's website: www.circa.org.uk.***



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CONSOLE CRAZY

First of all you are doing a great job of your mag and the DS is looking brilliant, have you got an official release date and price for it?

This is my first letter to a magazine so don't be nasty. I have been a GameCuber for nearly two years now and there has never really been anything great to shout out loud about. *Wind Waker* was indeed a great game but I completed it quickly and there was never a lot of variety in gameplay. Although, *Metroid Prime* on the other hand, what a game, oh what a game, my mates go on about how bad the game was and how the controls are terrible, I on the other hand thought that the controls were very intuitive and the game was very solid and gave a good challenge, anyone who has not played this game, I urge you to buy it now.

As a hardcore gamer who owns all three consoles, I have really found it difficult to find a game that has really stood out from the crowd. *San Andreas* was repetitive and *Halo 2* was so short I almost cried that it was over so quick.

Now I discovered *Resident Evil 4*, this is a game that really stands out to me with superb graphics and from the sounds of it, some very rewarding gameplay. The fact that they brought back Leon (who seems to resemble a young David Bowie), the bosses look incredible and the very tense atmosphere and the increased difficulty will keep me playing this for a long time when it is released. I have watched every trailer on your DVDs and my jaw drops every time and from reading your In-Depth in the last issue, I want to play it too much, you are very lucky people. It looks to me as Capcom has really had its work cut out in this one, I just hope they can deliver sweetly. Thanks for listening and keep up the good work!

JAMES SALT, VIA EMAIL

PS I am 16 and I am just wondering whether there is an official age limit for *Resi 4*, hopefully it will be a 15 like the others.



CUBE: ***At the time of writing there's no specified date for DS, but expect it to launch around 25 March at somewhere in the region of 100 quid a throw. Can't go wrong, can you?***

courses). I do appreciate that this is to many a top quality game but you will see my point.

Lets get onto the Xbox now and *Halo2* - I have played the first two stages of this game and felt in this extremely restricted and as though I was following a set task – oh save point – must have finished that segment never to go back. This game as a single player, I feel, does not even come close to what is the greatness of *Metroid Prime 2*. This game for me is the true greatness of marketing, and I feel brings a point in that games that are online compatible should have two ratings to them as a single and then as an online player.

Now lets get onto Nintendo and *Metroid Prime 2*. What an absolute masterpiece, this game is true class even to the extent that my three-year-old boy is hooked (when he is allowed to play), he has just (with a little help from me) killed Dark Samus for the first time after wiping 20 hours of my original game from my memory card. I am myself at the stage where I have six Sky Temple keys and twelve energy tanks amongst other things. For me this is what gaming is totally about – a journey – and this is a journey for you to conquer and beat – you know – as though you are Frodo in *Lord Of The Rings* – but the true crime is that this game will only be played by about ten per cent (if that) of people who would have played the other two.

I blame these other magazines, and these large game stores (not yourselves) for their biased views as much as Nintendo themselves and feel that if GAME had tried to sell the GameCube as much as the Xbox it could have helped. On Nintendo's side if it had made an adult *Zelda* from the start instead of the cel-shaded version it WOULD have been different. I could talk all day about this but that's enough

ABBEY WOOD, VIA EMAIL

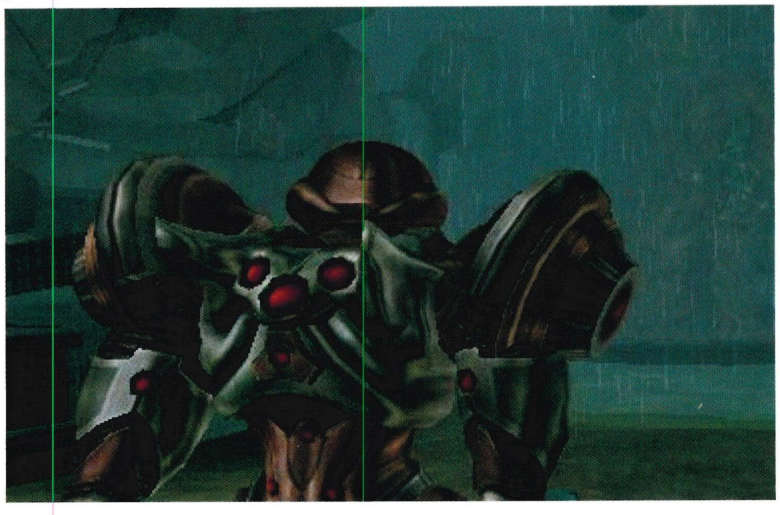
CUBE: **San Andreas** ***is a journey too, just a vastly sprawling one that starts to get a bit boring after while. Just wait until you play*** **Resi 4,** ***oh yes!***

CHEATOS

From the moment I first ripped off the wrapping encasing Issue 41 I knew something was missing – the Cheats Disc! Well guess what, I'm not writing this email to complain that you've taken it out, in fact I'm happy that you've taken it out! A company works hard to make a game with puzzles and a general difficulty high enough for it to be fun and challenging. Then some fool with no concept of fun comes along and thinks: "Oh, please help me, I found something in a game which I can't do, please give me infinite lives because I'm stupid," (well maybe they don't say that but you get the idea). Cheating just spoils a game by removing any level of difficulty. Anyway that's just my opinion.

DUNCAN JONES, NEW MALDEN

CUBE: ***We never use cheats to finish our games, but we are professionals.***



LAME TESTERS?

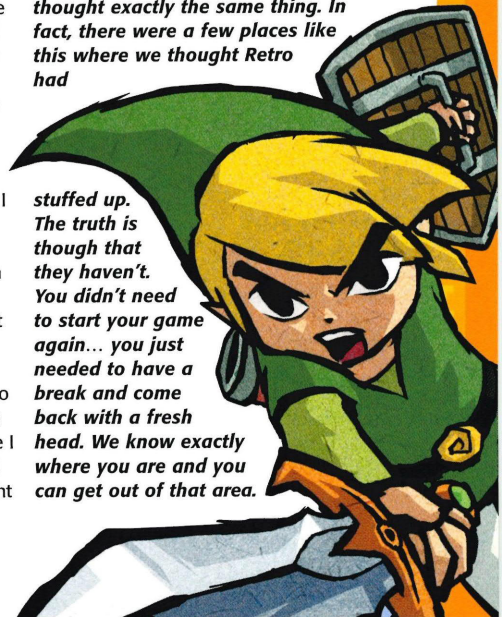
I like Nintendo. I like their alternative and original game play. It beats Sony and Microsoft hands down. I love the *Zelda* series, the *Metroid* series, the *Mario Kart* series and the list goes on, it is almost endless. However they have recently disappointed me. A new thing came over me. Anger. Anger at Nintendo. I didn't think it was possible. Me? Angry at them. I'll explain.

I was playing *Metroid Prime 2*. I get to the Sanctuary Fortress. Make note that I have all possible upgrades and scans to this point in the game, which is no easy task without a guide. I am enjoying my game; I get to Save Station B and save because it has been a while. So I save. I'm stood on the cliff, overlooking the Sanctuary, really nice view, top-notch. That is where my trouble begins. I turn back because I can't go any further. I need the Echo Visor. So I can't go forward, you would think that going back would be a simple thing. No. When I first got into Sanctuary I should have taken the route that continues past Unseen Way. So I check my map and see that I could go another way. I am in the Dark World at the moment, so I go up the Central Hive East Transport, into Hive Dynamo Works. I activate the Portal because I can't continue in the Dark World. I still need Echo Visor. I am now in Dynamo Works, Light World and continue through to save. That catches you up to my journey. I get back to Dynamo Works/Hive Dynamo Works and discover that I need Spiderball to get back up to the elevator. I'm only here because I have to guess where to go because the Hint System is off. I don't have a clue. It seems that I guessed wrong.

I would like to thank Andrea, Stefania, Ángel, Arrate, Ariel, Petra, Blaz, Daniel, and Arnaud. They are the game testers. Good job guys. Pat yourself on the back. If they had done their job properly then I wouldn't have to start again. I would like to cite precedent. In all of the other *Metroid* games, you cannot get through a door that you don't have the beam for. They do this partly so that you cannot get stuck. It is common sense. How much do testers get paid? Anyway they have a good record so far but I find this to be ridiculous. I just wanted to warn anyone who is playing *Metroid Prime 2*, or planning to. Bide my words, tread softly. Avoid my mistake. I love the mag by the way. Nintendo hear me roar!

SIMON WOOLLEY, VIA EMAIL

CUBE: ***The first time we got here we thought exactly the same thing. In fact, there were a few places like this where we thought Retro had stuffed up. The truth is though that they haven't. You didn't need to start your game again… you just needed to have a break and come back with a fresh head. We know exactly where you are and you can get out of that area.***



CUBE VIEWPOINT

EUROPHOBE

I have found a major issue with the predicted release dates of a lot of Ninty's games. Are these delays magical? For example why is the new *Zelda*, cool screenshots, delayed by so long? Did they forget how to spell Zelda? I wonder how long they will be researching the spelling of this wondrous name. Why is it? Anyway I bet they hate England and thus Europe. Come on guys; put a little effort into the dignity of Nintendo. Be Nintendo, not Nintendon't.

I do however like the universal properties of the DS. Yet it isn't released here. I bet they have to make ours ununiversal. It could take some time. I wonder if Shigsy ever got a global map for Christmas. He should have received it by now. Anyway if he just looked to the west of Japan, and to the east of America, over the big blue bit, you know, the Atlantic Ocean, then he would find the UK. That's us by the way, and the rest of Europe I suppose, damn Frenchies.

When the Revolution finally gets over here, it has had to swim a fair distance, I would like to see some kind of Europe only improvement. If Shigsy doesn't have time to see the map I think I shall charge over to his office and demand satisfaction, and possibly a game of *Double Dash*, that is all.

PHILLIPS RICHARD, VIA EMAIL

CUBE: ***Ha, your name's backwards!***

PLEDGE

To members of CUBE I am writing to tell you that I will never leave Nintendo I will stay with Nintendo as long as it lives.

TEJAS DIVANI, 14, LONDON

CUBE: ***Excellent news.***

CUBIST

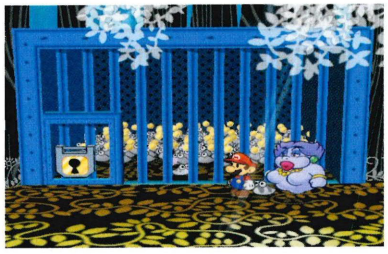
I love your mag, I get it every month and I think you give honest scores for the games you review. I recently got a Nintendo DS for Christmas, that was imported from America. I think it's amazing, but sadly I can't get any games for it yet because it's not out over here. I agree that the thumb strap thingy is annoying, but I found that I got used to it. In Issue 40 a few people said about games being racist, because there are never any black people playing main characters. Then again, there aren't any black members of the CUBE team either, so maybe the gaming world just naturally hates blacks. Oh well, never mind.

DAN W, VIA EMAIL

CUBE: ***Um, yeah...***

MORE LI

Hi, CUBE Fiona Li, again! Remember me? My dad bought me *Paper Mario: The Thousand Year Door* for my birthday. When I played the game, it was really good! I



emailed to my friend, Narelle Findlow, all about *Paper Mario: The Thousand Year Door*. My friend, Narelle Findlow, loves playing videogames as much as I do. She plays videogames everyday, just like me. Mario and Princess Peach should make a really cute couple. Sorry that I sent you such a very long email, I had loads of things to tell you. I still like Mario and I still enjoy playing *Mario* games. But my favourite *Mario* game character is Princess Peach. Mario is kinda my favourite *Mario* game character.

In Issue 39, when you reviewed *Paper Mario: The Thousand Year Door*, how come you never mentioned Princess Peach was kidnapped again? But thanks for putting my email in the CUBE magazine! I still read your magazine, your magazine is the best! I think you might be wondering in my last email that I sent you that you might be thinking why the *Mario* cartoons didn't still die with Captain N and the rest of the Eighties things. The *Mario* cartoons didn't die because they were been shown on a channel called POP, only on Sky Digital. *Paper Mario: The Thousand Year Door* is one of the best games I ever played, next to *Mario Kart: Double Dash!!* But I like *Mario Kart: Double Dash!!* better because the graphics and the animation in the game were fantastic! And *Mario Kart: Double Dash!!* is one of the games I never get bored with. The graphics were nice in *Paper Mario: The Thousand Year Door* but I really enjoyed playing the game. I still haven't decided if I want to join your forum or not. But I might join your forum, some day.

FIONA LI, VIA EMAIL

PS In some of the *Mario* games, how did Mario kick the enemies' butts so easily? How many times does Princess Peach gets kidnapped in her life? She always gets kidnapped! Right now, I am looking forward to *Mario Party 6* and *Mario Power Tennis*, when are they out in the UK?



CUBE: ***Round about now. So let's get this straight, you like Mario, right?***

GLITCH IN THE SYSTEM

Great mag! Oh, my love of your mag can't be put in words! Anyway, what is with people crying over glitches in games? I started making a game, and people are lucky just to have the characters move properly! (Example: on a 2D game, to move left you need either a constant or a relative negative position on the X plane reset every frame, usually 60 a second.) I don't think everyone understood that bit of gobbledygook. So imagine programming that for all eight directions! With the difficulty of that, people should be amazed at the fact there's a flowing storyline at least!

On to what I sent this mail for: the game I'm making is a *Metroid* fan game, like there aren't too many now! Are there any legal issues with using good ol' Ninty images and music as long as I don't make any money from the game?

RORY CARTER, VIA EMAIL

PS: I think there's a Cheating Monkey in my house! I went to sleep one night and woke up tied to a banana tree!

CUBE: ***If you distribute a game using Nintendo properties without its permission then yes, you'll get in bother. Now, seriously, do glitches not annoy you in games?***

EXCUSE ME

Hi CUBE, 2005 yeah! (Liz, Tim, Chandra, Miles, Ryan) that's right I can remember all your names [Except me! – Lewis], even though I kind of sneaked a peek at the magazine. Issue 40 was my second, Issue 35 being my first BUT before you dismiss this letter and throw it in the rejection pile, I have a reasonable excuse. See, Issue 35 was released in July, summer holidays this was also the month I got my GameCube. I was of course familiar with the GameCube and

DREAMS AND FANTASIES

What do you mean calling me Scare Bear? You evil people. Anyway do you think it would be good if they made a *Final Fantasy VII-2*? Cloud Strife is my guardian ghost and he says that it is a good idea, but Aries can't die, Cloud does and they need to resurrect the main character from *Final Fantasy X* or in other words, Tidus and transform into Aeons and go to the planet's core to get the ark that takes them to the moon and they find an antidote but their ship is destroyed by the Soup Dragon in the Clangers. So what do you think? It was a dream I had once.

LAUREN THORPE, HARLOW

PS Cloud says 'Hi!'. I know where you live, I'm psychic. Don't mess with me.

CUBE: ***We live in a world where death is no longer a problem. We were chatting to Cloud (or 'lil fluffy' as we like to call him) the other day and the solution is simple. There's no need to bother Tidus (and anyway, he doesn't exist, he's just a freakin' videogame character. Get a grip) or get involved with some poxy Soup Dragon. All you have to do is find a DeLorian and turn it into Mana in order to get Cloud tapped straight into Gaia's energy flow. Once there he can whip out the modified Ectoplasm Trap (which is programmed to filter out everything but Aeris' energy signatures), take 'Aeris' back to the real world, then pump her up with a Mk V Particle Accelerator. Voila! This, dear Lauren, is the storyline for Final Fantasy VII-2. Sounds rubbish. We don't think they should make it.***



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orange™ www.orange.co.uk/multimedia

how unique and special it was and with all the great GameCube games such as *Wind Waker*, *Metroid Prime* (which I am hopeless at) *Mario Sunshine*, get my drift? So anyway I bought my first issue and automatically loved it. (King wasn't around and that other woman left, sad times, or happy – you tell me) I liked Viewpoint, and basically the important information that I forget in about 10 minutes time. I made me laugh in the good way. So then came August, I remember buying a game so I couldn't scrape together £4 to buy Issue 36.

September, I was so sad about going back to school I forgot about Issue 37. October was a busy month for me so I abused the magazine. November was shopping in Co-op and then I saw CUBE, all looking beautiful, I took it to the counter and the stupid man said, "You're not 16, you cannot buy". This was shocking behaviour, so anyway December came I purchased cube from W H Smith and I was re-introduced to the wonders of CUBE and if you print this letter I will buy every CUBE issue that comes out next and I'm smart enough to know the more I buy to more you get paid, heh heh heh, who's in control know (you but er... forget I said that). And I have the two words that can give you nightmares, get ready... SONIC HEROES. Try sleeping at night now.

ANDREW D, LONDON

CUBE: ***Thanks for the apology, now don't neglect us again.***

FEEL THE LOVING

Hey CUBE! I'm loving the mag at the moment, the last issue was a stonker, I just can't get enough DS!

Anyway I think that *Metroid Prime*, apart from being really fun and having fantastic visuals, was one of those very rare games that is too long! After around 20 hours of playing I had only achieved 18 per cent! Sorry, I just wanted to get that off my chest, it's a great game really.

Oh yeah, I was looking at the DS on Amazon and saw a really good deal. It was a bundle pack with a DS, a leather carrying case and *Super Mario DS* for only $200, which I estimated to be £90. For some reason I left it. Really all I want to know from this is what I'm missing, or have missed out on a great deal.

THEO YOUNG, 11, NORFOLK

CUBE: ***$200 is £106.47. You decide.***

DEE ESS ACE!

Being lucky enough to receive a DS from Santa at Christmas, I wanted to write my first ever Viewpoint to the only decent games mag on the block.

The game I got with my DS was *Super Mario 64*. It's a great game but the handling takes a little time to get used to. The console when closed shows a sleek design in all its glory. With amazing graphics and superb battery-life I was instantly hooked. The stylus is a brilliant to use with mini-games and the thumb strap is handy when you want to move around swiftly.

As for the demo, *Metroid Prime: First Hunt* was absolutely incredible. I liked the idea of both screens being used to display a whole body (top-half head to waist, bottom-half legs to thigh). The surround sound provides excellent stereo effects and the microphone is discreet but sensitive. I think the DS will wipe the floor with the PSP.

RICHARD MCDONALD, 11, NOTTINGHAM

PS How do you get Luigi on *Mario 64 DS*?

CUBE: ***From the wise fingers of forum member FaustsHausUK: "The Luigi painting is somewhere in the Boo level. Go into the courtyard under the castle where all the Boos are – one of them has a catch in its tummy. Thwomp him to get to the catch, then you'll enter the Boo level."***

MEANDERTHAL

I've been meaning to write to you for some time and I am having a few problems deciding what to say. I've only been reading since Issue 38, so I've got a few things to say about past rating in the Directory. First of all, how the hell did *Lost Kingdoms* get 7.0? I mean come off it. It's the most crap game I've ever played. What's the idea rating a crap game like that 7.0? The storyline is crap, and you can hardly tell one card from another. My idiot brother actually liked it at first, even though he didn't know what was going on.

There isn't really too much else to say on that subject, as I have not got many other games, although I do think *Sonic Adventure 2 Battle* could have got a higher rating.

Anyway I'm thinking of getting a new game for my GC. Any suggestions as to what I should get, leaving aside any *Mario* games (Mario sucks!)? Oh and could you see if the Cheating Monkeys have any cheats for *SSBM*? See ya later.

MICHAEL BIERTON, VIA SNAIL MAIL

PS KIRBY! (Josh, get lost, what are you doing with that letter anyway?)

CUBE: ***Oh no, you said it, didn't you? You said Mario sucks. Next month's mailbag is going to be fun!***

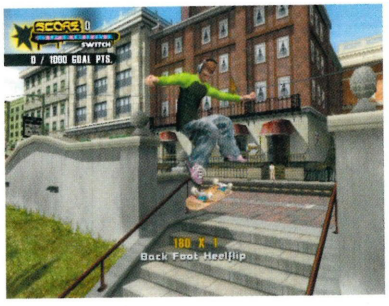
THUGGED UP

I have been buying CUBE from Issue 21 and I have not been disappointed but in Issue 39 it said the *THUG 2* walkthrough would continue in Issue 40 but it did not, please explain.

MARC INNES, 12, BUCKS

PS The Cheat Disc came in useful, thanks.

CUBE: ***Yeah, sorry about that. A little thing called* Metroid Prime 2 *popped up. Luckily for you part two of the* THUG 2 *guide is inside this very issue.***



LET'S TALK ABOUT TXT

We want your text!

MY FRIEND GOT A DS 4 XMAS, BUT CAN'T USE PICTOCHAT COS NOONE ELSE HAS A DS, SO HA TO HIM!!
CUBE: He's still got a DS though, so ha to you!!

WHY DO YOU ALWAYS KEEP SONIC DOWN? HE'S COOL. UNLIKE MARIO. ALSO TO AL SONIC HEROES FANS TRY SONIC ADVENTURE 2 BATTLE AS STEP UP FROM IT. PLEASE PRINT THIS TEXT SO I CAN SHOW IT 2 ALL MY MATES AT SCHOOL.
CUBE: Check it out, we printedit. Except this could have been sent in by absolutely anyone so, whoever you are, showing this to your mates claiming it was you, we say prove it!

GOT ANY CHEATS 4 PAPER MARIO 2 OR PRIME 2? MAYBE INFINTE HEALTH? PLEASE? IF I SEND YOU CRISPS?
CUBE: We ate far too many crisps over Christmas. Sorry, no dice.

TELL TIM THAT IF HE SAYS "AYE YA MA" ONE MORE TIME I'LL RAM A HUBCAP UP HIS NOSE.
CUBE: Tim says: "Actually it's 'aye yer ma'. But I've been thinking of changing it to just 'yer ma'. Happy?"

HAVE U GOT ALL 120 SHINES
CUBE: Course.

MERRY XMAS AND A HAPPY NEW YEAR, CUBE!!!
CUBE: You're late.

HI CUBE CAN YOU TELL ME WHEN THE GAME CALL MOVIES IS COMING OUT PLZ
CUBE: We'd like to know ourselves. The thing about Peter Molyneux is, his games are ready when they're ready. Unless it's Fable, obviously.

COBBLERS

Dear CUBE, how are you? I'd just like to say the way you did the review for *Mario Power Tennis* in Issue 40 was great! You should do all the reviews like that.

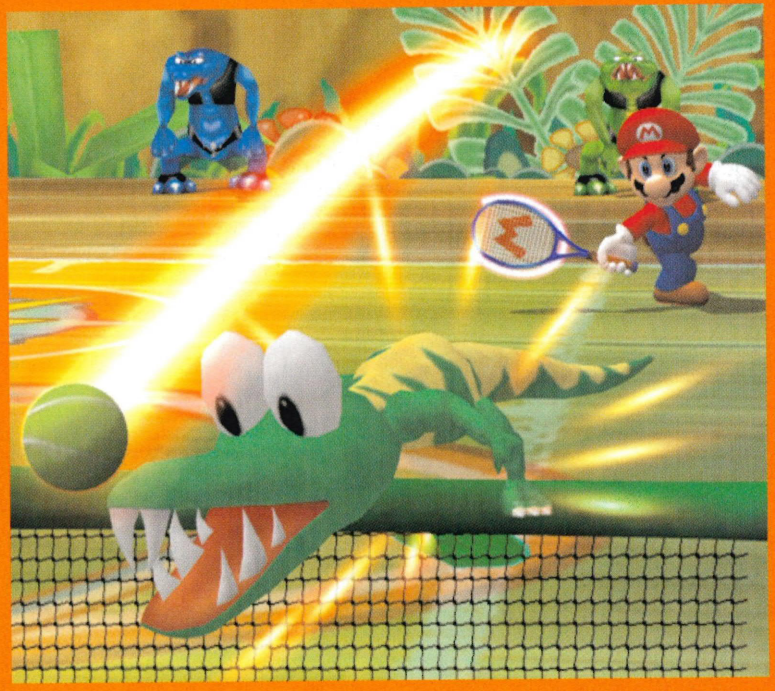
Now on the topic "Racism in games" I think this is a load of cobblers! Can I just say: GAMES ARE NOT REAL! Have you ever thought a coloured person might not fit the role of a certain character? It annoys me that things like games can be considered racist when all different cultures develop them.

Alex Hulme said that in *Die Hard Vendetta* all the 'baddies' are black, but I'd be more worried that the people living in the sewers (and don't get me started on the gay cinema workers) are WHITE!

Resident Evil 4 not exclusive! NO! But I just hope we're gonna nick some PS2 exclusive. It's really annoying me that Ninty is getting its exclusives nicked but PS2 gets to keep its exclusives. Got to go!

ALEX TALBOT, VIA EMAIL

CUBE: ***If we did all reviews that way we'd never get the mag written. Oh well.***



CUBE

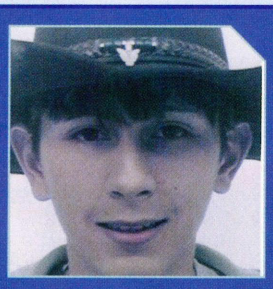
ISSUE FORTY TWO

FORUM FRENZY

...AND SHE SAID: "Don't put it there, it'll burn"... Hello! Ha ha! Welcome to Forum Frenzy! You'll notice that this month there's a bit of a tribute to one of our favourite members – the fabulous Dr Kong! He made us all laugh so hard with his twelfth post that he immediately entered Legend status. Of course the sky's the limit for Dr Kong after being made famous-ish in a national magazine. Bet you're jealous now.

USER PROFILE...

NAME:	James Alegria
USER NAME:	Dr Kong
OCCUPATION:	Student
FAVOURITE GAME:	Final Fantasy IX



Please comment on why something as irrelevant as gaming plays such an important part in your so-called life: Life sucks. Earth is in trouble from global warming, tsunami disasters breakout, there's world hunger and my life has no particular point. But, once I start playing *Metroid Prime 2* or *Kingdom Hearts* I no longer feel depressed. Videogames are like art, with character and imagination that bring joy into my heart. Games like *Sonic*, *Final Fantasy*, *Metal Gear Solid* and *Mario* allow me escape into a fantasy world of pure fun and self being. I will always be thankful to videogames as they strive to stimulate the senses and imaginations of human beings across our planet.

POSTS WITH THE MOSTEST

1. ***"It about time Nintendo wake up and get it hand out of it pants after watching a porn."***
   Rhinox
2. ***"They still hide the ginger one away from the public. Even though she's changed her hair."***
   ~Dr. Drake Ramoray~
3. ***"What is this equipment called when you have two short poles with springs in the centre. You have to try and pole apart when you breath in which cause the rib cage to expand outwords."***
   Rhinox
4. ***"A springy puller."***
   ~Dr. Drake Ramoray~
5. ***"I like Zelda"***
   Tinykong_x
6. ***"And my cat was sick on one issue of CUBE mag. I think it's the THUG one. It was a dirty sick."***
   ~Dr. Drake Ramoray~
7. ***"I'm beginning to truly despise Nintendo."***
   Kaim



HONOURABLE MENTIONS

Corinthians9:25 for having non-kinky, kinky boots, Dr Kong obviously, Third Eye for his deviance, and Rhinox (SeanMill) don't ever scare us all like that again, things wouldn't be the same without you. Oh and Fighter Of Foo and Jazzem too. Hi.



HOT TOPICS...

THE ROCK CASTLE

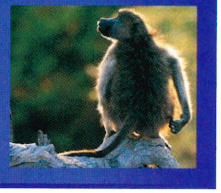
THIS PAGE, EVERY month. Who's in it, who's not in it, why they're not in it, why they are in it. Every month...



YESTERDAY'S NEWS...

NEWCASTLE ROCK

THE REST OF the mag gets barely a mention every month. Does nobody like to talk about it, is that it?



TOTAL GAMES .net

WHERE IT'S AT!

To find out what all the fuss is about, why don't you check out the forum yourself – if you haven't already. Getting in on the action couldn't be easier...

STEP ONE:

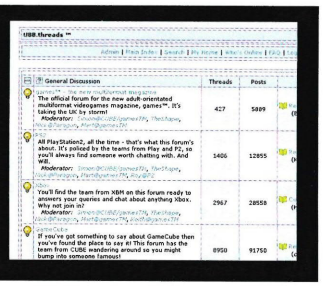
Get yourself online. It's fairly simple – most PCs and Macs these days are internet capable, whether they're at school, college or in the library. Tempted to surf the web at work? Check carefully what your company's internet policy is first – it might be a better idea to go to an internet café. If you're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

STEP TWO:

Type the following into the net browser window: **www.totalgames.net** then click on the FORUM link. This will give you read-only access to the forum. To get in on the fun you'll have to register – you can do that by clicking on the cunningly titled 'REGISTER' icon at the top of the page. Fill in your details, choose a name and then wait for a password to be emailed to you (which will arrive in no time).

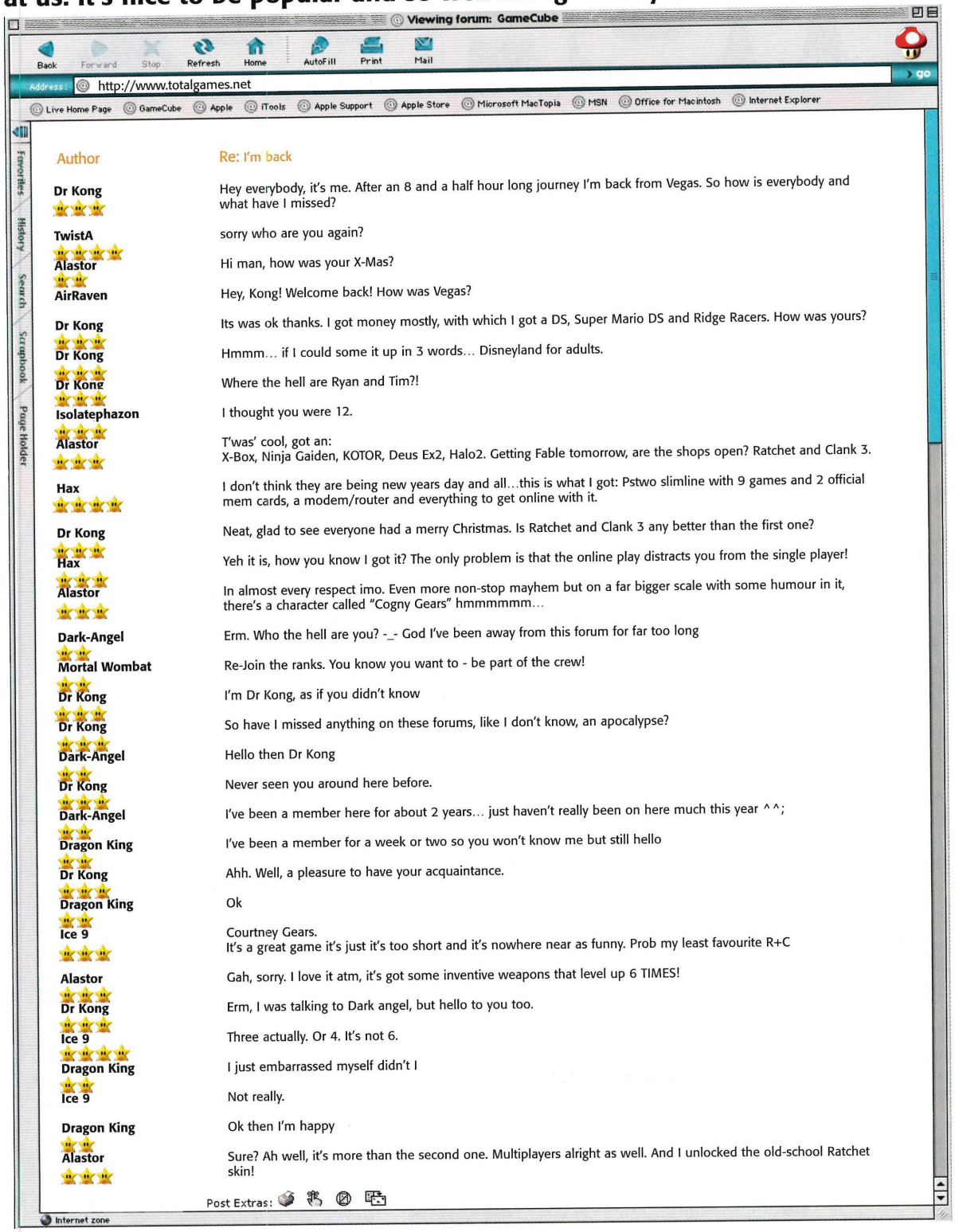
STEP THREE:

Er, that's it... Thousands of you have already joined in, so it's obviously pretty simple – heck, even the **CUBE** team did it.



THREAD OF THE MONTH

Bile, detestation, anger, all vented on the CUBE forum and mostly directed at us. It's nice to be popular and so well thought of by internet users.



Author	Re: I'm back
Dr Kong	Hey everybody, it's me. After an 8 and a half hour long journey I'm back from Vegas. So how is everybody and what have I missed?
TwistA	sorry who are you again?
Alastor	Hi man, how was your X-Mas?
AirRaven	Hey, Kong! Welcome back! How was Vegas?
Dr Kong	Its was ok thanks. I got money mostly, with which I got a DS, Super Mario DS and Ridge Racers. How was yours?
Dr Kong	Hmmm... if I could some it up in 3 words... Disneyland for adults.
Dr Kong	Where the hell are Ryan and Tim?!
Isolatephazon	I thought you were 12.
Alastor	T'was' cool, got an: X-Box, Ninja Gaiden, KOTOR, Deus Ex2, Halo2. Getting Fable tomorrow, are the shops open? Ratchet and Clank 3.
Hax	I don't think they are being new years day and all...this is what I got: Pstwo slimline with 9 games and 2 official mem cards, a modem/router and everything to get online with it.
Dr Kong	Neat, glad to see everyone had a merry Christmas. Is Ratchet and Clank 3 any better than the first one?
Hax	Yeh it is, how you know I got it? The only problem is that the online play distracts you from the single player!
Alastor	In almost every respect imo. Even more non-stop mayhem but on a far bigger scale with some humour in it, there's a character called "Cogny Gears" hmmmmmm...
Dark-Angel	Erm. Who the hell are you? -_- God I've been away from this forum for far too long
Mortal Wombat	Re-Join the ranks. You know you want to - be part of the crew!
Dr Kong	I'm Dr Kong, as if you didn't know
Dr Kong	So have I missed anything on these forums, like I don't know, an apocalypse?
Dark-Angel	Hello then Dr Kong
Dr Kong	Never seen you around here before.
Dark-Angel	I've been a member here for about 2 years... just haven't really been on here much this year ^^;
Dragon King	I've been a member for a week or two so you won't know me but still hello
Dr Kong	Ahh. Well, a pleasure to have your acquaintance.
Dragon King	Ok
Ice 9	Courtney Gears. It's a great game it's just it's too short and it's nowhere near as funny. Prob my least favourite R+C
Alastor	Gah, sorry. I love it atm, it's got some inventive weapons that level up 6 TIMES!
Dr Kong	Erm, I was talking to Dark angel, but hello to you too.
Ice 9	Three actually. Or 4. It's not 6.
Dragon King	I just embarrassed myself didn't I
Ice 9	Not really.
Dragon King	Ok then I'm happy
Alastor	Sure? Ah well, it's more than the second one. Multiplayers alright as well. And I unlocked the old-school Ratchet skin!

Post Extras:

CUBE

Highbury Entertainment Ltd, Paragon House
St Peter's Road, Bournemouth, Dorset BH1 2JS
Tel: +44 (0) 1202 299900
Fax: +44 (0) 1202 299955
Web site www.paragon.co.uk

CUSTOMER SERVICES
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MAGAZINE TEAM
Editor **Miles Guttery Trash**
miles@paragon.co.uk
Group Editor **Simon Phillips**
Managing Editor **Nick Roberts**
Deputy Editor **Chandra Nair**
News Editor **Liz Morris Dancer**
Staff Writer **Ryan King**
Group Art Editor **Paul Ridley**
Designer **Lewis 'Take it on the chin' Somerscales**
Sub Editor **Tim Empey**
Contributors **David Jenkins, Darran Jones, Martin Mathers, Andy Mountain**

ADVERTISING
Advertising Manager: **Felicity Mead**
Tel: 01202 200224
email: felicity@paragon.co.uk
Sales Executive: **Paul David**
Tel: 01202 200222
email: paul.david@paragon.co.uk
Display Sales Executive: **Marcus Reeves**
Tel: 01202 209367
email: marcus.reeves@paragon.co.uk
Classified Sales Executive: **Mark Maclean**
Tel: 01202 209308
email: macster@paragon.co.uk
Senior Copy Controller **Lauren Deans**
Ad Production Co-ordinator **Lorraine Troughton**
Assistant Production Co-ordinator **Caroline Bradford**
Copy Controllers **Eleanor Clark, Hayley Buchan**

PRODUCTION & DISTRIBUTION
Production Manager **Dave Osborne**
Bureau Manager **Chris Rees**
Scanning/Prepress **Wesley Neil**
Circulation Manager **Tim Harris**
Tel: +44 (0) 1202 200218
Fax: +44 (0) 1202 200217

INTERNATIONAL LICENSING
CUBE is available for licensing overseas.
For details, please contact
International Manager **Cathy Blackman**
Tel: +44 (0) 1202 200205
Fax: + 44 (0) 1202 200217
cathb@paragon.co.uk

DIRECTORS
Managing Director **Mike Frey**
Production Director **Jane Hawkins**
Circulation & Marketing Director **Kevin Petley**
CEO **Mark Simpson**

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JAN – JUN 2004

BEAT THE WORLD

ISSUE FORTY TWO

RECORD BREAKER

Thanks to the rapid finger-flexing of Peter Pettersson, Liz and Ryan are no longer the reigning champions of Wario Ware. Ha ha. Losers. Yes, that's right. You're both losers. Oh stop crying, Ryan.

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:

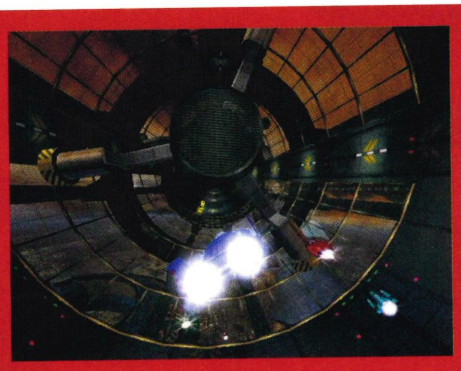
I'VE BEATEN THE WORLD, CUBE MAGAZINE, PARAGON HOUSE, ST PETER'S ROAD, BOURNEMOUTH DORSET BH1 2JS



WARIO WARE INC: MEGA PARTY GAMES

Certainly beats Sardines

MINIGAME	SCORE	NAME
Bam-Fu	37	Peter Pettersson
Banana Munch	194	Jonas Pettersson
Baseline Bash	33	Liz
City Surfer	30	Peter Pettersson
Crazy Cars	35	Peter Pettersson
Gifted Goalie	33	Liz
Heads Up	22	Liz
High Hoops	29	Liz
Hurry Hurdles	27	Tim
Jumpin' Rope	36	Jonas Pettersson
Pro Curling	30	Peter Pettersson
Set A Spike	49	Ryan
Ski Jump	33	Liz
Snowboard Slalum	23	Ryan
Wrong Way Highway	44	Jonas Pettersson



F-ZERO GX

Pole position! Ooh and indeed er?

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

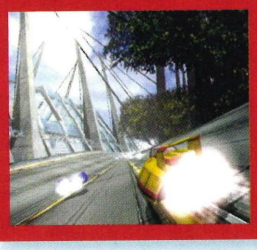
Trident	02'47"084	Rex McGee
Lateral Shift	1"42"135	Rex McGee
Undulation	01'55"197	Rex McGee
Dragon Slope	02'32"467	Rex McGee
Slim-Line Slits	01'46"315	Rex McGee

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

Mute City: Sonic Oval	00'32"124	Rex McGee



With racing this fast you'll wish you had goggles to protect your eyes from incoming flies!



1080° AVALANCHE

There's no business like snow business

EASY

Course	Time	Name
Ski School	48'68	Jonas Pettersson
Tenderfoot Pass	42'96	Jonas Pettersson
Frosty Shadows	46'54	Jonas Pettersson

HARD

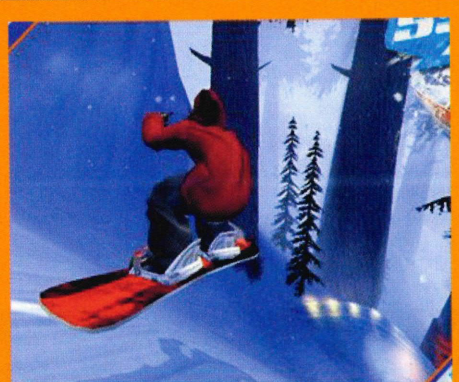
Course	Time	Name
Power Threat	44'40	Jonas Pettersson
Tree Top Trauma	1'03'32	Jonas Pettersson
Grits N' Gravy	51'88	Jonas Pettersson
Trestle Trouble	1'20'97	Jonas Pettersson

EXPERT

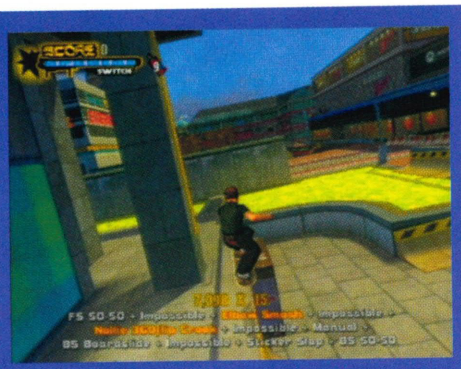
Course	Time	Name
Revolution Cliff	1'06'48	Jonas Pettersson
Midnight City	1'32'19	Jonas Pettersson
Rotted Ridge	1'01'62	Jonas Pettersson
Diesel Disaster	1'10'38	Jonas Pettersson
Sick with it	1'21'97	Jonas Pettersson

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



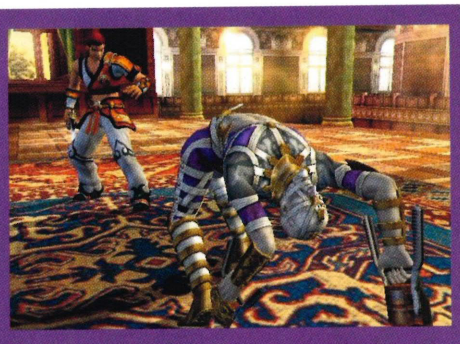
With snow this white you'll wish you had goggles to protect your eyes from, um, snow.



TONY HAWK'S UNDERGROUND 2

Ollie, ollie, ollie, oi, oi, oi!

Level	Score	Name
Training	2,044,673	Ryan
Boston	2,975,575	Ryan
Barcelona	2,144,122	Ryan
Berlin	2,983,604	Ryan
Australia	2,032,252	Ryan
New Orleans	2,144,875	Ryan
Skatopia	2,659,794	Ryan
Pro Skater	1,613,567	Tim
The Triangle	5,000,004	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

Heart and soul of gaming

Course	Score	Name
Time Attack – Std	2'30"08	Dave Every
Time Attack – Alt	2'32"06	Dave Every
Time Attack – Ex	54'16"99	Ryan
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

CUBE

ISSUE FORTY TWO

CHEATING MONKEYS



The Monkeys are feeling the love this month, with the Greatest Love Songs Ever! Vol 25 spinning in the CD player and banana-scented candles in the bathroom

SECOND SIGHT

Bored with it? Then play a few retro-style games.

MINI GAME	HOW TO UNLOCK
Earth Impact Mini Game	Play the arcade game found on the Reliance level
X-Space '92 Mini Game	Find the disk on top of a shelf in the Madness level. Insert into any computer on the level

NBA LIVE 2005

Codes for all sorts of mad stuff

CODE	EFFECT
YISS55CZ0E	50,000 Dynasty Pts
XVLJD9895V	Air Unlimited
PRYI234N0B	All Classics Hardwood Jerseys
FHM389HU80	All Shoes
1NVDR89ER2	All Team Gear
JRE7H4D90F	Alternate Hornets jersey
BHD87YY27Q	Alternate Sonics jersey
VNBA60230T	H2k4
HDI834NNUA	Hawks new road uniform
JRE7H4D9WH	Hornets new road uniform
AAPSEUD09U	Mavericks new road uniform
2388HDFCBJ	Shox Elite
BHD87YY2QW	Supersonics new road uniform
NAVNY2957P	Warriors new road uniform

DONKEY KONGA

Collect the coins in Street Performance mode to buy the mini-games on the Donkey Kong Town – Monkey Shines screen. Mini-games can be played in the Ape Arcade.

MINI GAME	HOW TO UNLOCK
100m Vine Climb (1 or 2 players)	4800 coins
Banana Juggle (1 player)	5800 coins
Bash K Rool (1 player)	5800 coins

You need to collect the required amount of coins in Street Performance mode to buy these bongo sounds in the Donkey Kong Town – Bongos A Go-Go.

UNLOCKABLE	HOW TO UNLOCK
Barnyard Set	1050 coins
Big Band Set	88 coins
Car Set	66 coins
Classical Orchestra Set	2220 coins
Cold Set	460 coins
Country Set	49 coins
Dogs Set	11 coins
Electrical Drum Set	25000 coins
Jingle Set	333 coins
Kirby Set	2599 coins
Konga Crew Set	64 coins
Laser Space Set	77 coins
Latin Percussion Set	1900 coins
Mario Set	4599 coins
Quiz Set	912 coins
Toy Set	14900 coins
Whip It Set	707 coins
Zelda Set	4599 coins



CUBE

GAMECUBE HINTS, TIPS AND CHEATS 7 DAYS A WEEK!

LIVE CHEATS HOTLINE

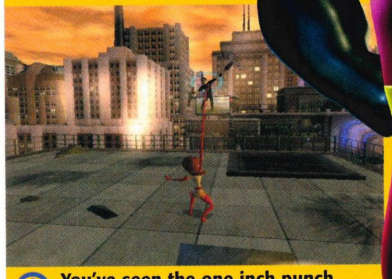
0906 9060374

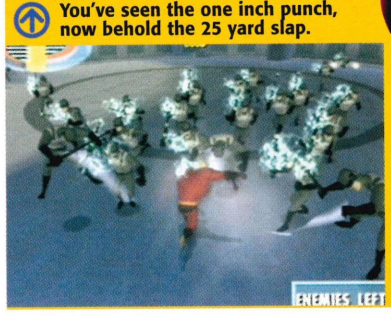
Calls cost **£1.50** per minute at all times. Call charges will appear on your standard telephone bill. Please seek permission from the person paying the bill before calling. Operating hours seven days a week, from **8am till 11pm**. If you have any queries call the customer helpline on **0870 739 7602**

THE INCREDIBLES

Some codes big, some codes small – odd, no?

PASSWORD	EFFECT
ROTAIDALG	Battle mode unlocked
EINSTEINIUM	Big head mode
YOURNAMEINLIGHTS	Credits sequence
gilgendash	Dash can run into objects without injury
THEDUDEABIDES	Deactivate all codes
SMARTBOMB	Destroys everything nearby
BOAPLACE	Easier game
FLEXIBLE	Elastigirl gets infinite Incredi-power
ATHLETESFOOT	Fire trail
tonyloaf	Health appears more frequently
Pinkslip	Health remains constant
DANDRUFF	Henchmen always launch death shrapnel
invertcameraX	Horizontal camera control switched
SpringBreak	Level Select
labombe	Weaken bombs
SHOWTIME	Infinite Incredi-power for Mr Incredible
KRONOS	One hit kills
UUDDLRLRBAS	Restores 25% health
GAZERBEAM	Shoot out laser for a short period of time
BWTHEMOVIE	Slow motion game
DEVOLVE	Small heads
SASSMODE	Speeds up gameplay



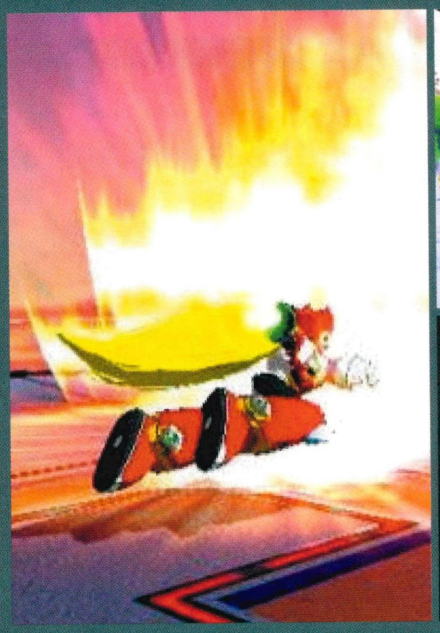


You've seen the one inch punch, now behold the 25 yard slap.

CHIMP'LL FIX IT



Not wanting to be alone this Valentine's day, the Cheating Monkeys have made up with their chimp girlfriends. Between you and us, they plan to drop the birds as soon as they get their gifts. Chimp'll fix it at **CUBE** Magazine, Paragon House, St Peter's Road, Bournemouth, Dorset, BH1 2JS or cube@paragon.co.uk.







GOO-GOO, GAA GAA

Dear Cheating Monkeys,
In *Super Mario Sunshine* I am on the hotel level, but can't get the star where you have to clear up the electric ooze within three minutes. I have thrown the barrels and sprayed as fast as his little legs will go! Any tips as to how to do it?
BRIAN, MANCHESTER

The monkeys say:
"Just keep persevering Brian, you're on the right track. The best thing to do is to lightly hold down the R button, so you shoot and run at the same time. Just keep running and spraying the electric goo and you'll eventually succeed. Once all the goo is gone, the clock will stop and you can go and claim your Shine."

TURN BACK TIME

Yo! Cheating Monkeys,
I've been playing *Prince Of Persia: Warrior Within* over Christmas (thanks Santa!), but I'm stuck. I've reached the bit with a clockwork tower and the big Iron Golem, but I keep dying. What do I do? Please help!
MICHAEL, LEIGHTON BUZZARD

The monkeys say:
"Okay, Michael here's what you need to do. Avoid the Iron Golem's attacks by dodging and weaving out of its way. When you get the opportunity, scoot between the Golem's legs so you're behind it. Once here, attack the Golem's knees until it falls to the ground, giving you the opportunity to climb up its back. Now smack it about the head and neck to cause some real damage. Avoid any counter attacks and continue to bash the Golem about the noggin until it's dead. There."

CRYSTAL CLEAR

Dear Cheating Monkeys,
I'm stuck on *Mega Man X: Command Mission*. I'm on the Tianna Camp level and have reached the Dark Room and have destroyed the Preon pod. After that there is a puzzle with some coloured crystals...
ALISON, KENT

The monkeys say:
"You need the correct colour patterns to complete this series of puzzles, so here goes: the first colour pattern is BLUE then RED. Go through the unlocked door and head south until you reach the Security Panel Area. The colour code is BLUE, RED, YELLOW. To access the east door, simply reverse this pattern. To open the west room input the colour order YELLOW, BLUE, RED then open the north door by inputting the colour code RED, YELLOW, BLUE. Grab the goodies in the northern room, and then return to unlock the purple crystal with the code BLUE, YELLOW, RED. Almost finished! Once you've unlocked the purple crystal head south again until you reach the final colour room. Input YELLOW, RED, GREEN, BLUE to unlock the exit and GREEN, BLUE, RED, YELLOW to unlock the green crystal. Phew!"

CUBE CHEATING MONKEYS CODE JUNKIES



ISSUE FORTY TWO

Every month we bring you all the latest Action Replay codes for the greatest GameCube games, old and new!

PRINCE OF PERSIA: WARRIOR WITHIN

Master
QR4T-KW7F-DBR2Y
ME9Q-UHZH-AMTQV

Infinite Health
VFC1-1Q0Y-Q6WQN
A1PK-NW9Q-W53YV

Infinite Sand
Y7RF-YFJ8-KFUP8
20DX-PVB4-DQBUM

Unlock All Extras
P85D-DG2Q-Z5GK2
FQ97-1C2P-2ET20

CALL OF DUTY: FINEST HOUR

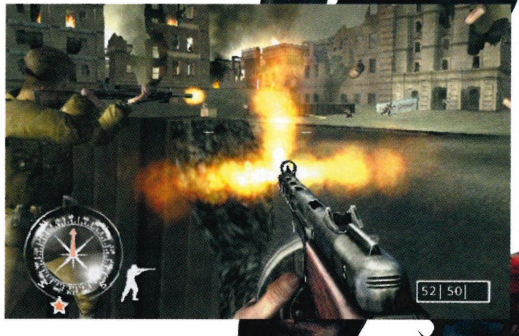
Master
Q8FK-H3F0-2Z202
0E3W-FRQN-NKY4A

Infinite Health
4W24-YTX2-TC2N2
J7ZN-C1FR-51W8W
NJRJ-BBBT-70JG8

Unlock All Cheats
23H8-JF6X-QBB7D
1VVY-97BG-JPRBA

Unlock All Making Of Movies
ABK6-69F8-9JN47
D56J-HQYM-V7065

First Section Levels Open
D1H1-FKPH-X867D
FKN9-83CM-TBG21



TIGER WOODS PGA TOUR 2005

Master
K54G-071W-H40FD
TDCT-98ZK-MZG69

Always Hole In One
YHXQ-4KPG-DJHVP
7D20-F43W-EY40P

6M9R-RZ2K-C75JY
K5PE-7T36-18BUD
VP2N-N9FW-KNUFH

FINAL FANTASY: CRYSTAL CHRONICLES

Master
WDU7-H940-NE62H
UGVJ-1EGP-GU7GX

Infinite Health: Single
DFWB-6NKR-58QM9
9G7V-F05X-EJ631
XZ0V-VYJC-AW4FU
3G9Y-XQAF-3DVDU

Infinite Health: Multi
F004-NYVH-3K5EC
9G7V-F05X-EJ631
XZ0V-VYJC-AW4FU
3G9Y-XQAF-3DVDU
MZJR-EE74-DJW5B
2GT7-KZAK-NKXKY

Max Hearts
J3NG-Z177-4MZU8
0NXN-1FDZ-91MRH

Max Strength
K5CY-RPR8-U1KJ6
9FPE-A5YF-ER771

Super Max Strength
C6CP-6DWC-G1BE1
9FPE-A5YF-ER771
DMET-Q0ZG-U70EH

Max Defense
4MR7-YHZ1-VMZ5P
P90D-WX6W-6D71T

Super Max Defense
FXR6-0C8W-H6MX5
P90D-WX6W-6D71T
DMET-Q0ZG-U70EH

Max Magic
F7BG-02GZ-YQXDZ
JP1J-UNFT-HUAXH

Super Max Magic
8UGU-CYWD-3NEXJ
RPJF-Z2EQ-59Y72
WQX7-RQF3-877XN

Able To Leave Chalice Aura
FMDP-WVKM-6RN3D
9RM9-9KZ7-R7CJ5
KN7N-E27W-PDX8N

Max/Infinite Gil
CYK2-77FU-FU6D4
X9UZ-TVU2-P0PRB

Love All Foods
XG9Y-Y628-FRC08
70CF-T1G2-PERYK

Have All Artefacts
A2VN-A7UJ-PN4NR
85RD-FZNY-GRQX4
VGP4-REZE-ENPKQ

Item Slot 4 Always Contains
YMYC-RMR4-EYAKU
HW6N-JPF1-VVXWD

Copper Sword
P6QN-0B2U-B6YR5
NV0M-MEGF-7GJQW

Iron Sword
YQN9-49NQ-6E7A2
X9TP-1G8M-3A7ZD

Steel Blade
9H5G-BBR3-38BGH
8PDX-DBCT-20N1B

Take the fun out of levelling up with these codes. S'alright – *CC* ain't all that.



www.TXTUK.co.uk

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SFX ALERTS

Get strange & hilarious sounds as your text alert!

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

To order by phone call: 0906 635 2833
To order by text: CUBE + CODE to 88066
Irish users can call 1580 600 030 or text their order to 57767

RINGTONES

To order by phone call: 0906 635 2833
To order monotone text: CUBE + CODE to 88066
To order polyphonic text: CUBE + CODE + POLY to 88066
Irish users can call 1580 600 030 or text their order to 57767
You will need to go to a wap site to collect your Polytone. Make sure you have wap enabled!

BESTSELLERS

9468	3 Of A Kind	*Baby Cakes*	9109	D-12	*How Come*
1965	Eric Prydz	*Call on Me*	3636	Eminem	*MOSH*
1722	Jo Jo	*Leave*	4022	Nelly & Christina	*Tilt Ya Head..*
3979	Usher & Alicia Keys	*My Boo*	9006	DJ Casper	*Cha Cha Slide*
7775	The Streets	*Dry Your Eyes*	8809	Busted	*Thunderbirds Are Go*
9469	Natasha Bedingfield	*These..*	3997	Girls Aloud	*I'll Stand By You*
2253	Band Aid 20	*Do They Know..*	4033	Gwen Stefani	*What You Wait..*
9596	Usher	*Burn*	3915	Jo Jo	*Baby It's You*
4435	Usher	*Yeah*	2301	Dizzee Rascal	*Stand Up Tall*
2954	Robbie Williams	*Radio*	5381	Destiny's Child	*Lose my Breath*
5533	Maroon 5	*This Love*	3634	Dana Rayne	*Object of My Desire*
2302	Girls Aloud	*Love Machine*	7165	50 Cent	*In Da Club*
6663	Eamon	*Don't Want You Back*	3981	Eminem	*Just Lose It*
1627	Nelly	*My Place*	7687	Avril Lavigne	*My Happy Ending*
1178	Maroon 5	*She Will Be Loved*	3394	Khia	*My Neck, My Back*
8400	Ultrabeat	*Pretty Green Eyes*	0397	Michael Jackson	*Billie Jean*
6718	D12	*My Band*	8587	50 Cent	*P.I.M.P.*
6481	Eminem	*Lose Yourself*	4001	Kylie	*I Believe In You*
8098	XTM	*Fly on the Wings of Love*	3563	Eminem	*Like Toy Soldiers*

CHART HITS + PRE RELEASES

4746	50 Cent	*Disco Inferno*	3755	Kelis & Andre 3000	*Millionaire*
6603	Anastacia	*Left Outside Alone*	4675	LL Cool J	*Hush*
2333	Angel City	*Sunrise*	2566	Ludacris	*Get Back*
4657	Atomic Kitten	*Cradle 2005*	2956	Danzel	*Pump It Up*
2508	Avril Lavigne	*He Wasn't*	4698	Mario	*Let Me Love You*
5805	Blue	*Get Down On It*	9563	Mario Winans	*I Don't Wanna..*
4620	Brian McFadden	*Irish Son*	2355	Mark Joseph	*Lady Lady*
9119	Britney Spears	*Toxic*	2511	McFly	*All About You*
6789	Britney Spears	*Everytime*	4253	McFly	*Obviously*
3137	Britney Spears	*Megamix*	4021	McFly	*Room on the Third Floor*
3300	Britney Spears	*My Prerogative*	4619	Mousse T	*Right About Now*
4364	Cassidy Ft R Kelly	*Hotel*	4724	Natasha Bedingfield	*Unwritten*
6454	Christina Aguilera	*Dirrty*	3131	Nelly	*Na NaNa Na*
3140	Ciara	*Goodies*	4658	Nelly ft Tim McGraw	*Over Over*
4686	Daniel Bedingfield	*Wrap My..*	9603	O Zone	*Dragostea Din Tei*
5892	Destiny's Child	*Soldier*	6379	Outkast	*Hey Ya*
3978	Dizzee Rascal	*Dream*	9408	Peter Andre	*Mysterious Girl*
2364	Duran Duran	*What Happens..*	5226	Pop	*Serious*
2541	Elvis Presley	*Jailhouse Rock*	3133	Ronan Keating	*Father & Son*
4443	Frankee	*F*U*R*B*	5872	Scooter	*The Logical Song*
2519	Girls Aloud	*Wake Me Up*	2572	Stonebridge	*Take Me Away*
4603	Girls Aloud	*I'll Stand By You*	2977	The Streets	*Blinded By The L..*
2332	Good Charlotte	*I Just Wanna L..*	5217	The Streets	*Could Well Be In*
3567	Green Day	*Holiday*	3982	Tyler James	*Why Do I Do*
2317	Green Day	*American Idiot*	4673	U2	*Sometimes You Can't M..*
6288	Hanson	*Penny & Me*	2491	Usher	*Caught Up*
8711	Jamelia	*Superstar*	2726	Usher	*Confessions Part II*
2587	Jennifer Lopez	*Get Right*	3135	Westlife	*Smile*

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	*Toca's 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*

FOOTBALL ANTHEMS

3734	Arsenal FC	*One Nil To Arsenal*	2999	Singing the Blues	
3735	Chelsea FC	*Blue Is The Colour*	2887	City Til I Die	
3735	FC Barcelona	*Cant Del Barca*	2981	Newcastle FC	
3737	Glasgow Celtic FC	*Celtic Song*	2906	Hot Stuff	
3738	Glasgow Rangers	*Follow Follow*	1211	Fields of Athenry	
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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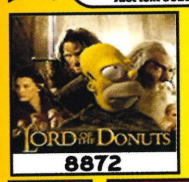
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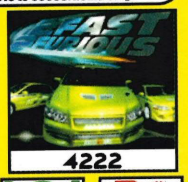
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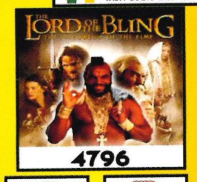
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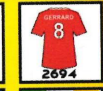
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7506



9858



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7753



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7706


9844



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7328


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1316



2735


4020

2160

6839

3944

2161

9857

8998

5883

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1069	Mel b (Bo)	3975	Dr Evil
1102	Ali G	9038	Majorie Dawes
9036	Lou and Andy	1146	Jordan
8647	Emily Howard	1143	Kat Slater (Bo)
1096	Del Boy	1071	The Bear (Bo)
2381	Borat (Ali G)	2392	Trigger Happy
9064	Vicky Pollard	2393	Yoda
8537	Daffyd	2389	Peter Kay
1151	Alan Partridge	3968	Nadia

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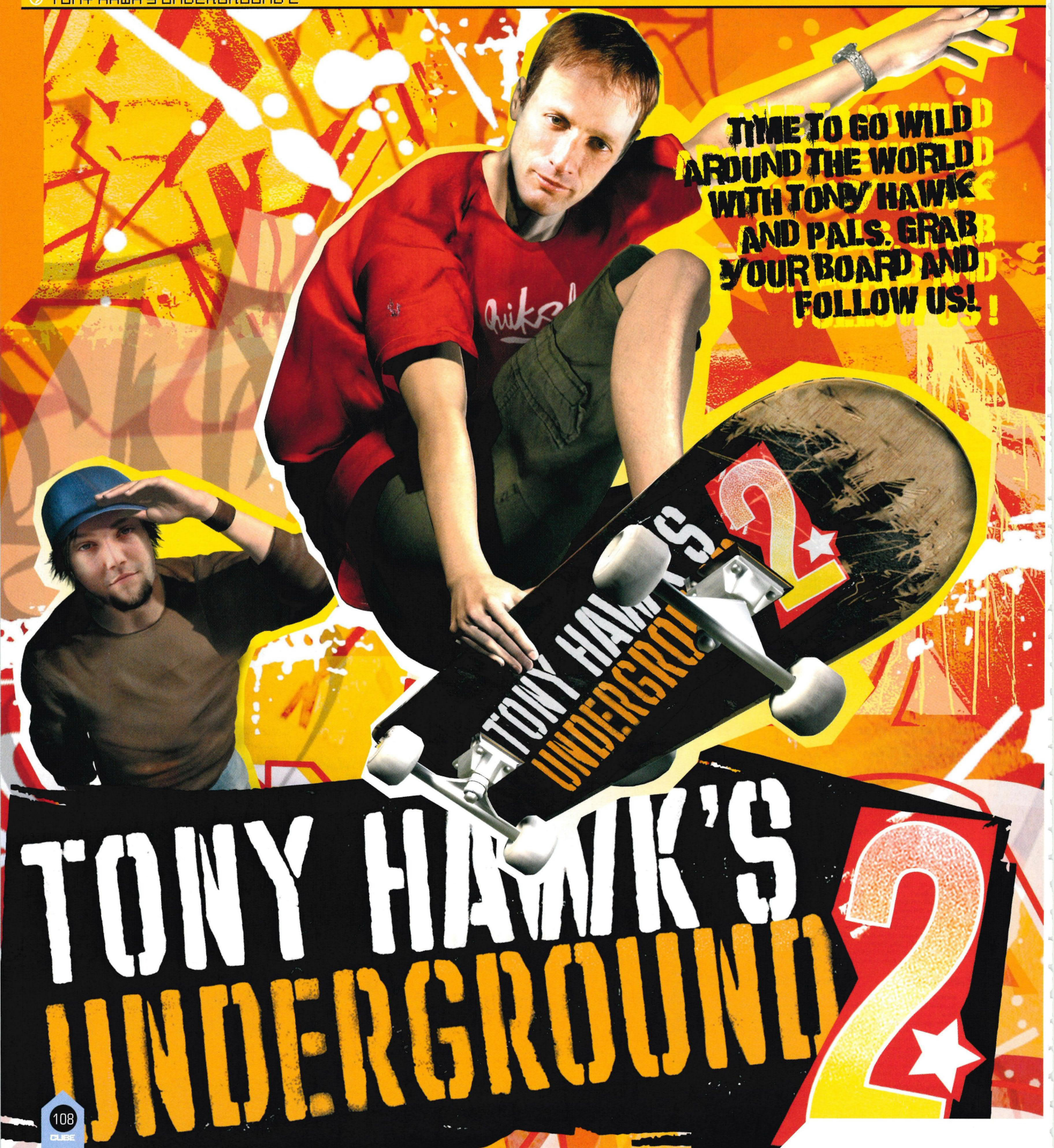
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TONY HAWK'S UNDERGROUND 2

UNLOCKABLES

Complete story mode on normal to unlock the following items:

SKATERS

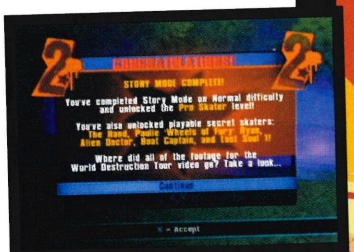
- The Hand
- Paulie 'Wheels of Fury' Ryan
- Alien Doctor
- Boat Captain
- Lost Soul 1

MOVIES

- World Destruction Tour

LEVELS

- Pro Skater



Complete the story mode to unlock extras.

HIDDEN SKATERS

Find the following skaters in story mode, to unlock them in classic mode.

SKATER	LEVEL
Ben Franklin	Boston
Bull Fighter	Barcelona
Graffiti Tagger	Berlin
Shrimp Vendor	Australia
Jester	New Orleans
Ryan Sheckler	Skatopia

STAT INCREASES

By performing certain tricks and moves as you skate around the world you can gain additional stat points to increase your skills. Here are all the skills for normal mode.

AIR STATS

Increasing this stat will give you greater height when you jump on a pipe.

Air transfer 30 feet	+1 Point
Air transfer 40 feet	+1 Point
Land 1 Backflip grab	+1 Point
Land 1 BS Roll grab	+1 Point
Land a 5,000 point air	+1 Point
Land a 10,000 point air	+1 Point
Land a 15,000 point air	+1 Point

LIP STATS

Increasing this stat will give you greater balance when performing lip trick stalls.

Hold a liptrick for 2 seconds	+1 Point
Hold a liptrick for 4 seconds	+1 Point
Hold a liptrick for 5 seconds	+1 Point
Hold a liptrick for 7 seconds	+1 Point
Hold a liptrick for 8 seconds	+1 Point
Nose stall on a lip 2 times in one combo	+1 Point
FS Noseblunt on a lip 2 times in one combo	+1 Point

RUN STATS

Increasing this stat will give you greater time when running between combos.

Caveman 2 times in one combo	+1 Point
Caveman 3 times in one combo	+1 Point
Throw something at 2 pedestrians in one combo	+1 Point
Throw something at 4 pedestrians in one combo	+1 Point
Graffiti Tag 2 times in one combo	+1 Point
Graffiti Tag 3 times in one combo	+1 Point
Get mad and Freak Out	+1 Point

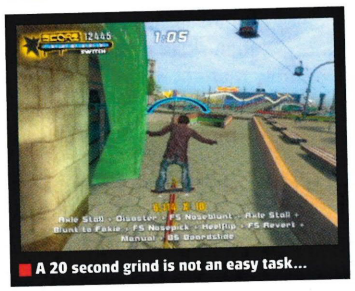
FLIP STATS

Increasing this stat will make your flip tricks turn faster.

Do 3 fliptricks in one combo	+1 Point
Do 4 fliptricks in one combo	+1 Point
Do 5 fliptricks in one combo	+1 Point
Do 8 fliptricks in one combo	+1 Point
Do 10 fliptricks in one combo	+1 Point
Double kickflip 2 times in one combo	+1 Point
Triple kickflip 2 times in one combo	+1 Point



Manuals can bring extra stat points.



A 20 second grind is not an easy task...

RAIL STATS

Increasing this stat will give you greater balance when performing grinds on rails.

Grind for 5 seconds	+1 Point
Grind for 10 seconds	+1 Point
Grind for 15 seconds	+1 Point
Grind for 20 seconds	+1 Point
Natas Spin 3 times in one combo	+1 Point
50-50 3 times in one combo	+1 Point
Crooked 3 times in one combo	+1 Point

SPIN STATS

Increasing this stat will make you turn faster in the air.

Land a 540 grab or fliptrick in a halfpipe	+1 Point
Land a 720 grab or fliptrick in a halfpipe	+1 Point
Land a 900 grab or fliptric in a halfpipe	+1 Point
Do 3 grabs in one combo	+1 Point
Do 4 grabs in one combo	+1 Point
Do 6 grabs in one combo	+1 Point
Do 8 grabs in one combo	+1 Point

OLLIE STATS

Increasing this stat will give you greater height when jumping on flat ground.

Ollie 20 feet	+1 Point
Ollie up 10 feet	+1 Point
Ollie up 20 feet	+1 Point
Ollie down 15 feet	+1 Point
Ollie down 20 feet	+1 Point
Sticker Slap 2 times in one combo	+1 Point
Sticker Slap 4 times in one combo	+1 Point

SPEED STATS

Increasing this stat will give you greater speed while skating.

Land a 10,000 point combo	+1 Point
Land a 30,000 point combo	+1 Point
Land a 50,000 point combo	+1 Point
Land a 100,000 point combo	+1 Point
Land a 250,000 point combo	+1 Point
Spine Transfer 2 times in one combo	+1 Point
Spine Transfer 4 times in one combo	+1 Point

SWITCH STATS

Increasing this stat will help you to skate better no matter which way you are standing.

Acid Drop 2 times in one combo	+1 Point
Air 40 feet high	+1 Point
Air 70 feet high	+1 Point
Land a 4 trick combo	+1 Point
Land a 6 trick combo	+1 Point
Land a 10 trick combo	+1 Point
Land a 20 trick combo	+1 Point

MANUAL STATS

Increasing this stat will give you greater balance when performing flatland tricks.

Manual for 4 seconds	+1 Point
Manual for 6 seconds	+1 Point
Manual for 8 seconds	+1 Point
Manual for 10 seconds	+1 Point
Manual 3 times in one combo	+1 Point
Manual 5 times in one combo	+1 Point
Pogo 2 times in one combo	+1 Point

AUSTRALIA

SECRET CHALLENGES

1 HANDICAP HAVOC
There are five 'No Parking' signs in this seaside town that need destroying. Simply run over all five of them to complete the task.

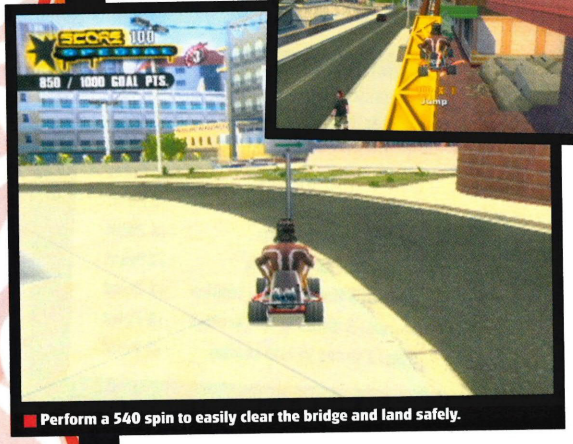
2 PARADISE COMBO
Inside the small area that you unlocked when you woke the crane driver are a load of rocky ledges around the pool. Simply grind them all in a single combo to complete the goal.

3 MINI GO-KART BLAST OFF
This is an extremely easy task in the go-kart as it can reach high speeds and will have no problem clearing the bridge. Simply launch yourself over the bridge and perform a 540 spin landing safely on the other side.

4 HELP LOCAL SKATE RATS
This is another easy goal when you know how. To help the local skate rats, simply grind along the arm of the crane to release the statue's head and cause havoc along the street.



Grinding along the arm of the crane is an easy task.



Perform a 540 spin to easily clear the bridge and land safely.



GUEST CHALLENGES

SHRIMP SLAP
Collect a handful of shrimps from the box on the promenade (S), then skate around the beach area and throw them at the tanned lifeguards. Hit all five to complete the task.

ROLLIN' ROLLIN' ROLLIN'
This challenge is tricky as you need to get yourself enough air time to complete two special moves. Use the ramps to get plenty of height, then launch yourself across the gap between the buildings and pull off the Rotisserie move twice before you land.

3 SEAGULL SKATER
Everybody knows seagulls are really annoying and they are plaguing this lovely seaside resort. To resolve the problem and achieve the goal you need to scatter ten seagulls in a single combo. The best place to do this is obviously close to the beach.

4 REAL MEN FLIP STAIRS
This is another focused goal, but really shouldn't be too difficult for you. Start by building up your special meter, then get focussed and perform a 360 double heelflip

PLAYER CHALLENGES

1 ARCADE MACHINE HIGH SCORE

Score over 80,000 points in a minute to get the top score.

2 BOARDWALK GRIND COMBO

You need to grind all three boardwalk rails in a single combo, and ensure that your score for the combo is at least 50,000 points. The three rails will earn you points, but you should throw in a few flip tricks between grinds as well.

3 LIPPING THE MINI

Head to the mini-ramp and trick it up scoring a 15,000 point combo on the ramp. Start by getting special and pulling a huge air, then revert, manual and then do lip tricks to rack up the score.

4 FIND THE SPECIAL GUEST

The special guest is hiding in a very secret area that you cannot reach at this time. After waking the crane driver in mission number eight, head through the hole in the wall and you'll find this karting god.

5 DRAIN THE TIDE POOL

Grind the rail around the edge of the pool and across the electricity boxes on the corner.

6 INTERRUPT A MEAL OR SIX

Use the crane to leap up onto the balcony above the street, then jump off your board and visit the restaurant. Skate through all the tables to complete the mission.

7 FIND THE SHRIMP VENDOR

On the promenade beside the beach you can find the Shrimp Vendor. Chase him through the small alleyway and you'll unlock this character as a secret skater.

8 WAKE UP SLEEPING BEAUTY

Natas Spin the fire hydrant on the other side of the street for three seconds to complete this goal.

BALL & CHAIN!!

Perform a Natas Spin on the water hydrant near the crane and it will burst disturbing the crane driver. He will wake up in a panic and the crane will cause major destruction including demolishing a wall, giving you access to a small side area.

PRO CHALLENGES

EXTRA CHALLENGES

Having finished all the goals in this area, you are forced into action again before you can leave for the next city.

9 P*SS OFF THE CONSTRUCTION WORKERS

There are five construction workers and to annoy them you need to perform the Beaver Blast move near them. You need to have a full special meter before you can pull off the move.

10 P*SS OFF THE BIKINI GIRLS

You need to try and annoy all of the bikini babes at the same time. Climb up one of the poles on the beach and then grind the wire across the bay scattering all the seagulls.

1 JUMPING WITHOUT A PARACHUTE

Use the ladders in the corner near the crane to climb up to the highest balcony, then grind the rail and make your way over to the buildings on the cliff top. Jump across the ledges to the far end, and then take a huge leap and Acid Drop into the pool below.

2 TAG THE BIG BILLBOARD

Climb up the ladders and leap over the ledges towards the pool. Stop when you reach the balcony with the glass panels, then drop over the edge and spray the huge advert to complete the goal.

3 TREASURE HUNTIN' HANK

Natas Spin on the three waste bins in the area to collect tin cans from each of them, then head back to the beach and hand them to the crazy treasure hunter.

4 FOCUSING ON A CLEAN DOUBLE FLIP

Build up your special meter, then focus and perform a 180 double kickflip over the two parked cars in the car park. To pass the test you need to focus throughout and also land perfectly on the far side.

5 KENNY'S REAL FEELINGS

Get a little speed and ollie off the statue base, then perform a Natas Spin on the statue's finger to complete the task.

6 TEAM CHALLENGE

Simply grind the awning above the beachfront building with all three skaters to pass.

7 EVERYBODY LOVES BIGGUNS

Get special and build up some good speed, then launch yourself up at an angle and try to land on the ramp at the very bottom. You need plenty of air to complete this task.

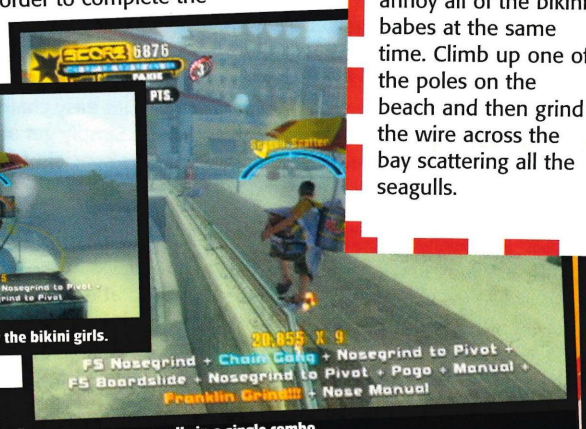
8 BALANCE UP AND OVER

To achieve best results, climb to a high point and start your run, then transfer over the ramps to get a good speedy run up at the bridge. When you get near, focus and manual from one side to the other in order to complete the goal.

down the big stairs on the promenade. You must land cleanly in order to complete the task, so don't try anything clever!



Grind the wire to annoy the bikini girls.



Skatter ten seagulls in a single combo.

NEW ORLEANS

SECRET CHALLENGES

1 TRICYCLE VS ZOMBIE
There are 11 zombies strolling around the city, causing mayhem. Take your tricycle for a spin and run ten down to complete the task.

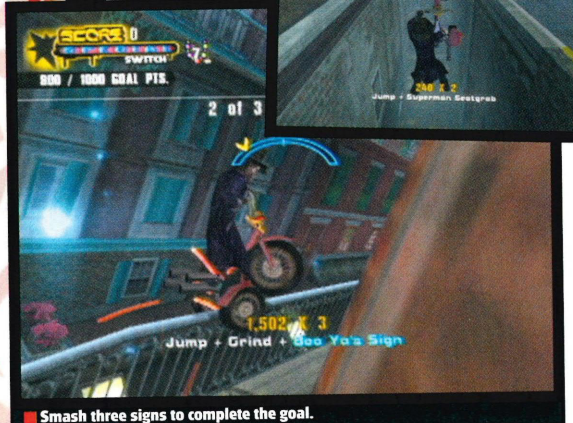
2 SUPER TRASH
This is another fairly easy challenge as the tricycle can easily gain enough speed to make the leap. Simply launch over the huge skip in the alley and perform a Superman Seatgrab as you fly.

3 NATAS NEVERSOFT
You'll need a little patience for this challenge, as the tricycle is not the easiest thing to control in the air. Launch off the ramp near the cemetery gate, then Natas Spin on the 'Neversoft' sign for at least ten seconds. You need to land safely to complete the task.

4 SIGN SPINNER
There are three neon signs being supported by the balconies around the city and your task is to turn off the lights, Simply grind around the balconies to smash the three signs and complete the goal.



Launch the tricycle over the skip in the alley and perform a Superman Seatgrab.



Smash three signs to complete the goal.

GUEST CHALLENGES

1 GIRLS GONE CRAZY PARADE
Head to the box and grab some beads, then climb on top of the float and throw them at the party girls on the street. Hit five girls with the beads to complete the mission.

2 DROP A HURRICANE
This strange challenge may seem quite hard to do, but in fact it's very simple. Climb off your board and jump onto the huge drink in the bar, then perform an Acid Drop into the cup. It may take a few attempts but is definitely very satisfying.

3 TEAM CHALLENGE
Another easy challenge for you to complete here. Simply get all three of your skaters to land a special trick inside the churchyard.

4 BALCONY BREAKER
Nearly all of the balconies around the buildings are extremely weak and if you jump at them from underneath, they will smash into little pieces. However this challenge is really tough as you need to smash three sections in a single combo and the balconies are not repaired. This

PLAYER CHALLENGES

1 ARCADE MACHINE HIGH SCORE
Climb to the top of the drainpipe near the waterfront and approach the machine. Score over 100,000 points in a minute to get the top score.

2 DANCE, DANCE, DANCE
Climb up to the rooftop near the huge fan, then activate the boombox and perform the tricks in time with the music. Watch for the ghetto blaster to flash, then perform and land safely to complete the task. You need to perform several tricks in a row.

3 RIVERBOAT SLAPPER
Grind the rail near the riverboat, then jump and sticker slap the paddles three times to complete the goal.

4 FIND THE JESTER
The Jester is riding around the city on top of a Mardi Gras float. Simply jump onto the moving float to unlock this character.

5 MARK YOUR TERRITORY
Replace the five tags around town with your own.

6 WATER TOWER SLAP
Climb the drainpipe near the waterfront, then follow the trail up to the rooftop. Use the ramps to reach the lip and then sticker slap the water tower.

7 RAISE THE DEAD
Visit the cemetery and grind the edge of the crypts. There are five, and all of them have skulls around the edge that you need to knock over.

8 SAVE NAWLINS
Spine transfer into Nawlin's Underworld. Grind around the underworld ring, then jump off and fall into the fire. Make your way to the church and perform an Airwalk over the top of the statue.

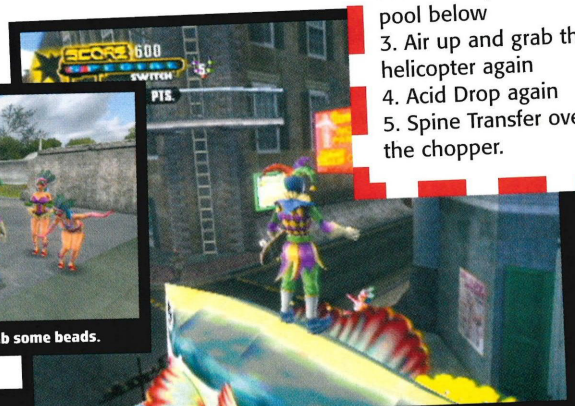
EXTRA CHALLENGES
Having finished all the goals in this area, you are forced into action again before you can leave to the next city. Fortunately they are not too difficult so here is what you have to do.

9 THE EQUALIZER
This is one awesome stunt and will definitely take a few attempts to get it right. First you need to make your way up to the helipad without getting caught by security and the easiest route to do this is to use the car ramp near the cemetery. Once on the roof here are the tricks you need to pull off.

1. Grab the helicopter's skid
2. Acid Drop into the pool below
3. Air up and grab the helicopter again
4. Acid Drop again
5. Spine Transfer over the chopper.

means if you make a mistake, you'll have to reload your game and start all over again. Good Luck!


Head to the box and grab some beads.


Climb on top of the float and throw beads at the party girls.

PRO CHALLENGES

1 NAWLINS STREET SPINE
Find the rooftop with the helipad, then launch yourself off the ramp near the fan and spine transfer across the road to land on the rooftop on the other side.

2 WALLIE THE TROLLEY
Head down to the waterfront, then wallride the moving tram and then jump to perform a Wallie. You do not need to jump over it, but you are required to land safely.

3 SPINE TRANSFER COMBO
This huge combo should be fairly easy to do providing you don't try to throw in too many additional tricks. Start by spine transferring from the helipad down to the street, then revert and spine transfer back up the far side and into the pool. Revert again to keep the combo going, then spine transfer again into the bar on the far side. Now just land safely to complete the task.

4 TAG THE BIG BILLBOARD
This is a particularly tricky challenge to undertake as the billboard is in a difficult position to reach. Climb the ramp near to the bar, then get into the pool and build up some speed. When you are ready, leap from the pool and grab the drainpipe located halfway up the wall, and then climb to the top to find and tag the billboard.

5 MANHOLE MANUAL
This is another fairly tricky challenge to attempt as the manholes are not in a straight line and you will need to move as you manual. Use the ramp at the end of the road to gain a little extra speed, then just manual over the top of the five small manhole covers. Once you have manualled over all five, you need to land safely to complete the challenge, so don't try anything fancy!

6 FOR THE BIRDS
Head up to the roof near the helipad, then ride towards the cemetery and spine transfer down to the road. You now need to spine transfer over the wall and try to slap the birds flying high in the air. Hit all three to complete the goal.

7 GASLAMP DISTRICT
Down by the waterfront you will find a few old gaslamps. In order to complete this goal, you need to grind the rails and then jump and grind over the top of the lamps three times.

8 BIG AND FOCUSED
This is an extremely tough challenge, as you need to land a really big combo. Start by skating around and performing your best tricks to help you max your special meter, then hit L3 to focus and go for an absolutely huge combo. You need to score over 100,000 points to complete the task. Try doing the spine transfer combo again with extra grabs thrown in for good measure. As soon as you hit over 100,000 points, just concentrate on landing safely; there is no point in getting carried away and falling off!

SKATOPIA

SECRET CHALLENGES



1 SKATOPIA TRANSFER
Zoom around to get up a decent amount of speed, then transfer from the quarterpipe into the ramp near the sign. It is quite a distance, but then Bigfoot jumps further than your average skater so the challenge should not be too much for him.

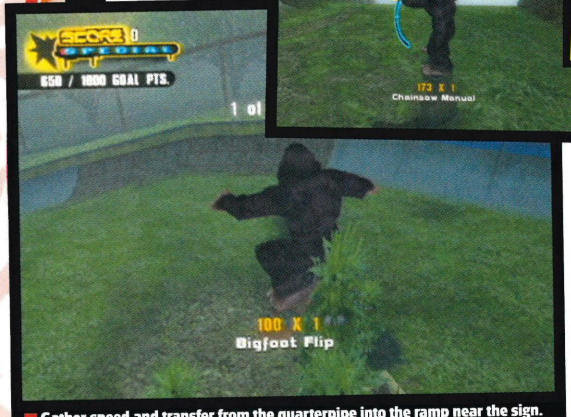
2 GROW SOME PLANTS
Cruise the map searching for flower gardens, then simply perform any trick over the top to make the plants grow.

3 A CLEAR PATH
Manual down the steep slope just to the left of the big slope, then leap off the ramp and land safely at the bottom in order to complete this challenge.

4 MANUAL UP A SLOPE
With your chainsaw-powered board, you should find that you have next to no problems here. Simply jump over the ramp onto the big slope, then manual all the way to the top in order to complete this final secret challenge.



Manual all the way to the top of the slope.



Gather speed and transfer from the quarterpipe into the ramp near the sign.

GUEST CHALLENGES

1 ONE LONG ELECTRIC WIRE
Climb to the very top of the hill and hop up onto the pole near the bus, then jump onto the wire and grind it all the way to the bottom of the hill near the entrance. This is a huge grind, but after a few attempts you shouldn't have too many problems.

2 SHACK ATTACK
There are two small huts near the entrance and to complete this goal you need to pass through both entrances in the same combo. After moving through a hut, you are transferred to the top of the hill and must then make your way back to the bottom to enter the other hut.

3 OVER THE HOUSE
Acid Drop from the huge cliff towards the house, then spine transfer over the top to complete this goal.

4 ZIPLINE WIRE BOMB
This is a fairly tough challenge as it can be difficult to get onto the high zipwire. Try grinding the log at the top of the slope,

PLAYER CHALLENGES

1 ARCADE MACHINE HIGH SCORE
Approach the machine and press the ⊙ button to start, then simply score over 150,000 points in a minute to get the top score. Doing so will complete this challenge.

2 LOCATE THE CHAINSAW
Head to the very highest point on the level, then climb to the top of the tree. Here you'll find the chainsaw and also set Bigfoot free.

3 THE LEGEND OF BIGFOOT
Drop back down the mountain and you can catch up with the big furball near the entrance to the mine where the arcade machine can be found.

4 ZIPLINE TOSS DROP
Follow the ledge where Bigfoot was hiding and you'll soon find the Zipline. Simply grab hold of the line then perform and Acid Drop into the nearest bowl.

5 LAUNCH THE FIREWORK
Before you can launch the firework, you first need to set your board on fire. Ride over the top of the bonfire to light it up, then jump from the top of the burning pire to land on the roof of the building ahead. Quickly touch the firework and you'll complete the task.

6 TAG THE BIG BILLBOARD
Climb the ladders to the ledge where you found Bigfoot and you'll spot the huge Billboard. Spray it with your own design to accomplish this task.

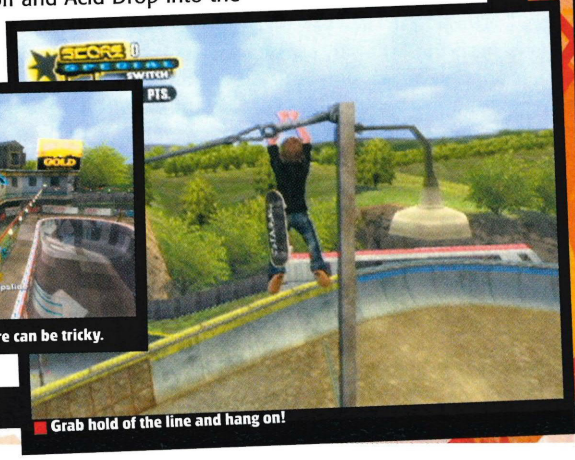
7 MARK YOUR TERRITORY
Spat has been spraying graffiti all over the city and once again your task is to find them all and spray over them with your design. Find the five spots around the town and replace the tags with your very own art.

8 FIND RYAN SHECKLER
Climb up the ladder at the front of the building with the firework on the top and you can find Ryan hiding inside.

then leap and grind the zipwire. As you grind down quickly jump off and Acid Drop into the ramp at the bottom.



Getting onto the highwire can be tricky.


Grab hold of the line and hang on!

PRO CHALLENGES

1 TREE TOP SPIN AND BOMB
Climb to the very top of the level, then climb to the top of one of the trees. Here perform a Natas Spin.

2 MOUNTAIN TOP MANUAL
This challenge is a really nasty one, as you need to manual all the way from the top of the hill near the bus to the entrance gate. Use the ramp to get a little speed, then hold down the ⊗ button as you manual to help keep your speed up. Now all you need to do is steer, balance and avoid that annoying vehicle driving back and forth.

3 LUMBERJACK COMBO
Grind all three logs in a single combo to complete this easy task.

4 SPINE THE MINE
Make your way back to the top of the mountain, then spine transfer over the little hut into the mineshaft.

5 SKATOPIA SPINE COMBO
You shouldn't have too many problems with this spine transfer combo, although you must remember to revert after each landing to keep the combo alive. Drop from the top over to the road, then spine into the garage and out the far side.

6 DOWNHILL LINE
This is a very good test of your skills as you need to tackle many obstacles and land grinds on them all. Act quickly and remember to use a Caveman to keep your combo going as you near the bottom of the hill. Good luck.

7 JUMP TO THE WEATHER BALLOON
Head back to the top of the hill and spine transfer out of the bowl into a small ramp on the edge of the cliff. Now launch off the kicker and jump off your board to grab the weather balloon.

8 SCRAPE THE HIVES
There are five beehives hidden around the area and you need to wallride over them to complete the task.

EXTRA CHALLENGES
Having finished all the goals in this area, you are forced into action again but this time as Bam.

9 SPIN BOMB
Climb up to the roof of the house, then climb the pole and grind around the edge of the platforms four times to light the fuses.

10 ROCKETS BATTERY
Natas Spin four times in a single combo on top of these mega rockets.

11 FOUNTAIN O' GLORY
Jump to the top of the giant firework and grind the fuse from top to bottom to light it.

12 BOX BOMBS
There are loads of big bombs here and to activate them you need to use all of them for combos. Perform two combos using at least eight of these explosive crates to continue.

13 GIANT BOMB
Climb to the top of the bomb to light the fuse, then quickly skate down to the gate at the bottom rescuing the dogs along the way. Each time you rescue a dog, a little more time is added.

14 ESCAPE THE PARK
The final challenge is all about getting out without burning your board. Simply perform a combo from the start point to the exit to complete the game.

NBA STREET V3

GENERAL TACTICS

The most important thing to learn in *NBA Street V3* is how to dunk, as it's the easiest way to score and fill your Gamebreaker bar. Learn how to clear the lane by pulling tricks on defenders as soon as you can. This lets you run past them while they're stunned and gives you an opening to dunk the ball. Also learn to pass if your player goes for a shot or lay-up instead of a dunk – this effectively aborts the move and gives you a second chance to try for the dunk. Master these two moves and you shouldn't have too much trouble getting through the game.

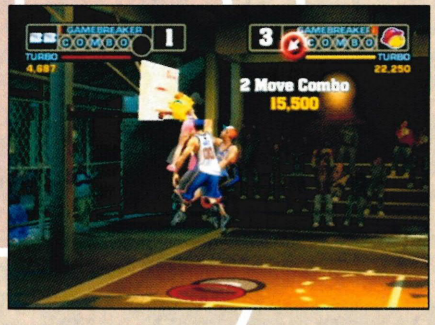
Another trick is to tap the turbo button when you receive the ball and BEFORE you start moving. This throws elbows out to knock players over, best employed when a defender is breathing down your neck and isn't giving you room to pull tricks. However, don't do this after you stop moving as you'll break your dribble and be forced to pass to someone else, restarting the whole I-have-the-ball-and-need-to-get-the-defender-out-the-way cycle.

The best way to defend is to jump with the attacker as he shoots or dunks rather than try and meet him once he's in the air. In fact, try learning how to jump before the attacker does. If the attacker starts pulling tricks on you, quickly change



player and bring another big guy in to cover. Generally speaking, the AI is somewhat pasty-handed when it comes to defending so it's better off doing the dirty work yourself.







STREET CHALLENGE

As with *NFL Street 2*, this is all about taking your created player through the various tasks and challenges. The first thing you need to do is create a team. The best combination is having two 'big' guys and one 'little' guy. Make sure the big guys are tall and boost their ratings for dunks, power, boards and blocks. You'll be using these guys most of the time attacking and defending, so they should be the focus of your stat boosting and/or player trading.

As for your little guy, make sure he has good handles and shots. Let him do all the tricks before passing it inside for one of your guys to dunk or, better yet, wait for the alley-oop. If the little guy's shot rating is high enough, make him your go-to player when you fall behind – just start bombarding the basket from long range. If you pump fake to get rid of the defender, wait until he's almost hit the deck before going for the shot. It's surprising how many shots are swatted away as the defender is coming back down to earth.

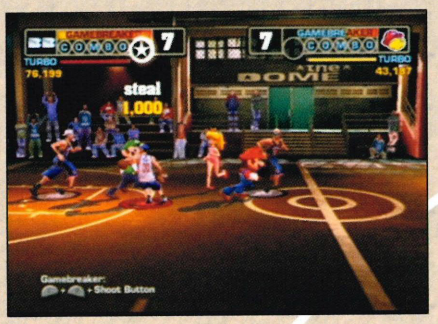
If you can, try and make all three players good at dunks. Not only does it mean a higher chance of alley-oops happening but it also increases the chance of more than one player joining you for the alley-oop.

Some tasks only allow points with dunks or long-range efforts so bear that in mind when boosting stats. With dunks you'll obviously want to boost dunks and power ratings before the game while long-range tasks will want shot and boards ratings increased. Another thing to bear in mind is the circle under your player's feet indicating when you can dunk. Once the colour changes from red to yellow, you've got permission for take-off.

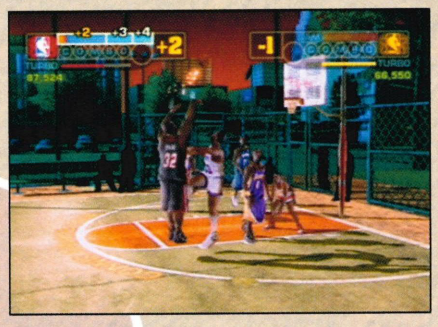
GAMEBREAKERS

Winning in *NBA Street V3* revolves around Gamebreakers and whoever gets theirs first usually wins the match. To build up Gamebreakers, you have to combo, combo and combo some more. Stringing tricks together before successfully scoring is how to clock up the big combos.

The more turbo buttons you use, the higher the trick's difficulty is and the bigger chunk of Gamebreaker goodness gets added to the bar. If your player has a high enough handles rating, go for red tricks and make sure you don't repeat directions (the pressed directions are shown in the combo bar).



The safest way to build up a combo is via alley-oops – perform tricks on the two-point line while waiting for a team-mate to leap up for the alley-oop, passing the ball once he takes off. Don't leave the pass too late otherwise the airborne player will miss the ball completely. If no-one jumps up by the time the shot-clock reaches under seven seconds, pull a trick on the nearest defender and go for the dunk yourself. It's likely you'll run into heavy traffic and won't be able to get the dunk in but it's better trying than being slapped with a shot-clock violation.







GAMEBREAKERS

Before starting, check the dunk rating of the player you choose (LeBron James and Spud Webb are the best dunkers). As for the dunks themselves, choose a prop from the left-hand side and place it in front of you. Make sure you take off some distance in front of the prop, otherwise you'll clatter into it and collect nil points. You can also bounce the basketball off the backboard with turbo buttons and pass, before recollecting the ball mid-dunk. It takes some practice but it's how you to rack up the really high scores. There's not that much to dunk contests to be honest. Use a prop, don't get too ambitious and that alone is usually enough to see you through.



BEASTIE BOYS

Ch-ch-check it out. Wh-wh-what's it all about? Unlocking the Beastie Boys, obviously. Fortunately, it's one of the game's easier tasks as it only costs 500 SP to buy them. You can earn that much from one game alone if you're particularly good, so keep an eye on your SP score to unlock them as soon as possible. Oh what do we know about partying or anything else?

NFL STREET 2

GENERAL TACTICS

Although it's been given a *Street* makeover, this still shares the same general tactics as real NFL. Passing plays are a high risk, high reward way of moving the ball forward long distances while running plays safely grind out a few yards at a time. It's all about evaluating your situation. If you're on a third down with two yards to go, then a safe running play makes more sense than throwing. This is especially true when near the goal-line. If you have the space, wall passes are the way forward. In particular, look to throw wall passes straight ahead to a receiver – if he's also near the wall, the player will out-leap everyone else to catch it. For that reason, it's better using the plays where the arrows stick to the outside of the field. Pro Fade and Wall Fade work well when trying this tactic. Bear in mind it helps to have a fast quarterback when trying this, as they can reach the wall quicker.

Also keep an eye on how close you are to the end of the field. If you're within throwing range of the end zone, don't pick a passing play with arrows pointing straight ahead – try pick plays that have players running left or right or better yet, running back towards you. The reason is if players run near the end zone wall, they rarely catch the ball. One horribly cheap tactic is picking a team with a fast quarterback and then picking a throwing play with arrows pointing straight up, such as Streaks. As the defenders cover the wide receivers, that leaves space for you to run the ball with the quarterback and almost always guarantees a first down in at least two plays.

Last but not least, always throw the ball if you're about to get sacked. Unlike *Madden NFL*, there's no safe throw option allowing you to get rid of the ball so you'll have to throw it into coverage but it beats piling up the yards required with one less down to go because you got sacked.



GAMEBREAKERS

Don't go for double Gamebreakers, they might give you a guaranteed chance of scoring or intercepting but if you use single Gamebreakers wisely, they're just as effective. On defence, pick the player closest to the quarterback and charge down the quarterback. If he passes the ball to a running back or hesitates when throwing it, as long as you've been fast enough, you'll get the ball. On offence, throw the ball deep when using the Gamebreaker. The exception is when the other team retaliates with a Gamebreaker of its own but there's little you can do in this scenario anyway. The best way to build up your bar is hurdling hotspots. If you're near one on a first or second down, use a step-back pass play and throw the ball to your running back, leaving a channel by the wall for him to run into. Hurdle the hotspot, et voila, a hefty chunk of bar coming your way.





OWN THE CITY

First thing you need to do when creating a player is choose a position. Your best bet is to create a quarterback as the only stat that really needs boosted is passing, unlike the various stats you need with wide receivers (catching, jumping, height, speed) and running backs (run power, o-moves, speed). Plus it's more fun. That always helps.

While you have to play different variations on the main game, they all involve the same tactics. One of the two exceptions is Crush The Carrier game, as you have to boost your player's speed and o-moves beforehand if you have afford it. The trick to this game isn't holding onto the ball but tackling the ball carrier before anyone else. Sometimes, it pays just to stand a little away from the pack and wait for the ball-carrier to emerge rather than mindlessly pile in.

The other exception is 4-On-4. Pitching the ball with ● is a lot more important here as you have more space and time to judge the risks involved.

If you have another open player near you and you're about to get smacked, pitch the pass. And don't bother with wall passes. You only have five seconds to get rid of the ball and while you can just about reach the wall in that time, it's not enough time to account for anything that might go wrong.





BEST PLAYS

Streaks (Pass) – The two wide receivers simply bomb forward, close enough to the wall to make wall catches and fast enough to cover big yards. Use as a last ditch attempt if you have more than 20 yards to cover on a last down.

PA Bomb (Trick) – The quarterback pretends to hand the ball to the running back but throws instead. One wide receiver almost always makes it clear but never ever (ever) ever use this for touchdown attempts.

Step Back (Pass) – The running back hangs around for the pass. Usually he has a channel on his left to run into and should cover at least five yards, so don't be afraid to use this play as a first down choice.

QB Keeper (Run) – The quarterback runs to his left into the open space. Only use if playing as the Falcons or Eagles (speedy quarterbacks, see) and have less than 10 yards to go with at least one more down to play with.

RB Bam (Trick) – Instead of the usual ball-to-quarterback-to-running-back method, the ball goes straight to the running back and gives him a headstart on the defence. Use when almost on top of the goal-line.

2x Reverse (Trick) – Quarterback passes to your running back who passes to the wide receiver who passes to the other wide receiver. Almost always fails but try it in two-player for showboat purposes.





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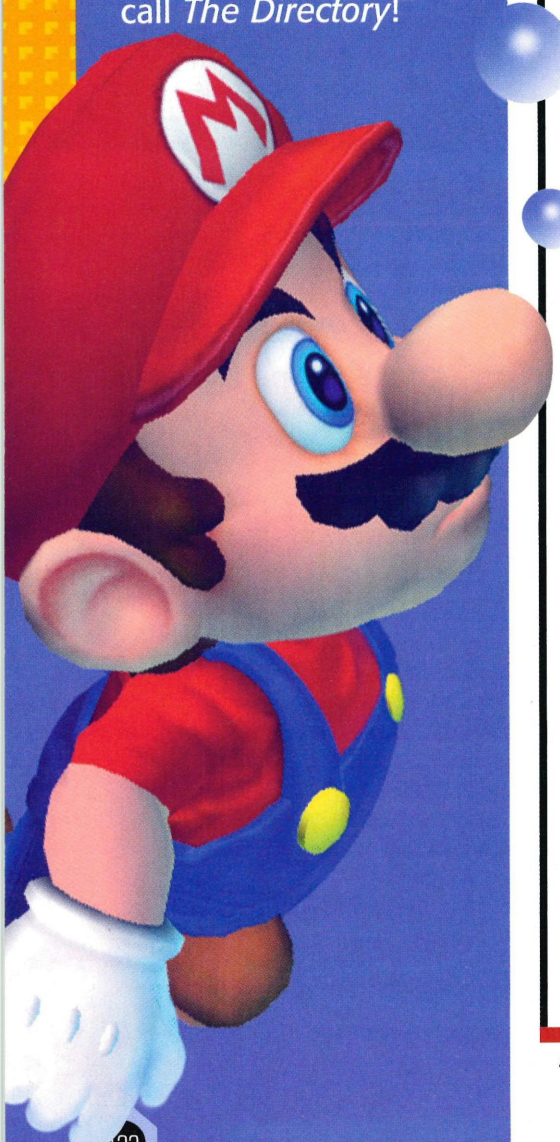
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CUBE DIRECTORY

ISSUE FORTY TWO

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
Alien Hominid	O3 Entertainment	The Behemoth	1-2	41	NTSC	8.9
Animal Crossing	Nintendo	In-house	1-4	37	PAL	8.0
Animal Leader	Nintendo	Saru Brunei	1	5	NTSC	7.5
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	Namco	Monolith Software	1	41	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

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 Bandicoot	Vivendi	Eurocom	1	13	PAL	5.6
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
Donkey Kong: Jungle Beat	Nintendo	In-House	1	41	PAL	8.0
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

HAIR CUTS

Is it in his eyes? Oh no, that's not the way, you're not listening to all we say cos if you wanna know, if he loves you so, it's in his hair. That's where it is!

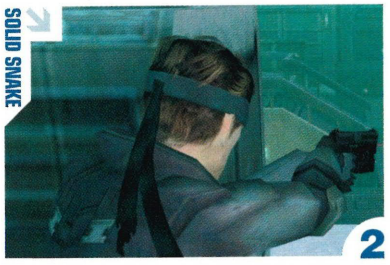
HAOHMARU



1

Imagine being Haohmaru and waking up each day with that. The name is bad enough but the haircut too? Haohmaru might be smiling on the outside but inside is a searing labyrinth of pain.

SOLID SNAKE



2

Discussed to death already. "Look at his mullet!" said gamers on message boards worldwide, suddenly deciding they're clever because they've pointed out something vaguely amusing in an ironic way.

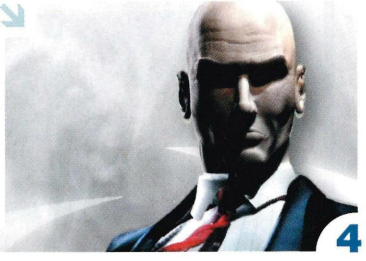
BENIMARU



3

Benimaru! They say pictures speak a thousand words. We're struggling to find 40 to say about Benimaru's hair. A few of the words that did come to mind: yellow, long, silly, Guile, Dr Seuss...

AGENT 47



4

Agent 47 doesn't even have any hair! Ha ha! He's like, in the Top Five Haircuts and he doesn't have hair! Oh my god, it's too funny! He also has a barcode tattooed on the back of his head. That's not funny at all.

TAK



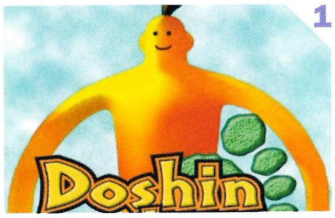
5

The second consecutive Top Five by record-breaking Tak, who follows up last month's Worst Game Title with this month's Stupid Haircut. Next month: Ugliest Characters. Tak makes his third appearance! Maybe.

BOX ART

Inspired by the recent boxart for PlayStation2's horrendous shooter *Miami Vice*, it's time to pay tribute to pack shots that we can mock with minimum effort.

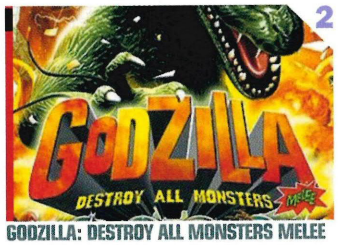
1



DOSHIN

"Doshin feels the love and hate of the villagers." That quote should've gone on the front, not the back. Who buys a game because the logo has a big green foot? No-one. Love and hate of villagers has universal appeal.

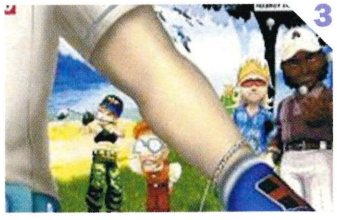
2



GODZILLA: DESTROY ALL MONSTERS MELEE

It's obvious that 'melee' was added after a last minute change of name. Having to deal with changes at the thirteenth hour, this clumsy hatchet cover-up makes us laugh. "Ho ho!" we laugh. "Ho ho!" Then we go back to work.

3



ACE GOLF

Wacky characters on box? Yes. Bling jewellery on display? Yes. Token black character? Yes. Token black character pulling token black ghetto 'urban' hand gesture? Yes. Decent game inside box? Yes! We mean, erm, no.

4



ISS2

The boot has the initials XAL. This is short for Xavi Alonso. It's also LAX backwards, which is short for Los Angeles airport. And Rachel Stevens' song *Sweet Dreams My LA Ex*. We're not sure what point we're trying to make.

5



BMX XXX

It's a woman. She's got pigtails in a Lolita-ish fantasy way and is sitting on a bike. There's an obvious joke there. Instead, let's point out that Acclaim is dead. Acclaim made *Vexx*. And *BMX XXX*. And now Acclaim is dead.

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
Lemony Snicket's A series Of...	Activision	Amaze	1	41	PAL	5.6
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

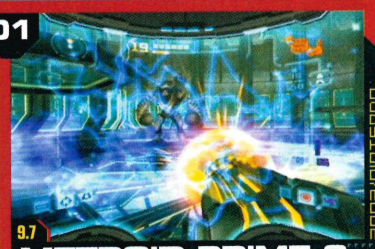
EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Mobile Suit Gundam: Pilot's Locus	Bandai	In-House	1	32	NTSC	5.8
MSG: Gundam Vs Zgundam	Bandai	Capcom	1-4	41	NTSC	6.6
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
R: Racing Evolution	EA	Namco	1-2	29	PAL	8.4
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

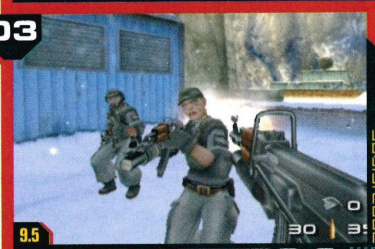
Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

TOP 10 GAMECUBE

GOT A GAMECUBE? THEN YOU NEED THESE TEN GAMES!

01 
9.7 METROID PRIME 2 2002/NINTENDO

02 
9.5 THE LEGEND OF ZELDA 2002/NINTENDO

03 
9.5 TIMESPLITTERS 2 2002/EIDOS

04 
9.4 ZELDA: FOUR SWORDS + 2004/NINTENDO

05 
9.4 F-ZERO GX 2002/NINTENDO

06 MARIO KART: DOUBLE DASH!! 9.4 2003/NINTENDO

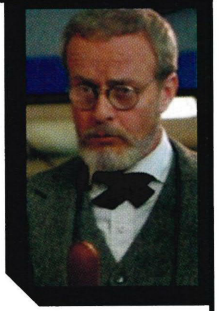
07 PAPER MARIO 2 9.4 2004/NINTENDO

08 BEYOND GOOD & EVIL 9.4 2003/UBISOFT

09 SUPER MARIO SUNSHINE 9.4 2002/NINTENDO

10 PIKMIN 2 9.3 2004/NINTENDO

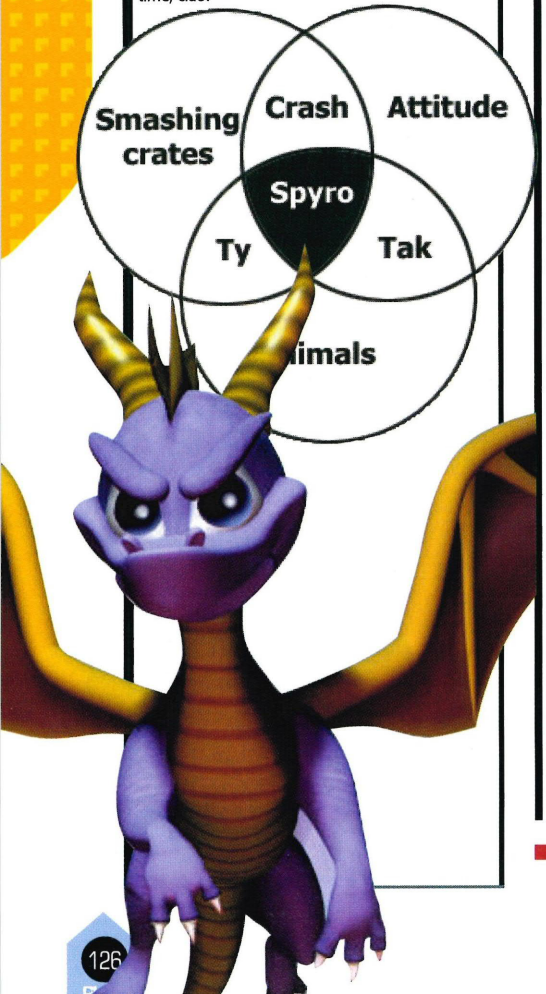
SIGMUND FROOD (OUT OF BILL AND TED) AND HIS AMAZING PSYCHOLOGICAL ADVENTURES



Every month Dr Frood investigates the motivations that drive your gaming heroes. This month his victim is...

SPYRO THE DRAGON

Spyro, Spyro, Spyro. Spire means something narrow and pointed such as a mountain peak. Pyro is a prefix meaning fire or heat. So Spyro should mean fiery mountain peak, in other words, a volcano. Volcanoes kick ass. Instead, he's a stupid purple dragon. Stupid purple dragons suck. Instead of retreating into his cave and perhaps re-thinking his tactics, Spyro returns. With ATTITUDE. Those are capital letters to emphasise how much Spyro likes to shout, crack knowing, witty gags and occasionally wink to the camera after dealing Spyro death to those around him. Why would Spyro want to return with attitude? Or Tak, or Crash, or all those before him? Consult my hastily constructed but highly accurate Venn diagram. As you can see, the combination of smashing crates, animals and attitude leaves you with Spyro. He's succeeded in his quest to become the most clichéd platformer around! Well done that dragon. So, 'til the next time, ciao!



GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Resident Evil Zero	Capcom	In-house	1	16	PAL	9.0
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
Street Racing Syndicate	Namco	Eutechnyx	1-2	41	NTSC	7.3
Super Bubble Pop	Jaleco	Runecraft	1-2	18	PAL	5.5
Supercross World	Acclaim	In-house	1-4	9	PAL	4.6
Superman: Shadow Of Apokolips	Atari	Sheffield House	1	21	PAL	6.5
Super Mario Sunshine	Nintendo	In-house	1	10	NTSC	9.4
Super Monkey Ball	Sega	Amusement Vision	1-4	6	PAL	9.0
Super Monkey Ball 2	Sega	Amusement Vision	1-4	16	PAL	9.1
Super Smash Bros Melee	Nintendo	In-house	1-4	11	PAL	8.3
SX Superstar	Acclaim	Climax	1-2	21	PAL	4.8
Tak And The Power Of Juju	THQ	Avalanche	1	30	PAL	8.6
Tales Of Symphonia	Namco	In-house	1-4	37	PAL	8.0

Adventure/RPG | Puzzle/Party | Fighting | Sports | Racing | Shoot-'em-up | Action

EVERY GAME REVIEWED IN CUBE, GATHERED RIGHT HERE

GAME NAME	PUBLISHER	DEVELOPER	PLAYERS	ISSUE	REVIEW	RATING
Taz Wanted	Infogrames	Blitz Games	1-2	11	PAL	5.6
Teenage Mutant Ninja Turtles	Konami	Konami	1-2	31	PAL	6.0
Terminator 3: The Redemption	Atari	Paradigm	1	37	PAL	6.0
Tetris Worlds	THQ	Radical	1-4	11	PAL	4.7
The Hobbit	Vivendi	Inevitable Studios	1	26	PAL	7.1
The 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
Viewtiful Joe 2	Capcom	Clover Studios	1	41	NTSC	9.1
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)

YOU KNOW IN the last issue I came under a bit of flack for my *Tales Of Symphonia* review? (And as it turns out, Lizzie Hall isn't old enough to go to the pub.) Well it got me pondering (and stroking my chin while I looked wistfully at the ceiling. It was a beautiful scene, but you had to be there) just what reviewing is, like, all about?

Take Michael Winner, apart from his job selling insurance he also eats a lot of food and then writes about it in the Sunday Times. He reviews food. "But wait Tim, isn't he then a food critic?" says my imagining of your internal dialogue and then I turn round and say: "Well what the heck do you think I and the rest of the monkeys on this mag are doing?"

Then you'll be all: "Aye but it's different, innit," cause you've gone all chavvy for some reason, and I'll go: "How? You sample something then you review it. You can criticise it, or you say it's the best thing eva! Or not give an opinion and just say, 'If you like this sort of game...'"

And that last sentence is the reason I wanted to get into this, ah, game. I was tired of reading non-opinions for the 20-odd years I've been reading videogame mags. I don't want to read (and being the Sub Editor, I have to read everything) dull reviews that outline the controls, waffle about the graphics, talk at length about some aspect of the gameplay and then contradict themselves with some glib "but if you're a fan of this sort of thing..." line. They make me sad.

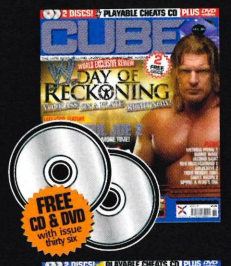
Ryan makes me happy. Other than his reviews being awesome, sometimes he picks me up and puts me on his shoulders, then we dander about town while I hurl abuse at passers-by. It passes the time during lunch rather well.



BACK ISSUES

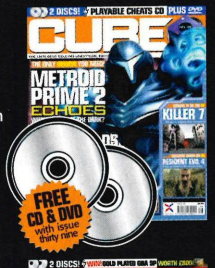
MISSED AN ISSUE? SEE WHAT ALL THE FUSS WAS ABOUT...

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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.



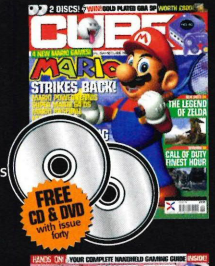
ISSUE THIRTY NINE

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.



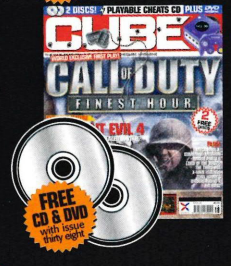
ISSUE THIRTY SEVEN

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 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.



ISSUE THIRTY EIGHT

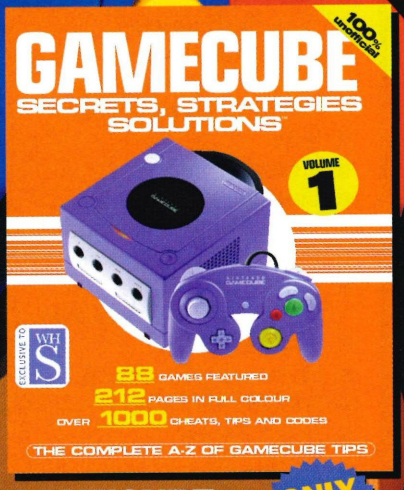
Hey hey! What about you? In this CUBE there's *Mega Man, Call Of Duty, Four Swords, THUG2, LOTR: The Third Age*, and, and oh you know it – Ty's back! Yay... *Wario Ware* and *Pikmin* cheats, plus Big Boy Barry!



ISSUE FORTY ONE

10 pages on *Resident Evil 4*! A whole DVD dedicated to *Resident Evil* through the ages and blood smeared across the cover. Plus *VJ2* review, loads of DS stuff and we've got some uplifting features. Welcome to 2005.

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NEXT ISSUE

Next Month... Next Month... Next Month... Next Month...

HORIZON

PARIS REPORT!

TOUCH!



ONE NIGHT IN PARIS...

EVERY LAST PAL LAUNCH TID-BIT REVEALED!

By the time you read this Nintendo will have held its Touch! Conference in Paris and we'll know exactly when the DS will hit Europe and how much it'll set you back. We're putting our money on 25 March at £99.99.

EXCLUSIVE REVIEW

STAR FOX: ASSAULT

ALL SHIPS REPORT IN!

We brought you the World Exclusive In-Depth this month, and next month we'll bring you our final impressions from the finished game. As long as we can kill Slippy we'll give it a star...





FEATURE

LET THE GAMES BEGIN

THE INDUSTRY SPEAKS

We'll be talking to everyone about the next generation of home consoles. What will the sound capabilities be? What will the controllers look like? What games do the developers want to see? It's all here. Especially the stuff about the audio, woo!

SOLUTIONS

CAPCOM... FEAR BE THY NAME

RESIDENT EVIL 4: PART 1

Both Miles and Chandra have played this to death over the past few weeks, so who's going to write the guide? Tell you what: we'll print two guides. That way you can vote for your favourite. Or perhaps not.

PLUS ALL THE LATEST CHEATS, TIPS AND HINTS FOR THE BEST GAMECUBE TITLES!

Definitive reviews of ALL the latest GameCube games, including:

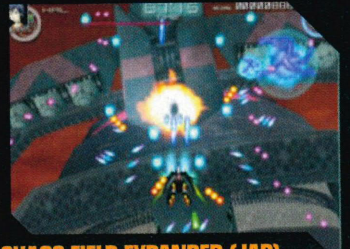
THE BIGGEST GAMES!



YOSHI'S TOUCH & GO (JAP)
Another decent DS game to add to the shortlist.



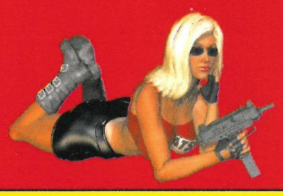
RAYMAN DS (PAL)
And another one! Blimey, it's not all bad after all.



CHAOS FIELD EXPANDED (JAP)
The addictive Dreamcast shooter gets resurrected.

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Blue Storm, Wave Race
BMX XXX
Bomberman Generation
Bond 007: Agent Under Fire
Bond 007: E. or Nothing
Bond 007: Nightfire
Bounty Hunter, Star Wars
Budokai - Dragon Ball Z
Buffy 2: Chaos Bleeds
Burnout
Burnout 2 Point of Impact
Bust a Move 2
Bustin' Out, The Sims
Call of Duty: Finest Hour
Capcom vs. SNK: EO
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Celebrity Deathmatch
Chamber of Secrets
Chaos Bleeds
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Code Veronica X
Combat Zones, Top Gun
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Conflict: Desert Storm 2
Crash B'coot: Wr. of Cortex
Crash Nitro Kart
Crush Hour, WWE
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Dakar 2
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Dark Legacy
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Darkened Skye
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